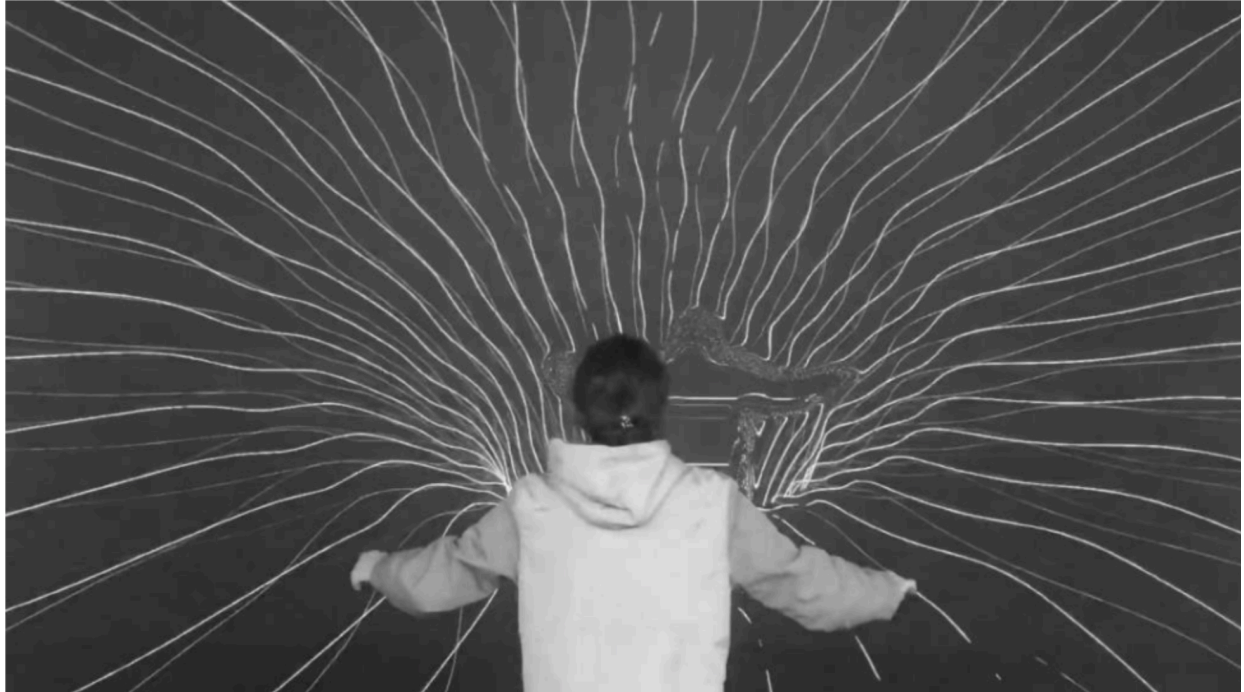


Waves.net by Yury Tolstoguzov

- A large, horizontal screen that streams waves of lines and is affected by visitors.
- Total cost of project:

Reference Images / Video



[Video](#)

Physical Exhibit Specs

Specs	<p><u>Dimensions:</u></p> <ul style="list-style-type: none">• 13' x 10' (size of room) <p><u>Hardware:</u></p> <ul style="list-style-type: none">• Kinect• Screen• Speakers• Computer <p><u>Software:</u></p> <ul style="list-style-type: none">• Touchplayer <p><u>Network Connectivity:</u></p> <ul style="list-style-type: none">• N/A <p><u>Audio/Visual:</u></p> <ul style="list-style-type: none">• Contains audio component
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Install & Maintain	<u>Location in Museum:</u> <ul style="list-style-type: none"> Waves.net will be on the lower level of San Diego, on the east side of the building next to (east of) Paint Strokes and across from (south of) Wall Peeks <u>Maintenance:</u> <ul style="list-style-type: none"> Little to no maintenance required <u>Troubleshooting:</u> <ul style="list-style-type: none"> Any issues can likely be resolved by restarting the screen or the computer.
Power	<u>Required Power Specs</u> <ul style="list-style-type: none"> No special power requirements (regular– 120v– outlets will work)

Visitor Experience

Guest Experience	Guests control the content of the screen using their body movement, which is picked up by the Kinect.
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Logistics: Cost & Time

Key Stakeholders	Yury Tolstoguzov <ul style="list-style-type: none"> Create content WNDR Team <ul style="list-style-type: none"> Install TV Install computer Install Kinect
Timeline	Waves.net is ready to be installed as soon as the screen, computer, and Kinect are on site (likely about one to two weeks lead time for screen and computer, we already own the Kinect).
Cost	Waves.net (in combination with PAINT STROKES exhibit) - \$17,500 <ul style="list-style-type: none"> <i>Because the content can be used across every location, the cost will be split up.</i> TOTAL COST OF WAVES.NET (SAN DIEGO) - \$3,500 <u>Hardware:</u> <ul style="list-style-type: none"> Screen - \$1300 Speakers - NA Computer - 2200 Kinect - (already own) TOTAL COST OF HARDWARE: \$4600

	<u>Software:</u> <ul style="list-style-type: none"> • Touchplayer - \$300 TOTAL COST OF SOFTWARE: \$300 TOTAL COST OF WAVES.NET (SAN DIEGO) - \$8400
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Project Variations

Alternative Options	<p>We could utilize projection rather than a monitor.</p> <p>Pros of Projection:</p> <ul style="list-style-type: none"> • Ability to show the installation on a slightly larger scale <p>Cons of Projection:</p> <ul style="list-style-type: none"> • Higher cost • Need more control of the lighting/environment <p>Pros of Screens:</p> <ul style="list-style-type: none"> • More cost effective • Can go anywhere, as long as there is a power source (less need to control lighting) <p>Cons of Screens:</p> <ul style="list-style-type: none"> • Less flexibility with size of installation • Less visually appealing, unless disguised
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Future Forward

Mobility & Reinstallation	<p>The computer, screen, Kinect, and speakers can be used anywhere.</p> <p>The actual Waves.net context can be used at any WNDR location or during off-site activations.</p>
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Renderings / Mockups

