

# ANIMATE YOURSELF

## PROJECT DEFINITION

The project named Animate Yourself is an interactive animation generated by projection mapping technique, using visuals that represents a short scenario.

## GOALS

- Make the viewers control the on going animation as their own choices
- Making the viewer feel like he/she is in the animation
- Make them have fun time with the visuals

## OBJECTIVES

- Making research about video mapping
- Creating a scenario for the animation
- Learning video mapping
- Drawing an animation
- Learning coding for interactivity

## TARGET AUDIENCE

Projects' target audience are, people who want to be some kind of a part of an animation and control it. It doesn't have a specific age criteria but it's target is mostly among children, because of non childish visuals.

## 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.

Besides animation, also my main point was to use an interactive video stuff that the viewer could interact while seeing the visuals change etc. Because mostly, what I am very excited about in exhibitions are the ones which I can include myself and watch the result at the same time.

So, while I was searching to combine these three options 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 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**

The project will be focused on the animation that happens on a specific area with specific 3d objects (sofa, tables, door, etc.) which is on my mind. The objects musn't change its place in order to synchronize with the visualization I will make through the softwares. These visualizations will include in order; masking for the specific area and objects with Illustrator and Photoshop will be done, animate the drawings I have made for the animation according to the scenario of the animation and the placements of the objects etc., replacing the projector and checking the work done, combining the object masking and the animation, coding for interactivity that would be in the animation and mapping, again masking through the objects with the combination of the interactivity.

I am thinking of the interaction would be like the animated character that I have created will some kind of communicate with the viewer and order him what to do. For example, he would say sit to the sofa and make the mapping go through another way which will be focused only on the sofa with a song going on or make the viewer turn on the lights would finish the animation and the mapping. The scenario is not organized well, but it will with the process.

## **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**

*Will be using:*

- Adobe programs
- Modul8
- Final Cut
- Flash

*Needed resources:*

- A specific unchanging area with 3d objects
- Projector

### **PHASES OF THE PROJECT**

- Finding room with specific objects in it that won't change its place
- Arranging the objects for video mapping according to the scenario
- Creating a scenario
- Create/draw the animation, colors, shapes, lights for video mapping
- Learn & use softwares, codes for interactivity
- Project the animation, visuals to the actual place with the objects and check it out with interactivity
- Finalize the project with everything in it

### **CRITERIA OF SUCCESS**

The projects' aim is to combine interactivity with animation video mapping. If the animation floats with the interaction of the viewer and continues just as it makes the feeling of that the viewer could control or be part of the animation. Of course, most of the success goes through the video mapping and coding dealing. Time management is also big part of success for each work in the project.

## **DIFFICULTIES & RISKS**

Overall the main difficulty, worry is the ability transferring the ideas that are on my mind to the virtual world. Success of this transfer will be with the ability and efficient usage of the softwares that I have to use during the project. Coding, mapping, editing masking are the works that I am going to deal with and they are completely new languages for me.

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

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