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VER 1.0 30-07-2019

Panel 1

TRANSFORMING SPACE

LIGHT

OBJECTS + SPACE
FURNITURE · TOYS · PAPER · ORGANIZED CITIES · FOUND OBJECTS · MUSIC INSTRUMENTS · A ROOM · PLANTS · PEOPLE · TOOLS · MUSHROOMS · BALLOONS · WALLS · TRASH · KITCHEN · A CAR · A VEHICLE · A COUCH · ANIMALS? · CLOTHES?

REAL STORY THROUGH SPACE

SPACE PERCEPTION

EMOTIONS OF PHYSICALITY

CONTROL INTERACTIVITY WITH SPACE

EXPERIENCING SPACE

SCALE

SOUNDSCAPE

ALL OBJECTS MADE OF LIGHT

KINDS OF SPACE

LIGHT + MUSIC

PERCEPTION

UNSEEN WORLD

SUBVERSION

TECHNOLOGY
· UNITY · AE · RESOLUME · CH3 · TOUCH DESIGNER · KINECT · LEAP MOTION

INQUIRIES

INTERACTIVE PROJECTION MAPPING

CHOICE
· UNIQUE INTERACTIVE EXPERIENCE
· EXPERIENCE AS A REALIZATION
· DISRUPTION
· SPACE
· THE ENVIRONMENT AS CANVAS
· VANDALISM THROUGH LIGHT
· REIMAGINED PLAY
· THE CREATION OF MEANING IN SPACE
· EXPLORING REALITY

THE WHY?!
· OBJECT ORIENTED ONTOLOGY
· SPACES CAN TRANSFORM → HUMAN PERCEPTION → EMOTIONS?
· GRAFFITI OF LIGHT → VISUAL MESSAGES TO TELL A STORY → HISTORY → CRIME SCENE? → WHAT OBJECTS MEAN TO PEOPLE
· EXPERIENCE DESIGN (XD) THROUGH LIGHT + PHYSICAL SPACE → OBJECTS
· EXTENSION OF MAJOR FOLIO 1+2 → STUDIO 1

THE WHO?
WHO IS IT FOR?
· PEDESTRIANS / EVERYDAY PEOPLE → GENERAL AUDIENCE?
· CHILDREN INSIDE ALL OF US
· ARTSY PEOPLE?
· CHILDREN?
· EXPERIENCE SEEKERS
· WHITE NIGHT!
· ENTERTAINMENT SEEKER?
· AWARENESS
· PASSION

SOUND DESIGNER · REALITY ESCAPISTS · ADVENTURE SEEKERS · CURIOUS · EDUCATORS · HISTORIANS · PARENTS · FAMILIES · TECH JUNKIES · GAMERS · DESIGNERS · HEALTH CARE WORKER

Panel 2

KEYWORDS
THINGS POPULAR: SINGLES · EVOLUTION · SURVIVAL · LIFE · CURE · CAPTIVITY · DEDICATION · DREAMING · REVENGE · INDEPENDENCE · NEIGHBORHOOD · MUTATION · ECOSYSTEM · SYMBIOSIS · METHOD · REPEAT · INTERACTION · SURVIVAL · DINOSAUR · DISEASE · CRUELTY · GLUTTONY · WHALE · POLLUTION · HUMAN · GEORGE · CAVE · EFFECT

THE WHAT? WHAT IF?
WHAT IF NAME FOUND BACK HUMANS? WHAT IF POLLUTION CREATED MONSTERS INSTANT? WHAT IF SURVIVAL OF THE FITTEST WORK ONWARD? WHAT IF DESTRUCTION + CREATION EXIST AT THE SAME TIME? WHAT IF LIVING THINGS ABSORBED OTHER LIVING THINGS? → GAINS THEIR ABILITIES? → HUMANS FINISHED EXPLORING 10% OF OUR OCEANS? OF UNDERWATER.

POSSIBILITIES
· A VIDEO GAME (PANIKAN?) - ISOMETRIC
· PROJECTION MAPPED ANIMATION / INTERACTIVE
· AUGMENTED REALITY
· VR EXPERIENCE
· WEB JAVA / INTERACTIVE
· PROJECTION ON ORIGAMI MONSTERS
· ANIMATION "3D" INTERACTION?
· PROJECTION MAPPED + AR??!
· NARRATIVE PROJECTIONS
· 3RD PERSON GAME?
· INTERACTIVE TAXONOMY JOURNAL
· SKELETON MUSEUM / GRAVEYARD
· ANIMATIC 2.5D

Panel 3

KEYWORDS
CALM · USER FRIENDLY · GROUPING SPACE · EMOTION DESIGN · COLOR THEORY · SYMMETRY? · ALL SENSES? · ECONOMICS OF DESIGN · MIN-MAX (MINIMUM EFFORT MAXIMUM IMPACT) · TIME EFFICIENCY · TYPOGRAPHY · COMMUNICATION OF · INVISIBLE · WORKINGS OF EFFECTIVE COMMUNICATION · EFFECTIVE COMMUNICATION DESIGN

EXPERIENCE - INTERACTIVE DESIGN

UX · UI · IMAGE

UX · UI · VISUAL / AESTHETIC DESIGN · COLORS · LAYOUT · LOOK · TYPOGRAPHY · GRAPHICS · INTERFACE · TOOLS · ANIMATIONS · SPACE? · CONTENT · SURVEY · EASE OF USE · EFFECTIVE · USABILITY
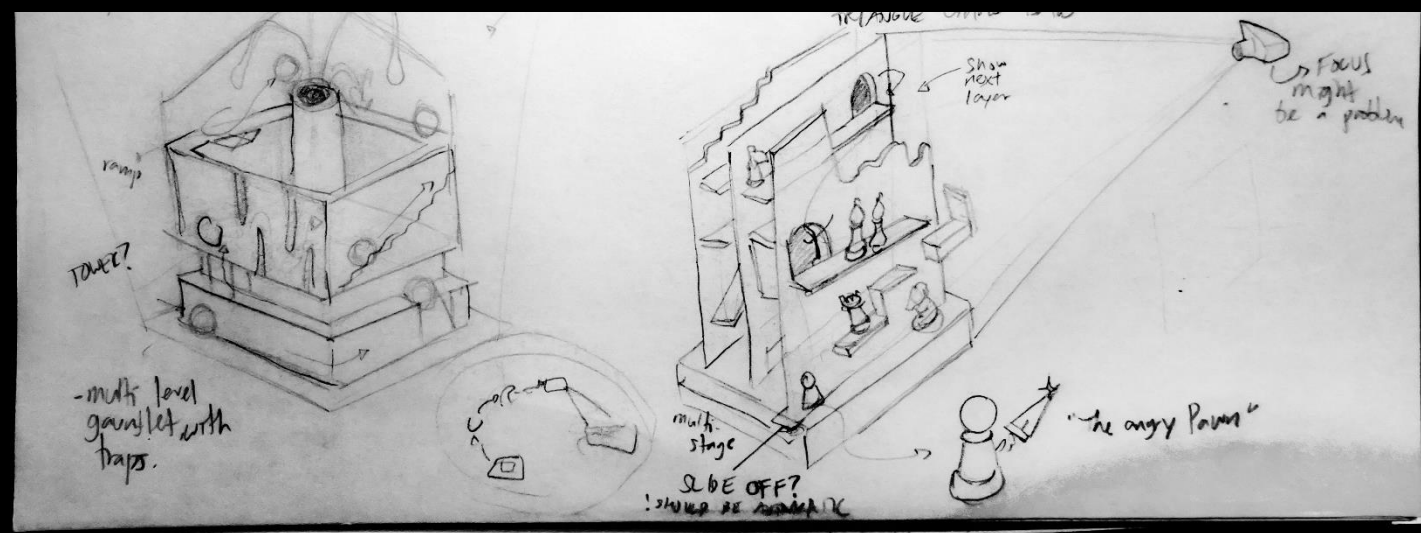
UX · UI

PROGRAMMING

TOOLS

INQUIRY:
How can a 2D platformer game be developed for interactive projection-mapping?
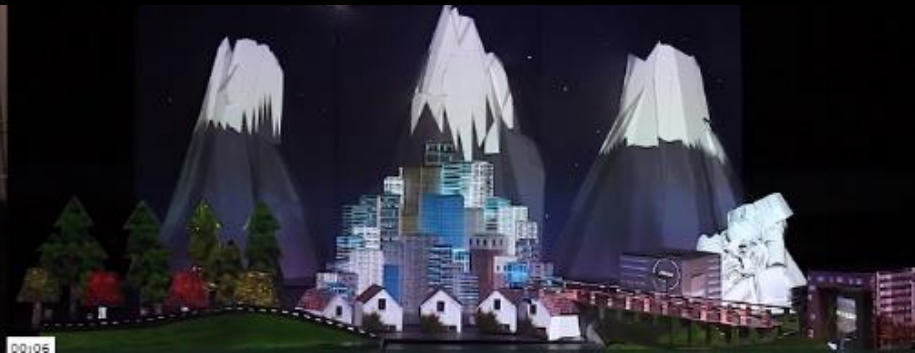
TOPIC:
I am making a prototype of a 2D platformer game, projection-mapped on physical 3D space.
The game is focused on player movement, traversal, and exploration.

MOTIVATIONS:
• Because I want to find out how a 2D platformer game can be developed for 3D projection-mapping,
and how the aesthetic relationship between projected light and physical space/objects affect the interactive experience.

• There are no, if not barely any interactive projection mapping works that involves Unity and a 2D platformer game experience.

• An extension from my MAGI Studio 1 project, and to develop my technical skills in Unity, and game development.

SIGNIFICANCE:
• In order to help my community of practice understand how 3D projection-mapped space can be used as a canvas for spatial augmented reality, which expands on how people experience gameplay and physical space.

• To document and share a process of game development within Unity focused on projection-mapping outputs and techniques.
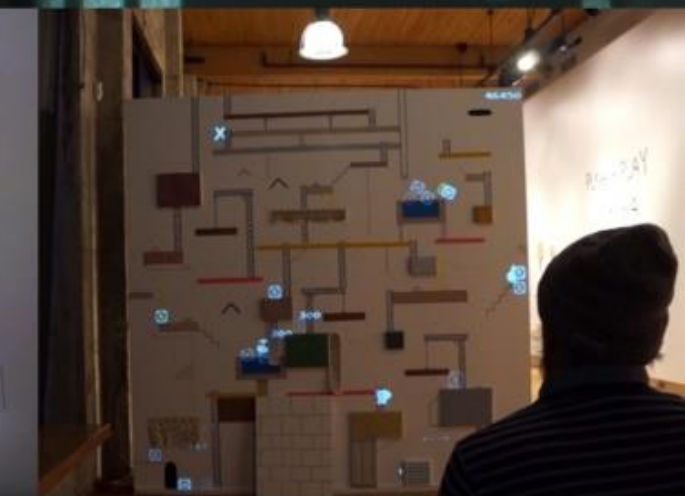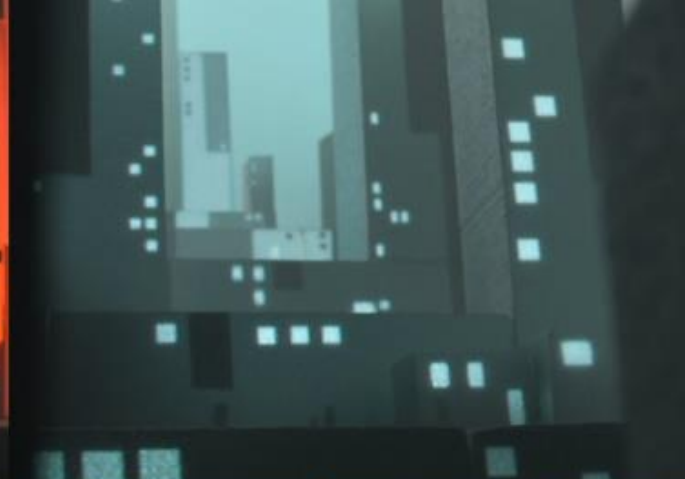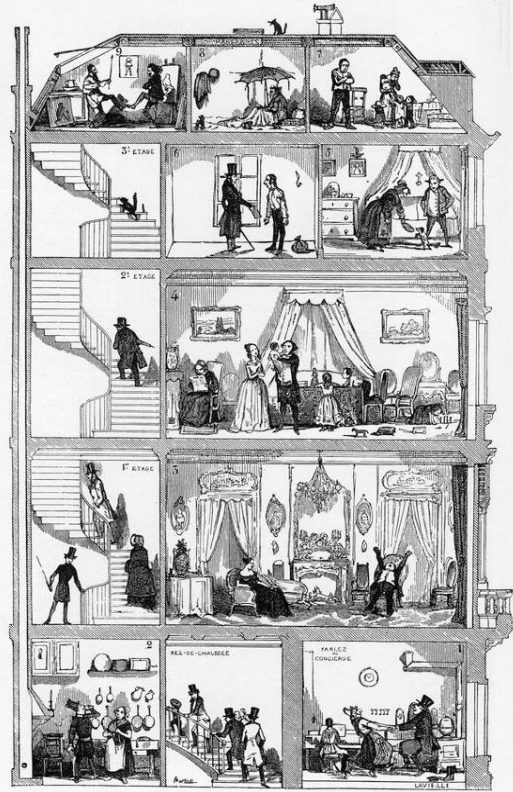
3. Cross section of a Parisian house about 1850 showing the economic status of tenants varying by floors. (Edmund Texier, *Tableau de Paris*, Paris, 1852. 1, 65.)