

Synesthesia

PROJECT NEWSLETTER

WEEK 9

October 25, 2013



THE FIX IS IN

THIS WEEK

While the team rallied for halves presentations, it was becoming clear that the IR tracking technology we were developing wasn't going to be stable enough to fulfill our needs by the end of the semester. The existing IR tracking system required a lengthy calibration period, which didn't allow us to present a live demonstration during halves. The tracking system was also unreliable, often losing sight of the objects in front of the camera and causing the image to disappear completely at the slightest misalignment of the human performer.

Given all of these difficulties, we've decided to restructure our project. Using the same IR tracking technology we've developed for our original concept, we're planning on creating an interactive kinetic sculpture that incorporates projection and music media. By developing a dynamic structure with a discrete number of poses, we will be able to use the existing tracking system to determine which of these states the structure is in. Using a Solidworks model of the structure as the D3 projection surface, we will be able to project onto the sculpture and create a dynamic multimedia experience that is essentially a 3-dimensionalization of a "music video"-esque experience.

Although we've had some setbacks, our original plan to create a novel IR tracking and projection mapping experience is still on track, albeit in a heavily altered form. Moving forward we'll be working through 1 week of pre-production followed by 4 weeks of production to get a working, demonstrable system ready to present by softs.



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