DESIGNING DIGITAL ARCHIVES

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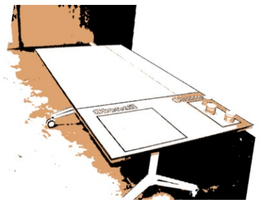
Project Timeline: July - Oct, 2010

SCENARIO OF USE

1.



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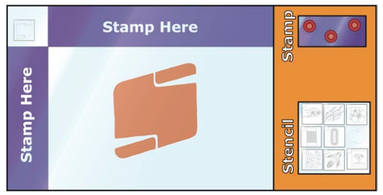

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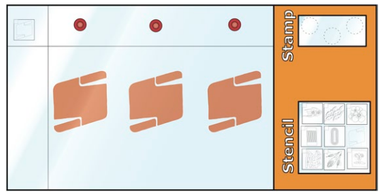

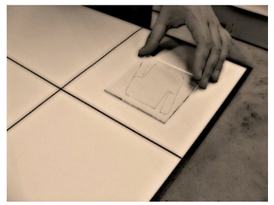

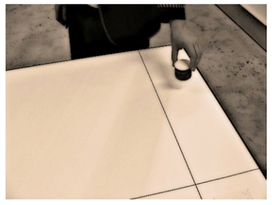

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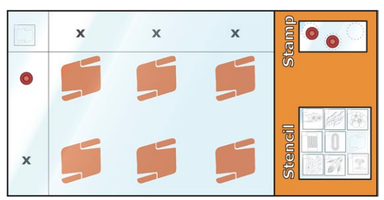

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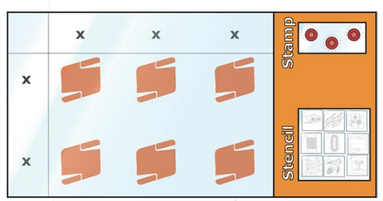

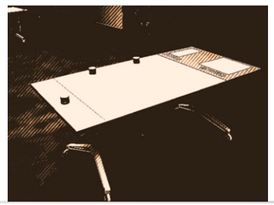

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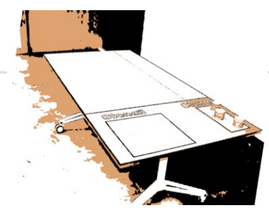


The intention of this concept is to show how pattern making takes place in textile design while learning about Dr. Frances Mary Burke through the use of her designs and shapes. This Tabletop interface hopefully will create this opportunity for students (Years 5 – 12 to Tertiary and beyond) just beginning or already involved in Arts and Design. They will have a safe environment to experiment and learn, through trial and error, how to apply basic design elements and principles – such as balance, symmetry, space – in order to achieve a successful design outcome.

The Tabletop interface is a combination of translucent surface, that has an image projected on to it from beneath, and infrared cameras that can read any fiducial markers (within Stamps and Stencils area) that are placed on the translucent surface. Having only four tables in the Active Archive space, it is intended for four groups of three to engage with the Tabletops at any one time for a maximum of 20 minutes. This allows for an average Victorian School Class to send in two batches of 12. I believe the Tabletop Interface affords group cohesion while engaging with a creative task that may prompt each person to interact with one another while attempting to achieve a design outcome.

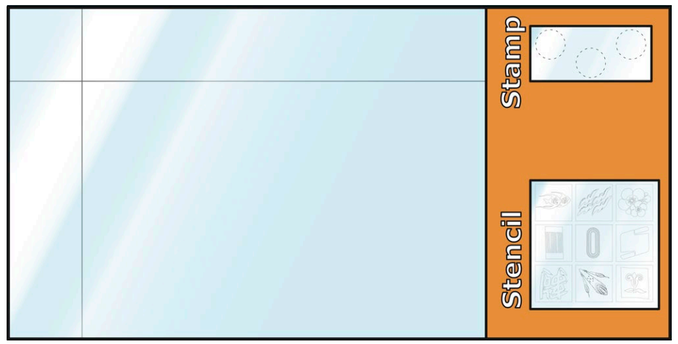
Two item classes control the Tabletop interface: the Stamp and the Stencil. They are tangible objects that can manipulate the display of patterns through the reading of fiducial markers placed on each item.

The Stamp: there are three stamps placed in their own area. They are limited in what they can do because they are only for marking a point on the surface.

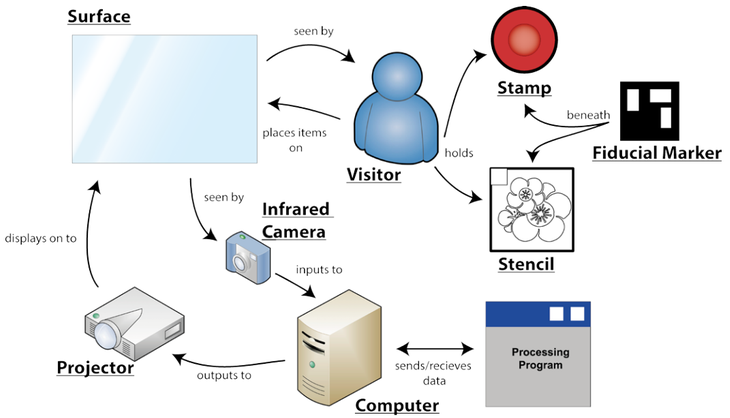
The Stencil: there are nine stencils in their own area. It only has two areas where, when placed, it will control the display output. They can be rotated to rotate the image displayed.

Both can be backlit depending on what task needs to be completed.

Fiducial Marker: a unique black and white shape that can be read by an infrared camera to identify an object. The camera can detect their location and orientation based on the placement of the marker on the surface.



Touch surface



Tehcnical deployment