Midterm project

Climate Control

Over a three week period, we will build a prototype of a spatial multimedia environment that expresses a sensory and phenomenological experience of environmental disruption and change. We will begin by selecting existing linear narratives (fiction or non-fiction writing or audio) on which to base our experiences.

The experience will incorporate elements that correspond to the traditional "acts" of a three-part narrative structure: setup, crisis, and resolution. Each week we will focus on prototyping one of these acts.

1. Setup (due week 6) - Environmental Experience

    What are the significant aesthetics or elements of the environment? Consider the environment as a character itself - what are the affective qualities of this organism? Think about the experiential qualities - how does color operate, how do shadows fall, is it dry or wet, lively or barren, dangerous to humanity? How does it feel to inhabit, or traverse this landscape?
    Examine phenomenological aspects such as the character of light, sound, and atmosphere. Identify the spatial and kinetic qualities of the environment.

    Create experiential or aesthetic prototypes of 3-5 of these qualities, in analog or digital media.

2. Crisis (due week 7) - Environmental Disruption or Intervention

    Refer to the source narrative. Identify agents of change within the story - these may be people, events, things. Consider how these agents affect change in the environment - what is the quality of their activity? Violent, peaceful, sudden, gradual? How does the environment respond? List adjectives. What are the kinetics of the change, and the response - how would you express the change as a gesture, or as movement? Reconsider the aesthetics you created last week, and identify how these aesthetics evolve, grow, or die through this disruption. Especially, consider how the change plays out over time.

    Create a 4D technical prototype that expresses this change event in space and time. The prototype can be physical (any scale) or virtual, but it must be 3D and incorporate change over time. You should draw from the aesthetics you created last week.

3. Resolution (due week 8) - Environmental Impact

Consider the results of the disruptive event in your narrative. What is the new state of the system? Think of the "memory" and "archaeology" of the new terrain - how is the history of the environment embedded in the new present? What elements remain unchanged, if any - and how does the new context change their meaning and mood? What results are expected, and which are surprising?

Based on your experience/aesthetic prototypes, and 4D prototypes, conceptualize a user flow that describes all three "acts" of your narrative. Create an experiential prototype of your user flow, and document in an edited video which presents the concept and elements of your project.

References
- Olafur Eliasson - The Weather Project - Tate
- Komorebi - "Platform for Generative Sunlight"
- Symbolism of place - Place of phenomena "And Gaston Bachelard in L'Air et les Songes remarks that Nietzsche embarked upon a passionate quest for the true climate - for the exact geographic location - corresponding to the inner "climate" of the thinker."
- "Pathetic fallacy - Ruskin - weather reflects mood
- King Lear - narrative device - anthropomorphism / falsehood"