

Life, Curated - Interactive 3D Still Life

Chase Starr, Vinny Argentina
Department of Art, Art History, & Design

Concept

In this project, we sought to highlight a social issue brought forth by mass digital communication and media consumption. Unattainable beauty standards and lifestyles have become a normal sight on many social media sites. We wanted to use a digital medium that a viewer could interact with in an art gallery setting that required no input devices such as a mouse or keyboard.

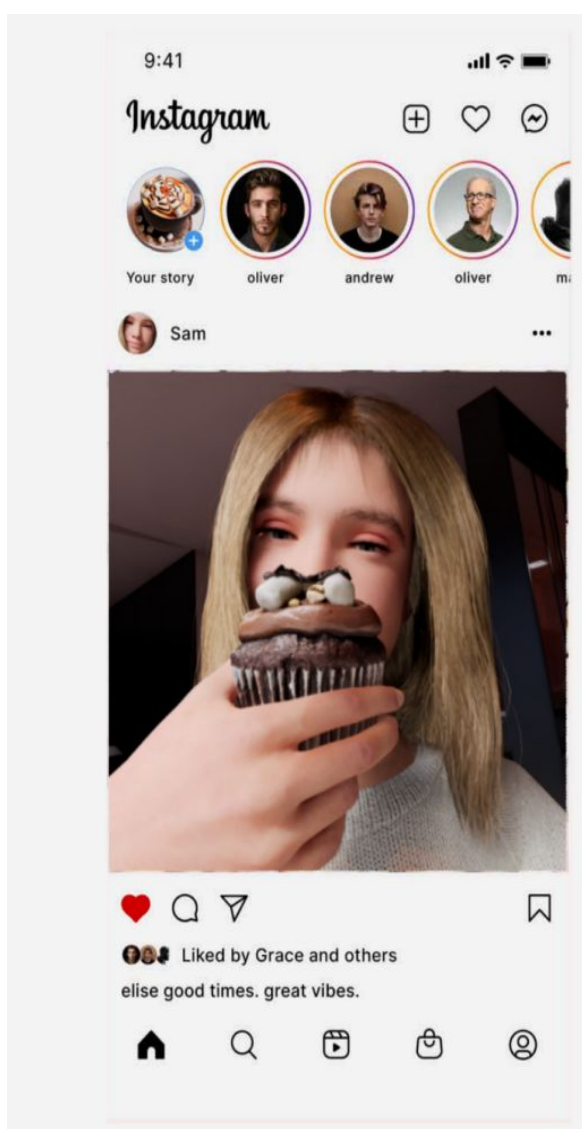
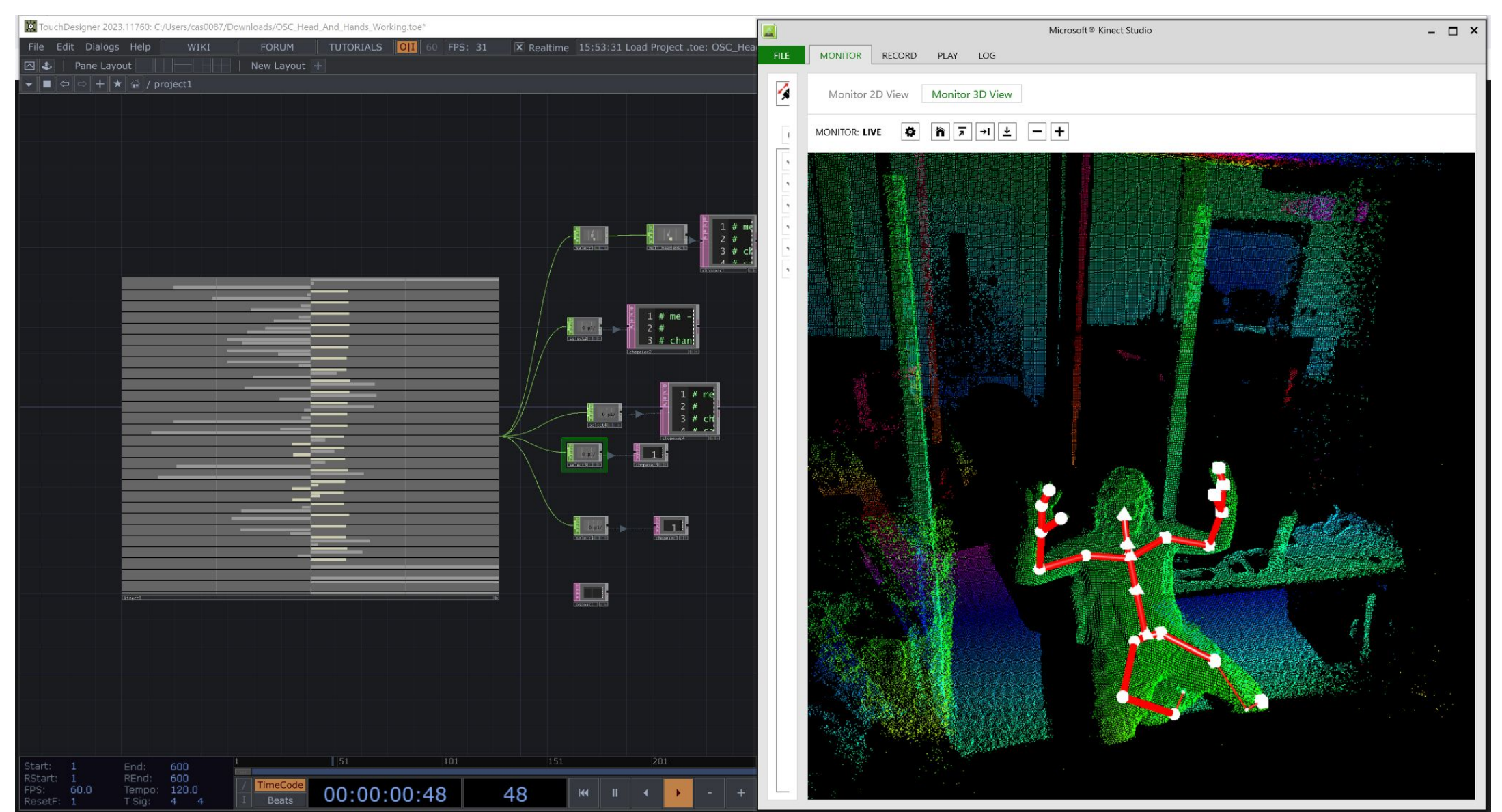
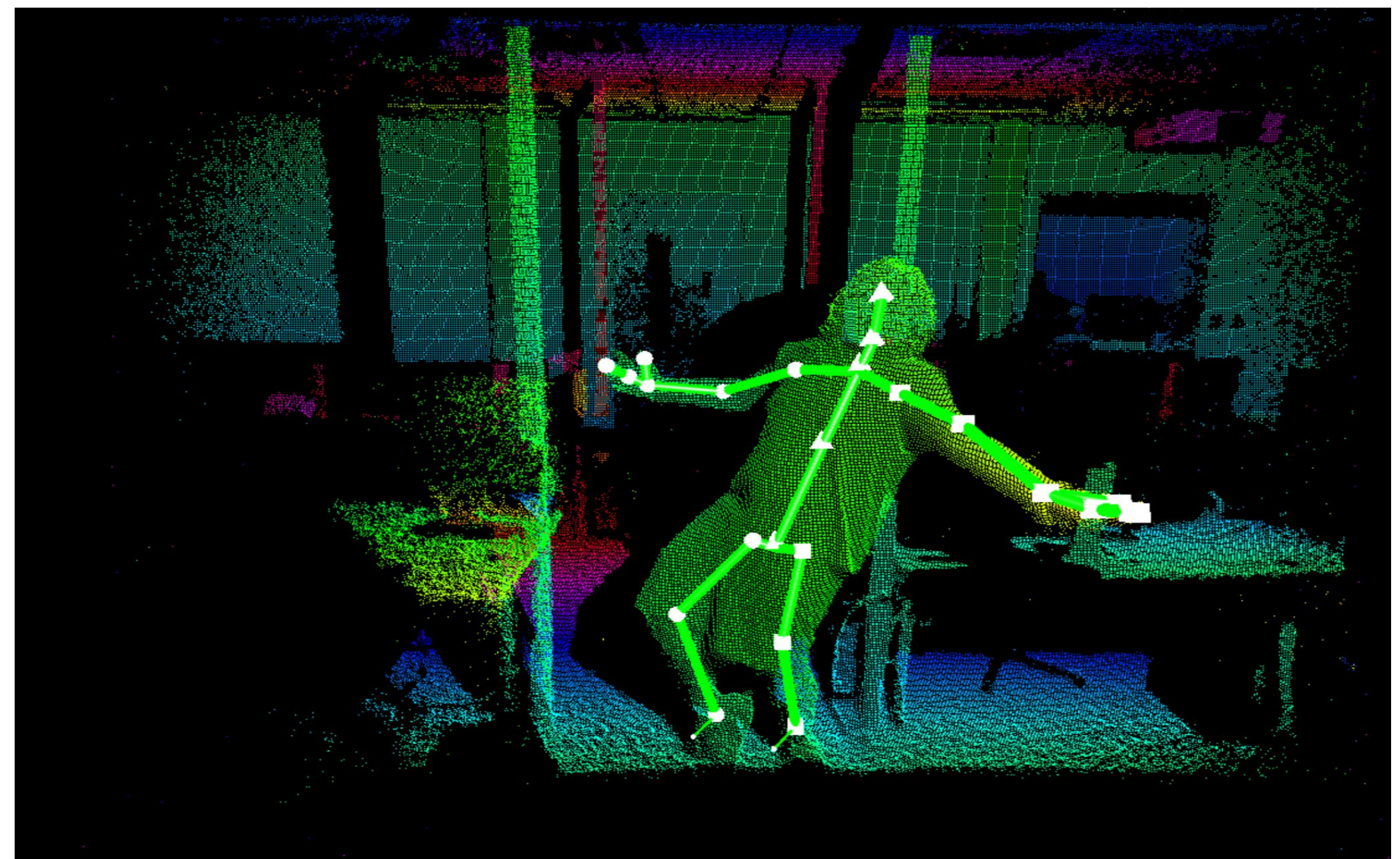
Creation Process

Step 1: We used a PC program called Kinect Studio that allowed us to use Kinect for Windows to track user input. This data is collected by lasers shooting out of the Kinect and bouncing off of objects to create a 3D image. With this data, the kinect builds a real time full body tracking skeleton for us to use!

Step 2: Once everything was being tracked accurately, another computer program called TouchDesigner allowed us to track certain points on the Kinect skeleton. With the Kinect's tracking and location values working properly, we passed our data to its final destination: Unreal Engine 5!

Step 3: TouchDesigner data allows for the usage of different physical movements such as head position and hand gestures. Using these movements, we created a virtual before and after social media scene in 3D that can be navigated and interacted with using only body motions.

Production Images



Acknowledgements

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