

Comp 471/ Cart 498c

Final Project Proposal

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Text Snowing

1 Team members & Roles

- Pierre Nagues - Jitter Programming & Math
- Elena Zapevalova - Sound Programing
- Phuong Thanh Nguyen - Design, Set Construction

2 Project detail

Text Snowing is an interactive video installation art which requires the motion of the bodies to lift and play with falling letters that do not really exist. On a large projection screen, there are slowly falling letters from the top of the screen down to the bottom. These letters will stop falling when they meet any obstacle, for example: bodies, any object and keep falling when we remove these obstacles. When the letters land on any object, each character produces its specific sound. Sometimes, the participants can catch the whole word or phrase. These letters are not random because they form lines of a poem. The idea of this project is exploring the interactive between real people (or object) and computer through a camera using motion tracking and video effect.

Here is the diagram of installation :

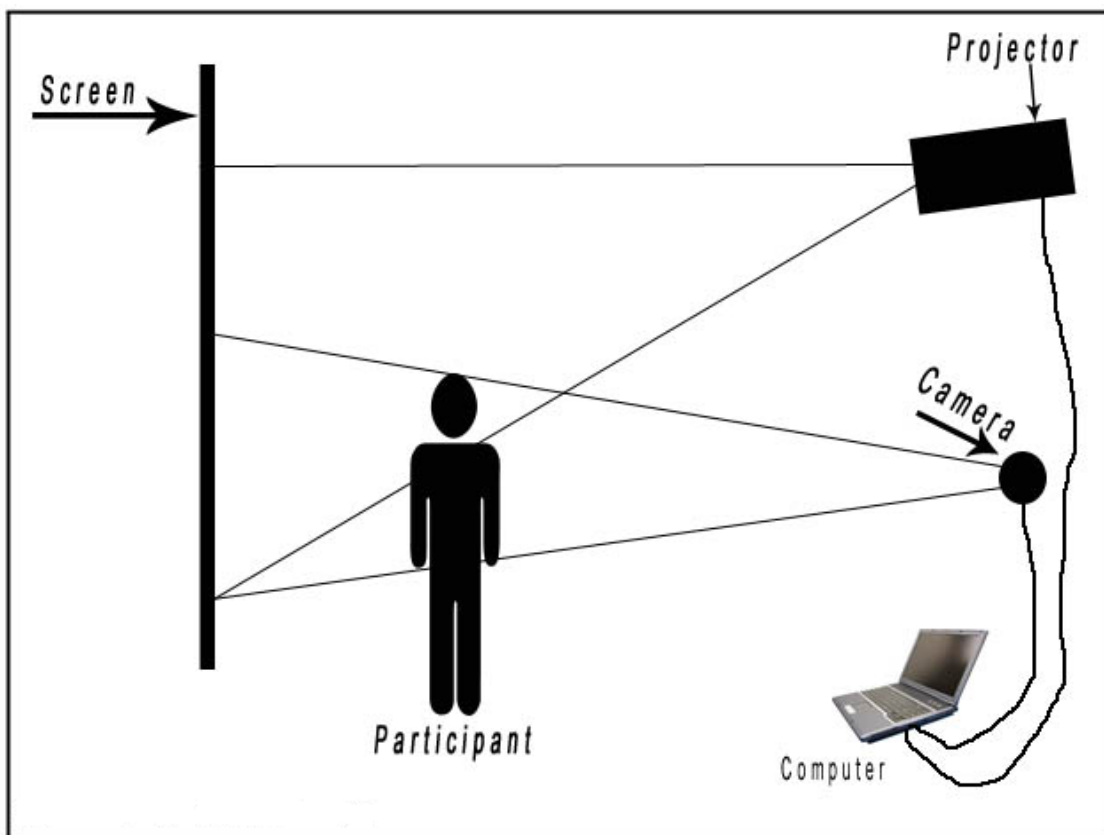


Figure 1: Diagram of installation

2.1 Description

"..Interaction between the viewers/performers and the text creates a unique dynamic suited for both individual and collaborative exploration. Viewers work together to decipher the poem, communicating with each other through their projected/mediated image, or alternatively, disrupt the "reading" of the poem by stealing letters from one another. One's image is inserted into a flat abstract space along with the text, while the text acts as objects that respond to forces in the real world and also to the physical gestures of viewers. Just as one's body is "dematerialized" onto the projected screen, the text is "materialized," appearing as substances that respond to physical movement. The text "continues to serve its symbolic function as an decipherable code, but also as an 'object' viewers can engage with as if it were a real physical entity [...] the physical act of catching letters is necessary in order to read the text at all [...] Because most of one's body is visible in the virtual space of the screen as well as in the physical space in front of the screen, a pleasurable confusion results between the screen space and the real space..." [1]

2.2 Technical Interest

We will have to compute some mathematics/physics concepts like : free fall, collision detection. Here is the architectural diagram :

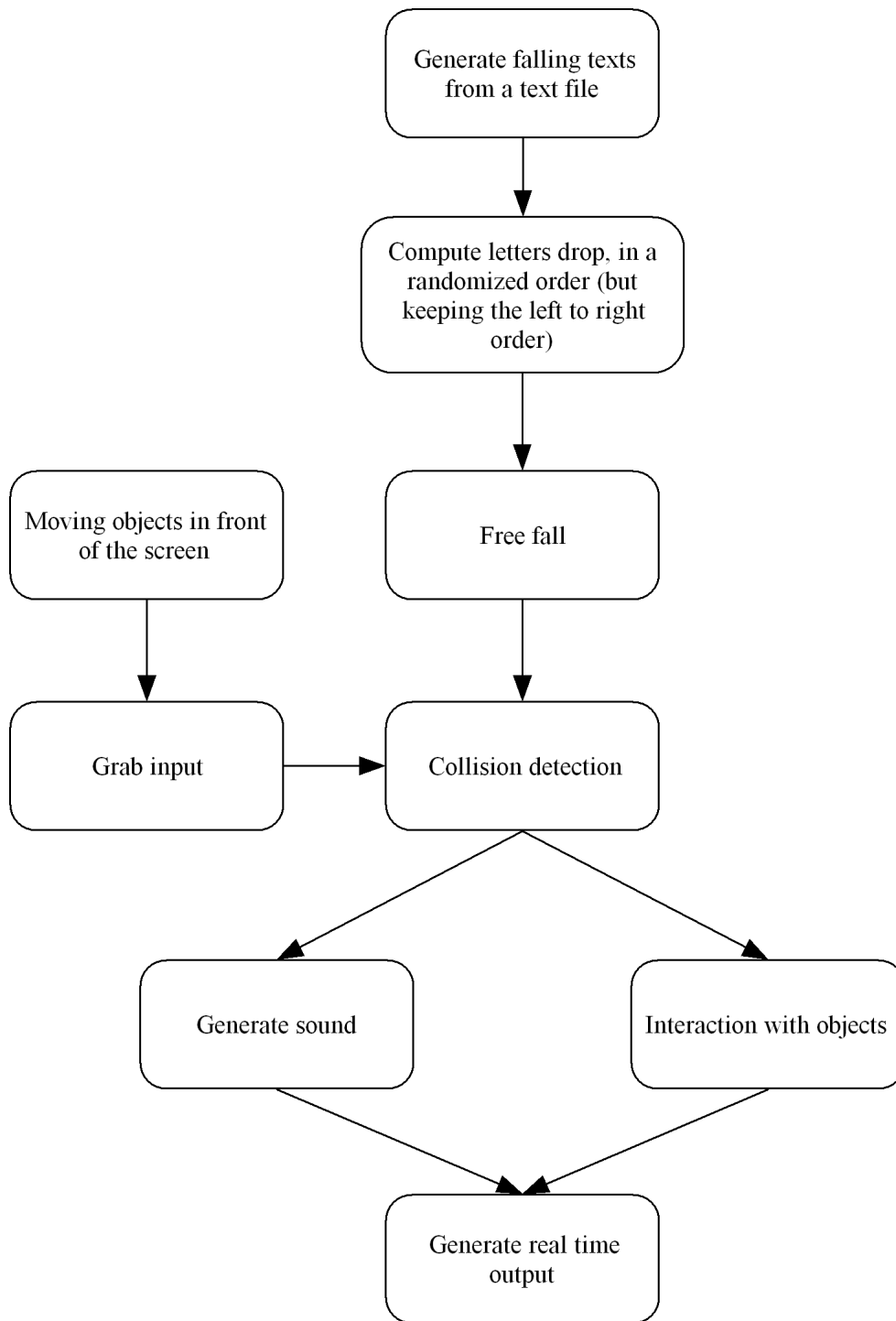


Figure 2: Architectural diagram

3 Timetable

- Week 1 Do research, borrow equipment, explore relevant Jitter features for this project
- Week 2 Designing the patch
- Week 3 Developing the patch for both sound and video
- Week 4 Developing the patch for both sound and video in Lab
- Week 5 Testing and Debugging in Lab
- Week 6 Final Testing in lab

4 Deliverable

Patch, Sample video, Documentation

5 Resources needed

Projector, Camera (webcam), Computer, Max/ Msp/ Jitter.

References

- [1] Nathan Blake, *Text Rain*, 08/07/06
<http://transliterations.english.ucsb.edu/post/research-project/research-clearinghouse-individual/research-reports/text-rain-2>.
- [2] Kevin Quennesson, *Conscious = camera*