



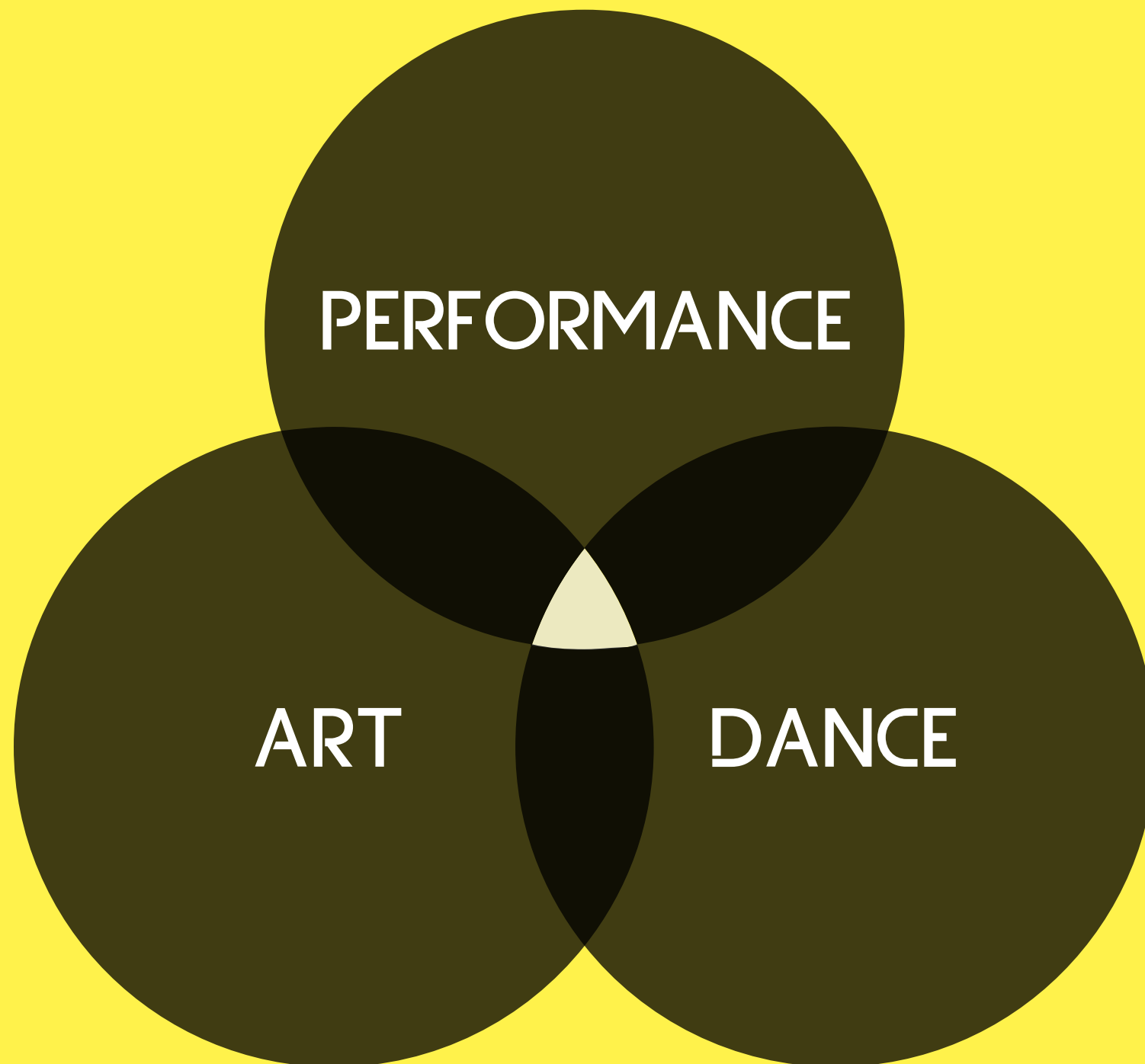
# INNER LIGHT

PROTOTYPE PRESENTATION

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# PROJECT DESCRIPTION

Inner Light is a modern dance performance for two performers that chronicles the emotional journey of two people missing their other halves as they physically and socially interact with each other, explore their differences through contact and movement, and then find harmony with one another.



# JOURNEY MAP



```
graph LR; A[DISCOVERY] --> B[IDEATION]; B --> C[PROTOTYPE]; C --> D[FINAL]
```

DISCOVERY

IDEATION

PROTOTYPE

FINAL

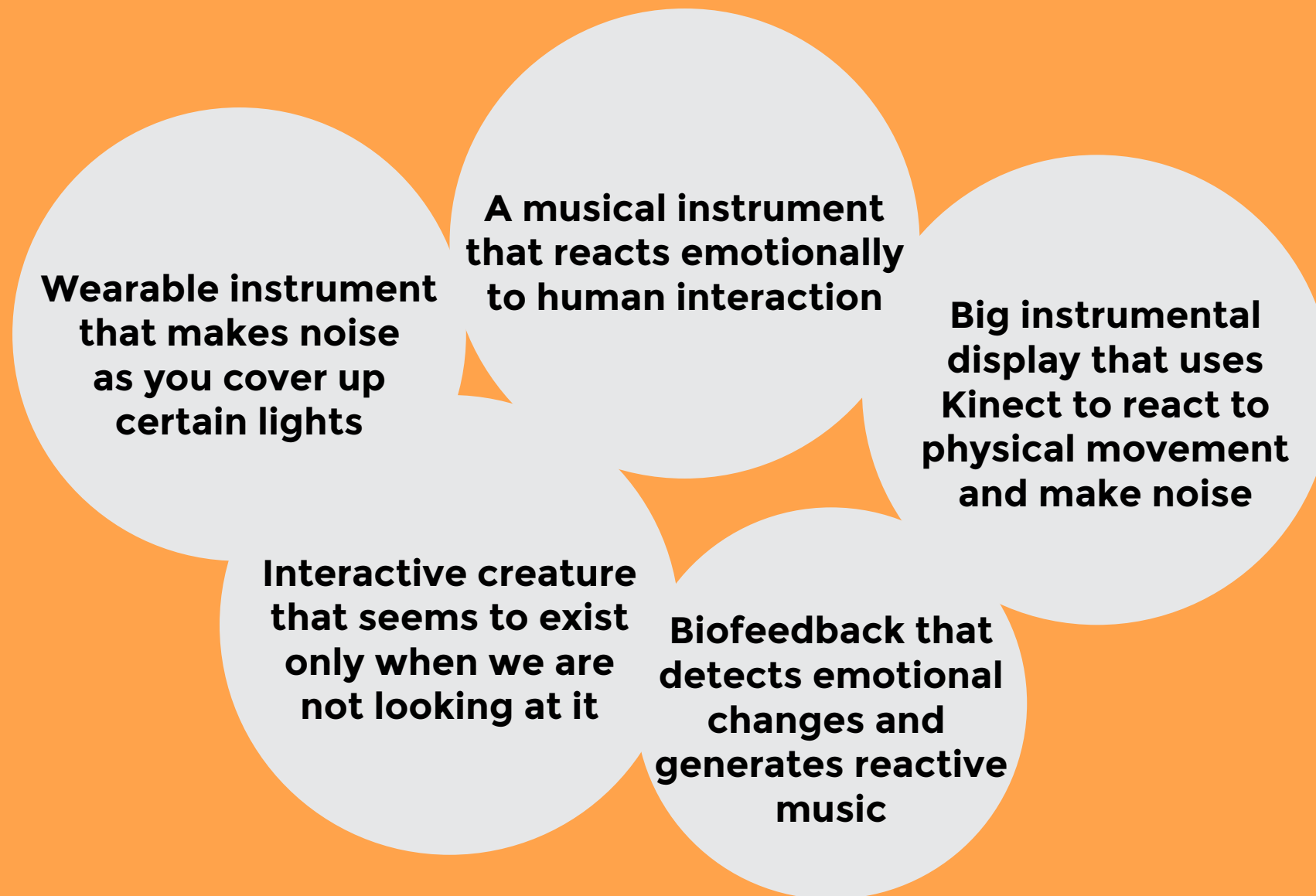
# DISCOVERY

Our group, during the discovery phase, discovered that we were strong conceptually and that we were interested in the poetic and creative aspects of body interface. Based on this, we chose the art/performance/dance stream because we felt it afforded us a great amount of creative freedom to explore our areas of interest in art, music, and dance.



# IDEATION

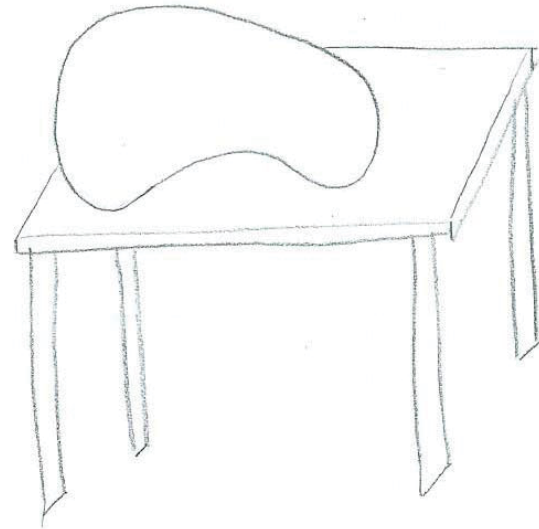
Within our ideation phase, we began to ideate key concepts for our project and sought to marry those with some of the specific areas of art/performance/dance to create a definitive idea. After ideating for a while, we decided on the key themes of emotion and reality, and we based our project ideas on those themes.



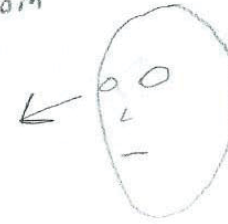
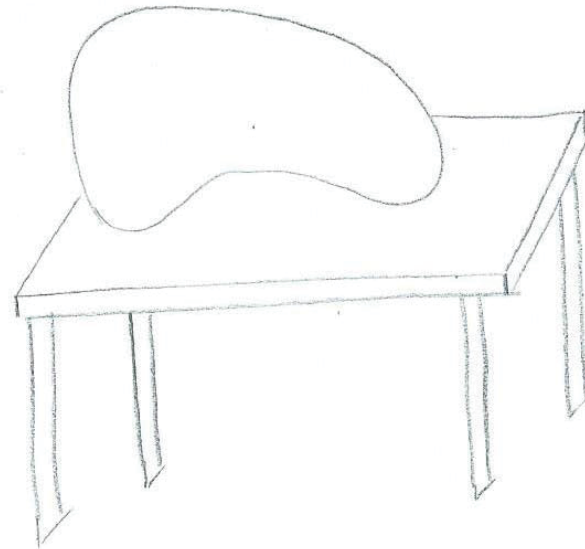


# SKETCHES

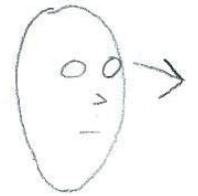
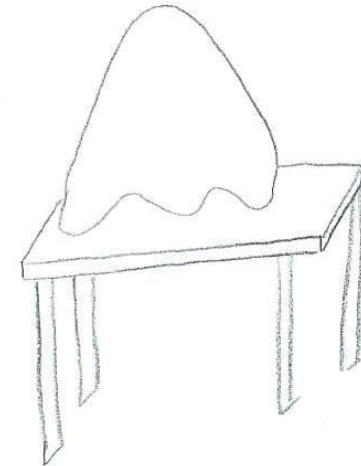
Object that can change into many shapes



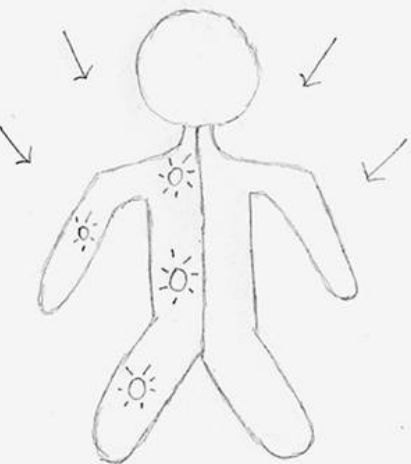
Doesn't change when it detects people in the room



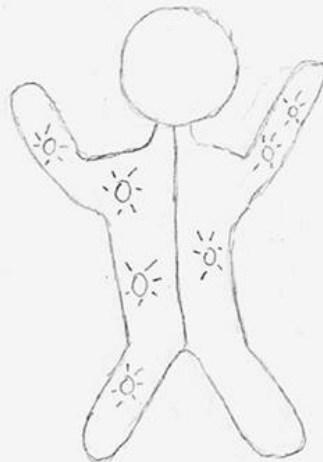
changes slightly when no one is looking



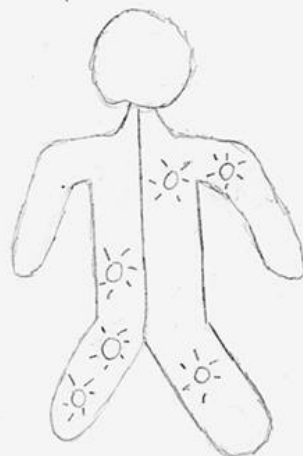
LEDs on half the suit light up based on the changing environment



Participant tries to duplicate output with gestures



The environment is constantly changing. Output cannot be duplicated



when petted makes pleasant music



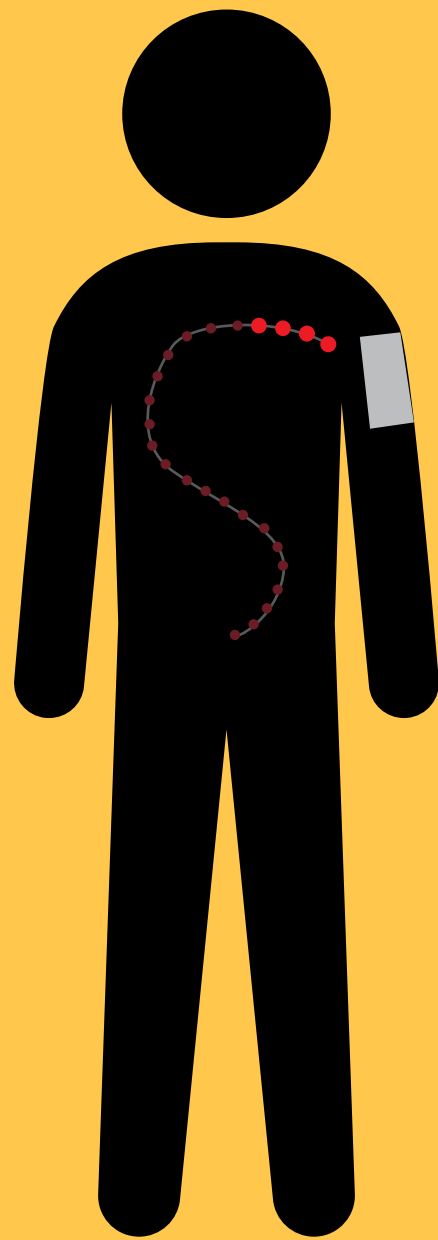
when treated badly makes noises and screams



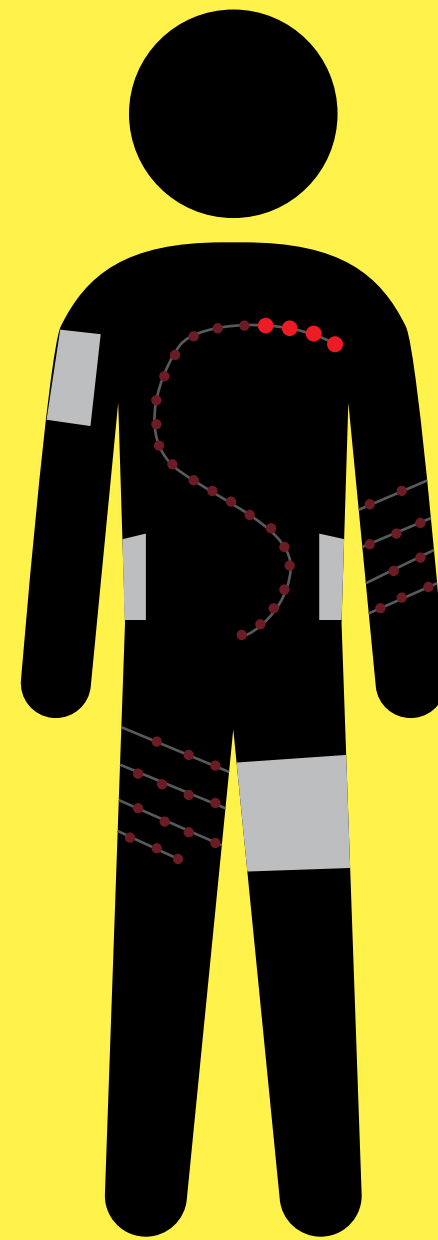
when not played with sad drones



# PROTOTYPE + FINAL



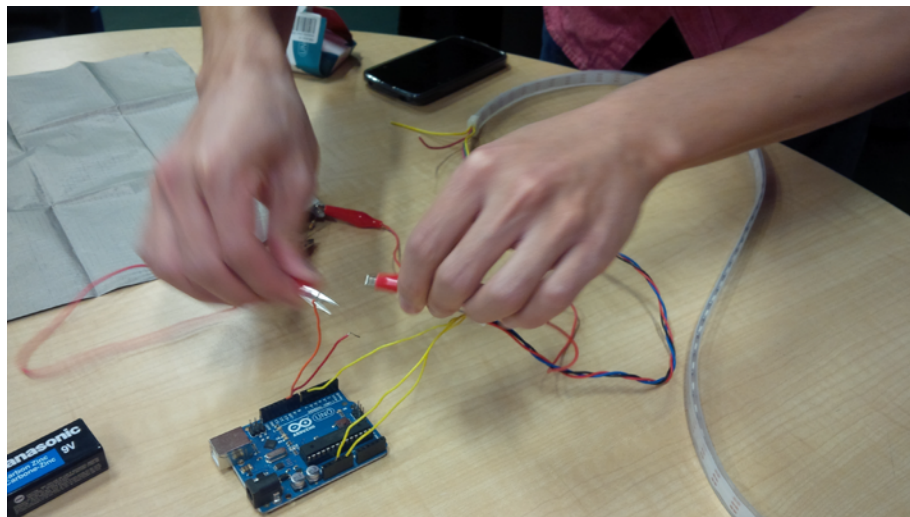
PROTOTYPE



FINAL



# PROTOTYPE PROCESS





# INTERACTION

The touch sensor on Dancer 1's shoulder detects this touch and outputs a numerical value.

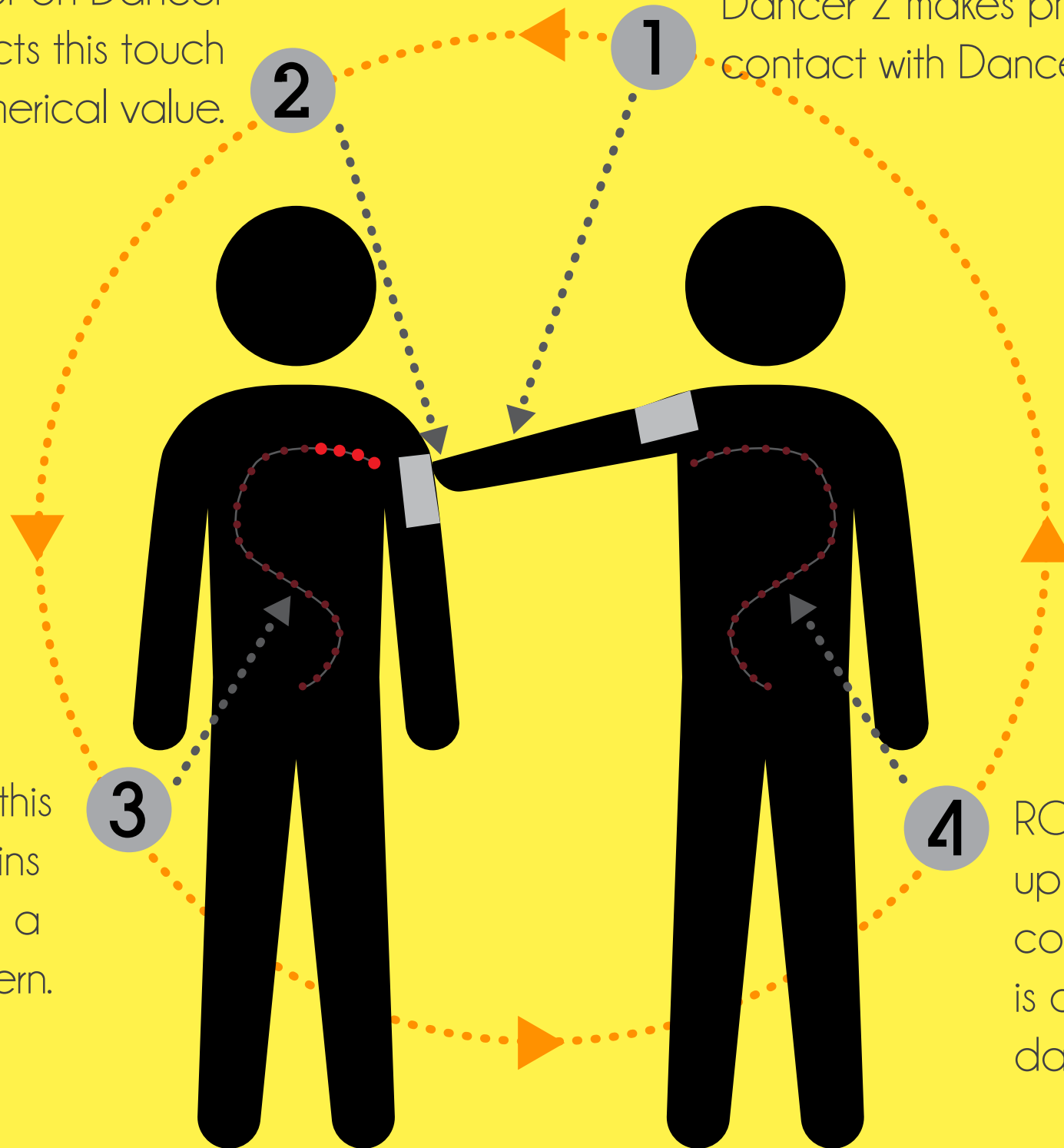
Dancer 2 makes physical contact with Dancer 1.

The RGB strip reads this value and begins to light up in a predetermined pattern.

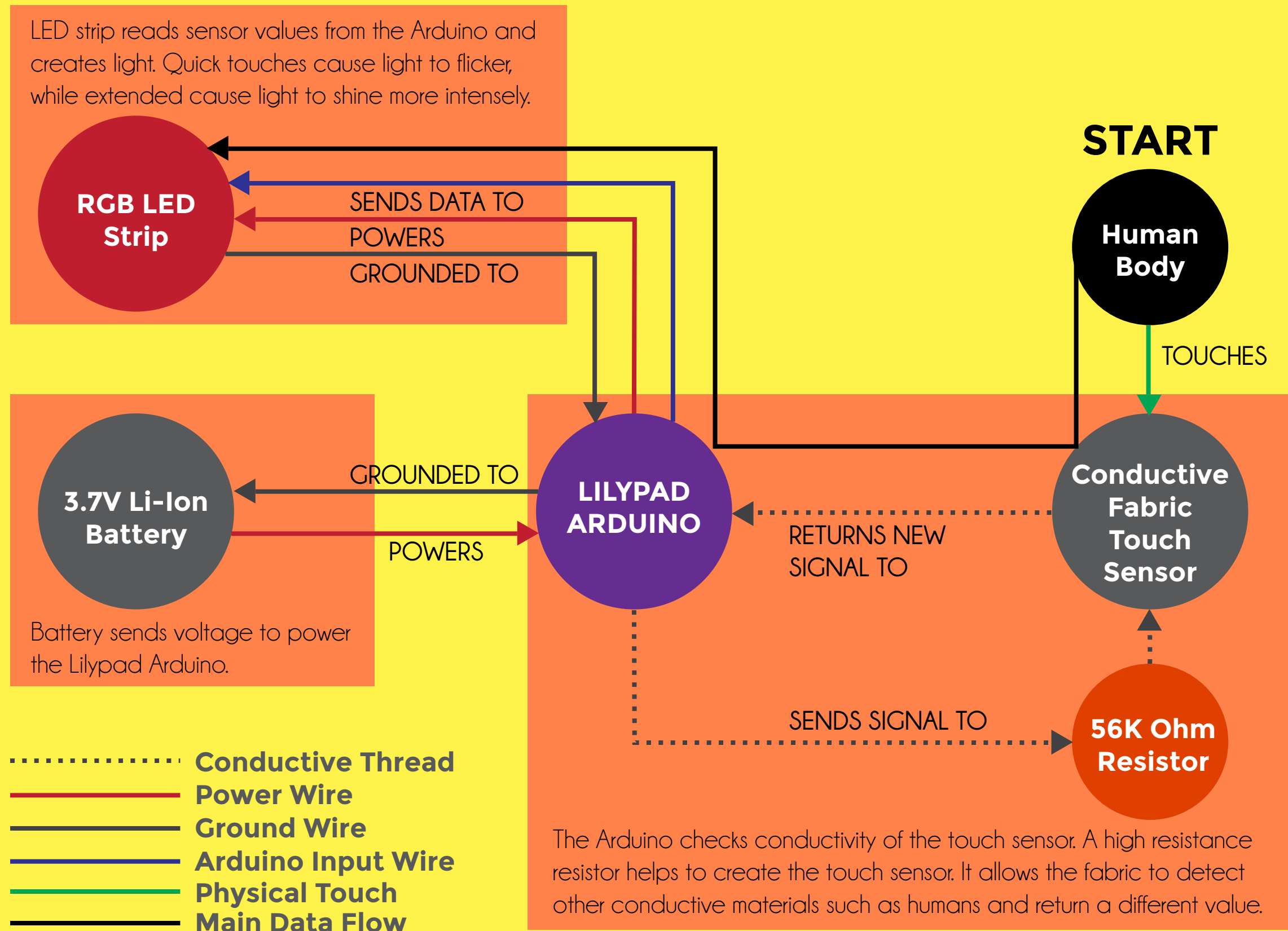
RGB strip ceases to light up if it is not physically contacted - the light is a physical sign that the dancer is being touched.

DANCER 1

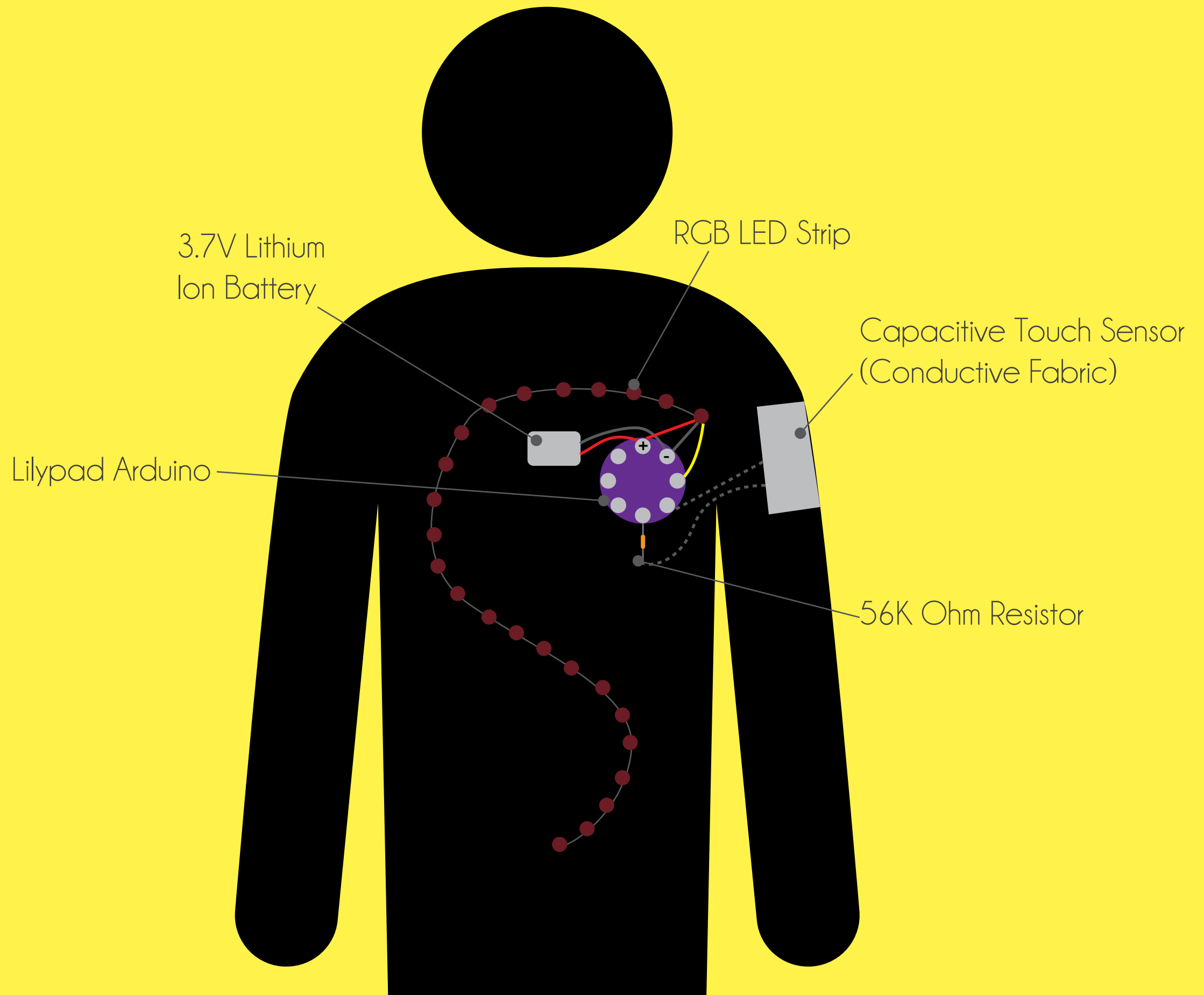
DANCER 2



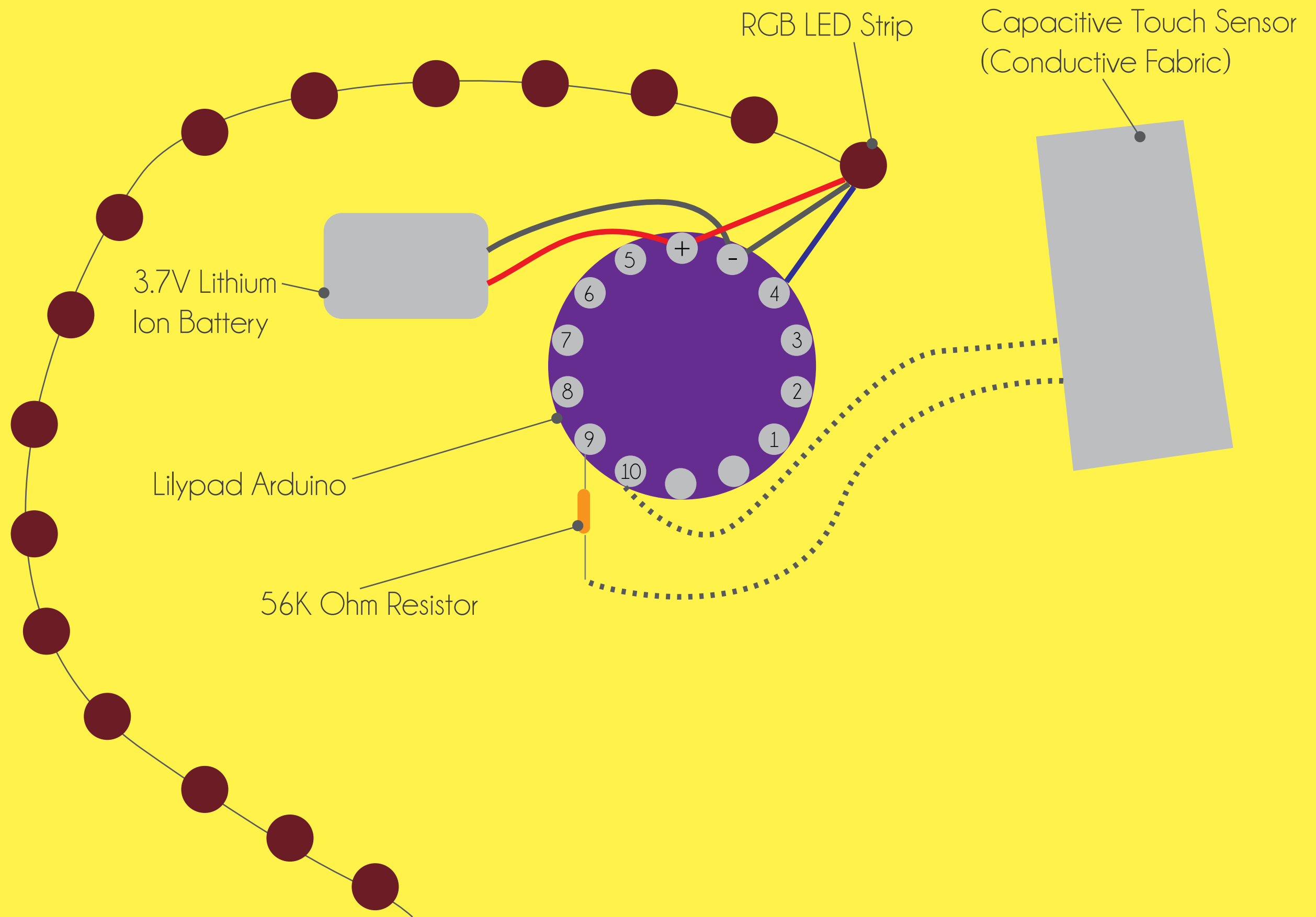
# TECHNICAL DIAGRAM



# TECHNOLOGY

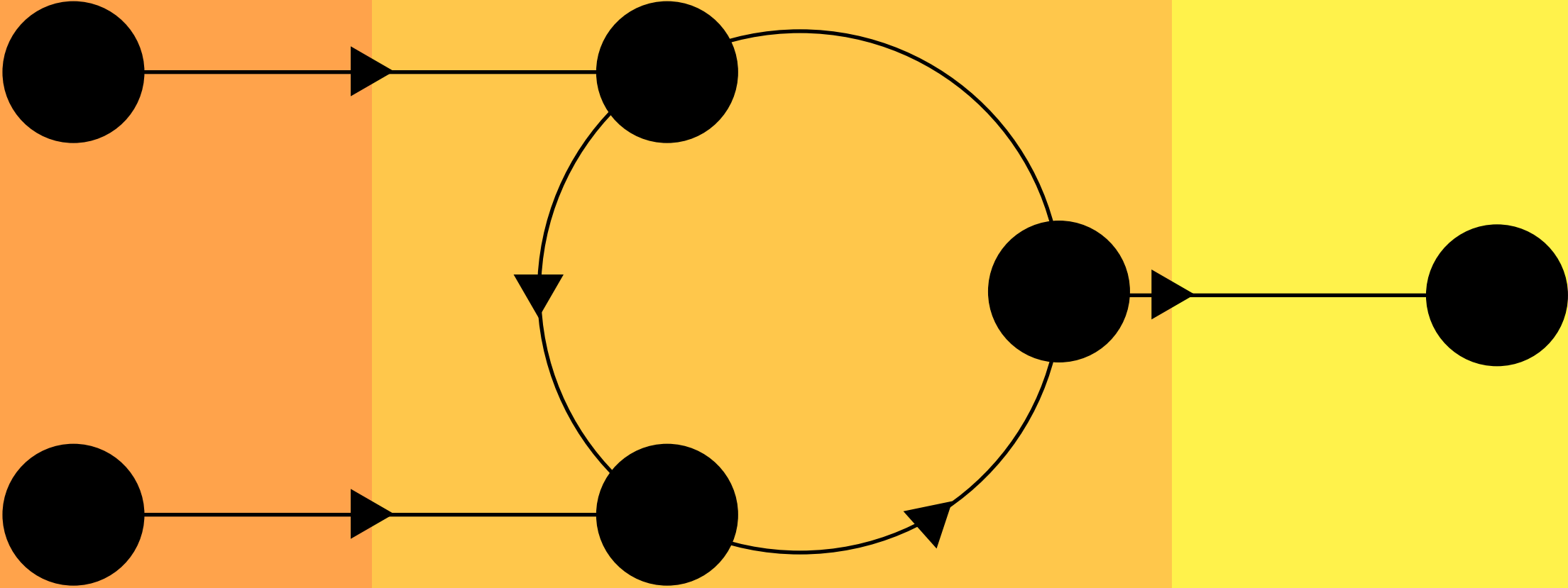


# TECHNOLOGY





# EXPERIENCE DIAGRAM



LONELINESS

EXPLORATION

HARMONY

# LONELINESS

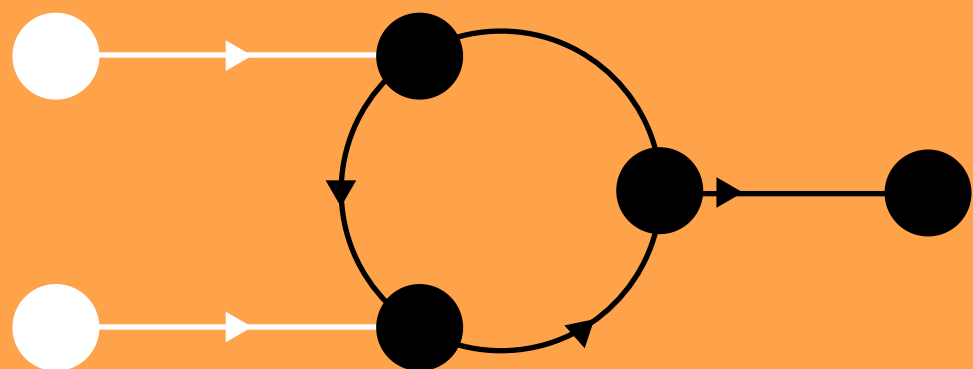
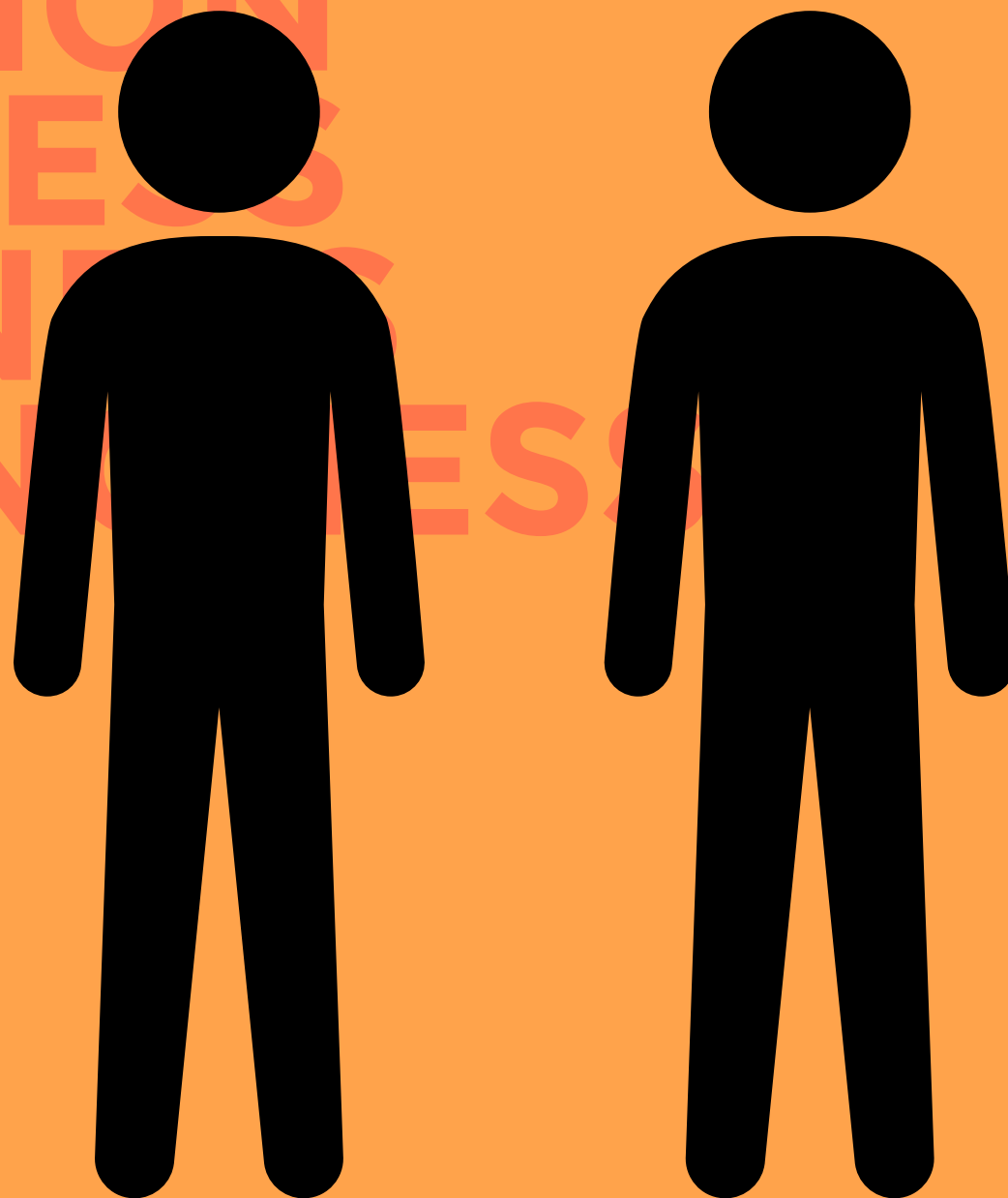
ISOLATION

DARKNESS

EMPTINESS

NOTHINGNESS

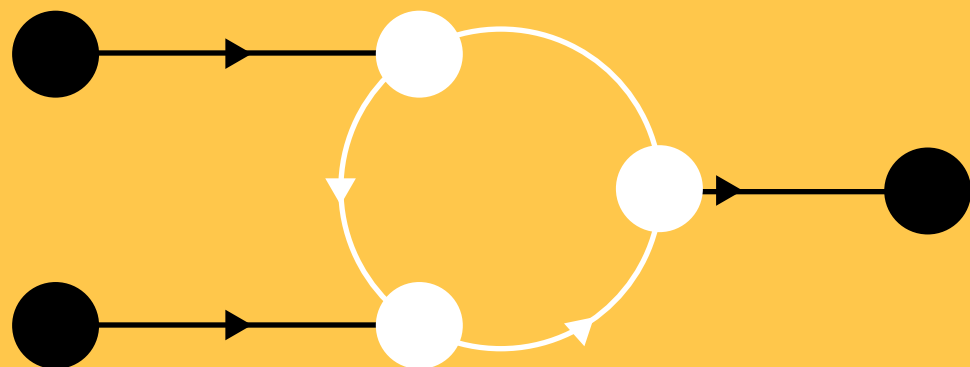
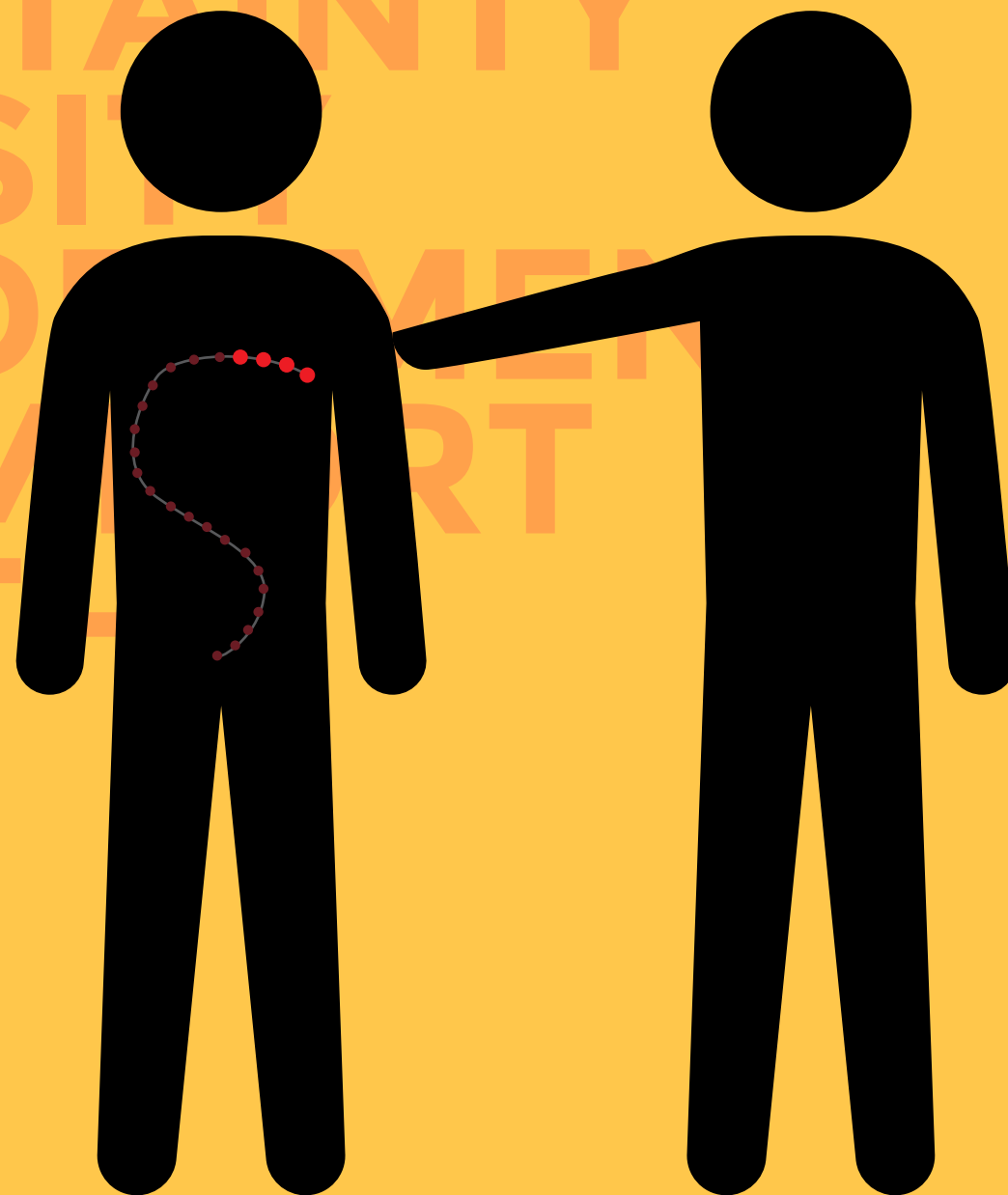
FEAR



In the loneliness stage, dancers are physically separated. The room remains dark and their bodies do not light up. Both the dancers and the audience feel a sense of emptiness and isolation because of the pure darkness in the room. Slow, pensive music will cue the performance to start.

# EXPLORATION

UNCERTAINTY  
CURIOSITY  
BEWILDERMENT  
DISCOMFORT  
GROWTH



In the exploration stage, the dancers begin to explore one another through physical contact, which in turn will light up their bodies. Dancers will feel the passion in the physicality of the dance, while the audience will be mesmerized by the lights. The music will escalate to echo these changing emotions.

# HARMONY

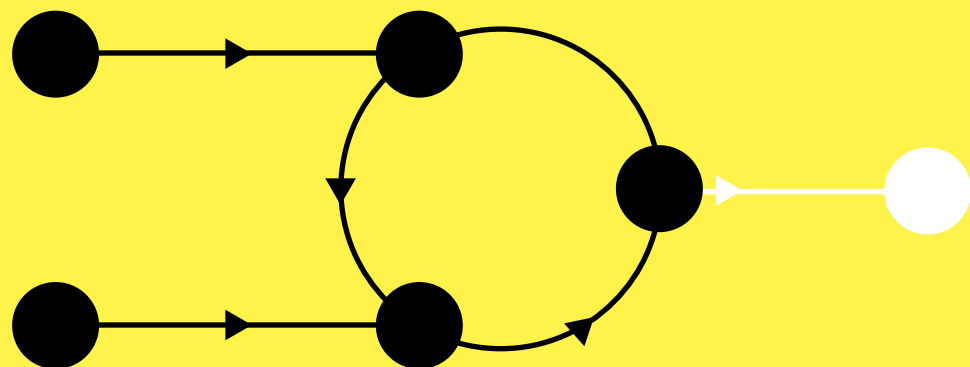
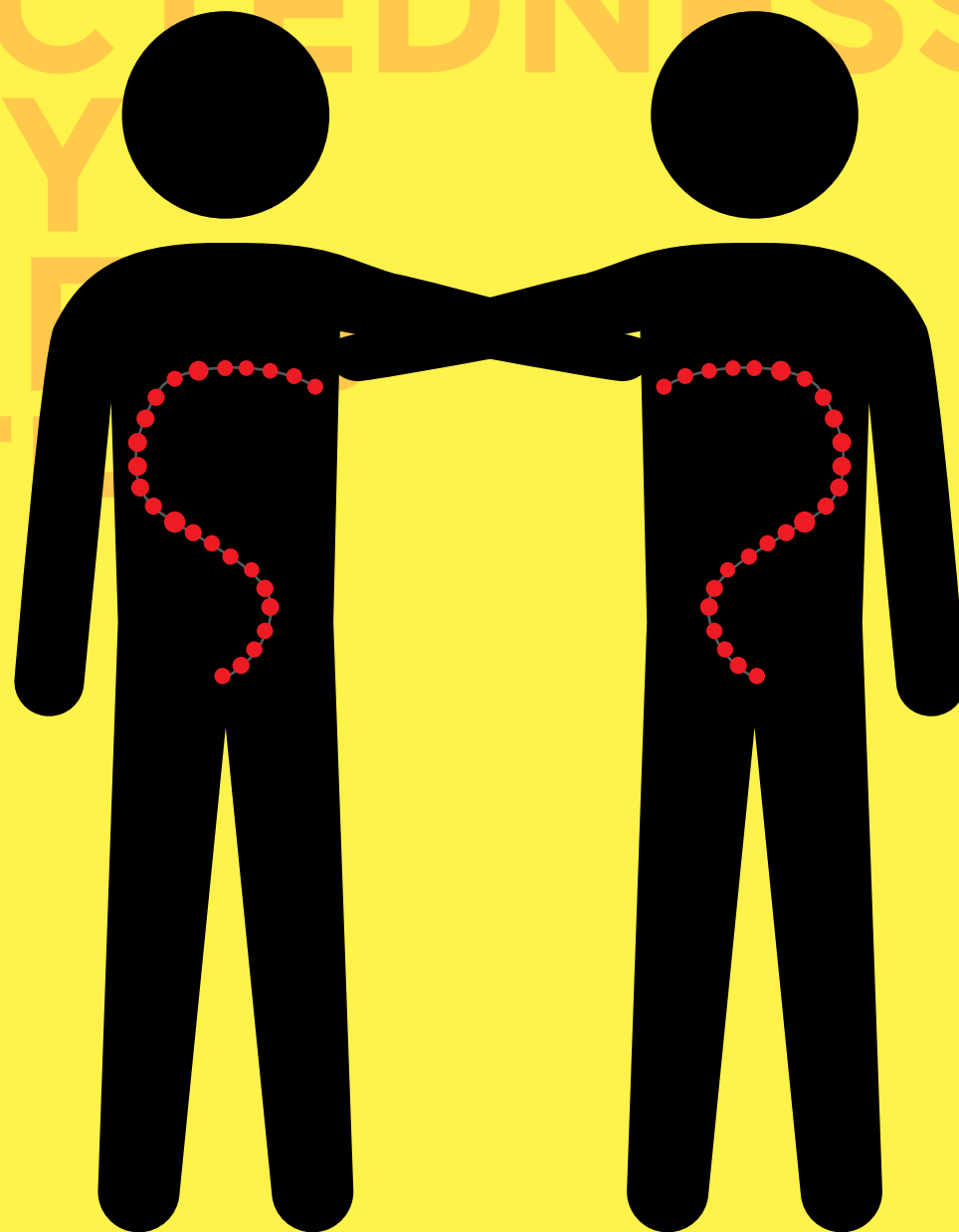
CONNECTEDNESS

ECSTASY

HAPPINESS

WARMTH

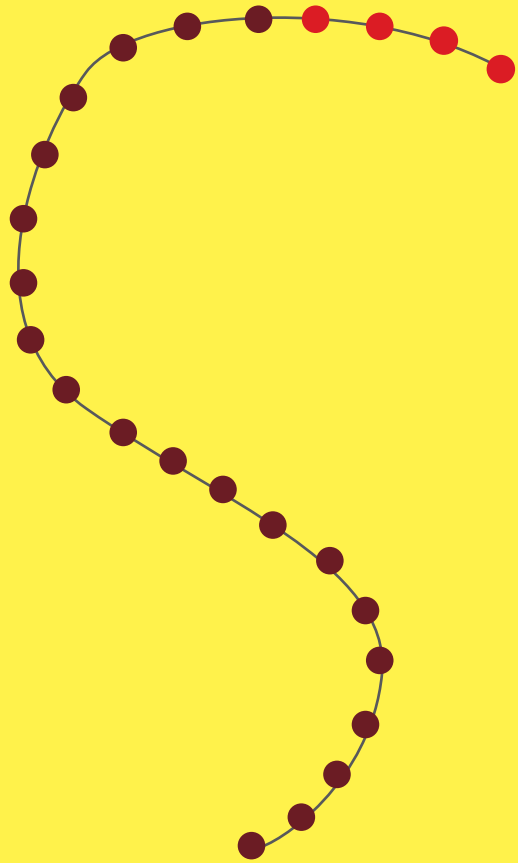
LOVE



At the end of the piece, the dancers find harmony and completeness and the lights on their bodies will glow with fierce intensity. The dancers will find warmth and joy in contact, while the audience will see and feel their love and connectedness. The music concludes to bring finality to the performance.



# INTERACTION



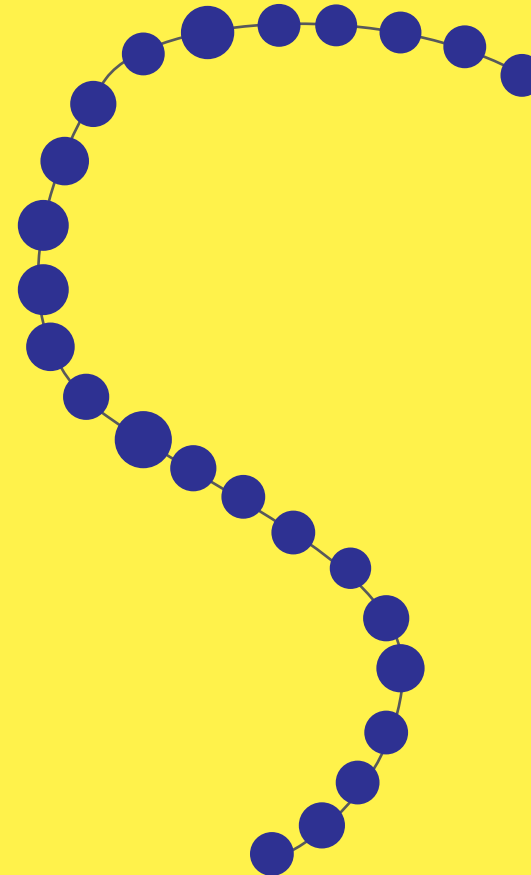
## TAP

A quick tap on a contact point will cause the lights to flicker briefly and dimly.



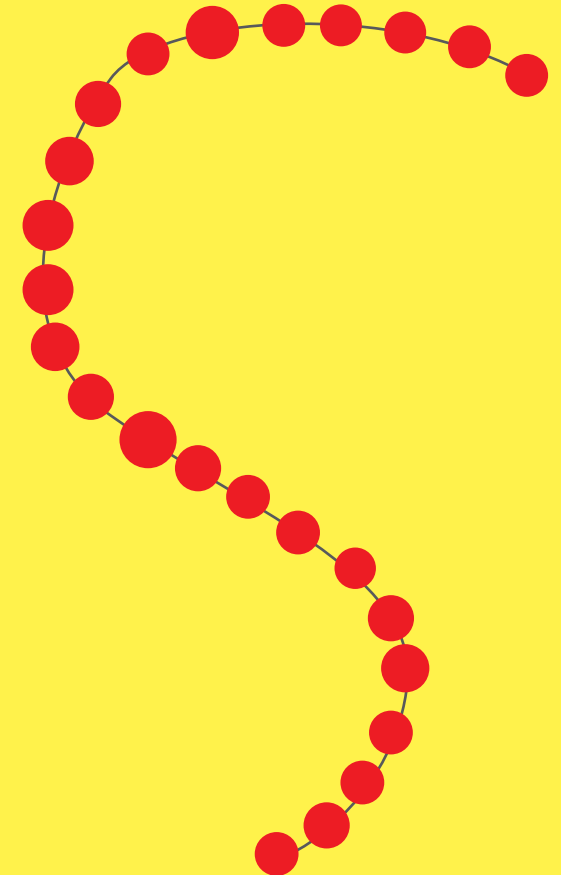
## HOLD

Extended contact on the contact point will cause the lights to shine more brightly and intensely.



## EARLY

Because the two dancers are lonely at the beginning of the dance, their lights will be blue to symbolize their loneliness and fear.



## LATE

By the end of the dance the dancers will have found harmony with each other and their lights will shine warm colours like red.

# ARDUINO CODE

```
#include <CapacitiveSensor.h>
#include <Adafruit_NeoPixel.h>
#define PIN 4

Adafruit_NeoPixel strip = Adafruit_NeoPixel(60, PIN, NEO_GRB + NEO_KHZ800);

int bright;
int delayVal;

CapacitiveSensor cs_9_10 = CapacitiveSensor(9,10);

void setup()
{
  cs_9_10.set_CS_Autocal_Millis(0xFFFFFFFF);
  Serial.begin(9600);
  strip.begin();
  strip.show();
  bright = 10;
  delayVal = 30;
}
```

This code initializes the touch sensor library and the RGB LED strip library, and sets up a touch sensor between the Arduino's pins 9 and 10. It then calibrates and initializes the touch sensor and the RGB LED strip in the setup method.

# ARDUINO CODE

```
void loop()
{
    long start = millis();
    long total = cs_9_10.capacitiveSensor(30);

    strip.setBrightness(bright);

    if (total >= 15) {
        for (int i=0; i<strip.numPixels(); i++) {
            strip.setPixelColor(i, 255, 0, 0);
            strip.show();
            strip.setPixelColor(i-5, 0, 0, 0);
            if (i<5) {
                for (int i=strip.numPixels() - 5; i<strip.numPixels(); i++) {
                    strip.setPixelColor(i, 0, 0, 0);
                    strip.show();
                }
            }
            delay(delayVal);
        }
        bright += 10;
        delayVal -= 5;
    }
}
```

The Arduino board detects changes in the conductiveness of the piece of conductive fabric. If it detects human touch, then it sends data to the LED strip. The strip will subsequently show dim light if it is touched quickly, and the light will intensify the longer the touch point is held.

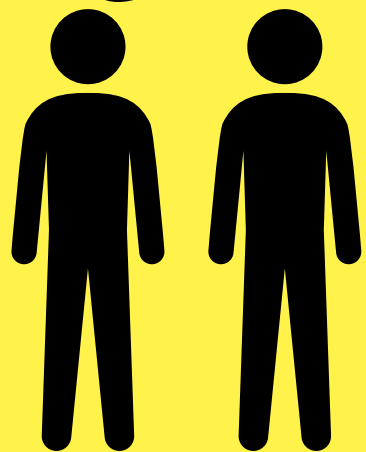
# ARDUINO CODE

```
else {  
    for (int i=0; i<strip.numPixels(); i++) {  
        strip.setPixelColor(i, 0, 0, 0);  
        strip.show();  
    }  
    bright = 10;  
    delayVal = 30;  
}  
  
if (bright > 255) {  
    bright = 255;  
}  
if (delayVal < 5) {  
    delayVal = 5;  
}  
  
delay(10);  
}
```

If the touch sensor doesn't sense physical touch, then the Arduino board writes to the RGB LED strip telling it not to display any light. The code also inserts a delay so that it is not constantly sending data to the serial port.



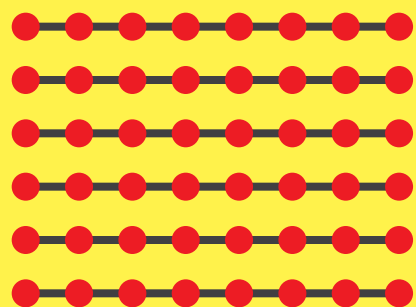
# EQUIPMENT



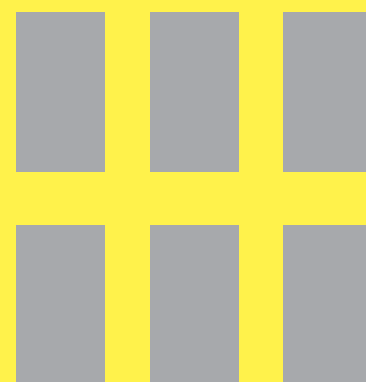
**2** DANCE SUITS  
(COTTON/SPANDEX)



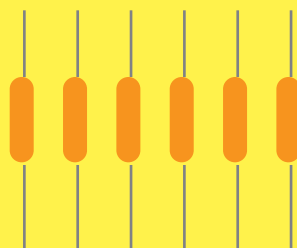
**1** SHORT THROW  
PROJECTOR



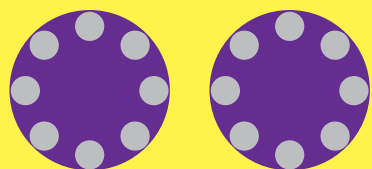
**6** RGB LED STRIPS



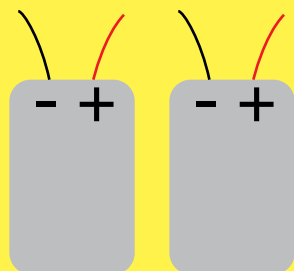
**6** PIECES OF  
CONDUCTIVE  
FABRIC



**6** 56K OHM  
RESISTORS



**2** LILYPAD  
ARDUINOS



**2** 3.7V LI-ION  
BATTERIES

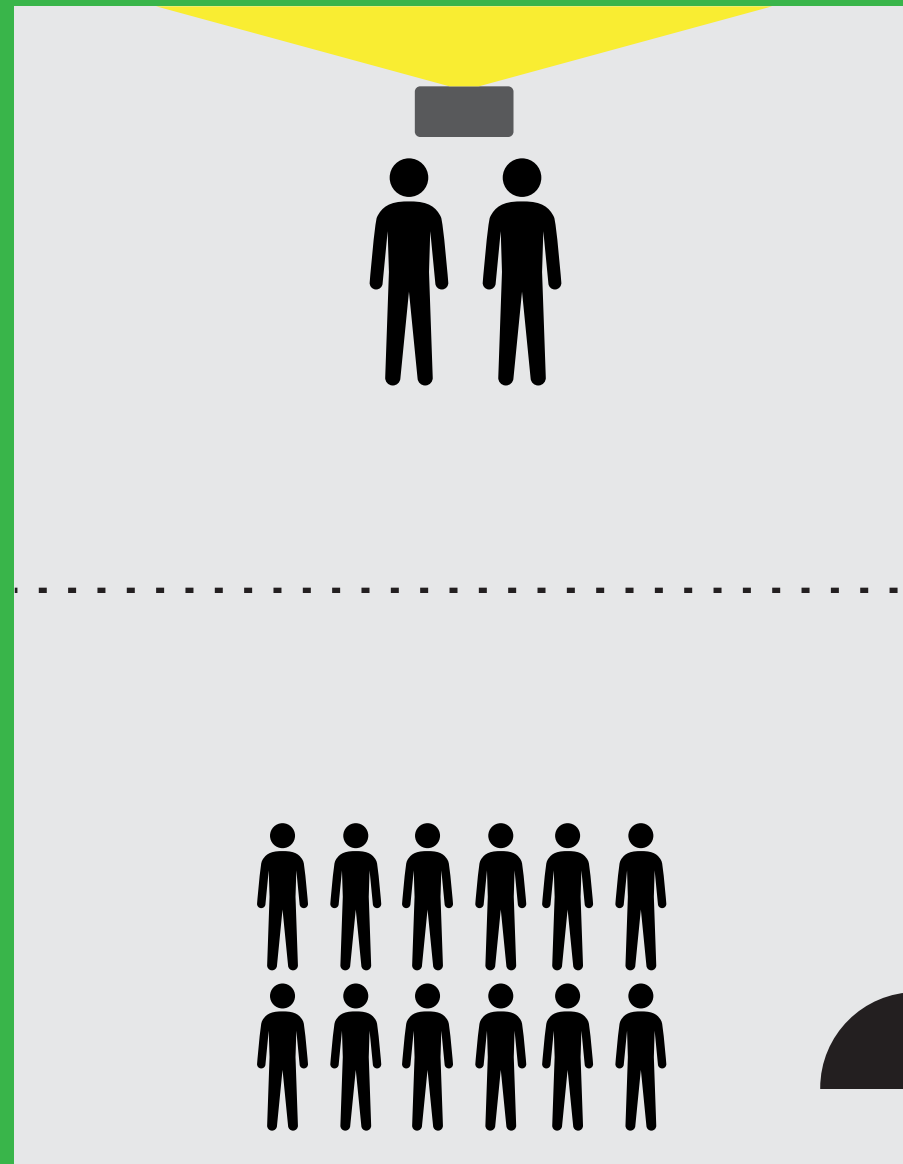


CONDUCTIVE  
THREAD



REGULAR  
THREAD

# SETTING



Inner Light takes place in SFU's green screen room. The two performers will perform in the back half of the room, while the audience will sit and watch from the side of the room closest to the door. The lights will be turned off to create a sense of isolation in the room, but a short-throw projector mounted on the ceiling will shoot dim light against the back wall to provide enough light for the dancers to operate.

**THANK YOU**