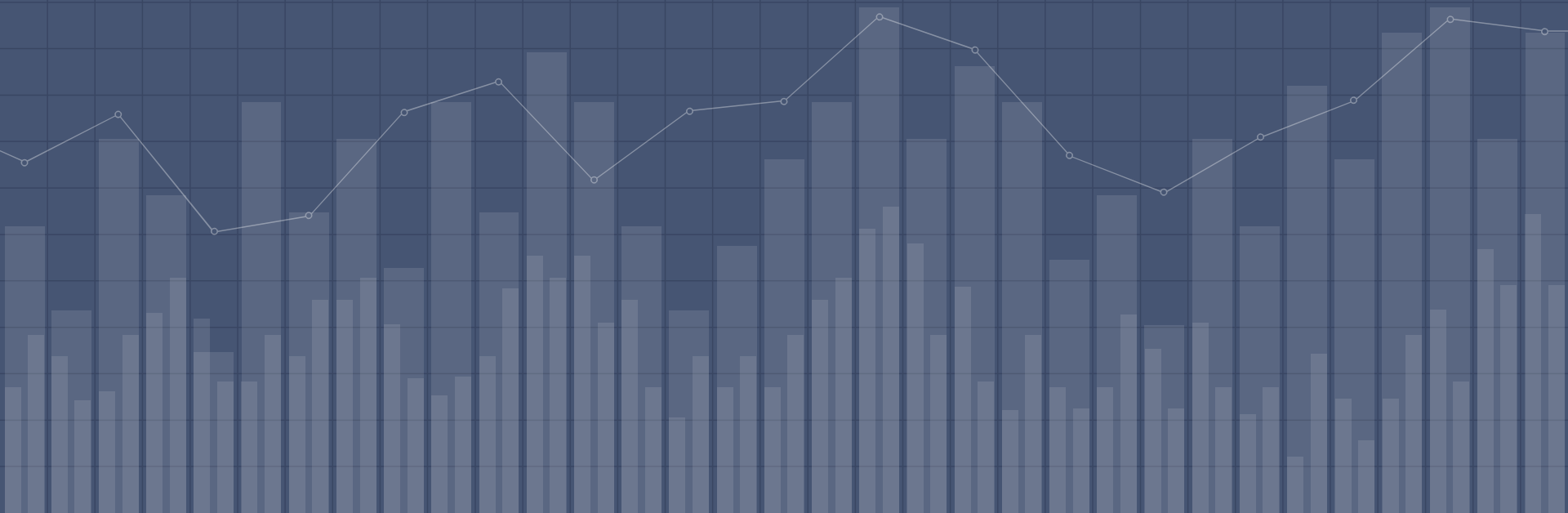


INTERACTIVE DESIGN

CHEAH XIN TONG 1608088

LEE PEI CE 1608024

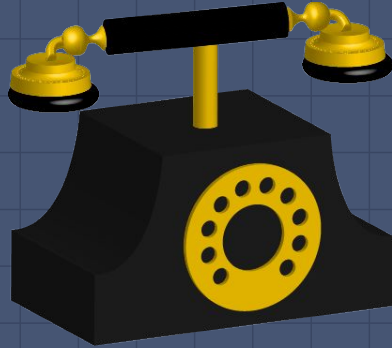


1. Technology in the past

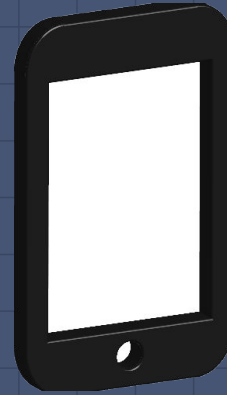
Mail



Vintage telephone



Smart phone



Idea:

1. The very first input will be the user putting an envelope into the mailbox, and the vintage telephone will ring.
2. The phone will give an instruction to the users to ask them to call a phone number. The user will need to use the vintage phone, spin the number slowly to make the call.
3. The cell phone will ring, and screen will be displaying a video when the users press start.

Concept:

Let people feel how hard is it before the technology is in our daily life.

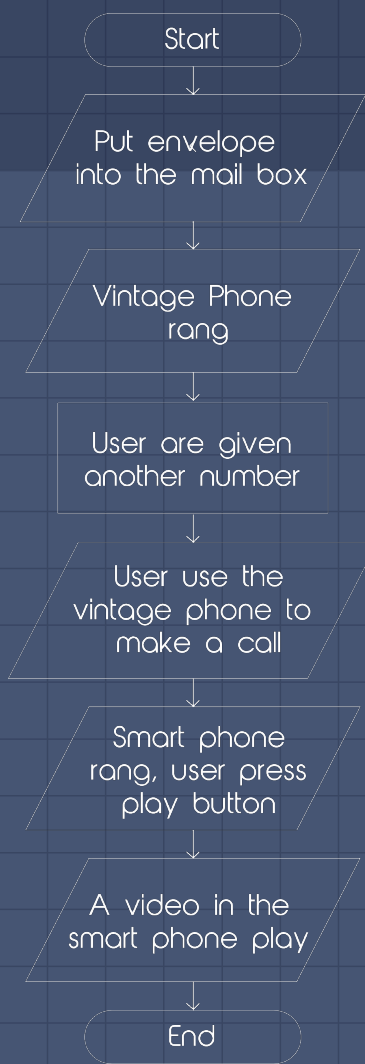
Get people to appreciate what we have today, but not using the technology in a wrong way.

It was meant to connect people, for people to communicate, not the other way around.

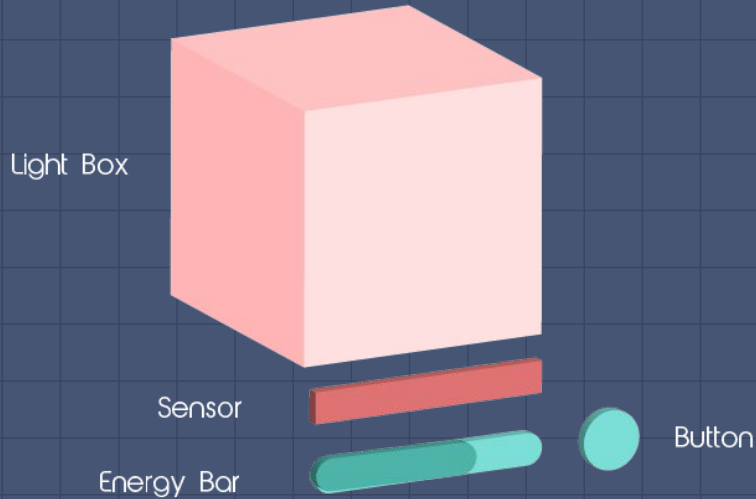
Building:

Will need to focus on how to pass down the data in the code.

Flowchart



2. The Power of People



Idea:

Using people who pass by the sensor as an input, every person who pass by will create a colour change in the transparent/white box.

The amount of people passing by will be track, as the number reach a certain amount, the button will be lighten up. If it is pressed, music will be played, and the light in the box will keep changing (if possible maybe could add some LED light in it too)

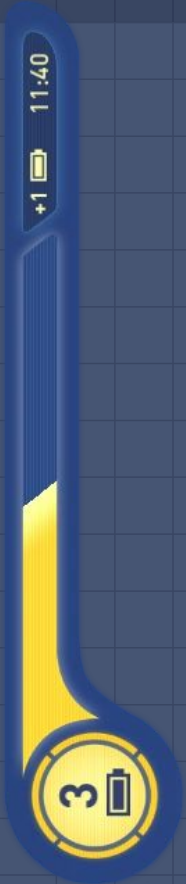
Concept:

Meaning behind this is actually when we gather the power of people, we are stronger, and able to make changes (the button).

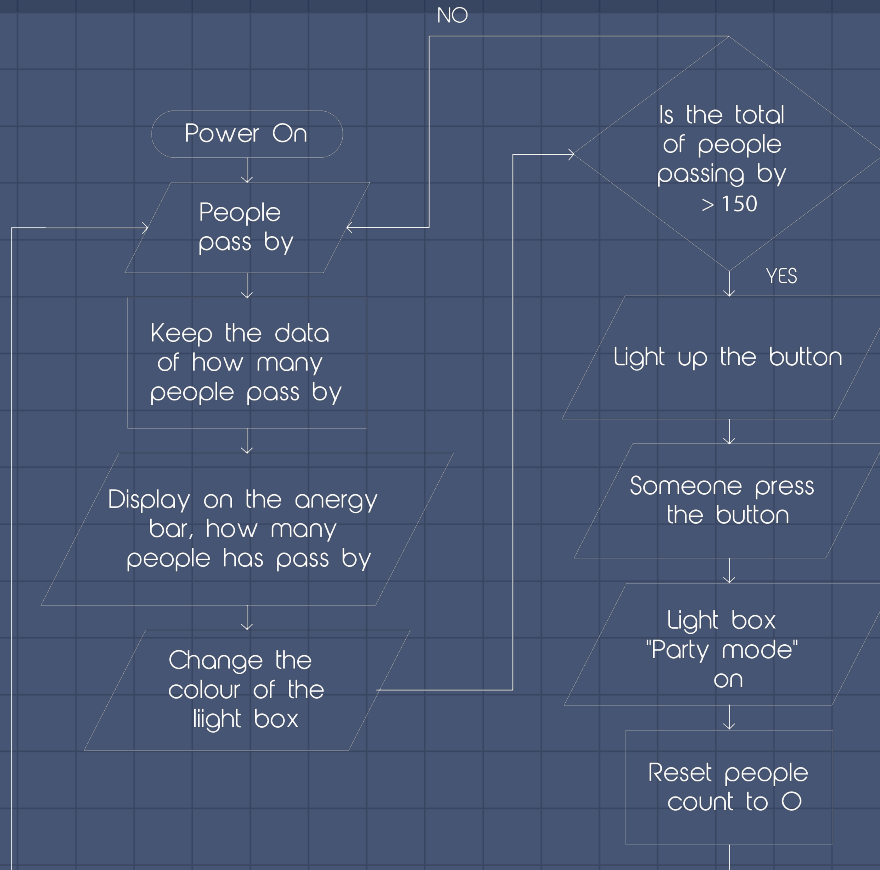
The colour changes is to match with the Urbanscape music festival. It will be delivering the same vibe.

Building:

This will be build based more on the code.



Flowchart



2. Zoetrope TV



Idea:

Using the concept of zoopraxiscope creating a simple animation.

But the box that are packaging it is a vintage television.

Concept:

Telling the history of animation and television.

- How do animation works when technology was not in our daily life.
- How the old technology works.



Building:

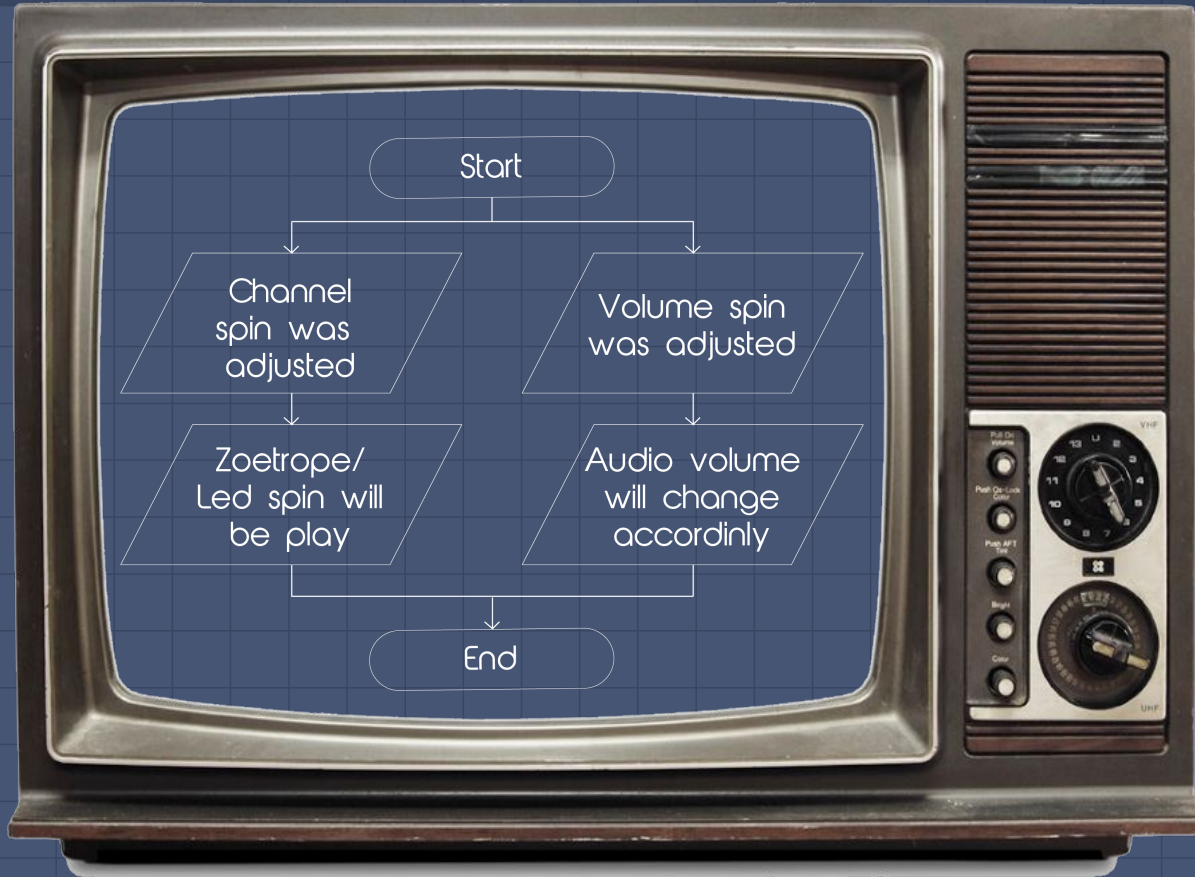
1. Attach 8 LED light on a flat surface, and attach the flat surface to a motor. (actually building a fan)

So we can display words/graphics with 8 pixel height, as it spin, we will see the words/graphics.

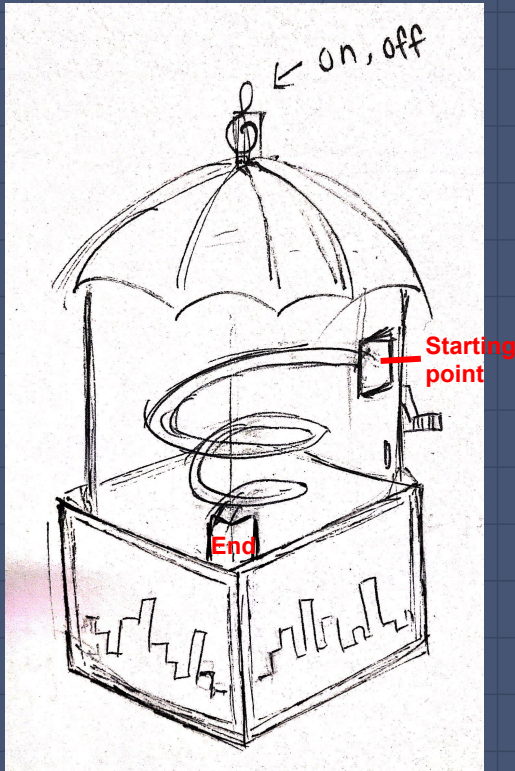
2. Build two reel with some paper with animation roll on it, so when it was triggered, the animation will start to play .



Flowchart



4. Rolling in the city



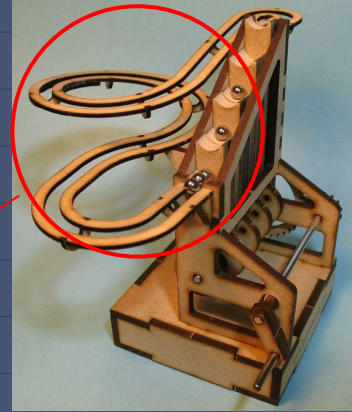
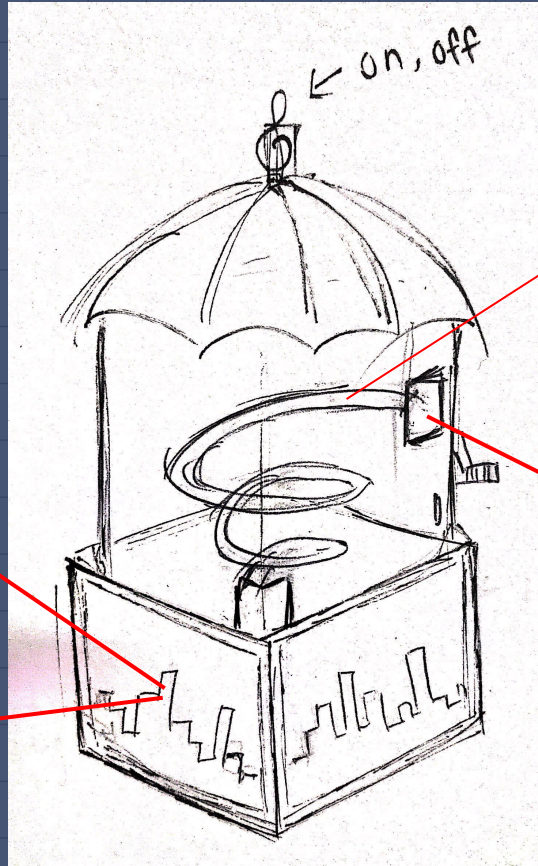
Idea

- Using the concept of roller coaster is to make it more fun and interesting.
- We will make kinds of characters for users to choose. First of all, they have to put the character at the starting point.
- Users have to rotate the handle at the right to activate the music and the LED light which will set up below of the track.
- The user need to take the character out once it arrived the end of the track.

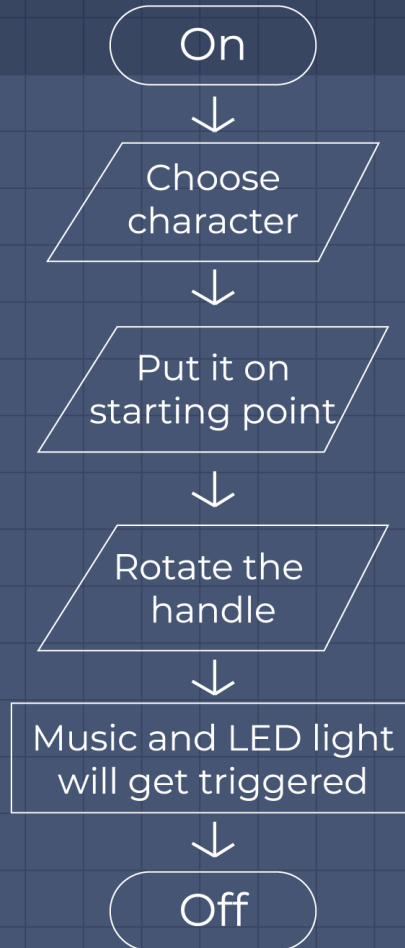
Concept

- Roller coaster and the track stand for people having fun in the urban.
- The set up of the LED light is to represent the urban is still alive

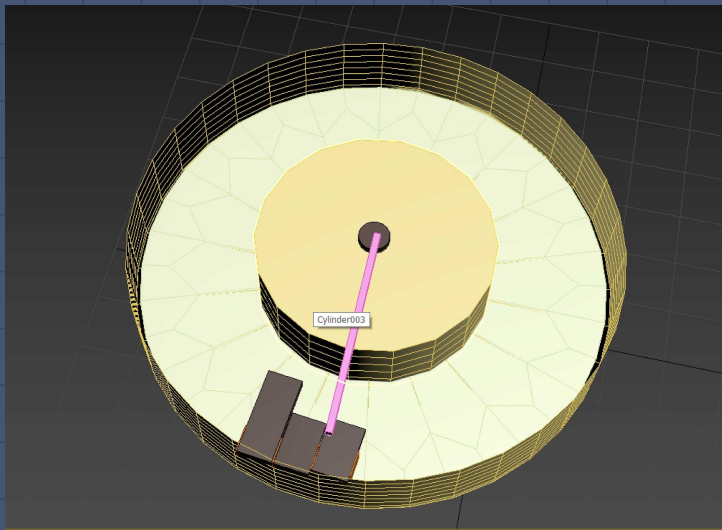
Building:



Flowchart

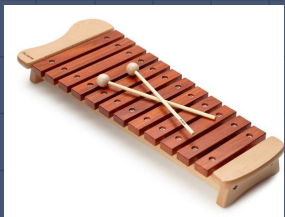


5. The detector



Idea

- We will create different length of bars for users to choose and insert to the model randomly.
- Different length of the bars will create different sounds.
- There will be 4 button to control the model. The first 3 buttons are able to start the model. And yet, depends on the speed you have choosen which is slow, moderate and fast. The last button is to stop playing it.

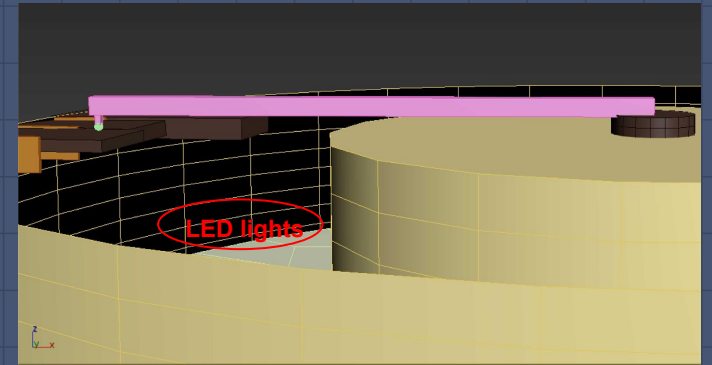
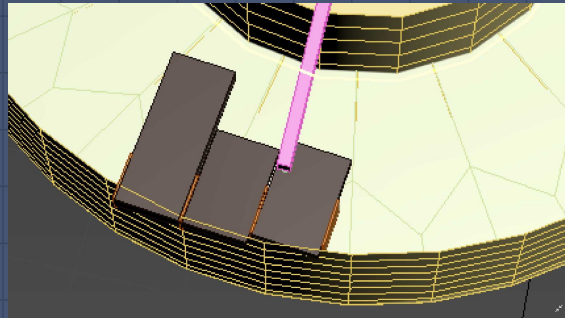


Concept

- Combination of modern and old school's instrument.

Building:

- To build something to handle the bars.
- The LED lights will be set inside of the model.
- The LED lights and sound will get triggered when the “stick” is rotating clock-wise.



Flowchart

