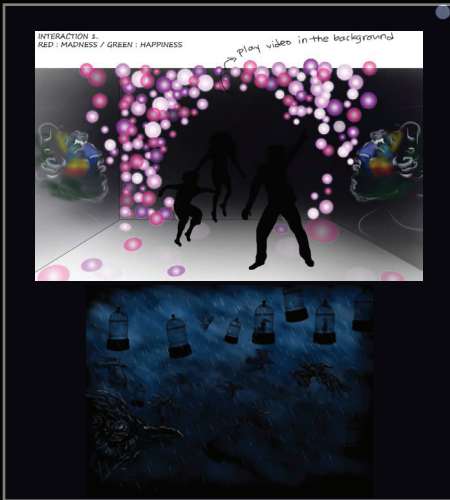Advisors: Anthony Daniels
Shirley Saldamarco
Ben Shirley
Team: Björn Ahlstedt
Heidi Hastings
Dan-Ah Kim
Bhavna Mahadevan
Brandon Perdue

week 1-2

INTERACTION 1.
RED : MADNESS / GREEN : HAPPINESS
→ play videos in the background

The art team has been dividing their team between concepting for both the interactive and visual elements of the performance and the necessary branding materials: logo, half sheet, poster, and so on.

On the tech end, we've been exploring the capabilities of the Kinect SDK that released this week; we will probably use an older one, however, since it would be better tested.

These first weeks we have focused on brainstorming what kind of interaction and visualization can bring Sir Peter Maxwell Davies's "8 Songs for a Mad King" to life. With help from Psappha, who will perform the piece, we've been able to explore the music and its history and consider the major thematic elements contained therein. Our high-level design involves using the Kinect units present in the Egg to engage the audience in a variety of interactive activities throughout the performance, themed according to the focus of each song and striving to draw out the King's descent into madness and feeling of entrapment. Meanwhile, our visualization brainstorming has resulted in several concepts for how the performance could look and feel. We plan to use the green screen studio here to composite the performance with other video, and may even have the opportunity to film at some exclusive locations thanks to the involvement of the composer himself.

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