

NMD 306 Professor Mike Scott
Maine Discovery Museum Project Demo Update
04/20/2014

I created the 'prototype' yesterday, in AfterEffects. I took a Time-Lapse video from marlon on the web and masked three pieces of the same footage (masking 2/3 of each clip). I altered the Z and Y coordinates of the Left and Right sections to make two angular walls. I layed the center footage in the background. I simultaneously ran the three clips with masks and it has a somewhat three-dimensional shape. My group wanted the user to appear as they are in a computer generated world, but I found the time lapse video as a temporary fix.

I then Green-Screened myself and used the Keylight Effect to diffuse the green background. I was filming myself, so the footage of myself is out of focus and chops off the top of my head. AfterEffects crashed three times, so I'll call it a night. Tomorrow our Prototype is due and I'm going to the school at least an hour early to finish what I started here. Maybe call Jay and see if he made any titles that I could input. Goodnight. Signing out...April 20, 14 8:29 PM Easter Sunday. Southwest Harbor Public Library.

I'd like to script out the Demo.

Hi I'm Caitlin Trafton, and I'm going to be showing you how my group's exhibit for the Maine Discovery Children's Museum is going to operate.

First, we will be using the Omni Treadmill to Navigate a Virtual Maze created in Unity. Children ages 4-12 will be encouraged to explore pathways that teach them about Navigation and Orientation.

Children aren't getting to the great outdoors as much as they used to, but there is a growing concern for children of today to pay close attention to their environment and the new effects of climate change.

Everything that exists on Earth was made from the Earth, all things. If we lose touch with the Earth, we lose touch with the true meaning of everything.

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Easter is Tomorrow, and I won't do anything [spectacular].

ShotList for NMD 306

"we should pull eachothers triggers."

-MM