

Capstone Journal

Role : Programing, Digital Poetics, Form and Technical Solutions in Physical Objects.

Getting Started

Our team started off as almost purely digital focus, however with the loss of a potential 4th member and acquiring two non-technical members we had to re-evaluate ours plans and direction.

Situation

We were having troubles deciding which direction to go in as most ideas pitched left one half or another of the team with uneven work load / ability to contribute. Ideas were being discarded rather than iterated due to ill fits.

Contribution

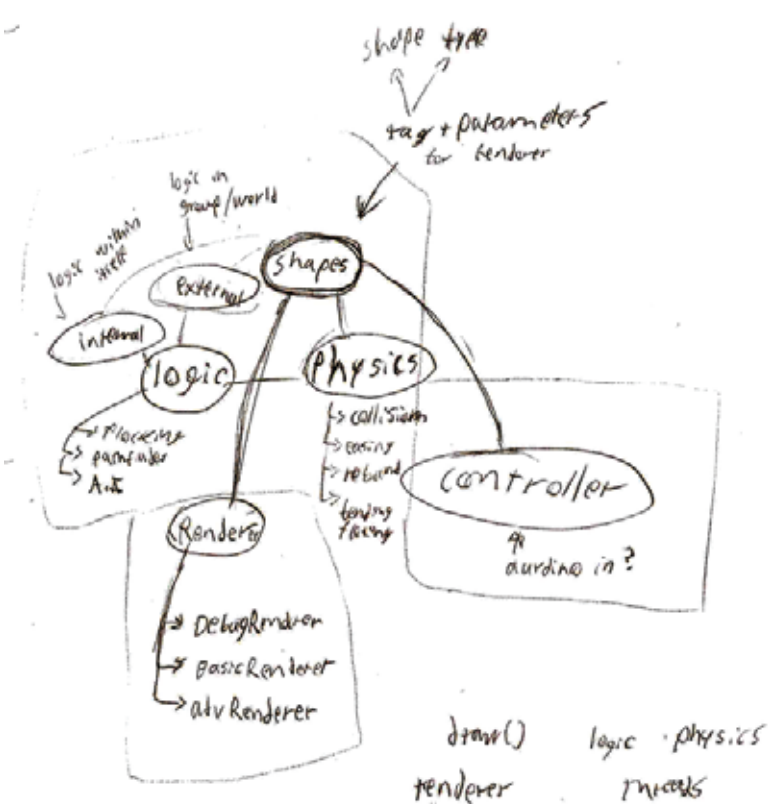
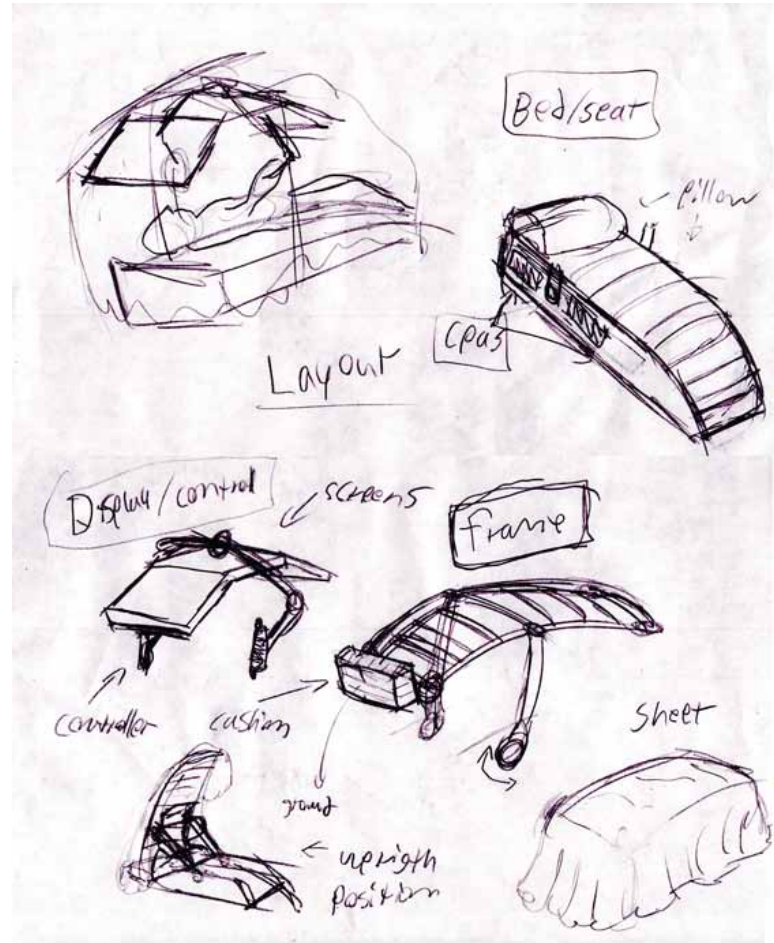
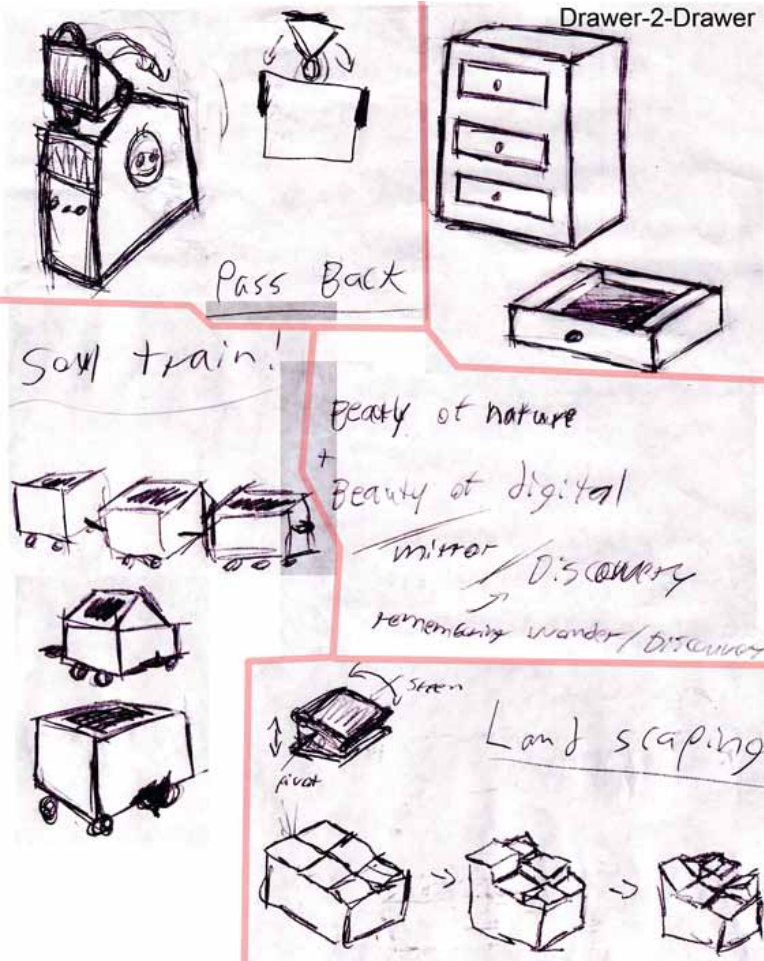
I suggested a compromise that we break the project into three parts. A physical case, taking advantage of our teams design and production skills. A digital component displayed on a screen, taking advantage of our teams programing and media arts skills. The third part tying them together was a interface that would allow for synergy between the two other components. An important concept I pitched this idea with was the the visual look and feel of the digital with the physical should complement each other well. This went over well with the team and we began to look for project ideas that we could do that fit these points.

Early Digital Experimentation

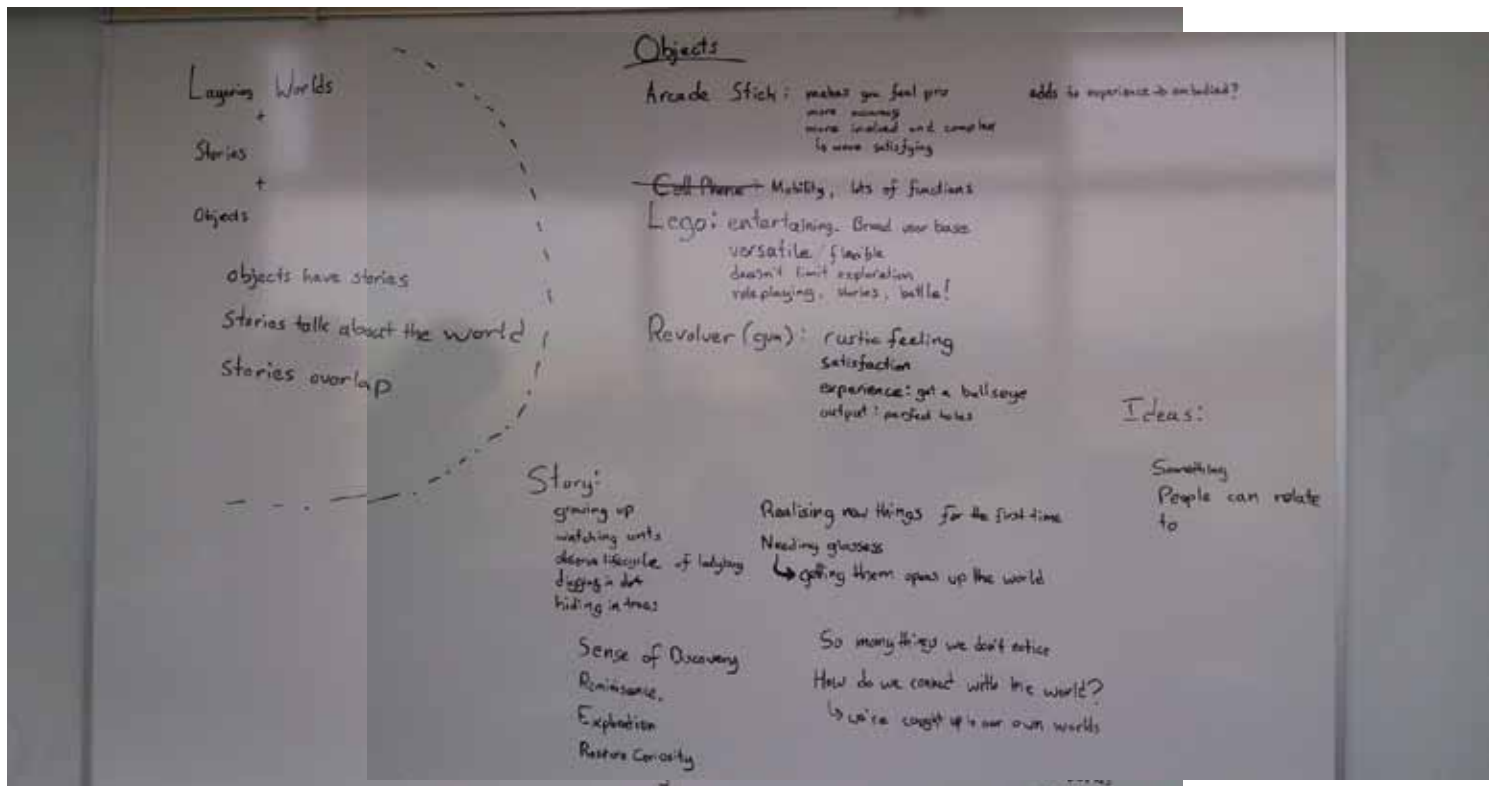


note : swarming fireflies (right) adapted later for 3d component of digital projection.

Exploration of Form and Visual Pitches for Ideas



These are some of the ideas that I pitched to the rest of my team while we were coming up with a bunch of different projects. The shape and form of each different design afford different interactions while staying true to the setup we decided that would be good for our team. I even did a quick layout for how the digital code might flow between the digital component to the interface and screen.



note : beginning of our search for theme

Evaluation of Direction and Theme

It was time to start find a theme and a meaningful direction to iterate that would help inform our design.

Situation

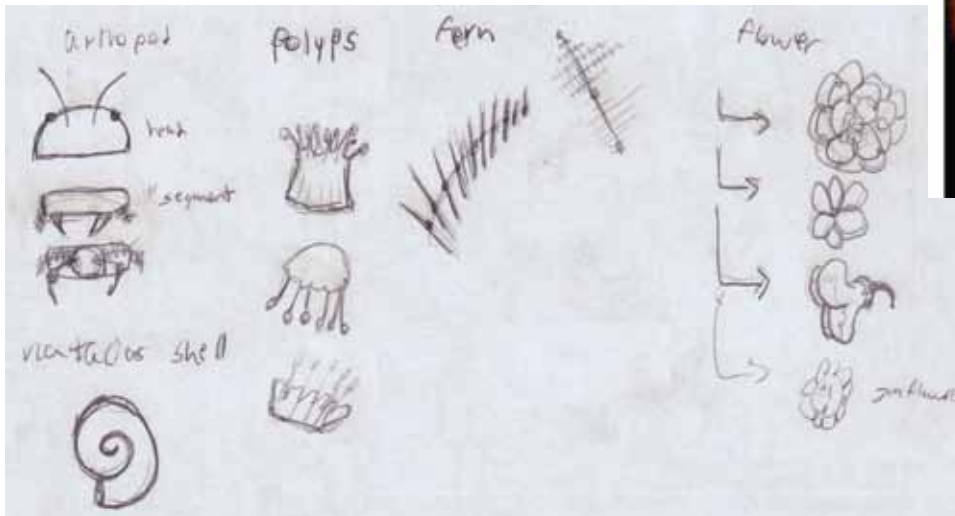
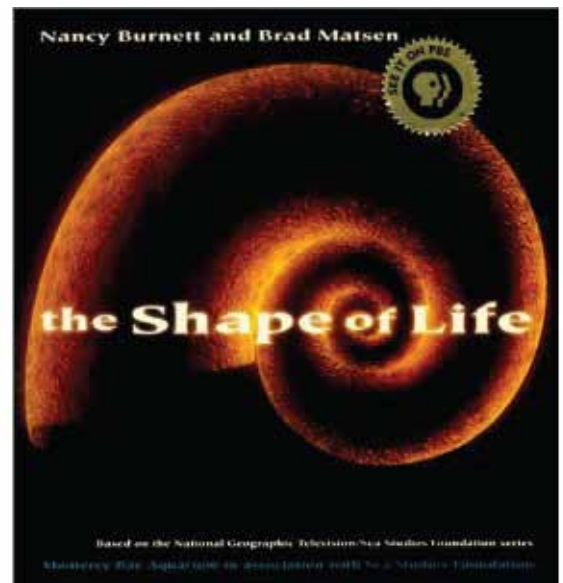
We came up with a bunch of forms that we liked and found appealing but couldn't really decide what we wanted because we lacked inspiration. So we needed to take a step back and decide what we wanted our project to mean. We had a few meeting where we would discuss what those forms drew from our imaginations, interest, and the stories of our past.

Contribution

I drew heavily on my interest of the media arts and technology combined with my love of natural phenomena and systems. This was my interest from the very beginning and I had a lot to draw on from past experience. I talked about the beauty of nature and the possibly of immersive digital analogs of equal beauty that relied on believably rather than realism taking advantage of digital media's own visual style. It was from here that our team went on to settle on the theme of discovery and and really hash out what it meant to us together, we decide that nature was a great subject for this theme and continued in that direction.

Looking to Nature

note : This is around where I started to investigate invertebrate life and looking into the books, "A wonderful Life" and "The Shape of Life" for inspiration.



My Pattern Language for Digital/Nature Combinations



The above are a set of patterns that we could implement realistically for the theme while still having freedom to mix and match to adapt to a changing project. They embody different subject matter and actions and interactions, I purposed them to help get the team to have some solid components to work on. We decide to use the plant and bug components for our next iteration and would involve more later.

