



WEEK 03 : Starting to Make Xense

WEEK OVERVIEW

This week the team began rapid prototyping of our first exhibit: the cochlear implant experience. The technical design has been thoroughly articulated and we have produced a flash demo of the “time-traveling” mechanic.



PROGRESS

The design team met regularly over the past week and has made many significant decisions in regards to the audio exhibit. Most notably, the planned exhibit involves localized speakers and 3 screens, which will “wrap” 180 degrees around the guest. The guest will be immersed in a virtual environment in an elevator with two other passengers talking on their left and right. They will also be able to choose the time period in which the scene takes place and experience various levels of cochlear implant technology (e.g. 2 channels of sound in 1984).



The team investigated various ways to implement this, including XNA and Unity 3D before settling on using Flash. We were able to film an actor on green-screen and implement a prototype of video changing by the end of the week.

Also, in regards to the tactile and visual exhibits, respectively, the team has placed orders for EEG headsets that will hopefully arrive next week, and we have borrowed an HMD from the ETC to test video-processing.



PLANS

We hope to complete the software prototype for the audio exhibit as well as design the art style and “story” for the final experience. The team also intends to, in the same manner as this week, design and prototype the visual and neuroprosthetic exhibits within the coming two weeks.

Above: Our actor against green screen.
Middle: Actor against one of our simulated backgrounds.
Below: Actor against a different background, performing the same scene in different attire.

