

Project Statement

Title: Secret Under the Sea

Members: Chi-Chih Wang, Seiya Ito, Maria Mutafchieva, Elizaveta Kuznetsova

Miro: https://miro.com/app/board/uXjVHZW9mRk=?share_link_id=19530140112

Core Idea

This project is an interactive digital installation where a screen responds in real time to hand gestures. We aim to contribute to notice about Environment and care mental health. Additionally, we have decided to include embrace people have different personality like archetype that allows people to enjoy this artwork.



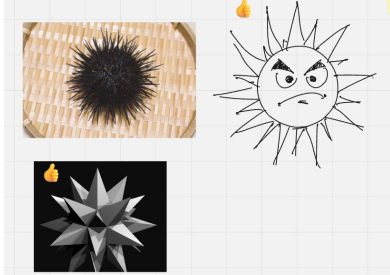
Expected Out come

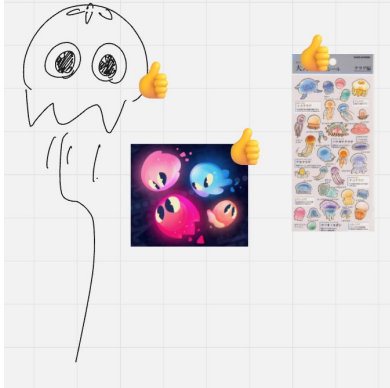
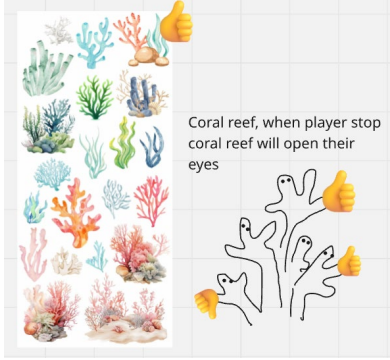
Interactive digital display into 270 screen. People can find personal creature according to their personalities.

Research

1. Character design

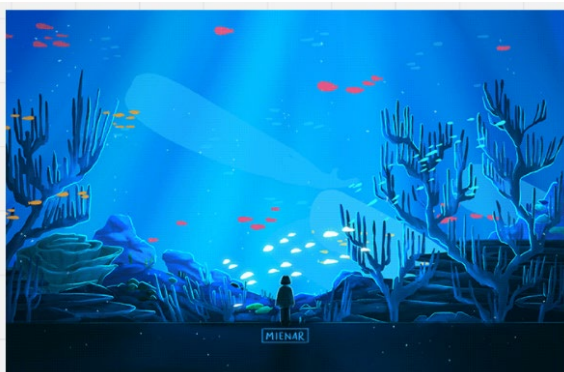
We have three characters that were inspired from ocean animal:

Name	Image	Description
Sparky		Sparky's design is based on aggressive hand gesture: open palm. Which looks like going to grasp something. Therefore we choose sea urchin as the original idea and design it into sharp and pointed form. The colour is changed form red to orange. Moving: bouncing and turning around (stop and change direction)

		Reaction: stick on hand and squash and squish, colour change becomes brighter
Woohoo		Woohoo is our second character, which represent calm and softness. Jelly fish fits the concept well. Woohoo is easy-going, so we use victory hand gesture to trigger it. This character was inspired by jellyfish. And it has a pastel colour such as, light pink, sky blue, and light purple. Moving: moving slow Reaction: spinning in circle(woo-hoo)
Coral Reef		Coral reef is just steady. They do not move too much. Only had little movement like eye blink. The colour is dark green, purple, brown, yellow. Which can also have some pink spots, flowers or having pattern (lines and dots) and gradient. Hand gesture for coral reef is fist. Moving: swinging Reaction: open their eyes and change colour, blinking growth and colouring

2. Environment

The scene is Under the sea with sandy bottom and sunlight. We used this environment because we wanted to show the inside out of humans' personalities, thus, the position under the surface of the sea represents the hidden inner world of the person.

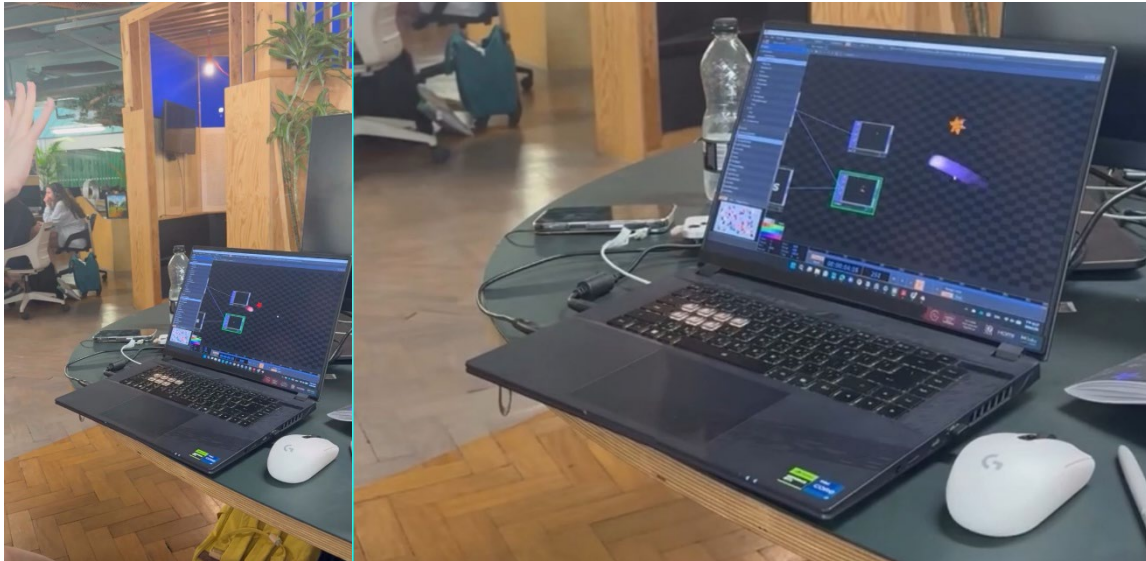


3. Interaction

We used different hand gestures to activate the movements of the characters.

Progress

We have finished Sparky and Woohoo's animation in Touch Designer, the hand capture is using webcam.



The environment is done in Unreal Engine. We are still experimenting to combine Touch Designer.

