INTERACTIVE MULTIMEDIA

EXHIBITION

Department of visual communication design

MAIN CONCEPT

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- TOPIC : Underline the culture of Tainan through the history of the city
- Design interactive animation and sound with pure data
- Use simple sensors to create interaction with media content

EXHIBITION

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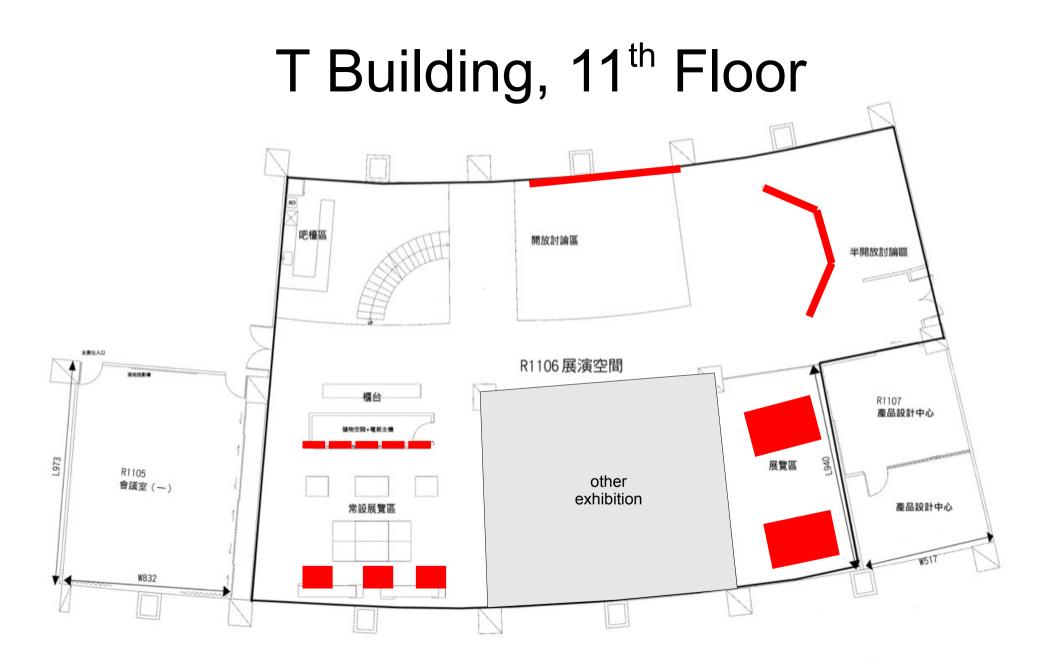
- PARTICIPANTS
 - Students from the interactive multimedia classes (3)
- ORGANISATION
 - Creation of 20 Teams of 5-6 students (pluridisciplinary)
 - Weekly Class to learn pure data language

+ Weekly personnal meeting for every team to check the work and help (**Raphaël's office** on **Wednesday / Friday :** 10:00-18:00).

EXHIBITION

- FINAL SELECTION : only 8 to 12 projects selected for exhibition
- SPACE : Big exhibition room, T building, 11th floor
- DATE : Exhibition around 22 25 january 2014
 Project deadline around 5 january 2014

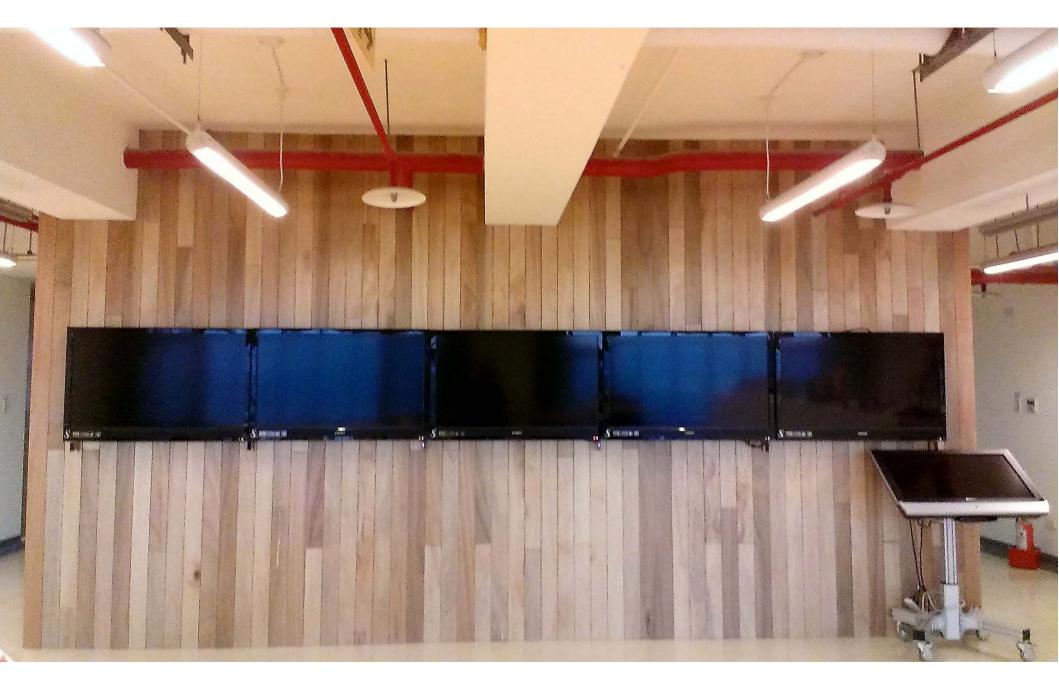
SPACE

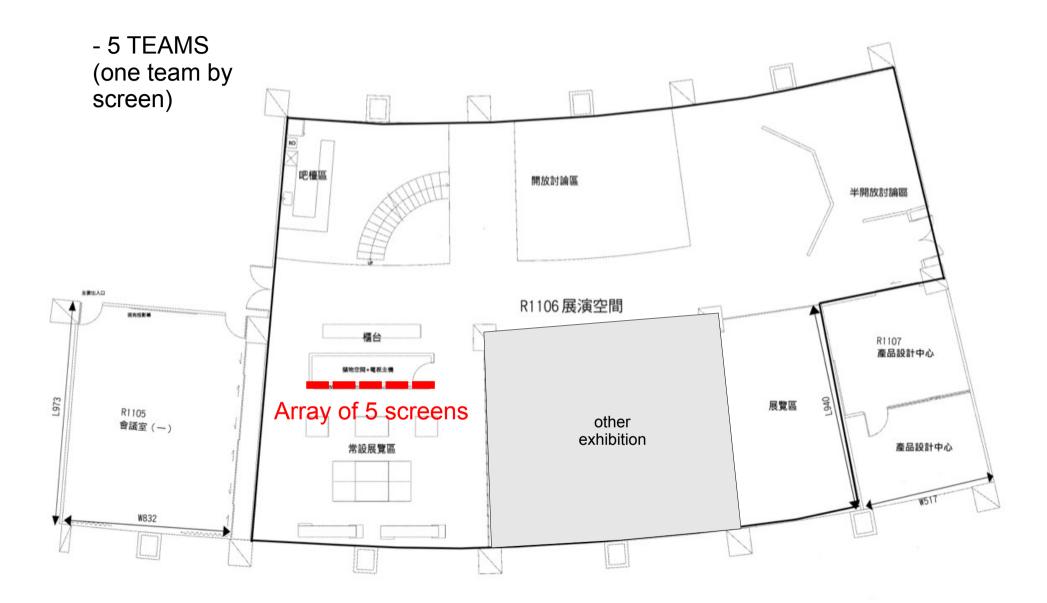




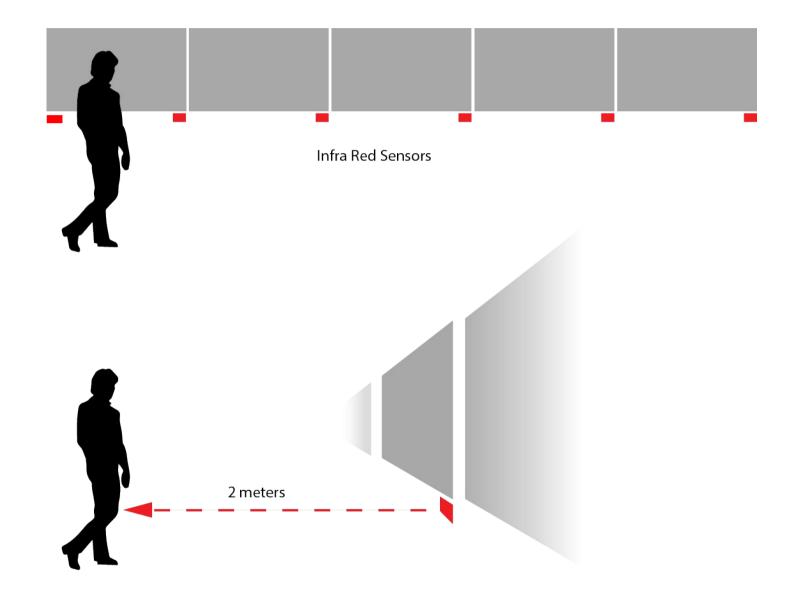
AVAILABLE HARDWARE

1/ARRAY OF 5 SCREENS + 6 SENSORS

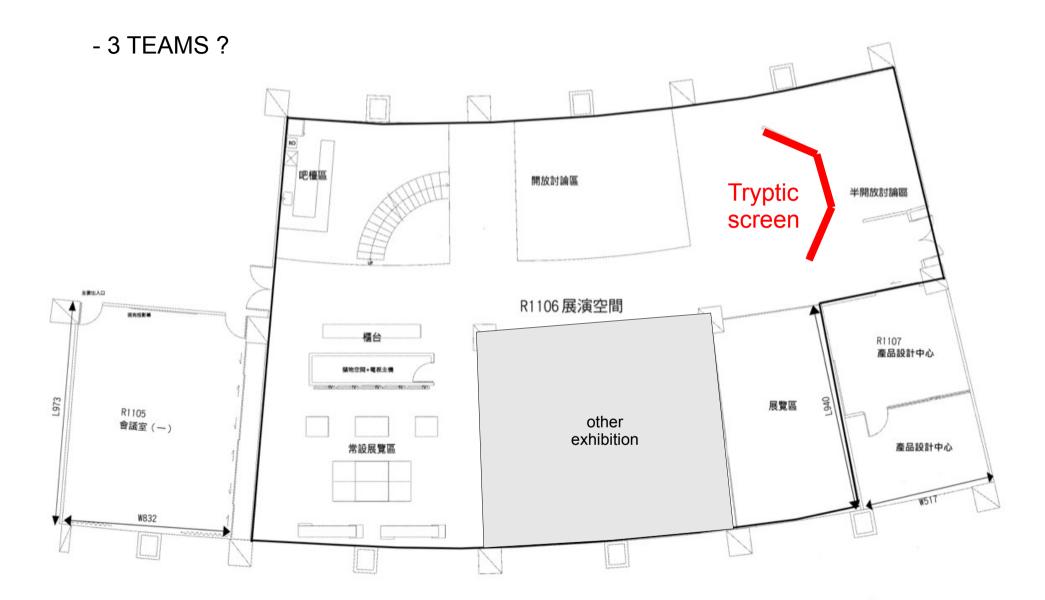




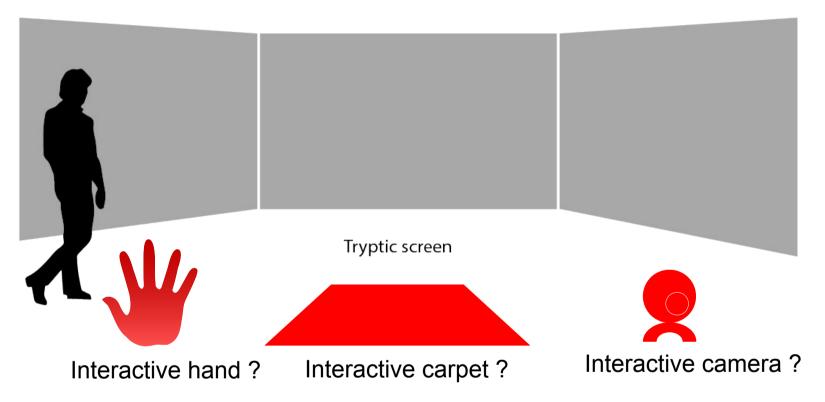
1/ARRAY OF 5 SCREENS + 6 SENSORS



2/ TRYPTIC PROJECTION SCREEN

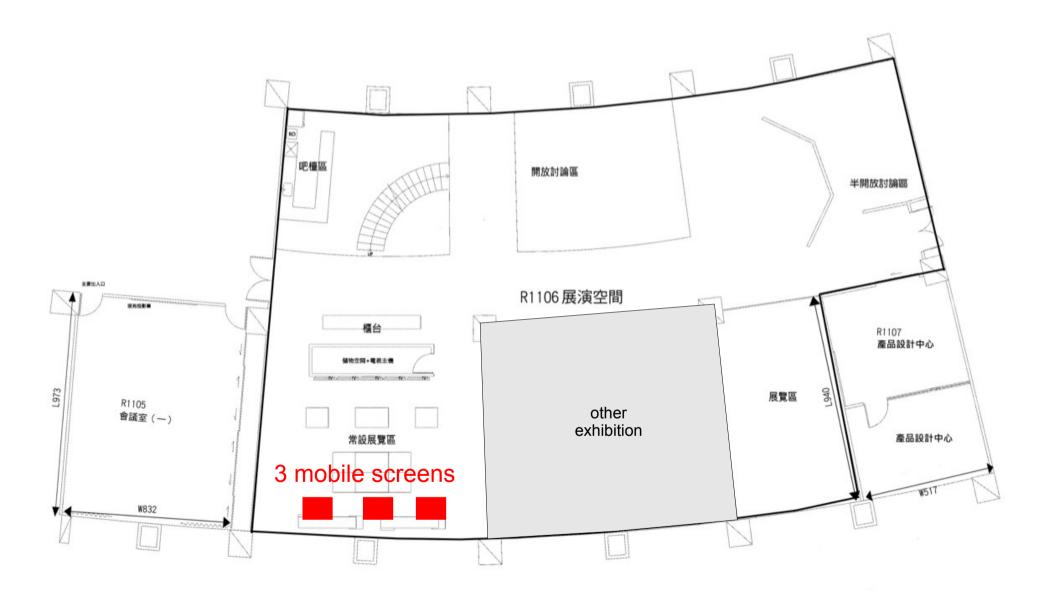


2/ TRYPTIC PROJECTION SCREEN



- Interactive story
- Scrolling landscape
- 3d world navigation...

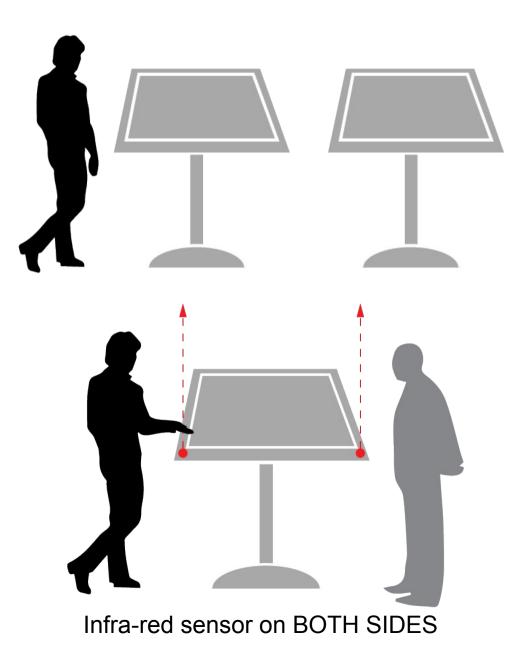
3/ MOBILE SCREENS X 3



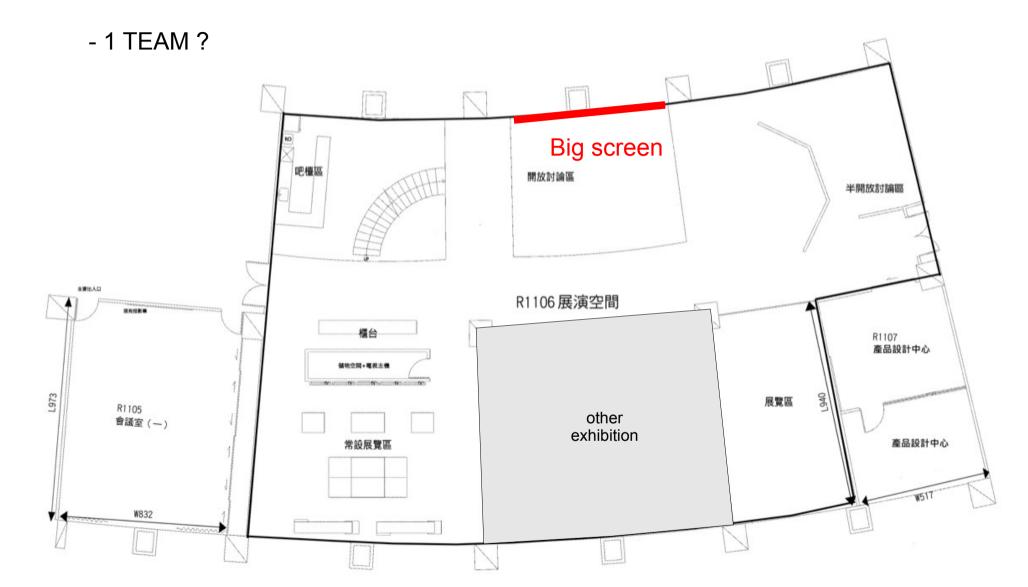
3/ THREE MOBILE SCREENS

- Interactive story
- Games
- Interactive movies
- Slideshow

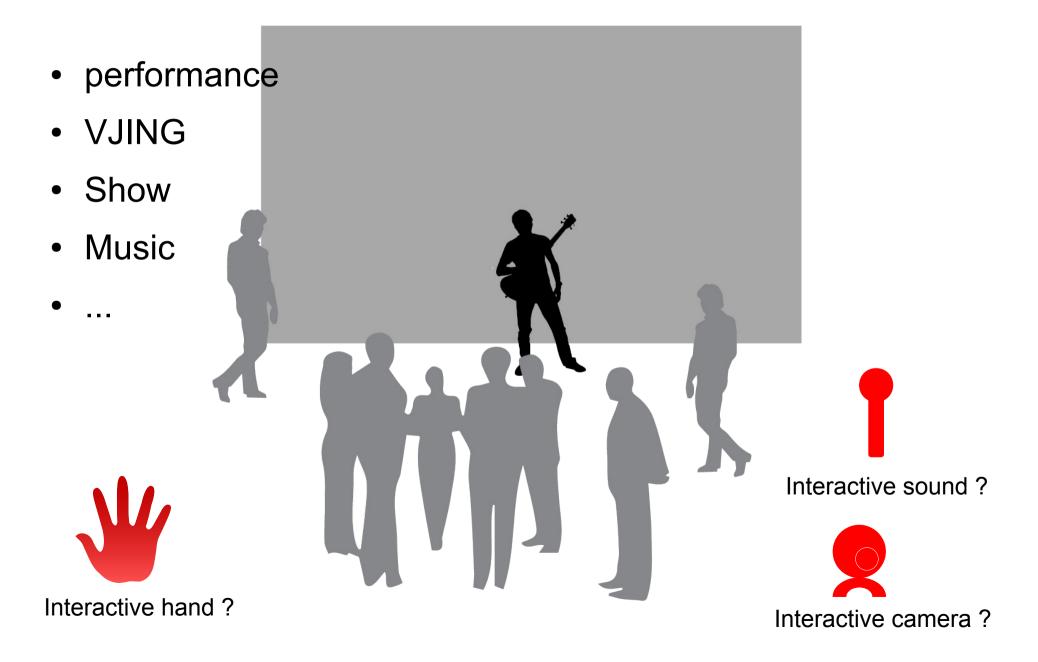




K 4/ BIG FRONT SCREEN

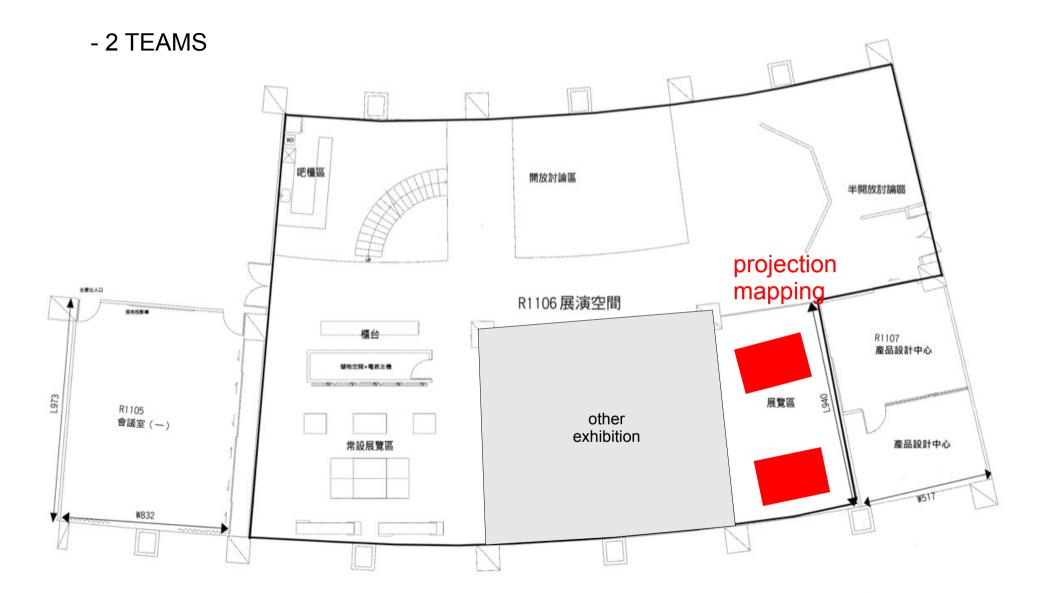


4/ BIG FRONT SCREEN



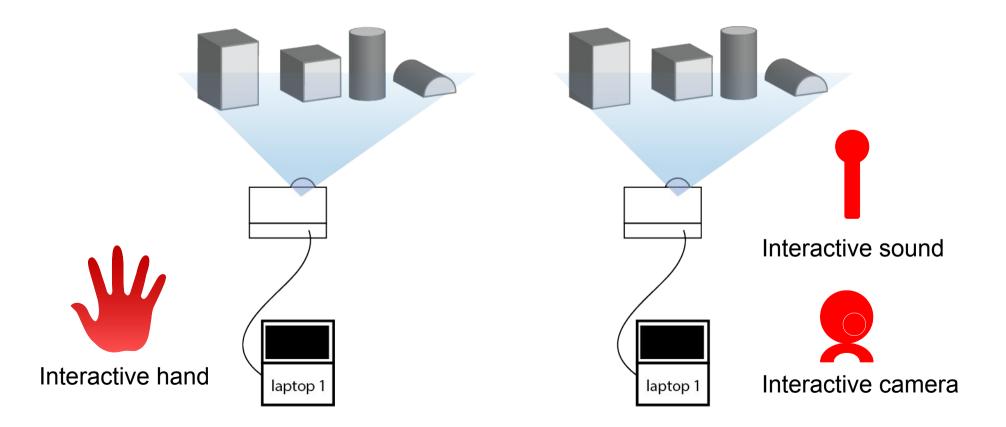
5/ PROJECTION MAPPING (Left space)

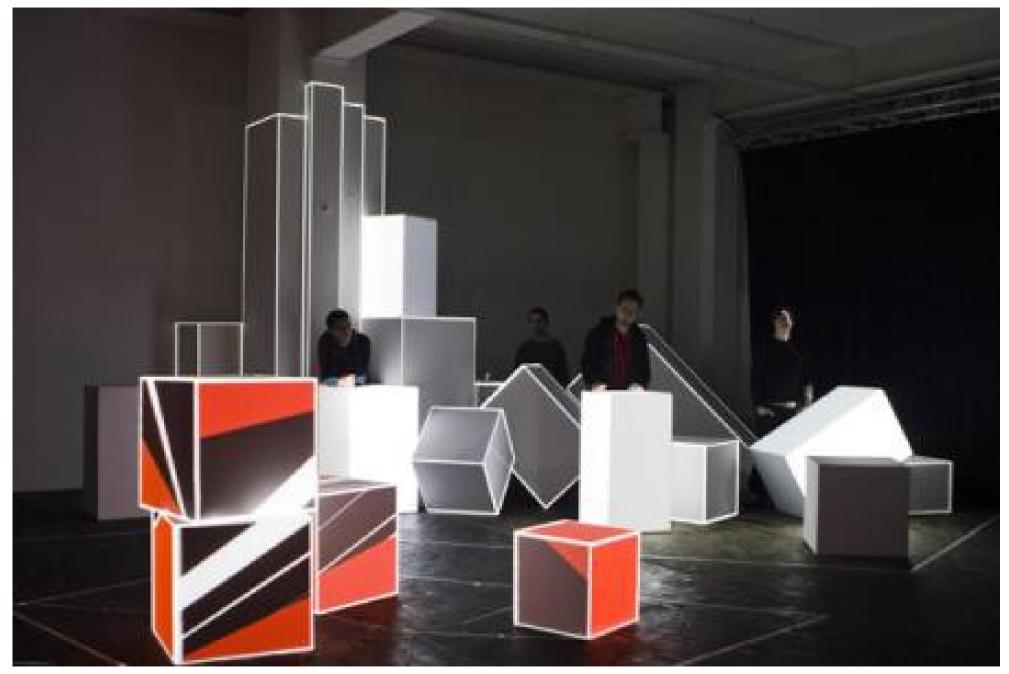
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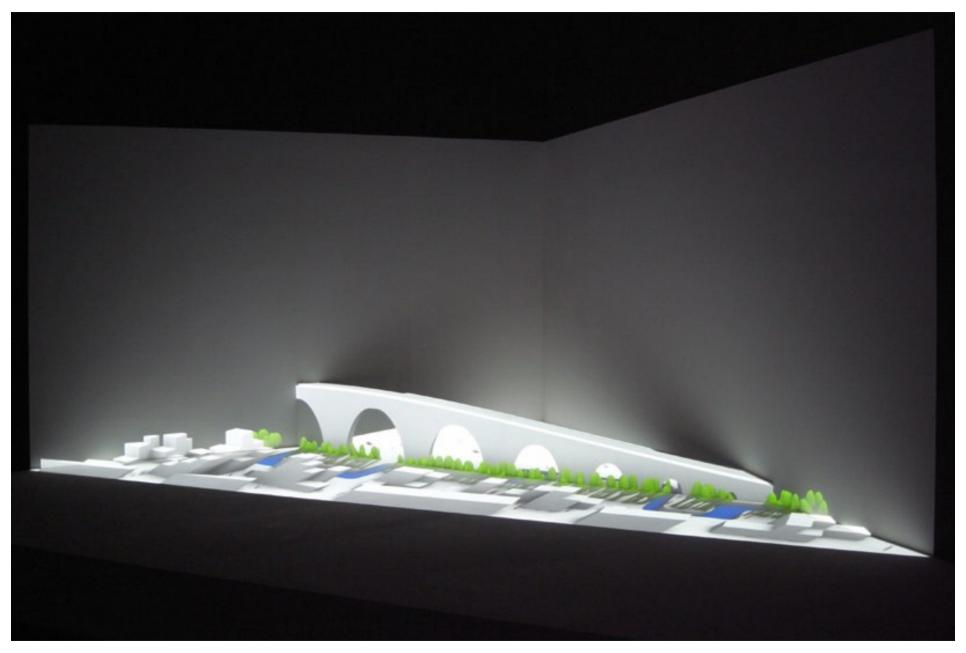
5/ PROJECTION MAPPING PROJECTS (Master students)

• Interactive video animation mapped on models





Joannie Lemercier



Big Architect, loop city



Tony Oulsler