

Welcome to weTheme's second weekly newsletter! In this edition we will talk about our meeting with our clients as well as what we accomplished during the week.

Client Meeting

On Sunday, we had the opportunity to travel to *Madeira Theme Park*. The park opened six years ago and covers seven acres of land with a multitude of attractions relating to the history, traditions and the culture of Madeira. In another section of the park, called Radical Madeira, visitors can participate in bungee-jumping and wall climbing. Upon our arrival we were met by our guide Eduardo, who showed us around the park's attractions answering our questions along the way.

The attraction is called Future of the Earth, a CAVE environment decorated as a time machine. There are currently two short films shown: Madeira 2419, an underwater journey to the Island of Madeira one thousand years after its first discovery, and There Was a Day, a show dedicated to increase awareness of protecting the environment. After the show, we were led to back-end of where we could investigate the technology further. From a previous meeting with the park's director, Tiago Freitas, we learned that the visitors' age varies greatly from school children to many older tourists. From what we saw that day, his statement was very true. And after a talk with our advisor we were reminded to choose our audiences carefully as the two groups of visitors are so dissimilar with a low probability of having overlapping interests.



Technical Counselor, Eduardo Azevedo

Deliverables

On Monday we met with our client advisor Monchu Chen, Assistant Professor at UMA to discuss the final deliverables. We will be required to create two tech demonstrations: one static animation/film to show that we are able to create content and the second is an interactive experience. In addition to the theme park content, weTheme will be creating a design document explaining the our entire process from start to finish, various promotional videos in varying length, a poster, 1/2 sheets and lastly pamphlets.

Team

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Our focus

This week we focused on researching CAVE applications and their potential interactions.



CAVE environment

Applications

CAVE systems have multiple uses in various occupational fields. Many universities own CAVEs utilizing them for research projects. Mixed Reality is a research project from the Institute for Creative Technologies at the University of Southern California. There they create immersive systems for education and training simulations incorporating real and virtual elements. CAVEs are also used within the United States Military, to help war veterans deal with postpartum depression. Lastly, CAVEs are great immersive environments that provide an experience that ordinary console games or a visit to the cinema could never provide to the user.

Interaction and Effects

To further our understanding of what has already been done with multiple projectors, we specifically researched different interactions and effects that were possible. We were able to find many videos of interactive walls that utilized infrared light, audience interaction, Kinect hacks and 3d projection. Lastly we found information on video projection mapping, a projection technique used to fit projected images on irregular shapes. Impressed with the video clips we saw, we were able to replicate the technique on our white board using a projector, 5 post-it notes and one computer using the appropriate software.



Testing video projection mapping

Next Week

We will continue researching on innovative CAVE applications and interactions as well as brainstorm ideas for content.



Parque Temático da
MADEIRA