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Max Final Project Outline

Statement of Purpose: To produce an interactive experience for web and projection game participation through multiple users interfacing with Unity, Web Gl for Publishing and MAX Msp for output through projector to portrait of the participant interacting with the environment. All deliverables on software are still to be determined and are presently being investigated; they will be finalized in early May after some experimentation with current exports to Web Gl.

Below is an outline defining the points of my investigation so that I can ask myself questions on how this is going to operate and how I am going to produce it as well as what is needed for its success.

I.) Unity Environment has been initialized and is in its infancy of having completed its first iteration. I will post a link to my Unity Web Gl project sometime on Thursday 4.28.22 when I publish the immersive world project.

II.) Next iterations include more interactivity:

- a.) Real Sense of Water
- b.) Footsteps in Ambisonic if possible
- c.) Animated birds flying overhead
- d.) I have a list in my Unity assets folder of demos to investigate for more interactivity

and we are now onto Interactivity in my Hunter College immerse worlds class.

III.) Next Iterations also include:

- a.) More build out of environment, like stone walls and original video works
- b.) Add in keyed content from shoot at Hunter with Brooke, Tansy, and Bo as characters in a new dimension in the environment.
- c.) Add more trees, fill up the environment with foliage and trails

IV.) Need to investigate or complete:

- a.) Exporting to WebGL, will execute on this Thursday 4.28.22 and will further my investigation in Max on running a link to MAX projecting 2 portraits is feasible or not. I have a few links for multi user gaming with Unity and may be able to run the 2 portraits from Unity to

projection. This I have to look into and will confirm by early May 2022. Sound is also a question from two audio sources as laptops.

V.) Content already within the environment

- a.) Cats purring at the gate
- b.) Singing Mushrooms along your journey
- c.) Dancers with music keyed out to be live in the Unity environment
- d.) 5 spinning cubes with varying soundtracks and vibrant content
- e.) Terrain
- f.) Some fake water that I have to make real
- g.) Trees, flowers, greenery