

## Project Definition

Animate Yourself project is an interactive animation with video mapping which makes the animation integrate to the real world or the person itself integrate to the virtual world.

## Goals and Objectives

The goal of the project will be integrating two participants to their own world. The animation to the real life and the human being to the virtual world. It will be focused on the movements and activations that each of them do and makes the mapping go on. Because without a movement of the participant, the animation won't go on. They are in conjunction with each other. It will be focused on the animation that happens on a specific area with specific 3d objects (sofa, tables, door, etc.) that will be seen by stripes which will be apparent with lights from their sides. The animation will be collaborated with some movements that the participant has to do. For example, if the participant does not sit on the sofa the animation will not continue, the participant will be warned at the beginning of the visualization.

## Target Audience

The installation targets mostly people who can not or doesn't show or in a way denies their feelings but can visually see what is really going on with him/her.

## Background Information

As I was thinking some problems that could be partly solved with the project, firstly I thought about myself, what I want in my own project. I love animations and love to watch them. Also, as I am processing through my department I got interested in how are these animations created and wanted to include in my project.

Firstly, I thought of making a keyboard that every button contributed to an animation that I had drawn by myself. This keyboard was going to make the player to create their own animation video clip as they were making music with the keyboards buttons. But this work was too complicated in order to create a proper music video.

Secondly, I had an idea about a flipbook that showed a short animation that I drew again. But this time a some kind of scanner was going to scan these pages of the flipbook which had animations on it. And this scanner was going to reflect this animation to a white blank wall at the same time as the participant changed the pages. But a flipbook was too small in order to put the circuits in it.

Thirdly, other idea was visualizing a persons heartbeat. But it was nonsense with what I actually wanted.

So, I decided to make a video mapping through animation with combining the participant as well. At the same time including the participant with a visualization that they can be active was another point that I strongly wanted to see in my project. So as I was searching for these kind of things I decided to combine these three with video mapping. My short animation on objects will be made of video mapping which contributes the participant to the work itself and make them enjoy what they are into.

### Detailed Project Description

It will be focused on the animation that happens on a specific area with specific 3d objects (sofa, tables, door, etc.) that will be seen by stripes which will be apparent with lights from their sides. The animation will be collaborated with some movements that the participant has to do. For example, if the participant does not sit on the sofa the animation will not continue, the participant will be warned at the beginning of the visualization.

### Scope of the project

- video mapping techniques
- execute a drawn animation
- collaboration with the participant ( not continuing without the participant specific movement)

### Required Know-How and Abilities

- video mapping
- Adobe Flash

### Needed resources

- A specific unchanging area with 3d objects
- Projector

<https://www.prote.in/en/feed/2013/06/murmur#.UnmdfjQpbKM>

<http://www.youtube.com/watch?v=VgZ0pKj5834>