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week 3



ART

Dan-ah continued to work toward our branding materials (as you can see!) as well as some concept art for the interaction.

Heidi, meanwhile, worked on more concept art and has started to storyboard the visuals we discussed.

DESIGN

We had an extremely fruitful week of designing and planning out the visualization and interactions for the performance. Presently, we plan on four interaction sections (using the Kinects), and several sections of video, supported, as necessary, by a filmed performance by Psappha. With this in mind, we are now moving into pre-production. Meanwhile, Bjorn's work on the website is looking pretty slick.

TECH

Bhavna has gotten the Kinect working and has started to code the first interaction in the piece, in which the player(s) attempt to catch birds flying around the space.

Meanwhile, we outlined our technical needs in the Egg, the rough locations of the displays and how many other pieces of equipment we would need. Though this won't be set up for months yet, it is important to do this early.