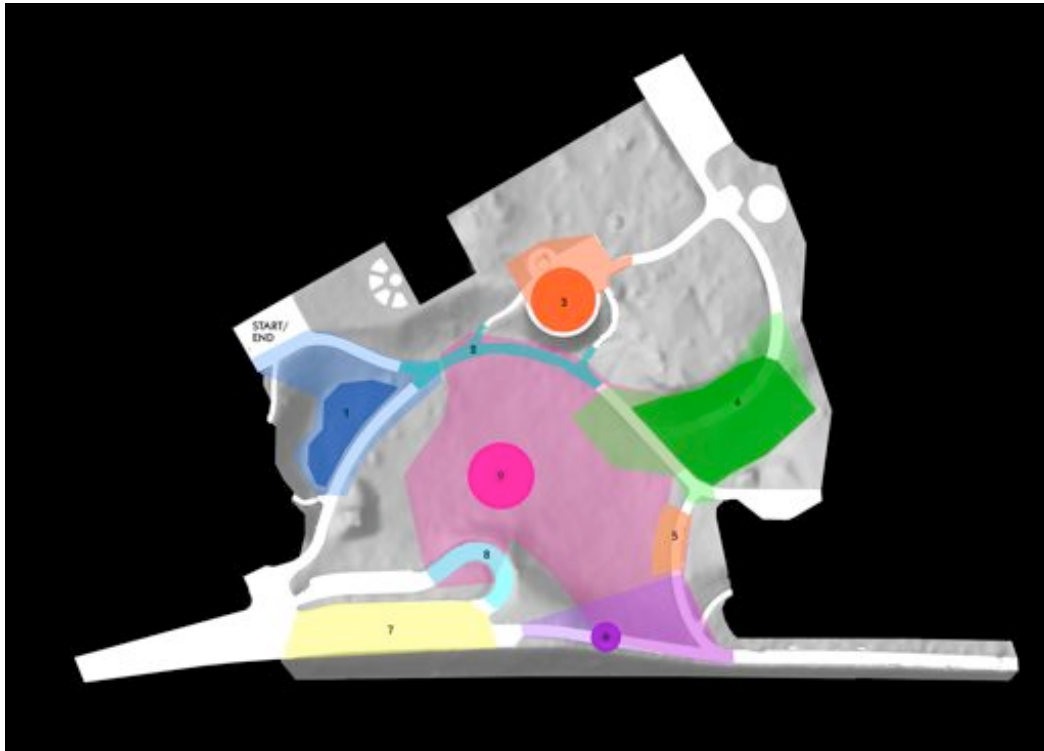


lifeClipper2: Scenario “Playground” (Draft_20081015)

The scenario “Playground” consists of 9 interactive virtually extended locative media scenes. It is located in the St. Johannspark, a public park at the Rhine river in Basel, Switzerland.



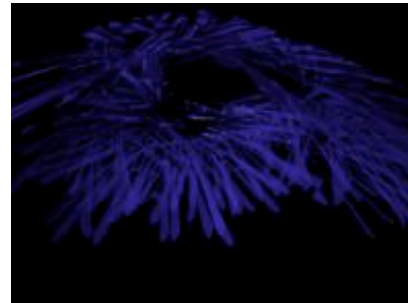
More transparent colour fields represent areas which make the virtual overlay become visible (trigger area). Interaction takes place in the deep coloured areas (interaction area).

1. “particles”

When the user enters the trigger area the live video backdrop turns blue and bubbles (**particle system**, emitter) rise out of the floor into the open sky. Test: an additional 3D sky object will be loaded (on server: skyObject.3ds).

Interaction: When entering the interaction area the visitor interacts as a particle influencer: magnet+rotation. If the person gets into motion the intensity of the influencer gets stronger (please use programming of “Archaeology”)

Sound: General sound for the bubbles. Second sound for the intensity change when getting into motion, getting louder.



2. “onlypath”

A fire-like particle object (the light blubb from living-room2, needs to be more visible than now) as the scene’s attractor is positioned on the path and gets visible when the user enters the trigger area and the video backdrop turns slightly red. The abstract overlaid world around it is a “noise” animation (cloud like turning around, may be much smaller just around the scene). It fades into about 64% opacity in front of the video backdrop. The paths are animated with particles as well as

soon as the visitor comes into the interaction area (path as particle objects or spline emitter). The path particles are just bubbling like the fire-like particle object and not rising into the air. The different elements all melt together in a bubbling and blurry way.

Interaction: There is a motion blur on the scene/abstract overlaid world (Virtools shader).

Sound: There is a 3D sound for the fire object and a sound for the abstract world behind, giving it the feeling of a large space (reverb).

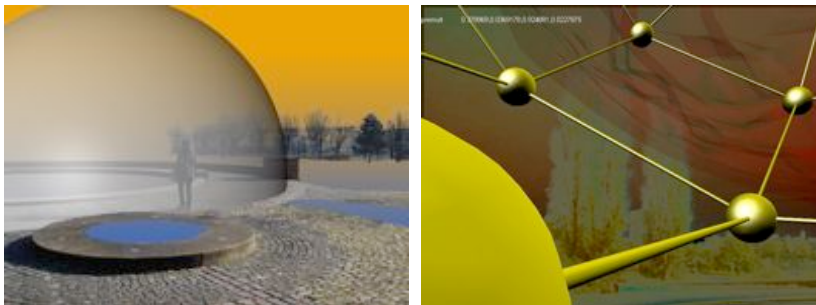


3. “fountain” (spiritual scene)

When entering the trigger area around the fountain a semi-transparent (65%) golden 3D-cupola gets visible. When entering the cupola the video backdrop turns dark, golden and gets inverted (shader from Peter Nabholz are included in the model Oliver uploaded, see pictures below) – still visible but not very present anymore. A “new world” appears (3D-model on server: fountain.3ds) positioned with one of its knots in the middle of the fountain (pivot point). Evtl. an additional light source should be placed close to the insect giving the scene a spiritual centre (throwing virtual light on the real floor, evtl. fog that receives the light).

Interaction: When the user moves around the fountain the “new world” rotates around the pivot point in the centre of the fountain.

Sound: Sound appears when entering/leaving the cupola (transition sound for the change from reality to VR and vice versa). From the centre of the loaded 3D-model (where the bee sits) a sacral music (3D sound) gets audible.



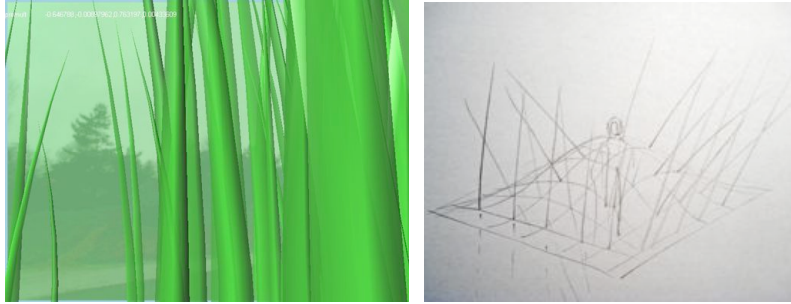
4. “bamboo”

An abstract forest of sticks coming out of the ground (please use grass of living room, even with the slight motion or grass models on server: weed.3ds) fixed to the vertexes of the grid. Test: the whole scene is converted to edge detection (shader).

Interaction: The visitor moves underneath the terrains “skin”, just sticking out of it partially. The sticks move with it in a right angle and make the bending of the ground more visible.

Visual parameters: shader effect: edge detection on video backdrop and 3D body.

Sound: Abstract sound of the sticks and skin get louder just when the user moves (3 sounds getting louder, adding to each other).

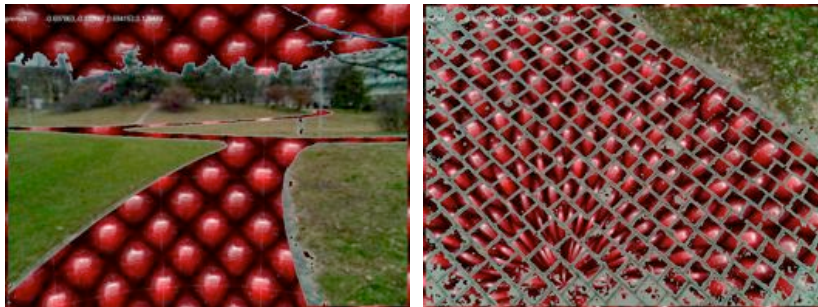


5. “explode”

There is a colour or luminance key activated. The shader should have “feathered” (smooth) borders and a range of colour selection tolerance. If the colour for example is blue similar blue tones can be made transparent too changing the colour tolerance.

Interaction: The longer the visitor doesn't move the viewing direction too much, the more colours become transparent and show a textured sphere behind it (on server: tileSphere.3ds).

Sound: Easy listening sound from the tiled world behind becoming louder when getting more visible.



Smooth borders (feather), blue tones of sky can become more and less transparent and let the image behind become visible.

6. “seasons”

When entering the area a floating donut (just outer side with a shadow on the floor) gets visible. When entering the donut panoramic images of the 4 seasons of the year – looping – get displayed on the inside. The borders of the pano image fade into transparency to dissolve with the real-time background.

Interaction: only contemplation

Sound: 3D-sounds for different seasons of the year (short and compatible for short looping times). No atmo but real 3D placed park sounds.



7. “keying”

Frontal mapping textured bodies (3D-model of giant mosquitoes on server: keying.3ds) are fixed in the field and get visible only by their shadows. Alternatively glass refraction can be used (to be tested and chosen, can it be combined?). Test: background video only visible through model (see picture).

Interaction: When the user changes position and moves the 3D objects come in / refraction gets stronger and the elements therefore more visible.

Visual parameters: Different types of keys (luma, colour, additive, subtraction, etc.), with/without background (life stream just visible within objects).

Sound: Atmo for 3D-models

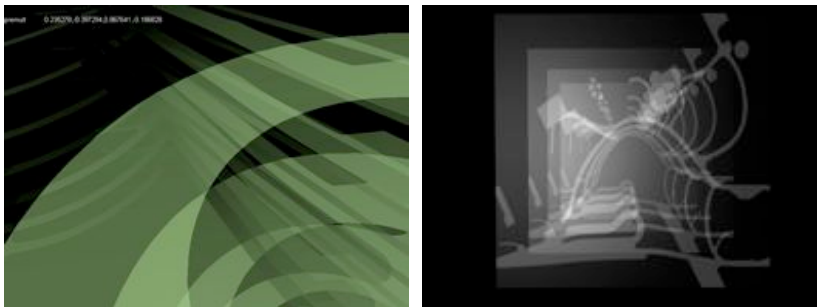


8. “lift”

When entering the trigger area the lift gets activated and works exactly as it works in the scenario “archiViz” (height not fixed to walking position) but going up two times as high as in “archiViz”. There is some coloured fog in the sky (the lift gets into) giving the scene some atmosphere. An additional abstract 3D-model gets loaded in (instead of the rest of the city model like in “archiViz”) putting the park into another dimension’s context (on server after weekend). When leaving the trigger area the lift slowly goes down again (as in “archiViz”).

Interaction: The viewing direction is still fixed to the visitor’s head.

Sound: Abstract sound for gaining height, cosmic sound of world around (abstract 3D-model) getting louder the higher the lift goes.



9. “sculpture”

Walking on a second body’s surface. When getting close to the object it moves to a starting position under the user’s feet. The object should through a dynamic shadow to the ground (at least as long as the visitor is not with in the object). Texture: infinite sky image from Virtools library, if possible same as used for virtual sky of “Playground”.

Interaction: When entering the body laying on the meadow it moves according to the visitor’s speed and walking direction. The surface is always in a right angle to the visitor touching her/his feet (evtl. moving on an accelerated speed factor to make the movement more visible?). Like that it’s position on the meadow is always half submerged put fully visible.

Visual parameters: no changes, no effects

Sound: 4 sounds for the extremities of the body moving fixed to it



10. ((Experiments with colour and shader Fx))

According to head movement blur, waves, inverse (strobe intervals), colour key (amount of transparency) and colour get stronger. There should be a certain lag of inertia.

3D Shaders:

- Chrome
- Bump
- Fur (beard, grass)
- Cartoon (contrast: 1black&1white&1grey)
- Blur, focal distance, focal scale
- Motion blur
- Burn
- Glow
- Edge+colour
- Refraction (glas effects)
- VertexNoise (motion fx)

Video shaders:

- Black and white, sepia
- Colour key
- Burn
- Blur
- Edges black and white
- Edges+colour
- Decal (motion fx)
- Distortion (towards the edges of the of the screen)
- Twist
- Video Speed (see Schematic)