

## Project #2: Complex Props

Group Members: Michael, Leigh, Andi, Taylor

### Inspiration

Our inspiration stems from the difference in joint structures when comparing human anatomy vs. ornithological biped movement. The animal we are referring to when considering this motion is the Ostrich. Being the fastest bipedal animal alive, we are interested in the type of motion that can be observed from initial movement, to accelerated speed, to coming to a halt.

Some reference:

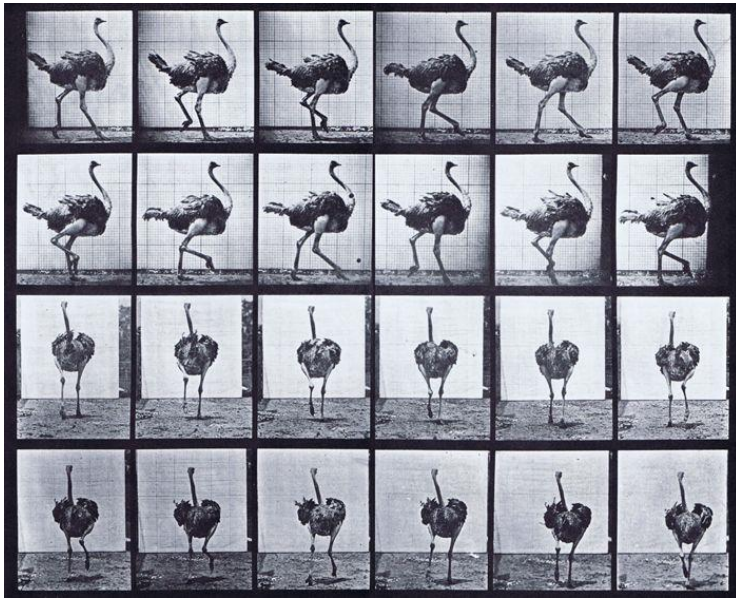


Figure 1: Muybridge Ostrich Walk



Figure 2: Ostrich Walk Concept

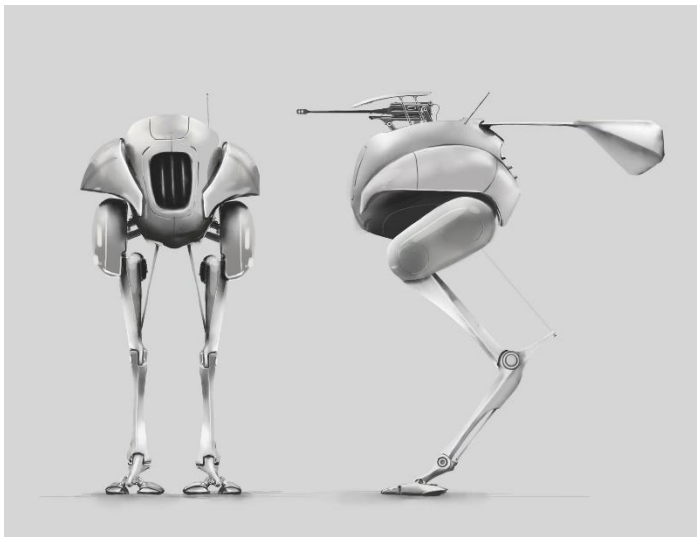


Figure 3: Ostrich Mech concept

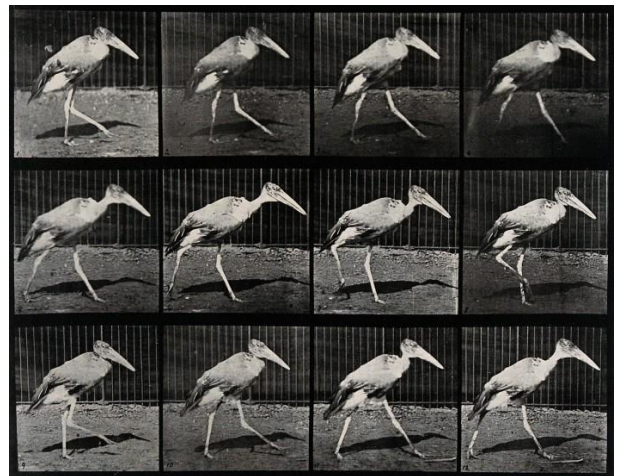


Figure 4: Big Bird Muybridge

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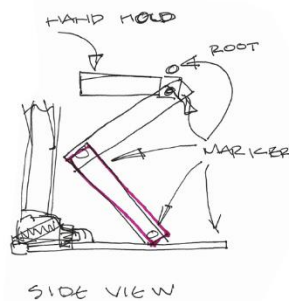
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### Physical Objects

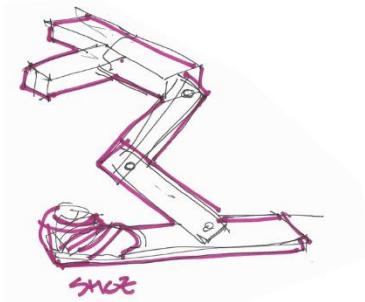
Below are some rough physical sketches, utilizing hinges and some wood/cardboard, that would be utilized in the creation of the prop. Prop will most likely change with the creation process, but this is a basis for what will be created/used during capture. We have considered also connecting (probably taping) a string from the root "T" hand-holder, placing a marker on the end of a stick, and using this as the head of the ostrich. We would let the neck dangle in a visualization, or possibly use the change in position as an influence on another aspect.

## SKETCHES

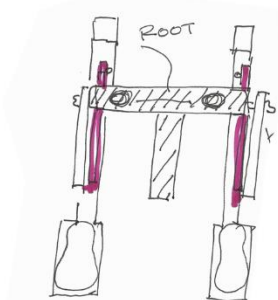
### SIDE VIEW



### GENERAL

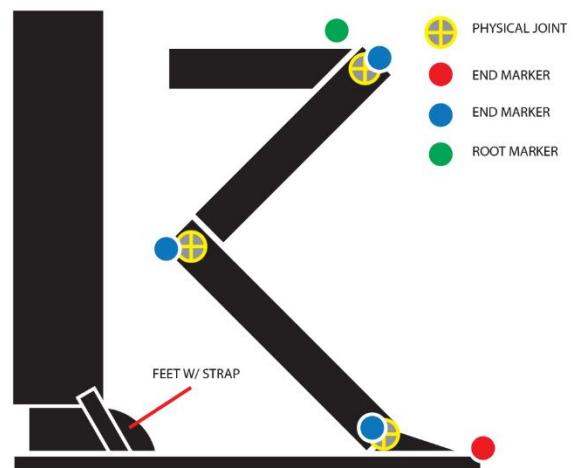


### TOP VIEW

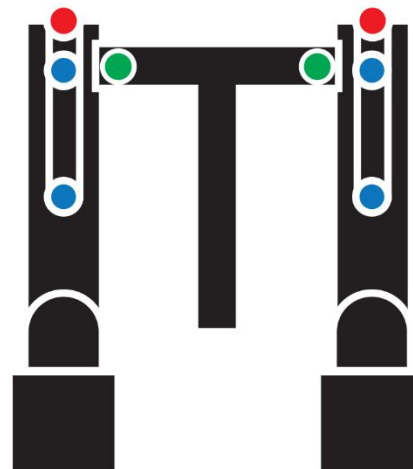


## CONCEPTS

### SIDE VIEW



### TOP VIEW



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### **Motion Sequence Variations**

1. Have the user walk from one end of the MoCap platform to the other.
  - a. Start as stationary, walk across, come to a halt.
  - b. A few different walking variations.
    - i. "Normal" walk
    - ii. Dragging feet
    - iii. Lifting feet high
    - iv. Brisk jaunt
    - v. Stumbling(?)
2. Have the user walk around in a circle
  - a. Have continuous walk.
    - i. Start/end in original position.
  - b. Chase something around the MoCap stage
    - i. Start/end in original position.
    - ii. Utilize another marker as the "chased" object.
      1. Camera (?)
  - c. Dizzy walk around
    - i. Start/end in original position
3. Experimentation!!