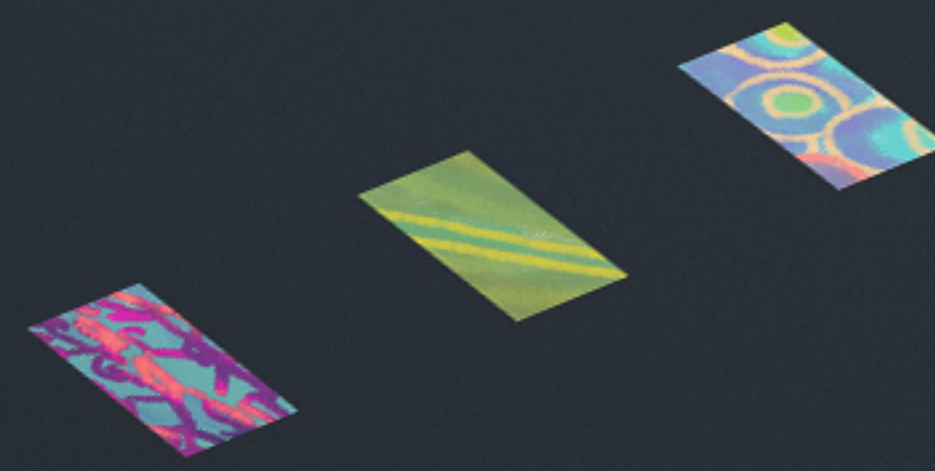


THE ART OF
**THE
BRUNSWICK
BALL**



BY CARLO TOLENTINO | IN COLLABORATION WITH SAHAJ GARG '20
A PROJECT OF A MAKER'S TRAIL - PLAYABLE CITY | BRUNSWICK '20

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2020

A MAKER'S TRAIL
THE BRUNSWICK BALL

The objective for our team in the Playable City Brunswick walking tour is to develop and produce prototype projects towards how urban play can reconnect us to the lived experience of our cities. The walking tour is located in the Brunswick design district, Melbourne VIC - and spans 4 interactive projects that lead into each other through a time-travel journey. The Brunswick Ball is an outdoor interactive-projection installation and is one of the parts of the Playable City Brunswick walking tour titled: A Maker's Trail.

The Brunswick Ball is a 1950's-present themed outdoor interactive-projection prototype, focused on movement and music making through environmental interaction and motion capture. Participants that interact with their environment generate sounds/music that also creates visual projections. Participants may also choose to move or dance in a designated area that captures their motion, which adds to the interactive projection.

***The Brunswick Ball aims to connect members of the community with the environment,
through the universality of music, movement, and nature.***





The Playable City RMIT MAGI team conducted site visits, community interviews, and collaborative project pitches to the Council of Moreland. The Brunswick Ball is part of these projects.



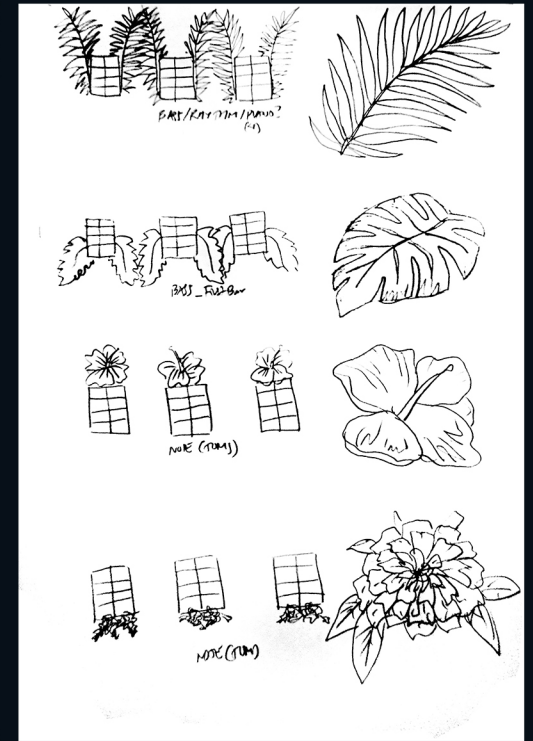
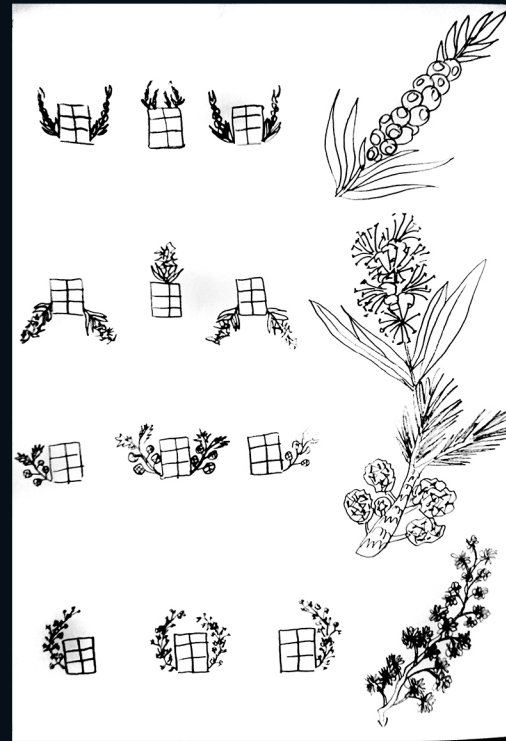
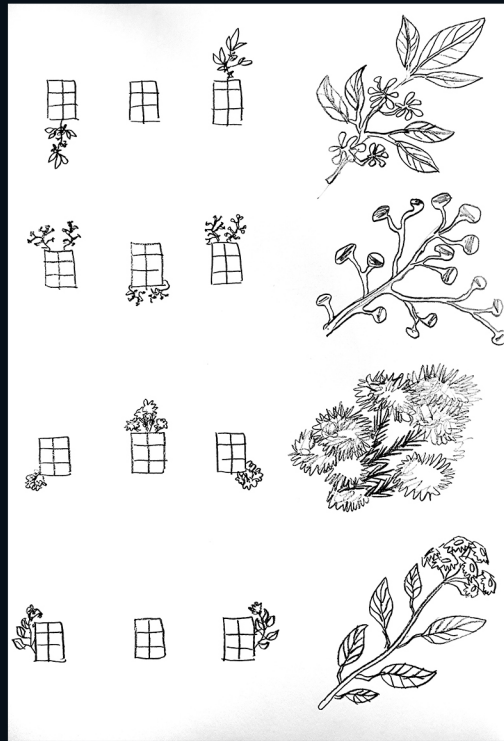
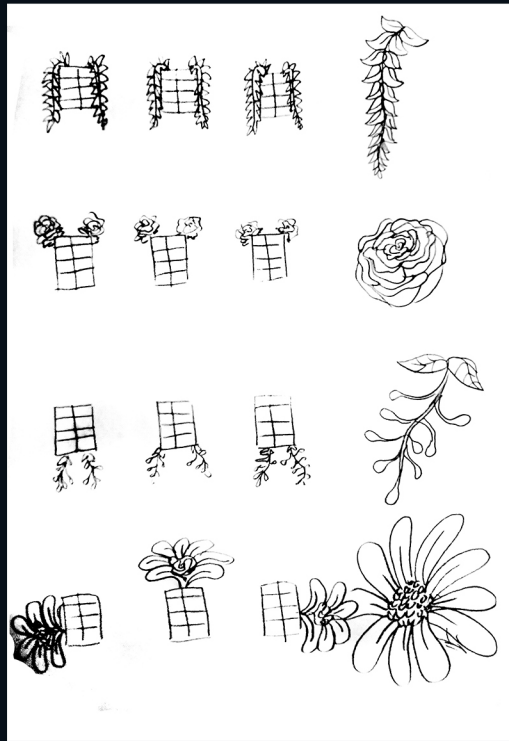
The Brunswick Library side at Saxon St. Brunswick

Conceptual visualization of The Brunswick Ball

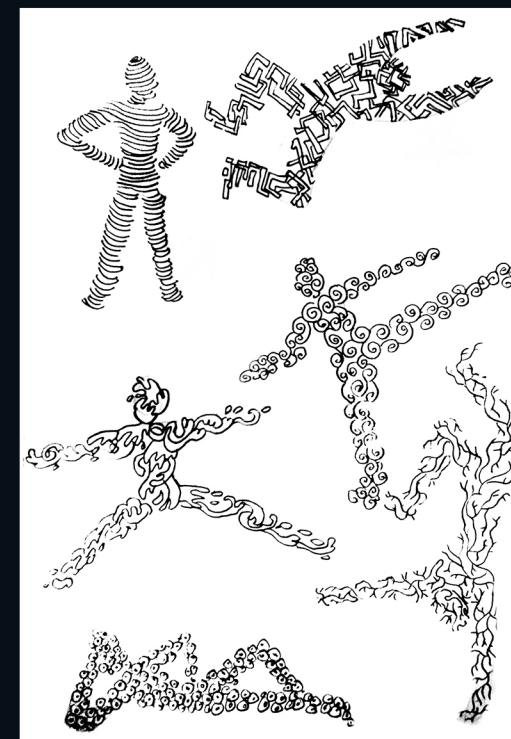
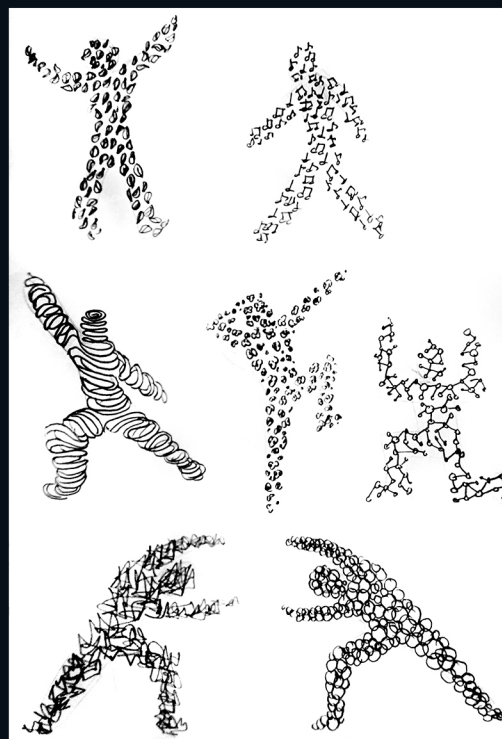
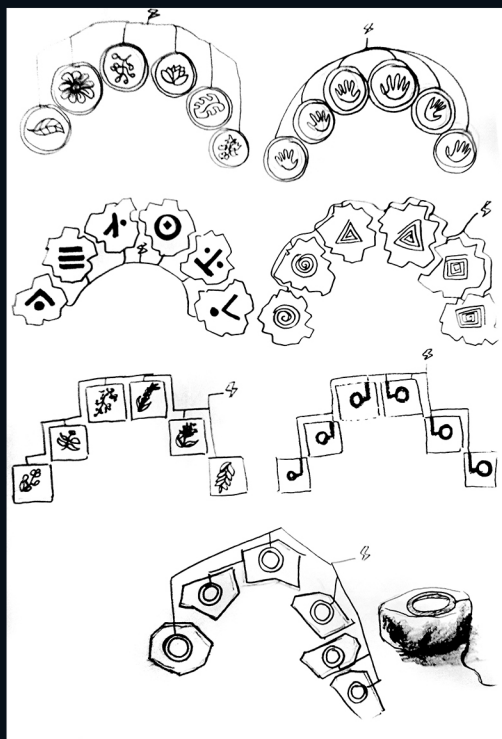
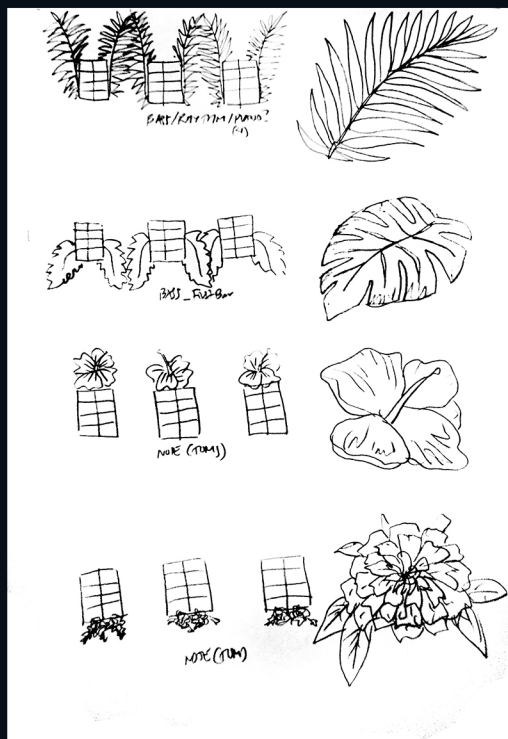
The physical environment (rocks) are augmented so it can be used as sound & nature visuals generating input (the band).

Motion tracking is used to capture people's movements that is projected on the windows (the dancers).

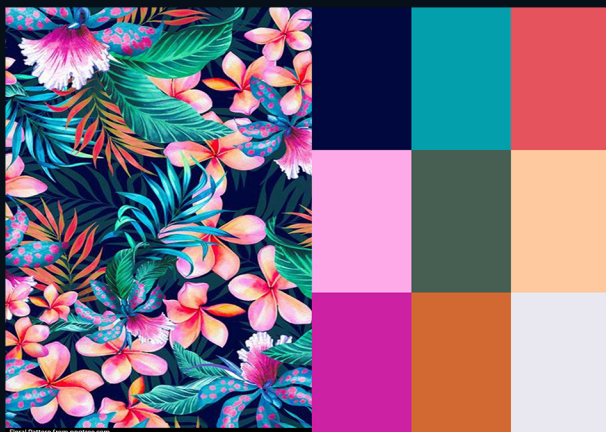
The projected visuals on the windows intends to suggest the visual silhouettes of people inside the Library having a ball. Which harkens back to the Brunswick Library's previous function as a dance hall.



Sketches and studies for the nature aesthetics on The Brunswick Ball.

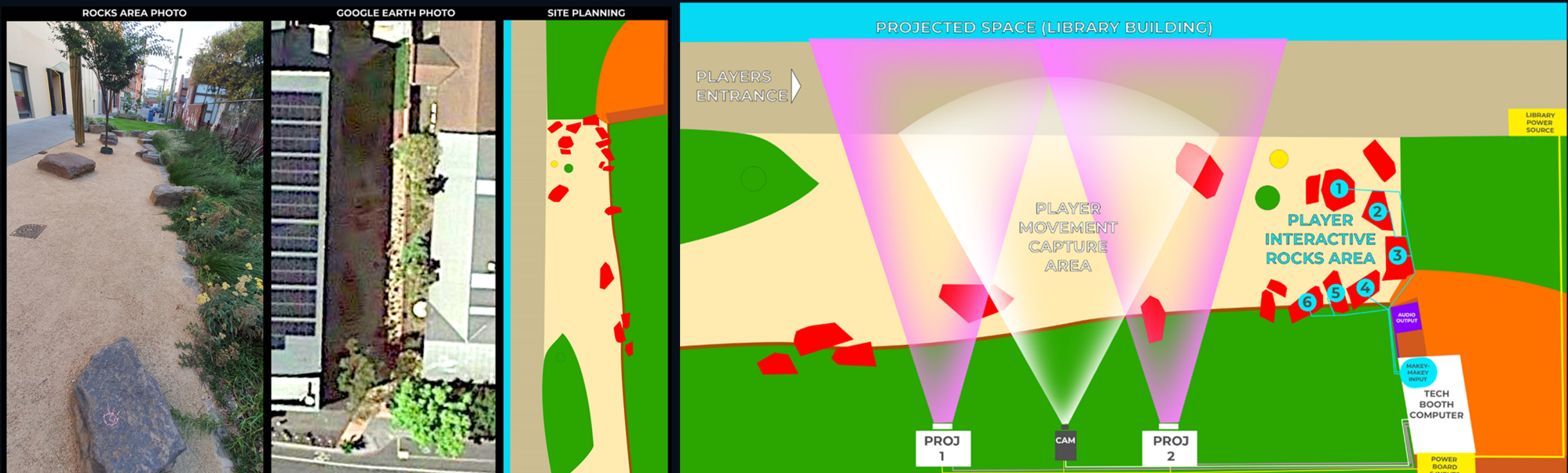
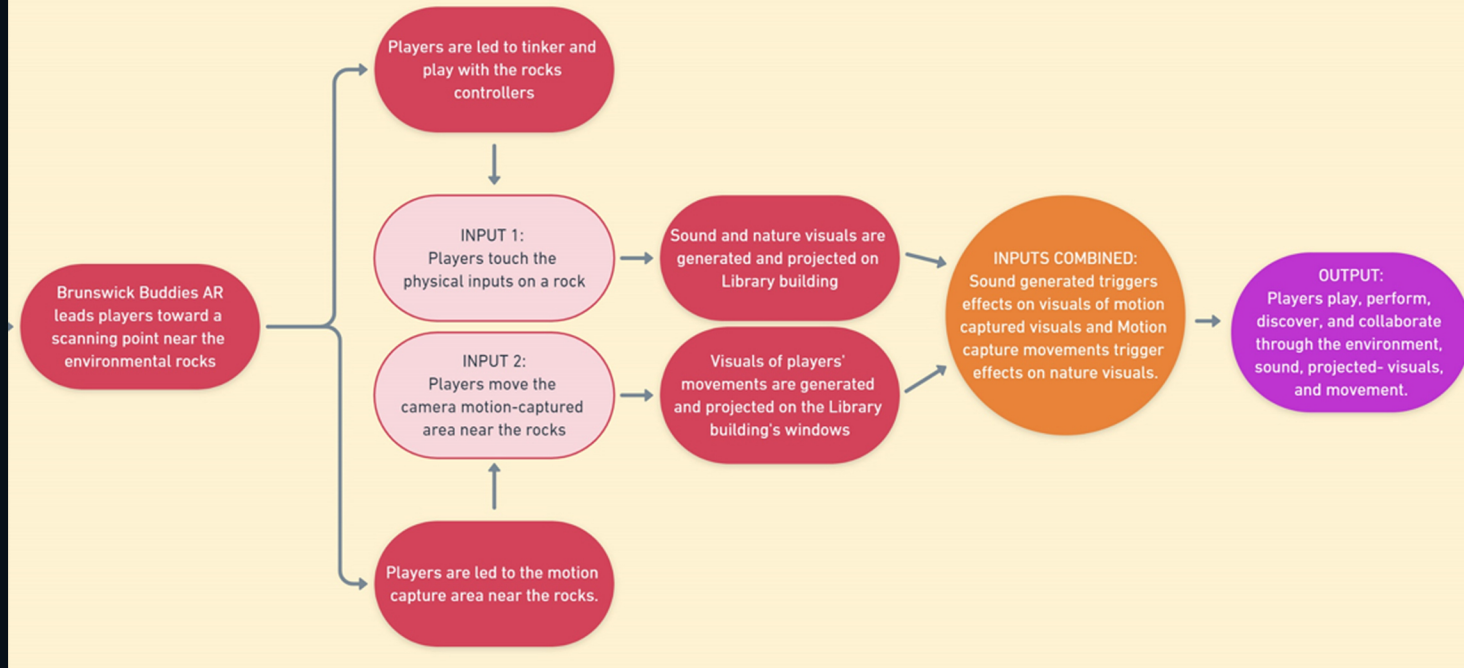


Sketches and studies for the rocks interaction points,
and motion capture particles.



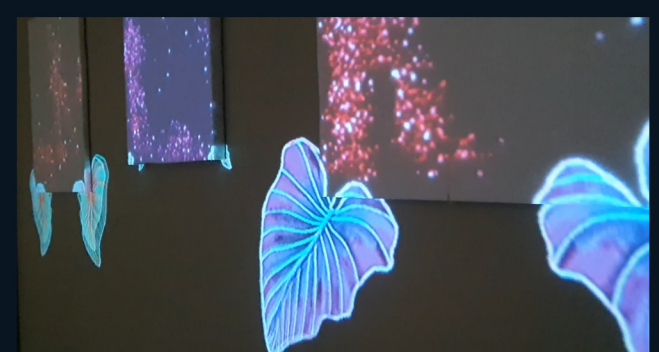
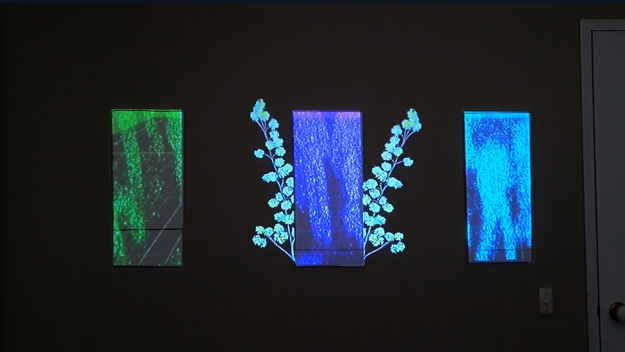
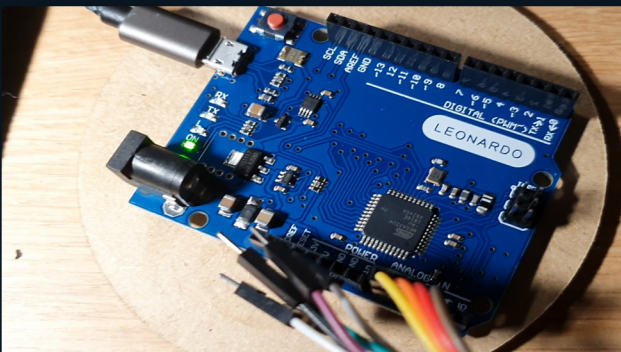
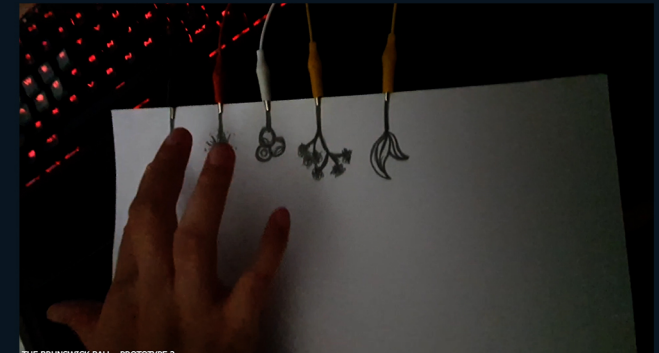
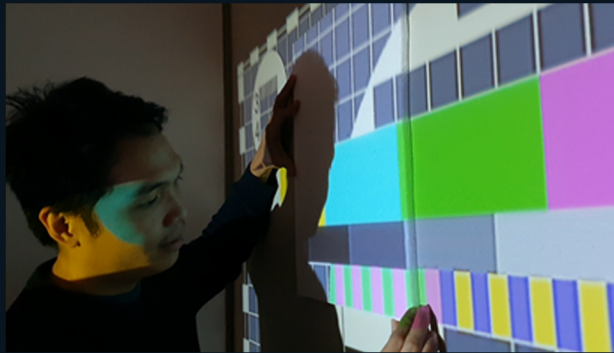
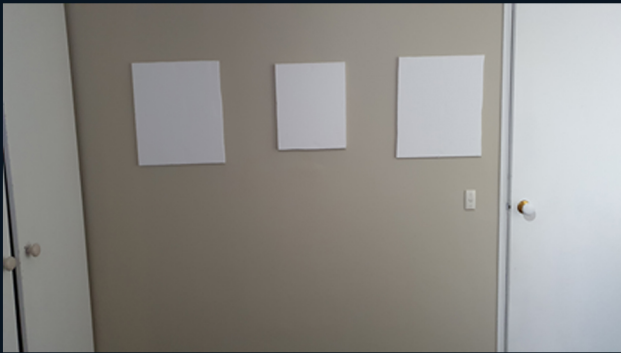
The Brunswick Ball's artistic direction and color palettes take inspiration from 1950's fashion and floral patterns.

The Brunswick Ball Interactive Flowchart



As an outdoor interactive public installation, the project required constant foresight and logistics planning.

INDOOR ITERATIVE PROTOTYPING



A series of iterative prototypes have been developed and play-tested indoors using a combination of Arduino, Unity and Resolume.

REFERENCE PHOTO



Silver Myall

SKETCH



FINAL ASSET



Black She-Oak



The nature elements in The Brunswick Ball were all hand-drawn, and derived from species of plants and trees that are indigenous to Moreland, wherein Brunswick is located.

Reference photos from www.moreland.vic.gov.au Tree Finder Tool

REFERENCE PHOTO

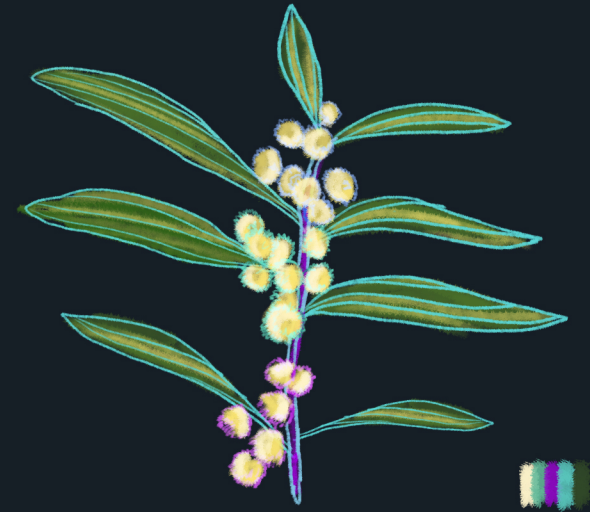


Blackwood

SKETCH



FINAL ASSET



Brittle Gum



The final assets' color palettes are a mixture of artistic stylization and 1950's palette inspiration.

Reference photos from www.moreland.vic.gov.au Tree Finder Tool

REFERENCE PHOTO



River Bottlebrush

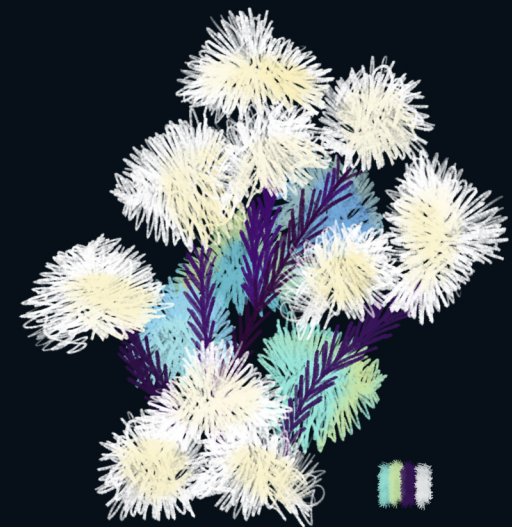
SKETCH



FINAL ASSET



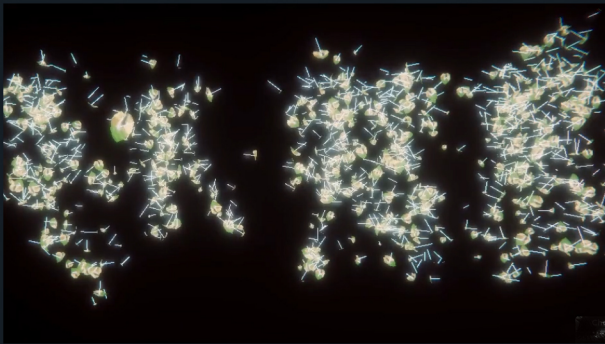
Snow in Summer



Each nature asset corresponds to one of the 1950's inspired, musical rhythmic loop or instrument in The Brunswick Ball.

Reference photos from www.moreland.vic.gov.au Tree Finder Tool

PEOPLE MOTION TRACKING

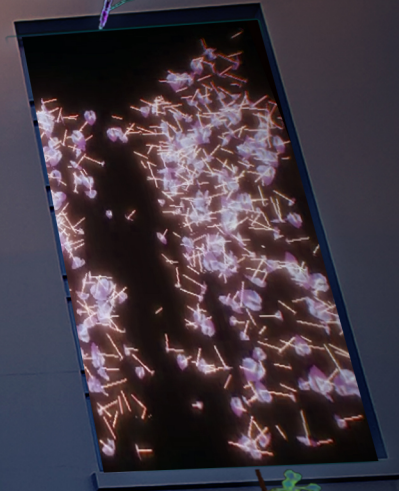


The Brunswick Ball is a collaboration with MAGI student, Sahaj Garg's exploration in camera people motion tracking particles in Unity. Its particles are a combination of musical notes, and leaves, to coincide with the theme of music and nature.

Reference photos from Sahaj Garg's people tracking research - the wild youth

THE BRUNSWICK BALL PHOTO VISUALIZATION

BRARY

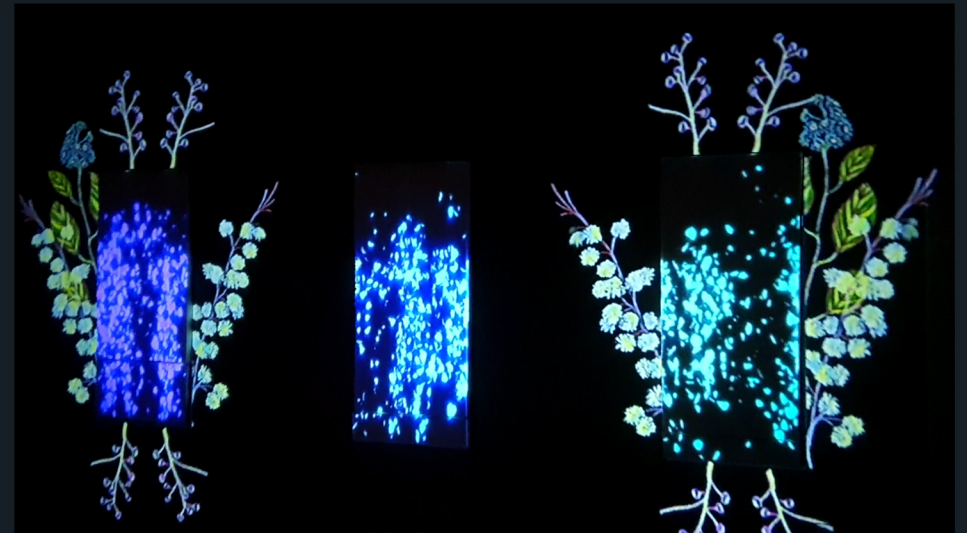
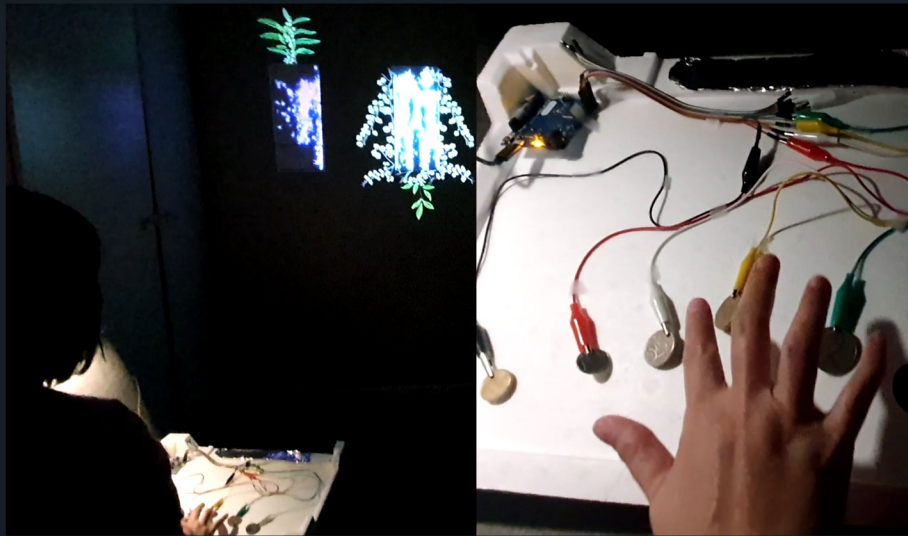


THE BRUNSWICK BALL 3D VISUALIZATION



To plan out and visualize The Brunswick Ball outside of the actual site, we developed a 3D visualization of Saxon St. Brunswick Library.

THE BRUNSWICK BALL LATEST PROTOTYPE



The latest indoor prototype of The Brunswick Ball can be viewed at:
<http://magistudio.net/work/playable-city-the-brunswick-ball-prototype-4>

We aim to continuously improve on the project by adding more interactions within Unity along with further play-testing on-site.

