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AET Studio
Spring 2023

Module 2 Concept Pitch

Finalized Creative Challenge

Prior to this semester, I designed and drafted a nightclub venue in a CAD program called Vectorworks. In Module 1, I designed a lighting package and created a set of assets to program a digital light show in the 3D-modeled venue. These assets included a top and section view light plot, channel hookup, fixture schedule, Capture file, and Hog4 show file. The completed documentation for this part of the project is linked here.

This semester, I am going to utilize these assets (primarily the Hog4 show file and Capture file) to create a 100% virtual light show, documented in video format. Since the venue doesn't exist in real life and I don't have physical access to the fixtures I selected, I feel that this is the best and only way to showcase this project. I plan on programming my show using timecode, which is a control mechanism that syncs the music and light cues using a single source of time information shared through midi macros. This article explains the process in more detail.

The song I have selected to use is Hidden by Alex-Productions. It is licensed as CC By-NC 4.0, which means I can share and build upon the property as long as it is not used for commercial gain and I properly attribute the creator. If further licensing is required, I can also buy the rights for 19 euros (converts to just above $20) under a PRO license. This option is less representative of traditional techno (popular in Berlin, the venue's hypothetical location) but has a lot of interesting variations which would lend well to a dynamic light show. It is 3:22 in length, and I plan on utilizing the full length of the track for my light show.

In summary, my final deliverables for this Module are the light show asset files (Hog4 show file, Capture file, and Reaper file) as well as a polished video of the light show synced with the music.

Research

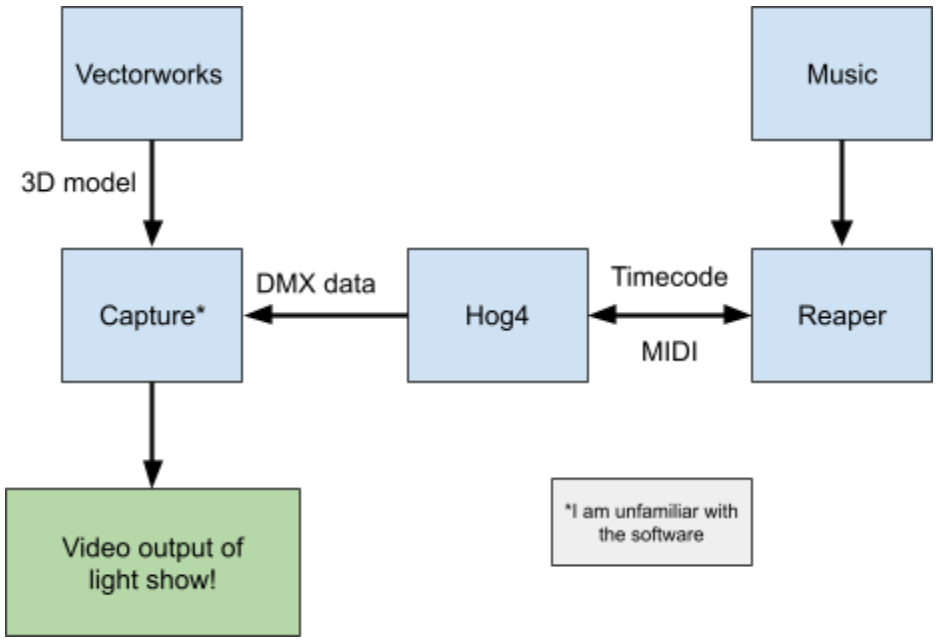
I haven't done as much research on this Module, as I have a strong background in light show programming. I have completed this workflow several times before which has informed my process to date. Some projects that have prepared me for this undertaking were Evolution 2022 (a 7-minute piece shown to the public) and Ride the Synthwave (8 minutes of light shows shown to the public). For both of these projects, I received consistent feedback from both professors and collaborators to help refine my design and workflow. Because of my experience with these types of projects, I am not only confident that it will be feasible in the scope of this module, but that I will be able to produce excellent work in this time frame. I am looking forward to experimenting with new fixtures that I haven't had the opportunity to program with.

One area that I would like to do more research on is how I will render the final video. In the preliminary stages of experimenting with my show file, I learned that the PLAI Lab

computers were struggling to render and screen-record my scenes at the same time. I might look into cloud rendering and/or Cinema4D as a rendering tool to help offset some of the GPU load.

Technology/Training/Tools

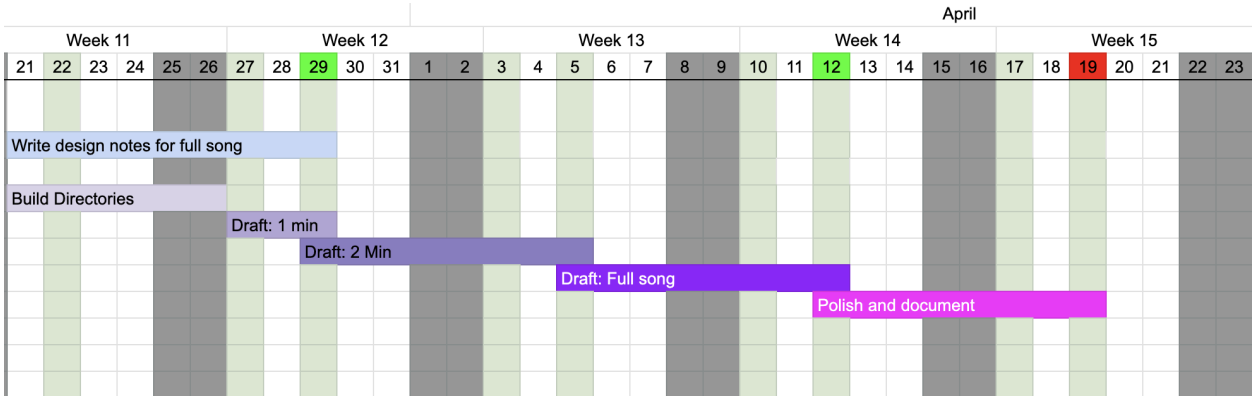
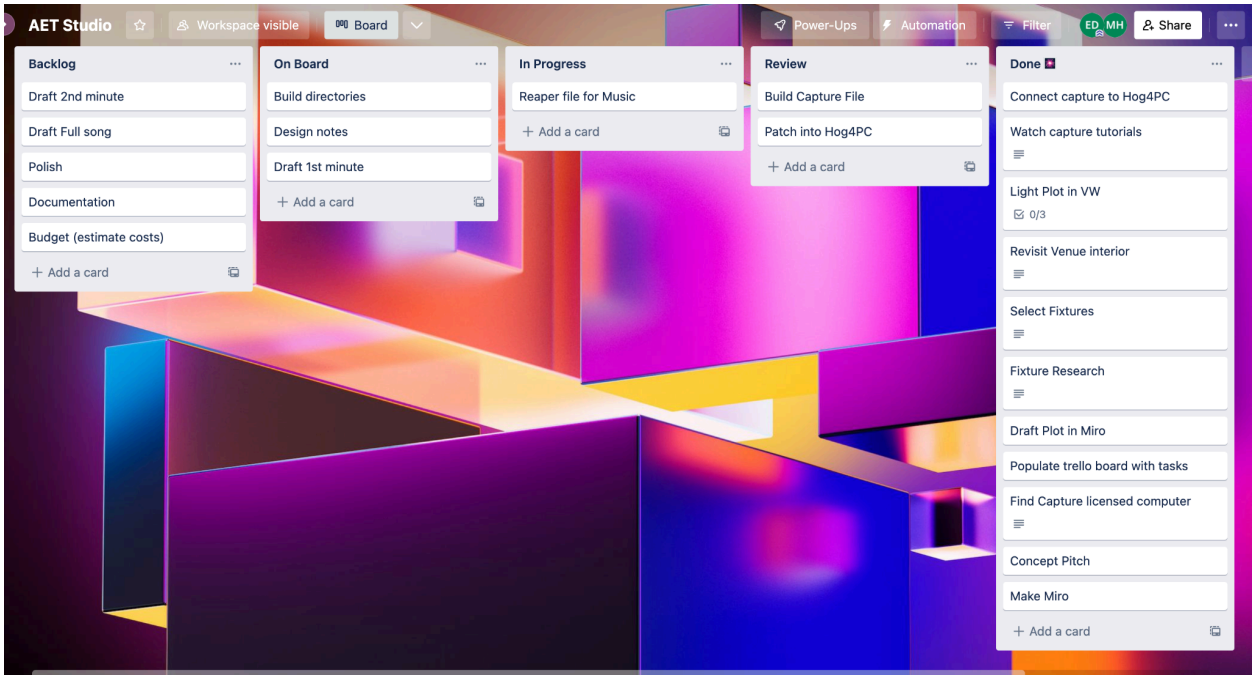
A lot of specific software will be required, and they all connect in specific ways. I have included a chart below which outlines the required software and its connections.



Because Hog4PC only runs on PC, I will need to utilize the PLAI Lab computers to do all of my programming. I already have access to the lab and am familiar with the technology there, as I used to work there as a proctor. The laptops there is the only technology I will need unless I decide to render my content on another computer.

Milestones/Schedule/Kanban

Proposed schedule:



Kanban Board: