

Welcome to weTheme's 5th newsletter! This week we took our feedback from 1/4 presentations and narrowed down our concepts to: one interactive and one non-interactive experience.

Narrowing Down the Concepts

In order for us to begin narrowing down our concepts we first further defined them. We created small stories for each concept and expanding on the interactions that would be used inside the CAVE. As a group, we discussed each concept, detailing what we liked and didn't like about them. We discussed feasibility. We are an artist heavy team with some technical installation skills. Therefore, we did not want to choose a concept that was programming heavy. But most importantly we wanted to make sure the concept that we implemented really captured the spirit of Madeira.

This finally lead us two our chosen concepts: Ilha Musical and A Jornada do Peixe Espada.

The Concepts

Ilha Musical - Interactive

Ilha Musical or Musical Island gives the guests the experience of learning traditional Madeiran music by interacting with traditional instruments and with one another.

Technology

For this experience we will have to create digital musical instruments, however, we want to keep the interaction simple and within our scope. We plan to focus on one prototype that allows different interactions through the use of sensors. By tapping, the guests will be able to produce sounds. However, if we need to change our input devices, our gameplay will still remain the same.

Art Style

The art style and color Palette will we be using will be lighthearted, fun and colorful. We really want to represent the bright and vibrant colors that can also be found in the luscious landscapes of Madeira.



A Jornada Do Peixe Espada – Non Interactive

A Jornada Do Peixe Espada is a short stop motion film telling the journey of the Black Scabbard fish, one of the most prized fish in Madeiran Cuisine, from life in the ocean

to becoming a meal. However, the journey will be shown in reverse, starting in the stomach of a young child and ending with the birth of the fish.

Technology

In order to create a stop motion film suited for a CAVE environment, we constructed a small cube in which we will either paint on or stick cutouts onto. We will then direct four cameras to record the four faces of the cube.



Art Style

For the art style we will be utilizing a bright but sometimes muted color palette. This will allow the scabbard fish to pop on the majority of our backgrounds and also help to express the emotion throughout the story.



Storyboard

Our concepts chosen, we began storyboarding, a crucial piece of pre-production. requirements.

While a typical storyboard utilizes one square per shot, we have to utilize four to represent the actions of four different screens. This will truly help us visualize the storyline, transitions and the actions of our characters on the screen. We will also be able to visualize the guests' interactions.

Next Week

Next week our technology should be arriving, allowing us to really start creating some tangible items. Most importantly, we will begin building simplistic versions of the musical instruments for Ilha Musical as well as create a small animatic for A Jornada Do Peixe Espada.

From there, we will begin testing for our target demographic: children between the ages of 9-14. Although we are still waiting for authorization from different schools, we plan to go to public places and, depending on the parents' permission, asking these children for their opinions on our two concepts.

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