

„Before The Eye Closes“

(Lasma Kanele, Sandra Guzman, Stephan Isermann)

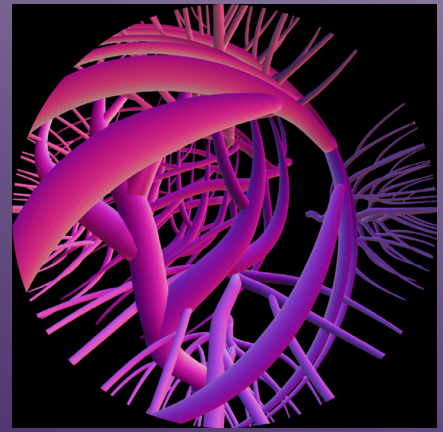
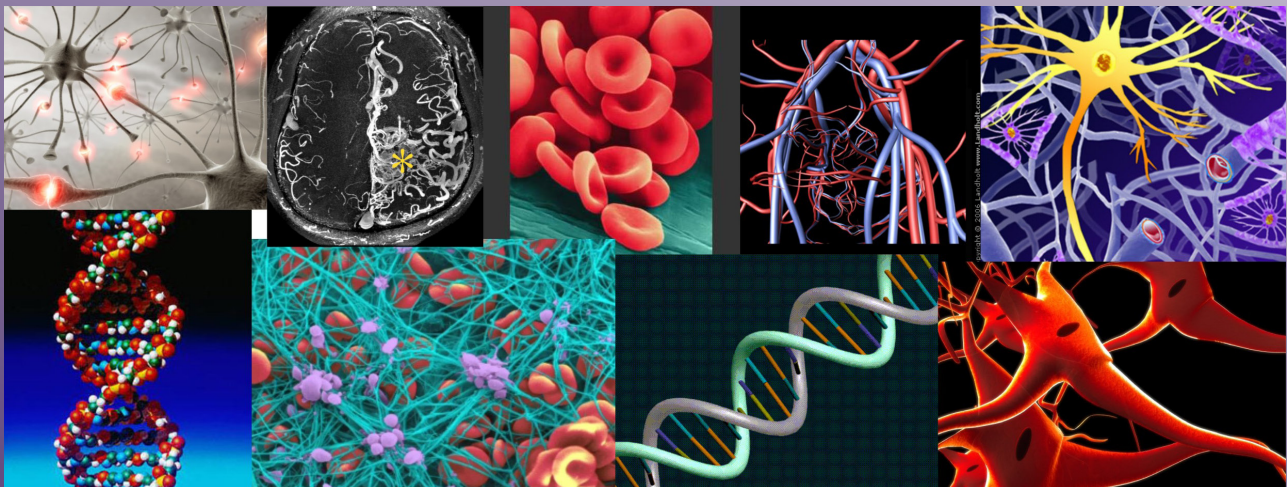
Documentation

We have gone a long way to realize our project for the Fulldome Music Visualisation Project course. Here is our documentation of all the ideas, steps, media we tried and developed to put together the video.

At first, we decided to work in a team of 3 people. For all the ideas we had, it seemed a good number of people to have. During the working process we found ourselves a little bit out of the ordinary working habits we were used to before. To work in a team turns out not to be that easy. But it has been a very good lesson and learning material for all of us and we are glad to have had this opportunity to explore our strengths and our weaknesses.

1. Our initial idea somewhat reflects the final idea we decided to stick with at the end. We wanted to work with the idea of a human mind and the inside of the nervous system. Our inspiration was parts of human anatomy: blood vessels, nerves, different cell shapes, DNA. For this idea a 3D visual environment was the best fitting format. The nerves would be created in a 3D format and there would be a ball or several balls travelling through the brain of a human, which we thought would perfectly fit with the mind of Franz Liszt.

Inspiration images



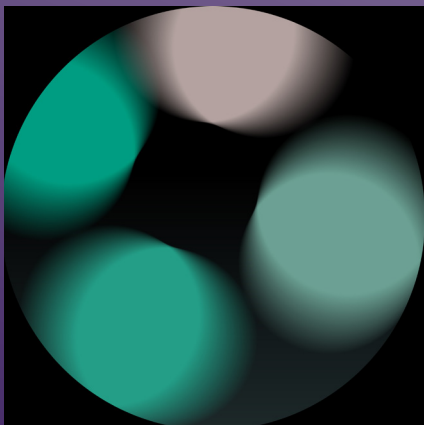
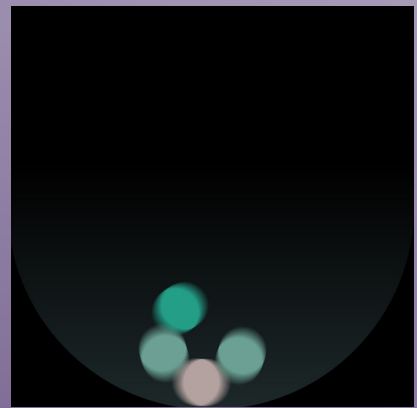
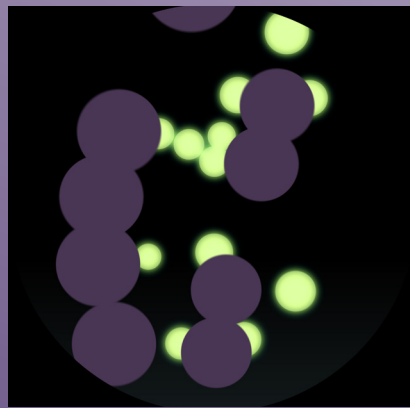
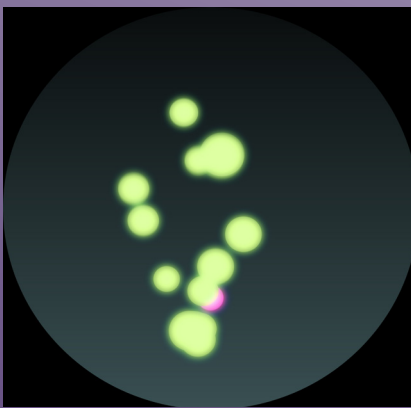
First testing images at the Fulldome-Workshop at Carl Zeiss Planetarium in Jena 20.11.2010.

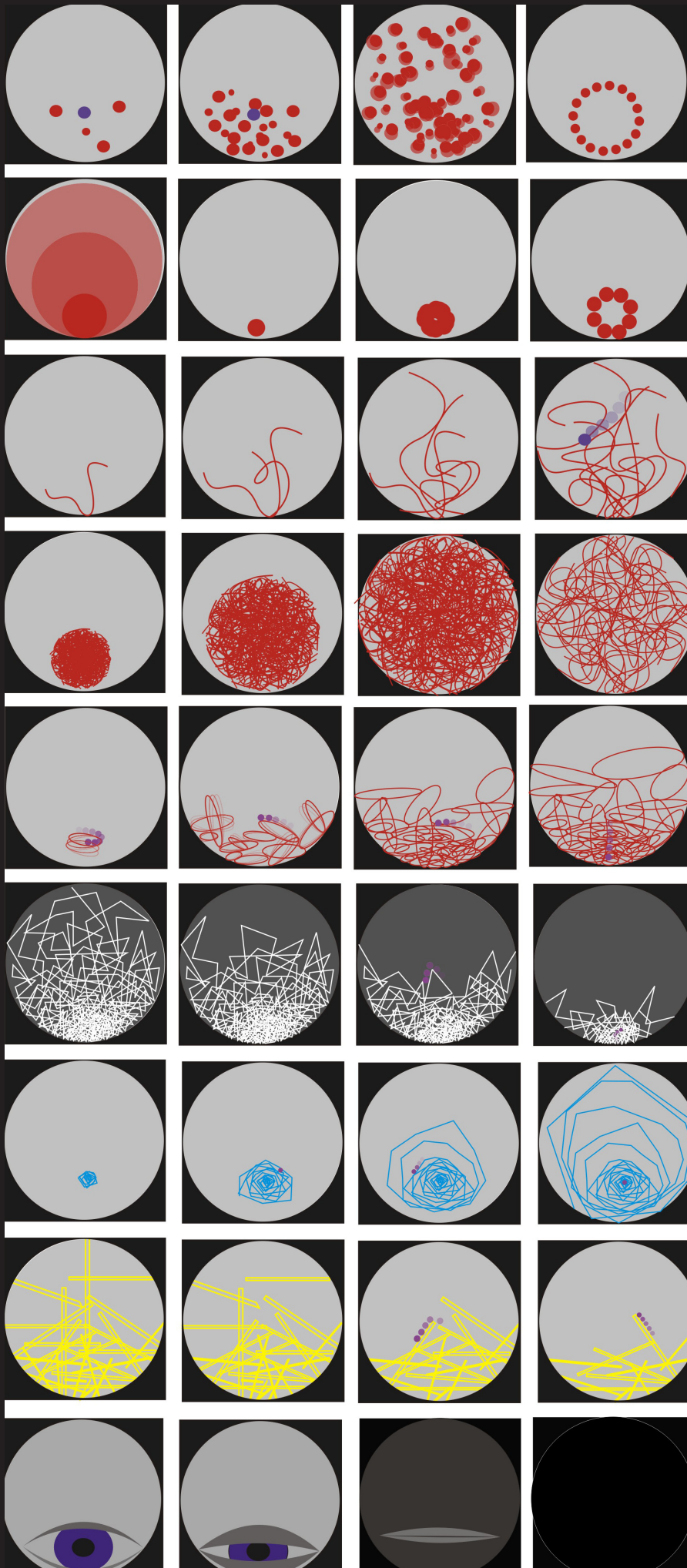
We then decided to try to make our own textures and use photography as a tool to come up with our own paths and textured tubes. We went outside and captured the images we found on streets and in nature.



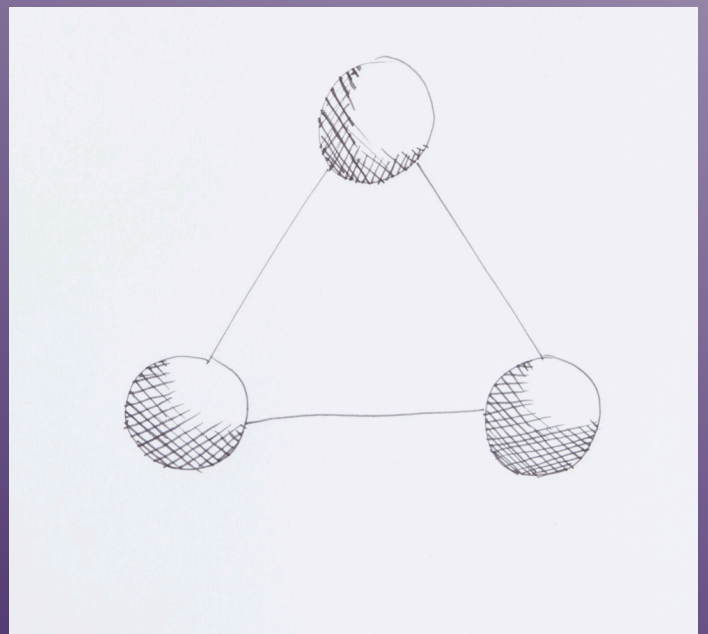
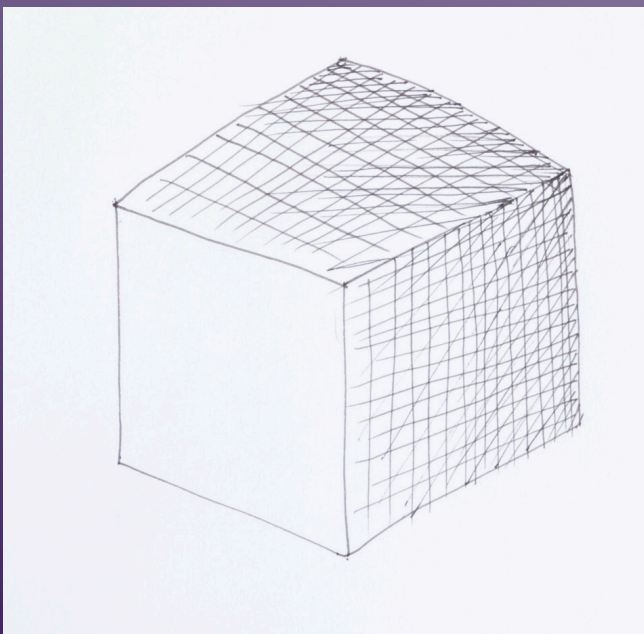
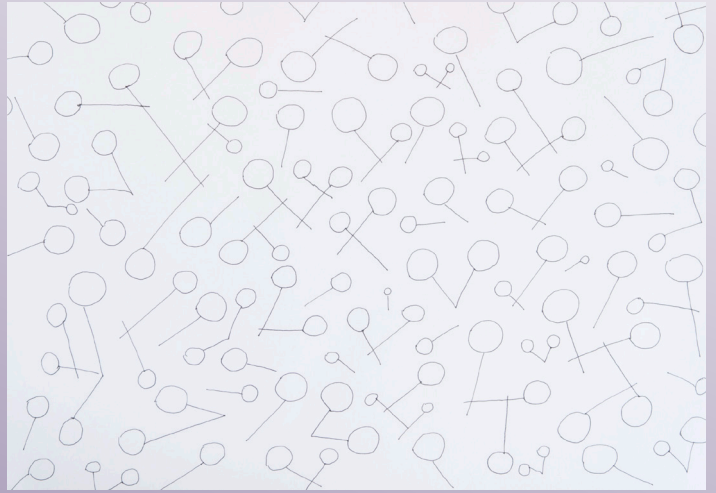
The idea was good but it seemed not to work well enough with the 3D animation.

2. From the 3D format we moved to a 2D animation and developed a storyboard and an animatic that we presented in class and in the second Testscreening im Planetarium Jena on 17.01.2011.





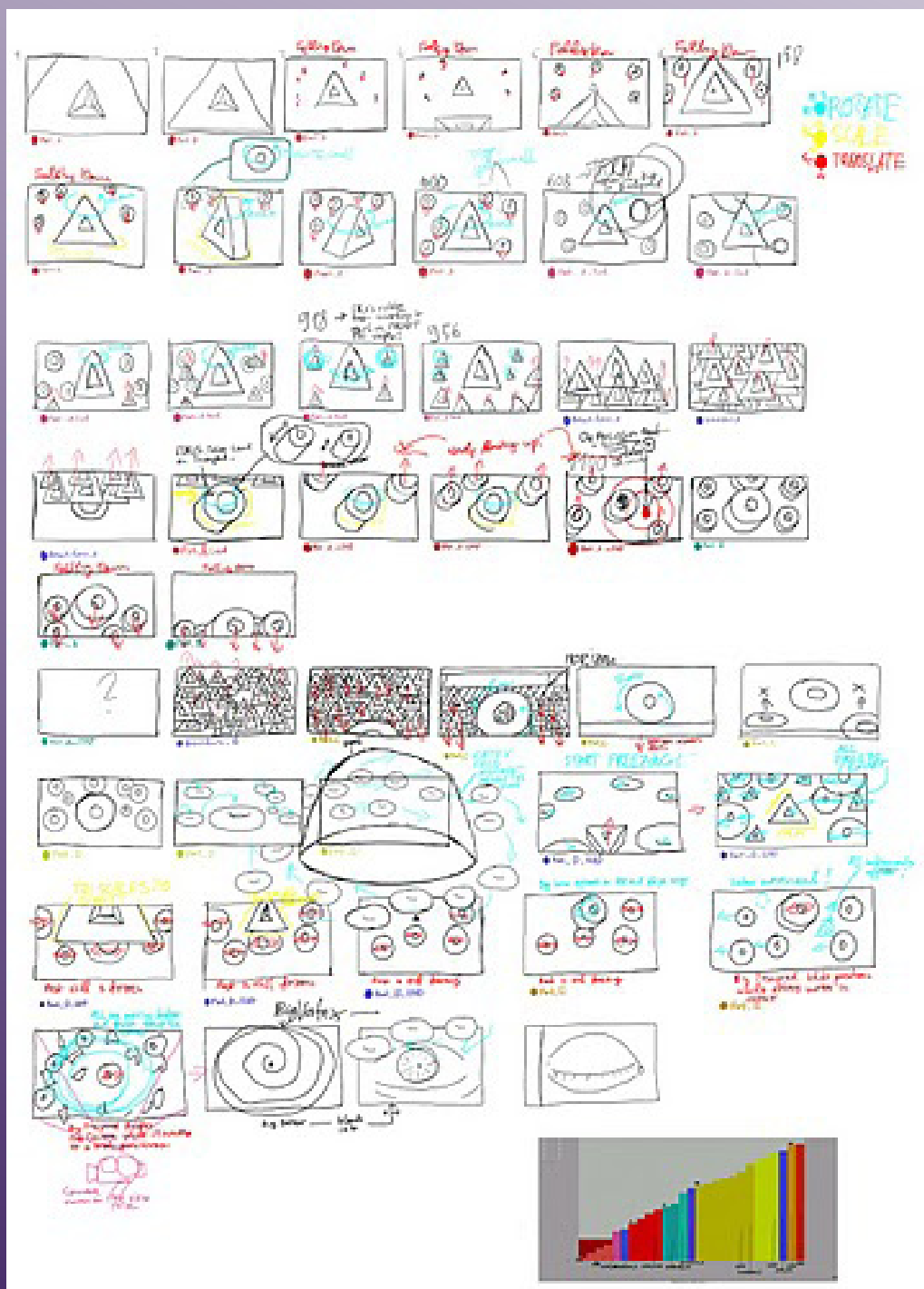
3. From the 2D version we then moved to a completely different idea: to use stop-motion animation. We went to an animation studio and took photos of drawings. There was an idea of using geometric shapes as well. (This part of an idea- geometric shapes- we actually used at the end)



4. When also the stop-motion idea seemed not the right medium for our projects, we came back to our initial idea of the 3D medium. The music choice was clear, and also it was clear that we wanted to really visualize the music and the musical instruments in the music piece. From there on the idea of using shapes - triangle and torus was chosen. The triangle would symbolize the string group instruments, and the torus would symbolize the brass instruments like trumpets and tubes. They battle each other until the end. This all is happening in the mind of Liszt who wrote the music piece..until it zooms out to the view of an eye that closes when the battle (the music) is over. The shapes are shiny and reflect perfectly the visualization of the music. The music also is heroic, sparkling, and moving.

Link to a structured mind map:

<https://docs.google.com/leaf?id=0B4NPB76w55vBOTBkZTRkYzgtYzQyZi00ZjJlLWE1NWEtMjgzZWY4MWM5Yjdj&hl=en&authkey=CLnOvi0P>



Storyboard and animated diagram

