

Synesthesia

PROJECT NEWSLETTER

WEEK 10

NOVEMBER 1, 2013

INVINCIBLE

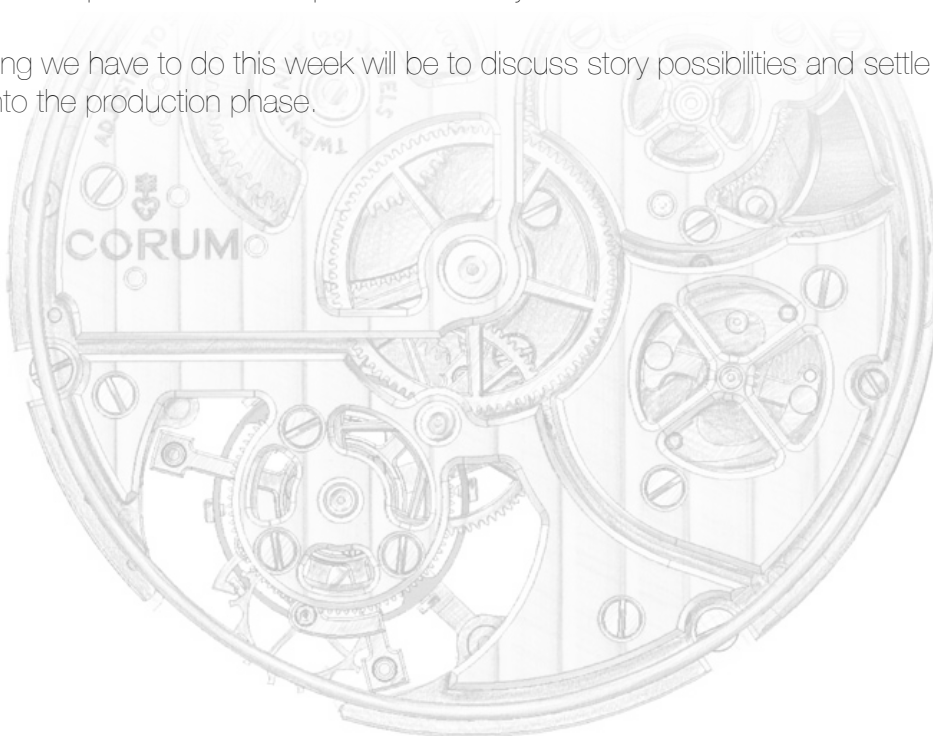
THIS WEEK

Week 10 marked the beginning of our new, revised project. After halves we decided to proceed forward with a new idea consisting of 1 week of pre-production followed by 3 weeks of production leading up to softs.

On day one of pre-production week it was decided that our new direction was going to try to reuse as much of our current project as possible and stay true to our original goal of creating an IR Tracking and Projection Mapping experience. To eliminate the uncertainty that was giving us trouble in the IR tracking, we decided to create a kinetic sculpture whose form could be changed into a discrete number of known positions, which we could determine through IR. The movement of the structure would trigger different projected content.

On Wednesday we decided that the form of the installation will be that of a giant clock. The position of the clocks hands will dictate what content is projected on its face, and viewers will be able to cycle back and forth through the timeline to experience different parts of the story.

The last thing we have to do this week will be to discuss story possibilities and settle on a concept before we move ahead into the production phase.



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