

ADRIAN TABACARU

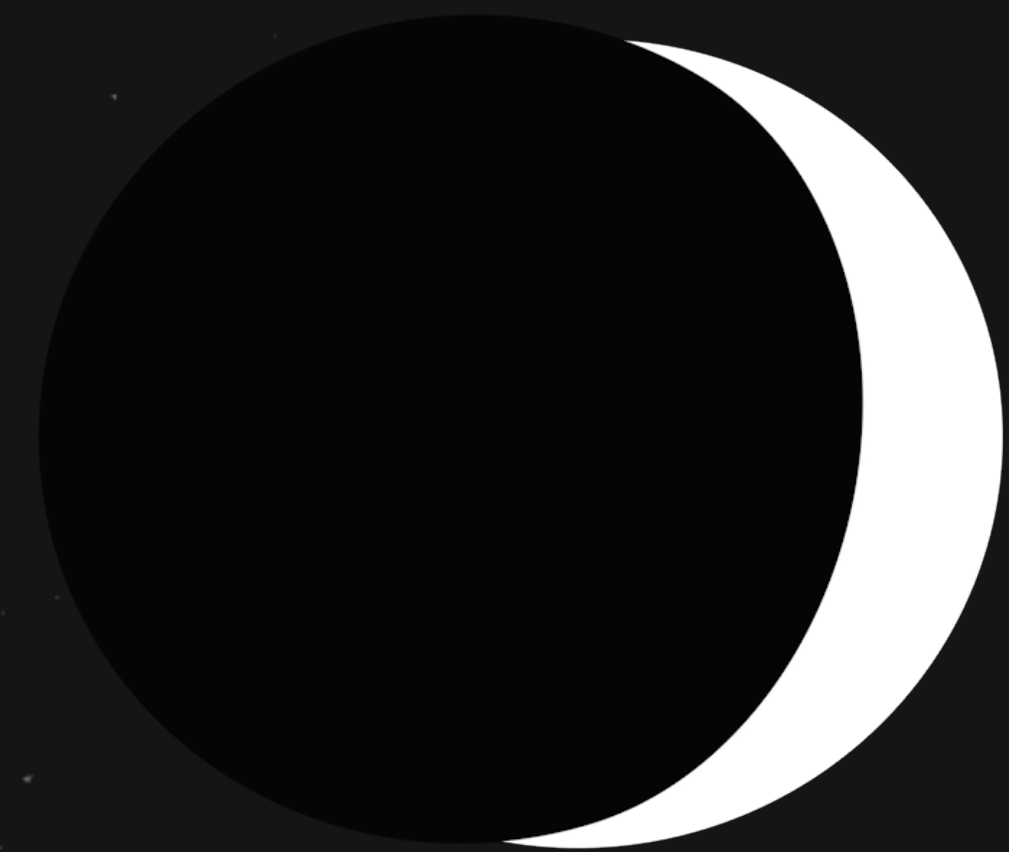
- INTERACTIVE TECHNOLOGIES FOR PERFORMING AND MEDIA ARTS -

- EXAM SESSION I - FEB. 5TH 2018 -

THE
FOREST

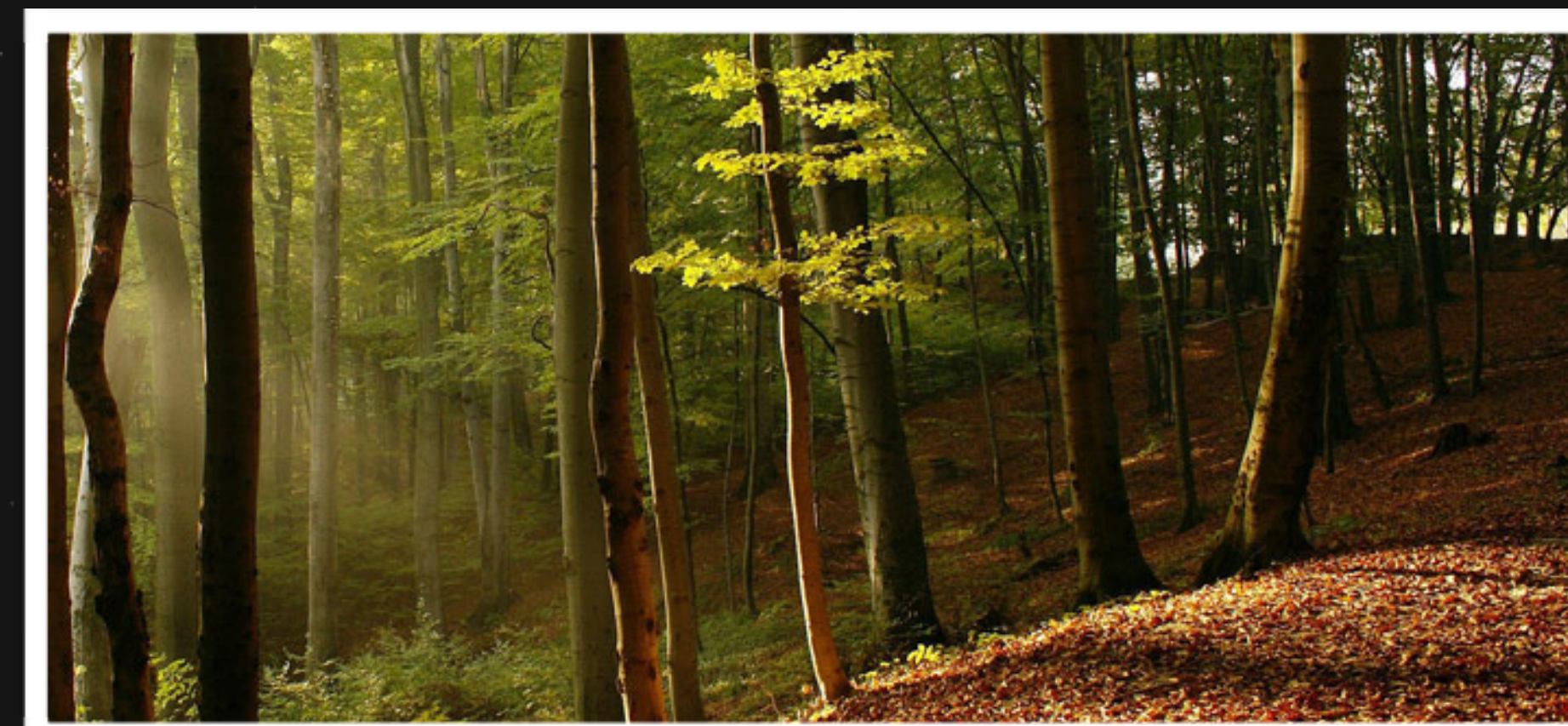
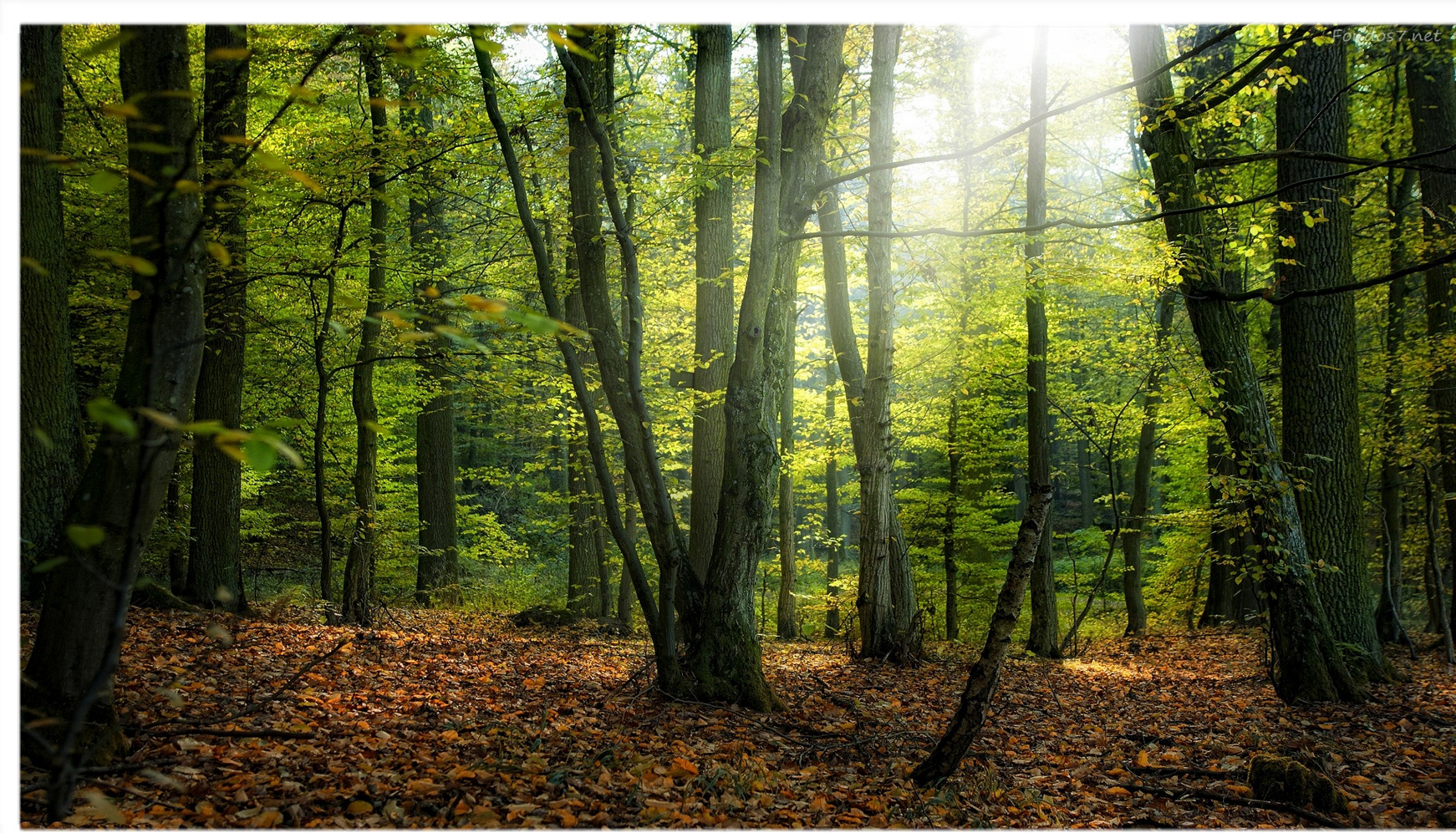
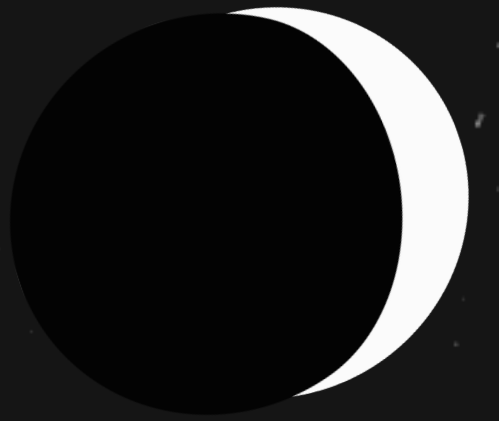
PROJECT PRESENTATION AND STAGES:

1. Inspiration
2. Story
3. Space Design - Concept and Process
4. Music
5. Coding
6. Lights Design
7. Live Multimedia Performance
8. Future development



INSPIRATION

A trip in Faget forest, Cluj, discovering my family as it was represented by a tree family (My dad, mom and me).



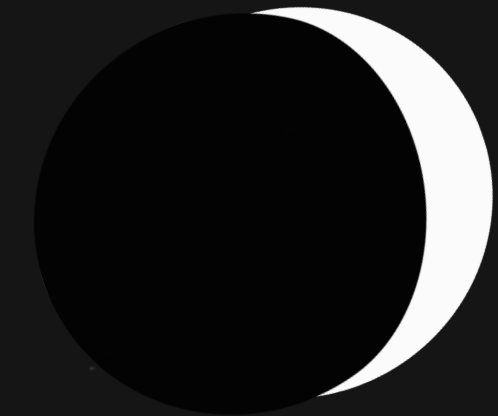
STORY

SYNOPSIS:

"A young boy learns how to sing at the stars.
A promise made by his older sister to teach him how to play an instrument exceeds life-time borders".

Four main characters:

- Father, legal adviser, 45 years old
- Mother, chemistry class teacher, 42 years old
- Sister, 11 years old, loves music and dance, she easily learns how to sing at any instrument she touches, she even improvise instruments on the fly
- Young boy, 9 years old, goes to a normal school, his father sees him in the law school and in the future "A wealthy and prosperous lawyer" like he wanted to be.



STORY



One day, the boy wakes up and something strange is happening.

His parents don't move, it looks like they are frozen in time, he runs up to her sister's room and she is nowhere to be found.

Everything is still, as if the time has stopped for everyone and he is the only one to experience the world this way.

That night, in his backyard, he sees stars that seem to call him.

He can hear the long stretched bells, an instrument that her sister invented a few days ago and immediately realise it's her, up there in the sky.

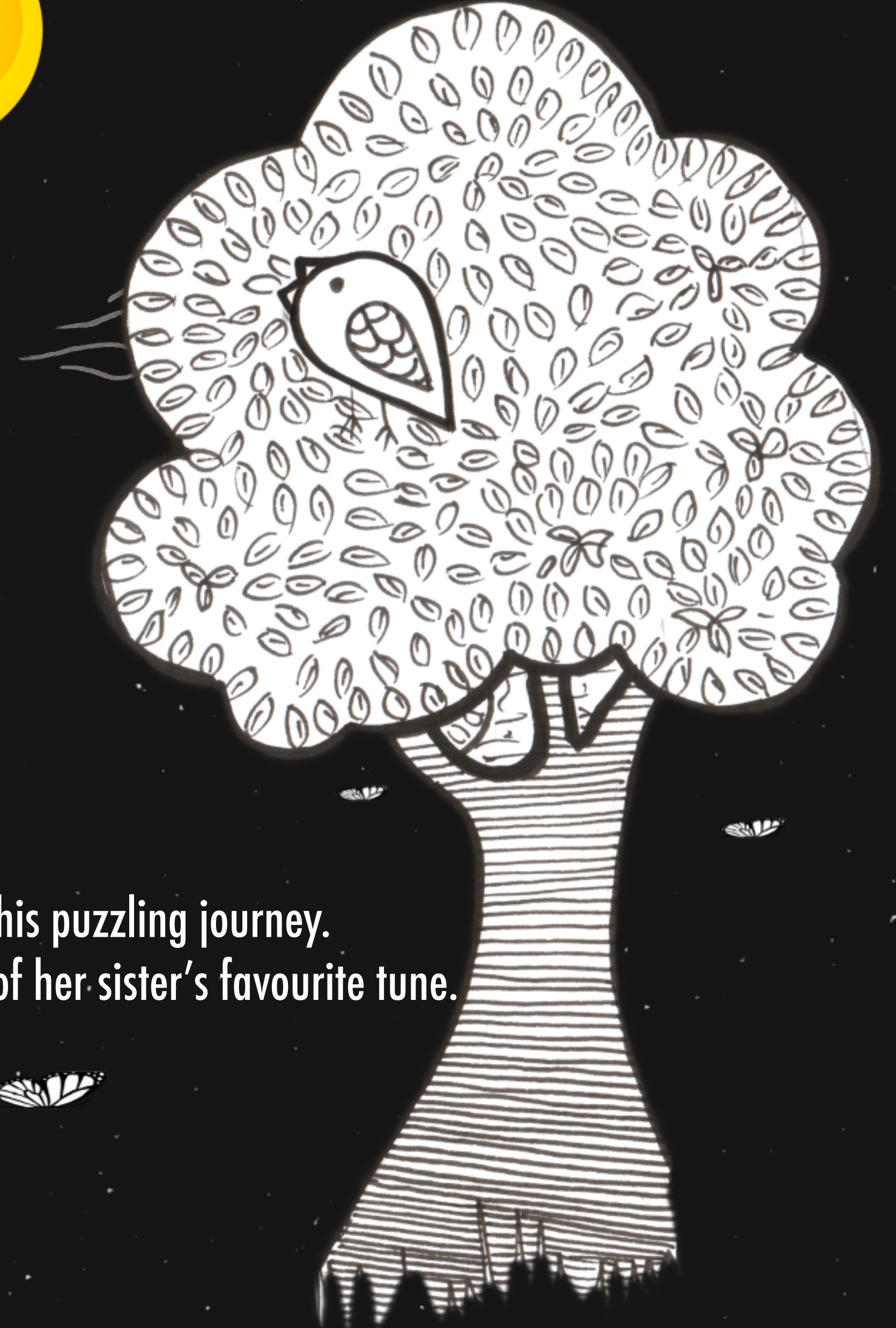
After the call, his backyard starts to transform and two fantastic characters appear brought by a waft of fire-flies.

They sing a surreal tune and he recognises that her sister sent them to guide him in his way to her.

The three of them start a musical journey in the search of her sister.

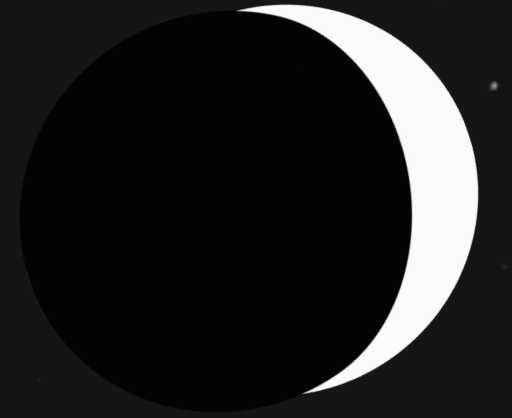
In his journey he will meet many characters, teaching him amazing tunes that will, or will not help him in his path to her sister.

STORY



There are fifteen fantastic characters that helps the boy in his puzzling journey.
Meet one of them "The Star Fairy", she will teach him one of her sister's favourite tune.

STORY



CHAPTER 3

1

EXT - SPACE - STARS

A piano theme opens the scene, we are in an infinite space, surrounded by tiny vibrant stars. Everything is still, we can feel the void pressure in our ears. We can hear a piano and with each note a new brighter star is born, a new star that seems to have its own place in space. Each star that appears in an indistinguishable place forms at the end of the piano theme the main title: "THE FOREST".

2

An infinite-distant bell sound calls on the screen a cluster of stars that appear to say something. The piano theme continues in a more rhythmic style, but keeping the suspended and the void feel. With each bell sound a new text is revealed, a text that seems to be written by someone up there.

HEY

CAN YOU
SEE ME?

IT'S ME

The camera start moving downwards leaving the still space.

STORY

3

EXT - FOREST - NIGHT

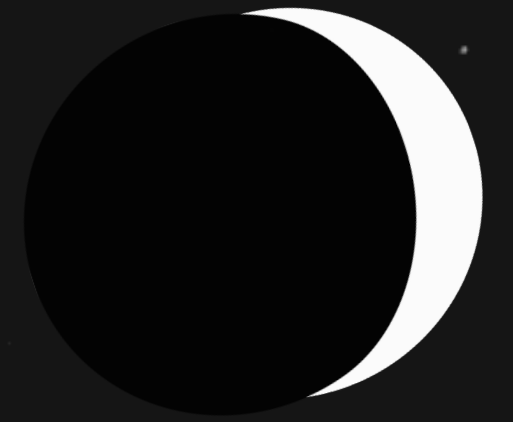
As the music continues, we see a bright-glowing moon, a half-moon hidden behind a tiny forest.

There are only three trees in this forest representing "The Father", "The Mother" and "The Boy".



STORY

LÚA



Reaching the ground the camera starts moving to the right, revealing the entire forest. The movement becomes faster as like we are searching for someone, the fourth member of our family.

On our search we are guided by fire-flies that seem to move in a fluid rhythmical motion. With their yellow glowing soft-body, they are leading our way thru the forest.

As the music continues, we see from time to time trees that are more and more suspended in the air, disconnected from reality and at the end of the forest we see one last tree that is floating in space and time. This tree represents the girl, "Lúa".

"Lúa" means "Moon" in Galego language - Spain/Portugal.



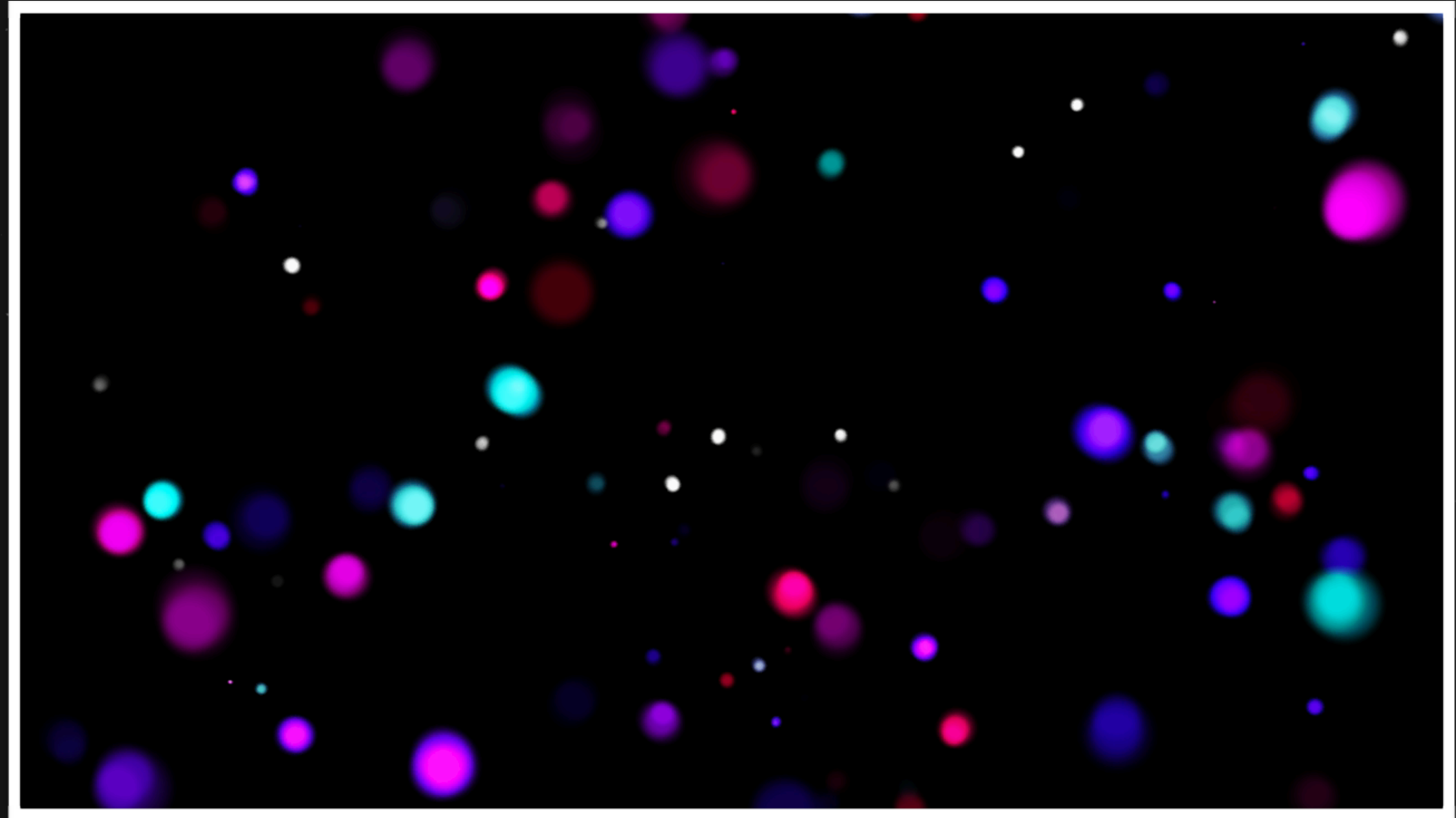
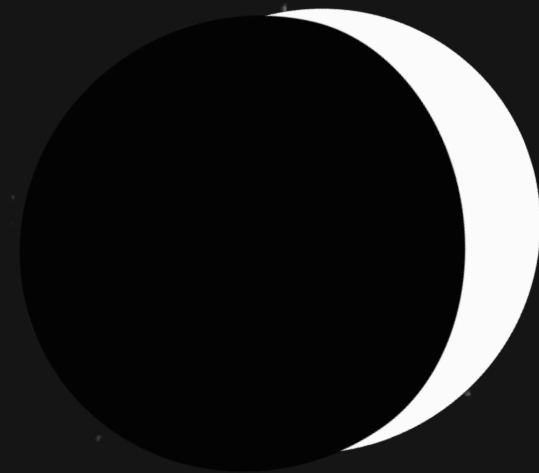
STORY

4

EXT - COLOURFUL SPACE

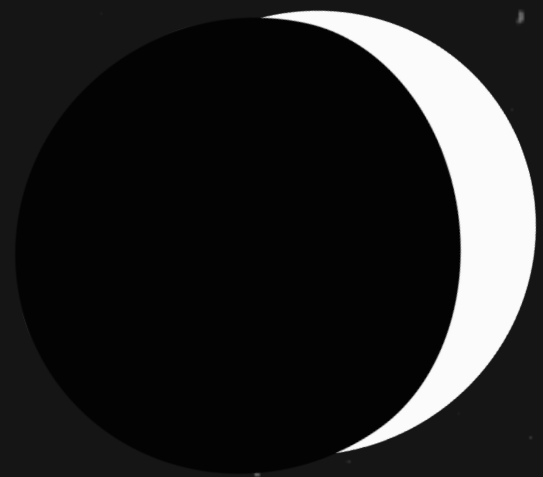
Music suddenly changes in a groovy
rhythmical-style and we are back in
space.

A space where we are guided by the
fire-flies, a fully coloured space
where everything seems to react to
music.



STORY

Each musical instrument we hear has
his own color and a particular movement,
an eternal dance of joy and happiness.



STORY

5

EXT - FOREST - NIGHT

The dance leads us back to the forest and as the music ends we are back in the tiny forest where three silhouettes are present. The father, the mother and the boy are holding hands, looking up to the sky.

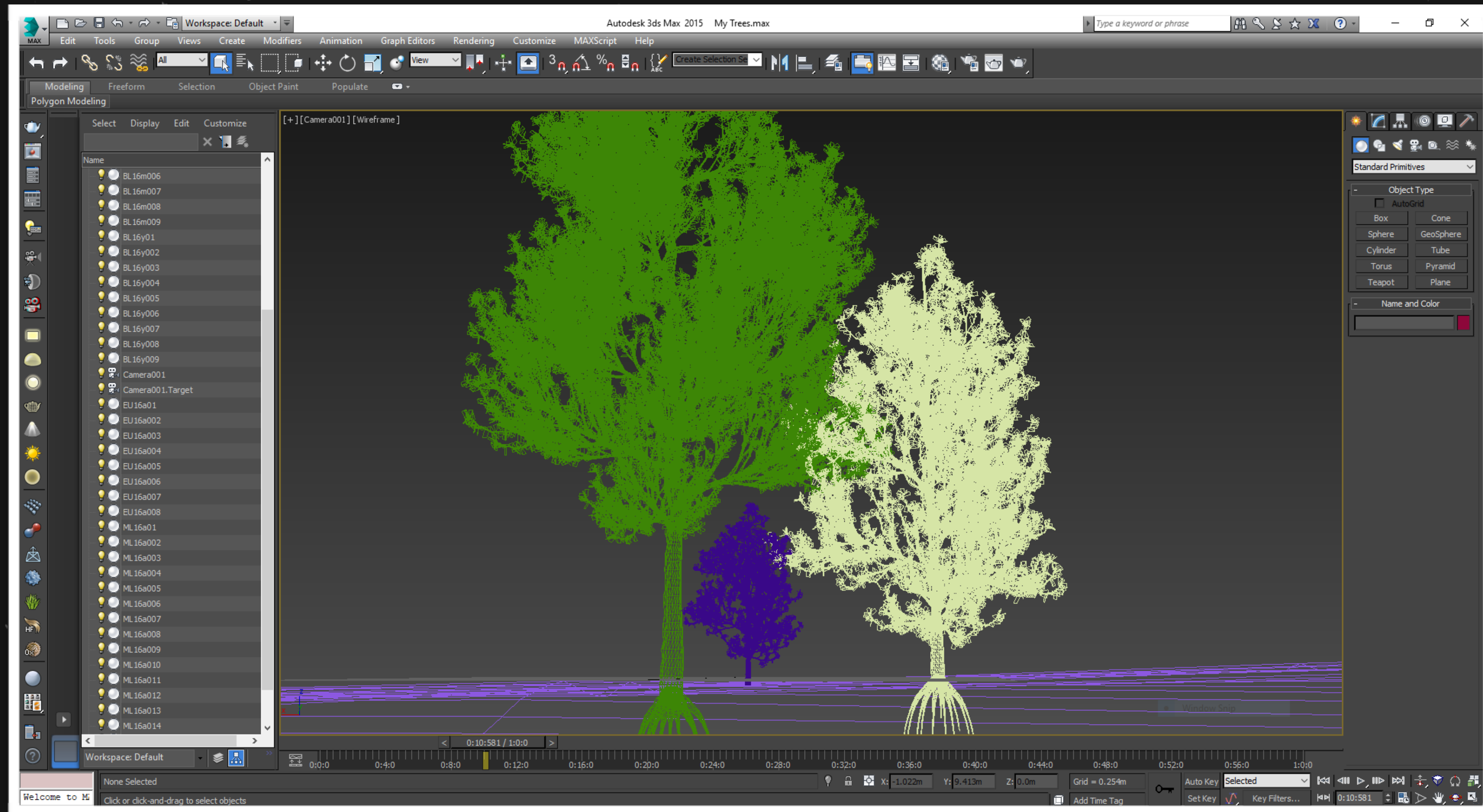
The boy is pointing up to one bright cloud of stars and as the music ends the stars are fading out to the moon.

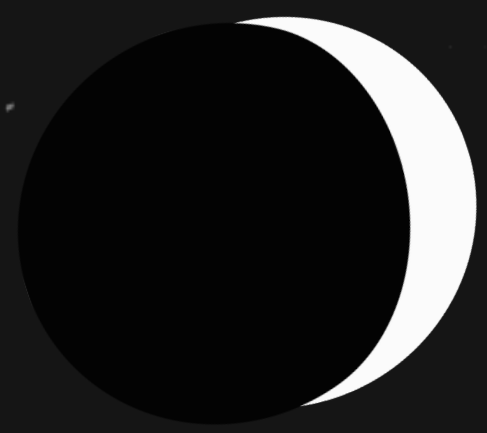
END OF CHAPTER 3



SPACE DESIGN - CONCEPT AND PROCESS

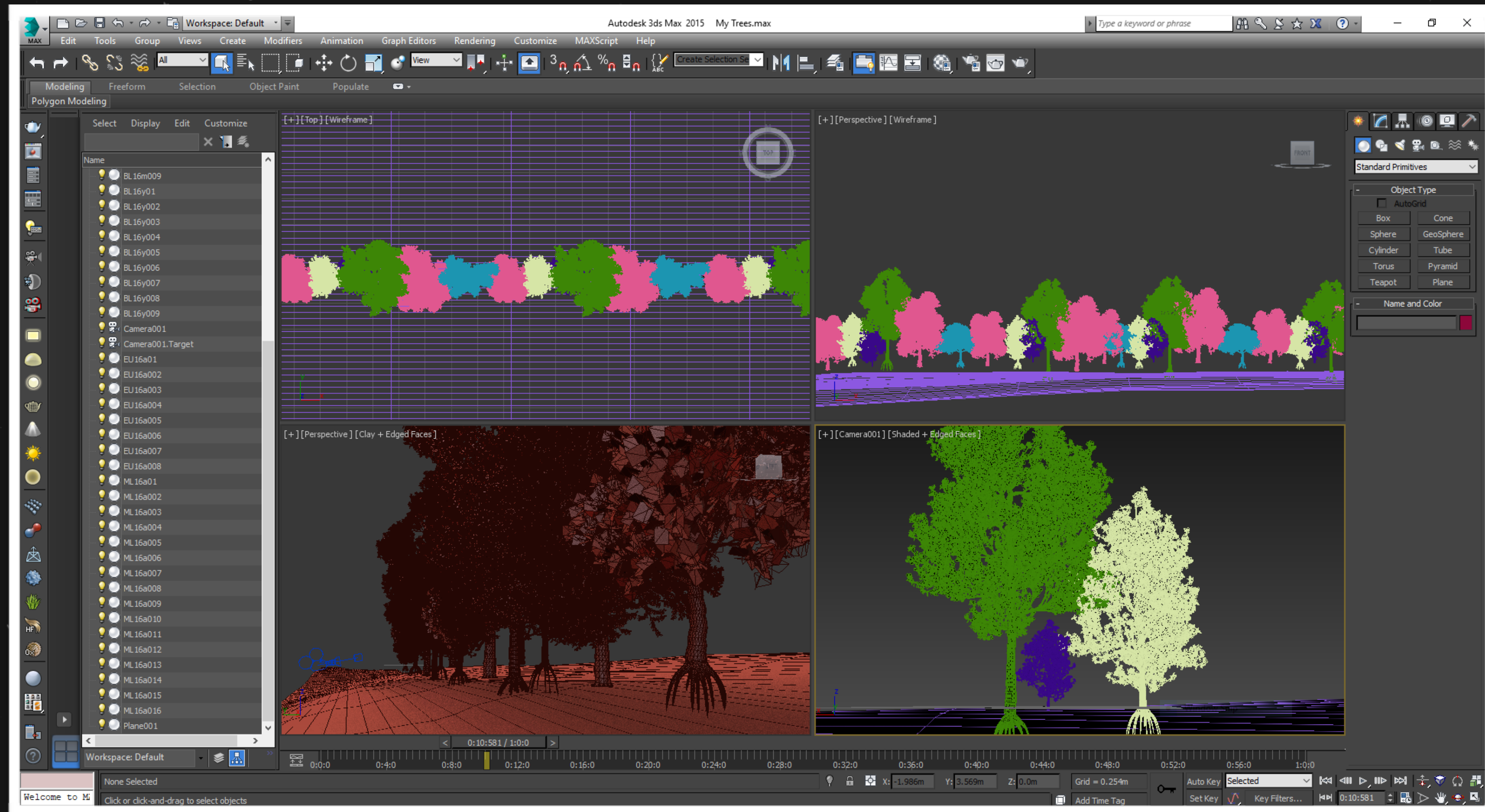
3D Studio Max - Trees and terrain





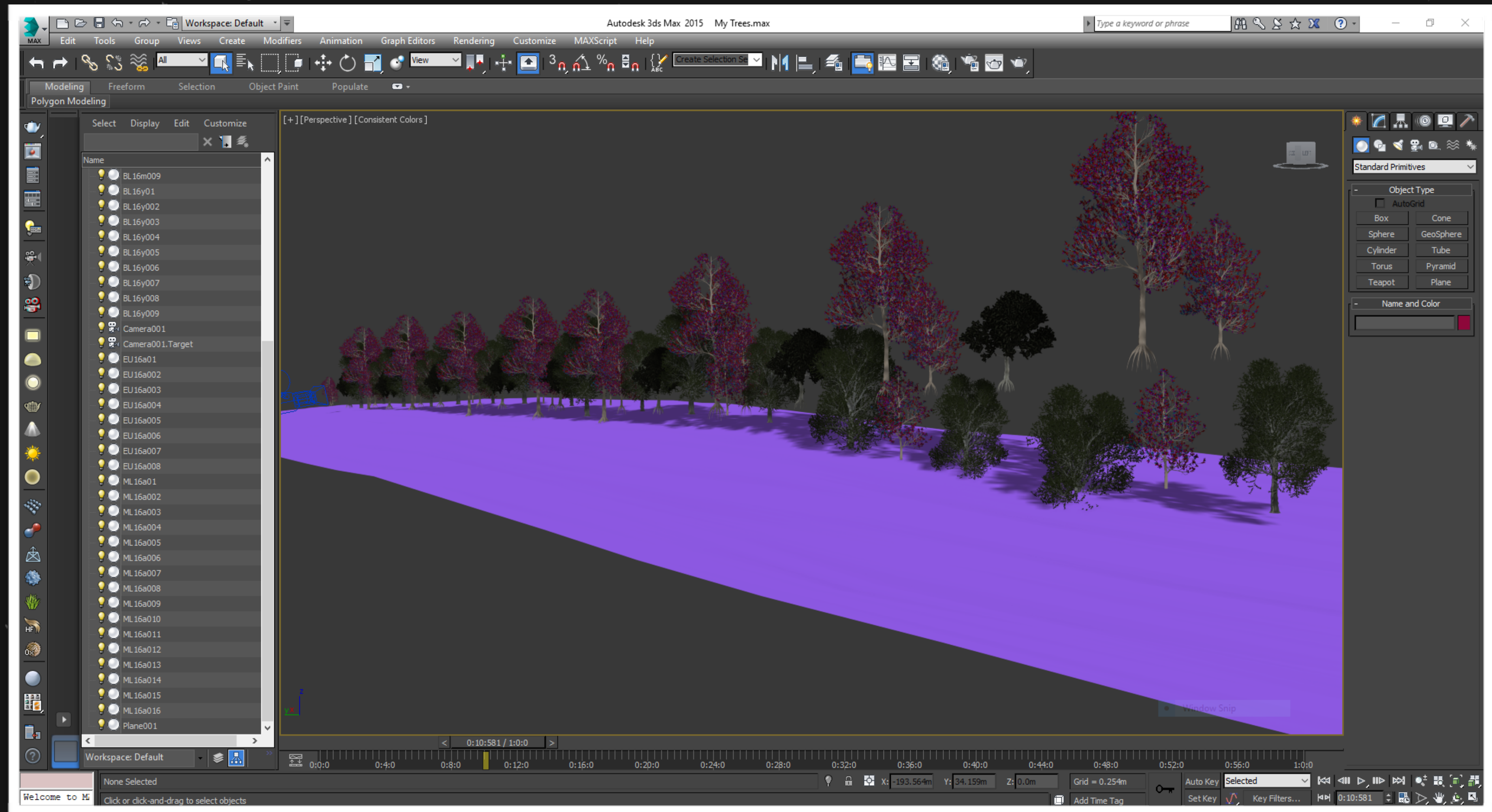
SPACE DESIGN - CONCEPT AND PROCESS

3D Studio Max - Trees and terrain



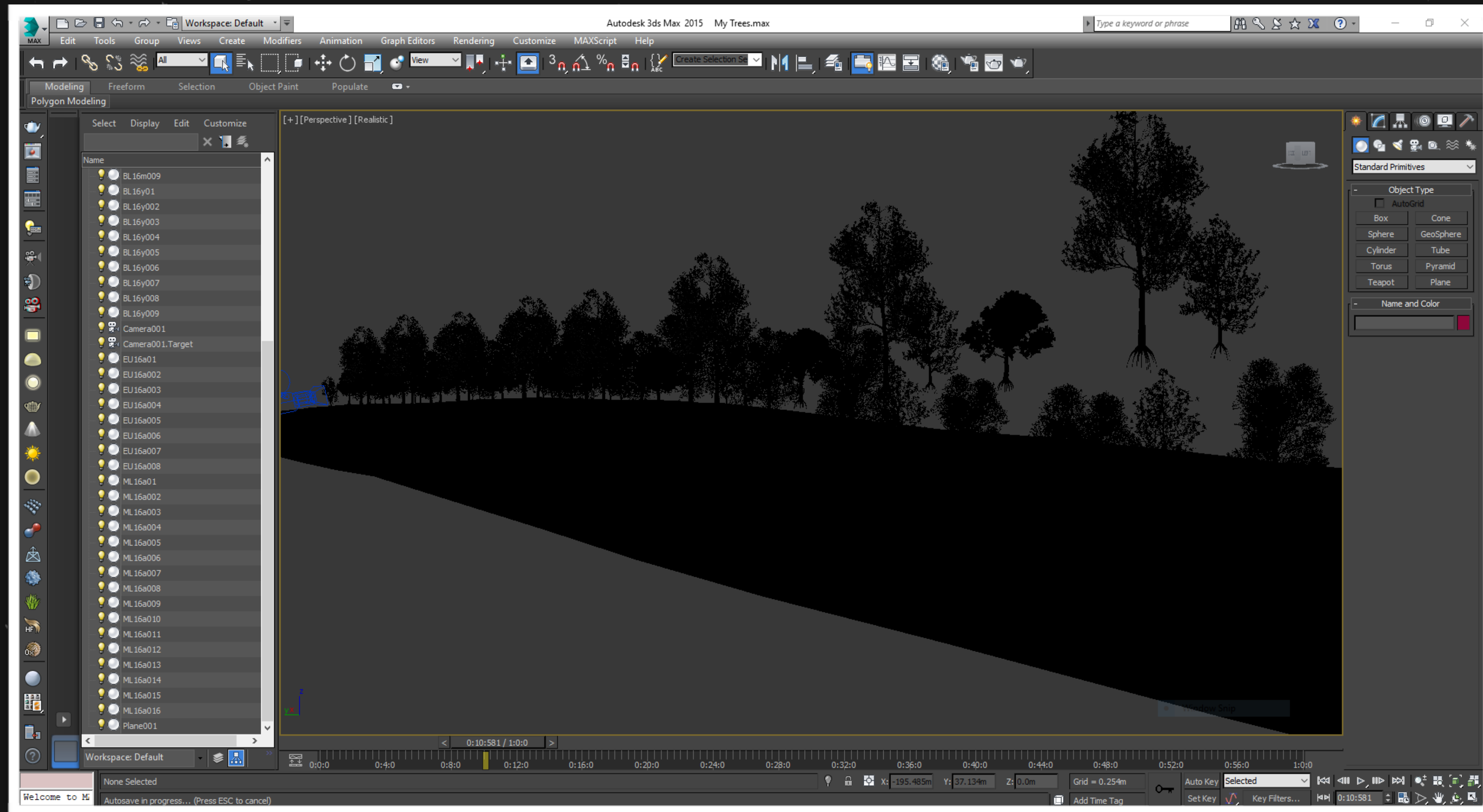
SPACE DESIGN - CONCEPT AND PROCESS

3D Studio Max - Trees and terrain



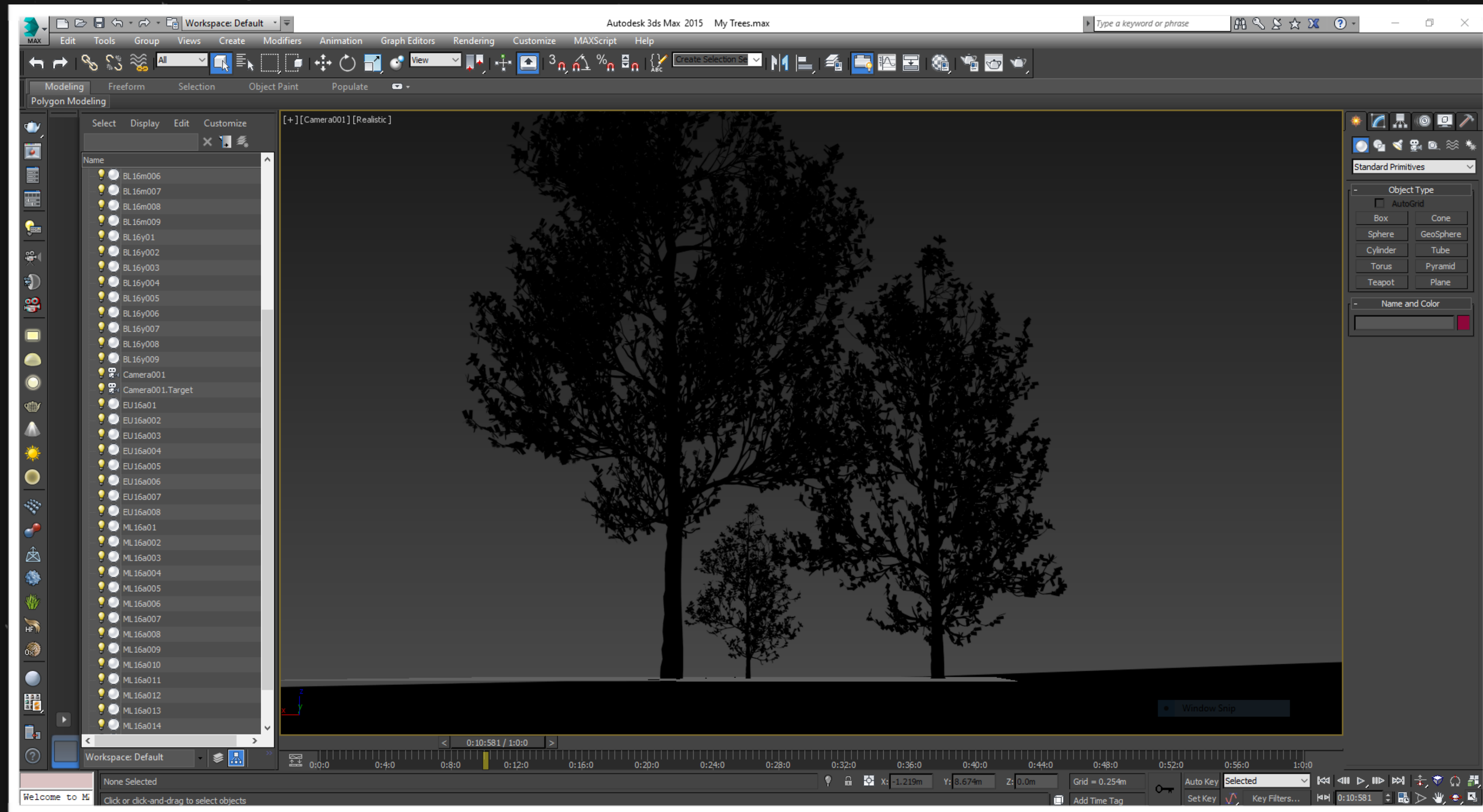
SPACE DESIGN - CONCEPT AND PROCESS

3D Studio Max - Trees and terrain



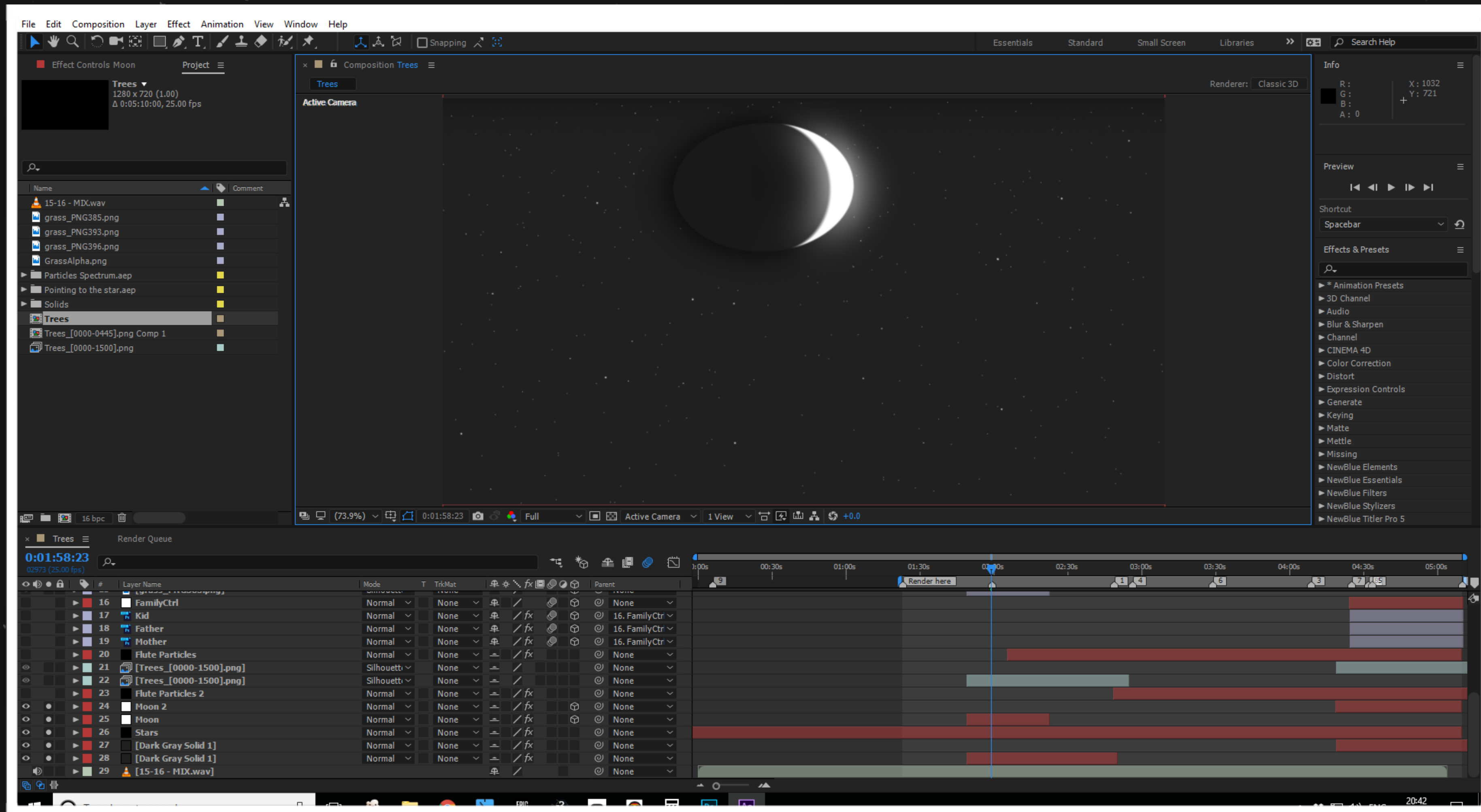
SPACE DESIGN - CONCEPT AND PROCESS

3D Studio Max - Trees and terrain



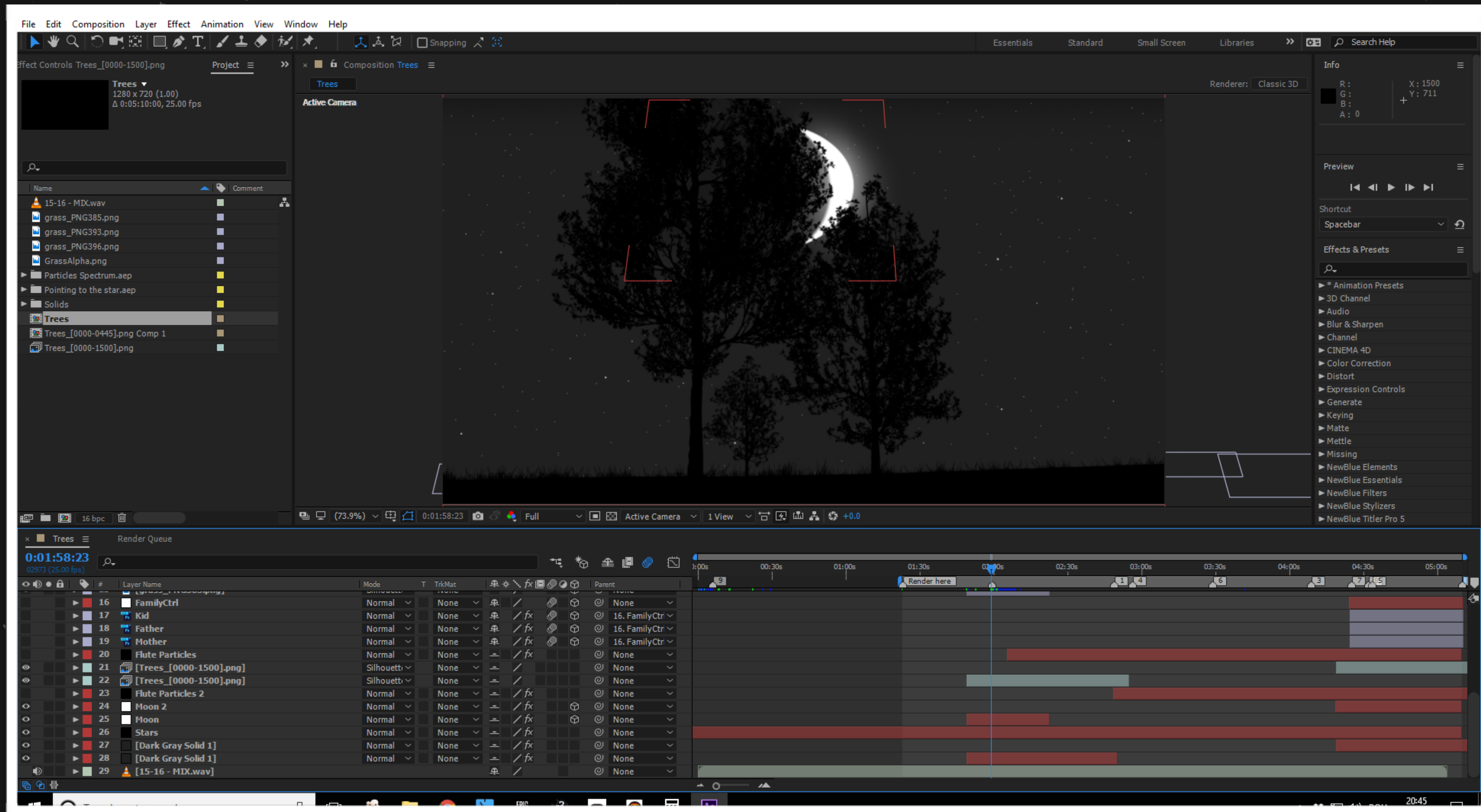
SPACE DESIGN - CONCEPT AND PROCESS

After Effects - Adding space, stars, moon



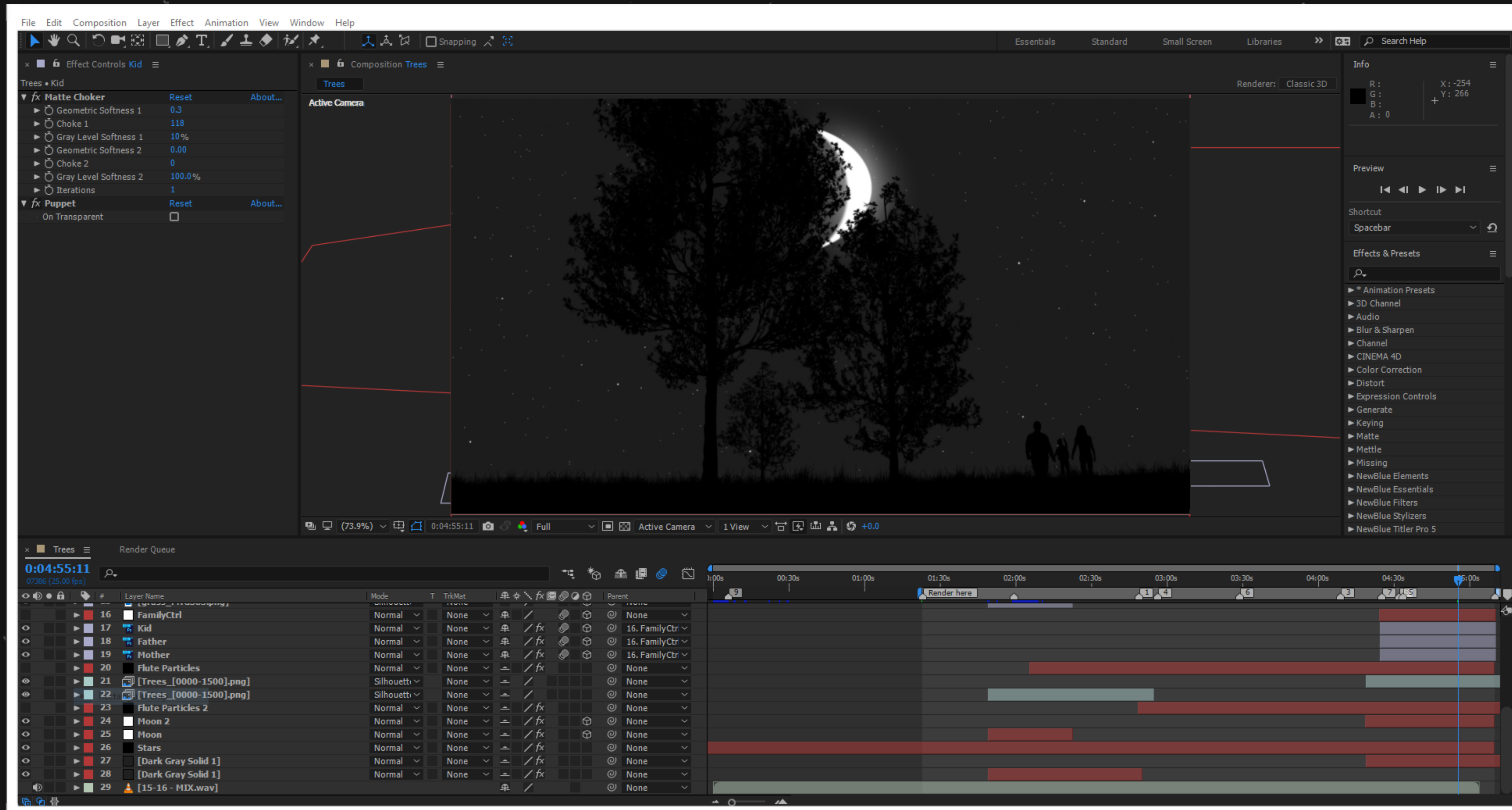
SPACE DESIGN - CONCEPT AND PROCESS

After Effects - Adding 3D trees and grass



SPACE DESIGN - CONCEPT AND PROCESS

After Effects - Adding characters and final rendering



MUSIC

The musical architecture is in ternary structure, ABA sonata-form, a bashful homage to composers like Handel, Chopin and Bach.

Sad story, written in the key of E minor.

The first part is written in the measure of 15/16 counted as (6/4 + 3/8) and the second part is written in 5/8.

Collaborating with Adrian Buciuc and Mandela Gajol on Flutes, and the Piano Solo is performed by Tom Brandus.

A - Exposition:

Piano Introduction - Surreal Echoes, "Everything is still"

Stretched Bells - "Distant call"

Flute Theme - "Missing the sister"

Piano Theme - "Remembering home"

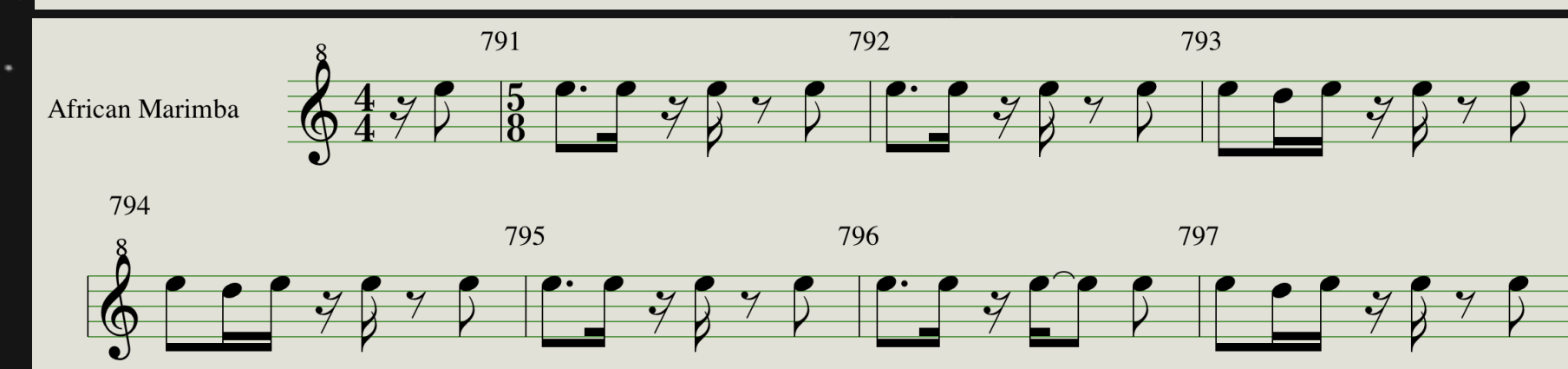
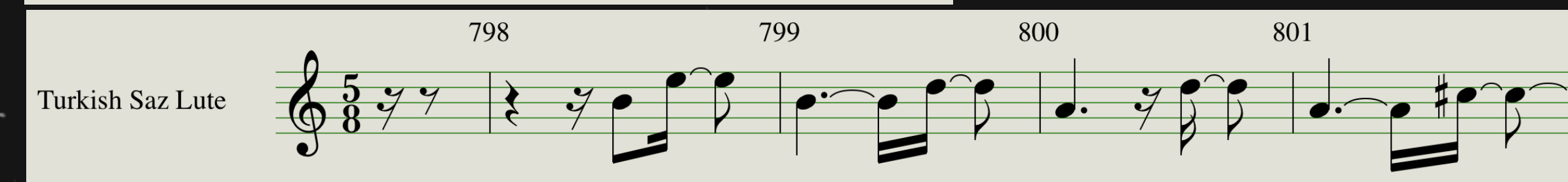
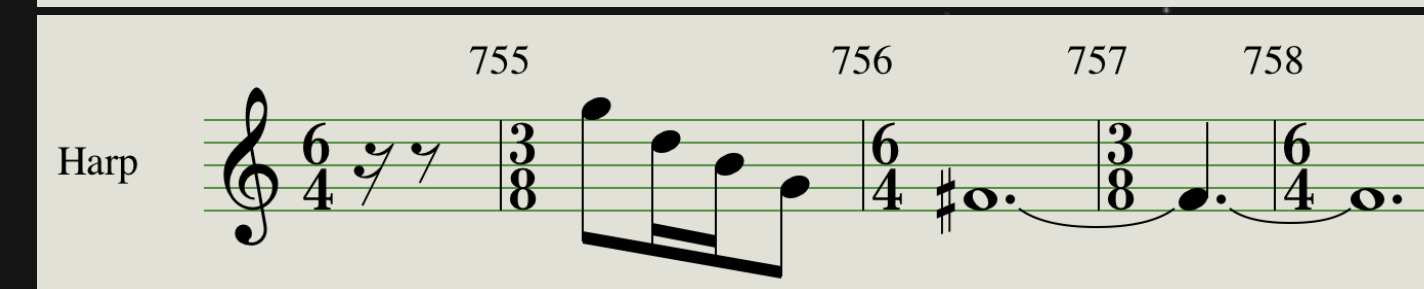
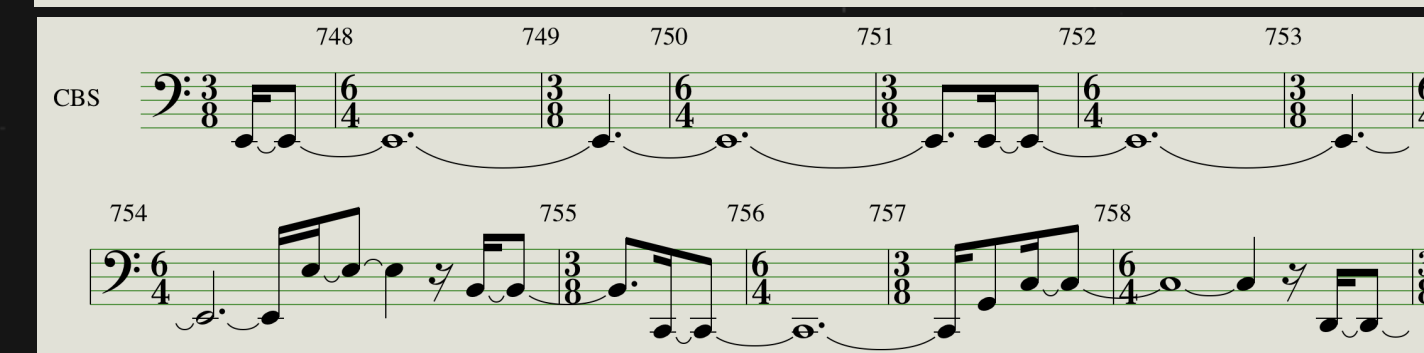
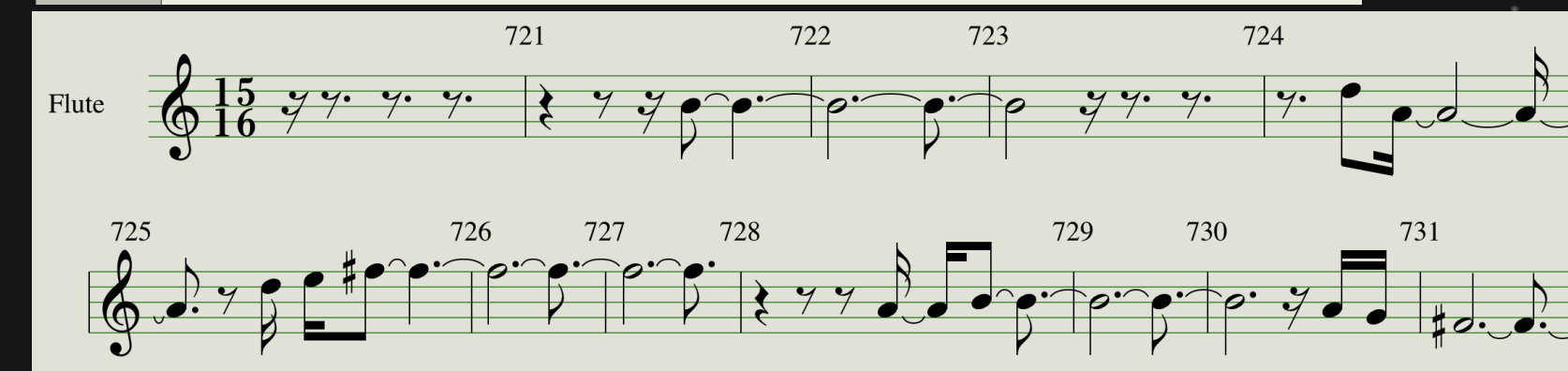
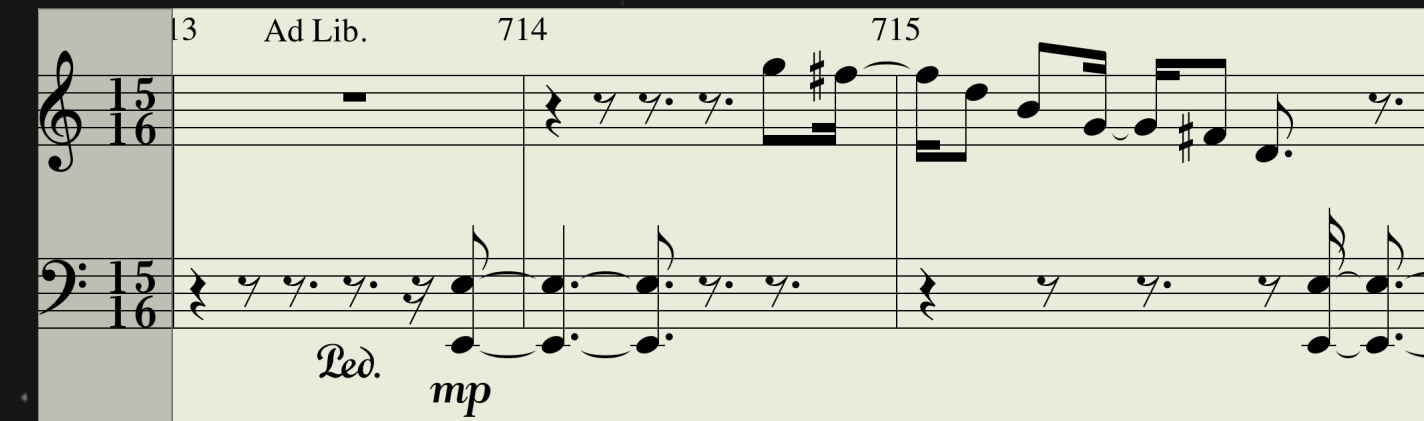
B - Development, Transition

State change - "The girl's colourful world"

A - Recapitulation

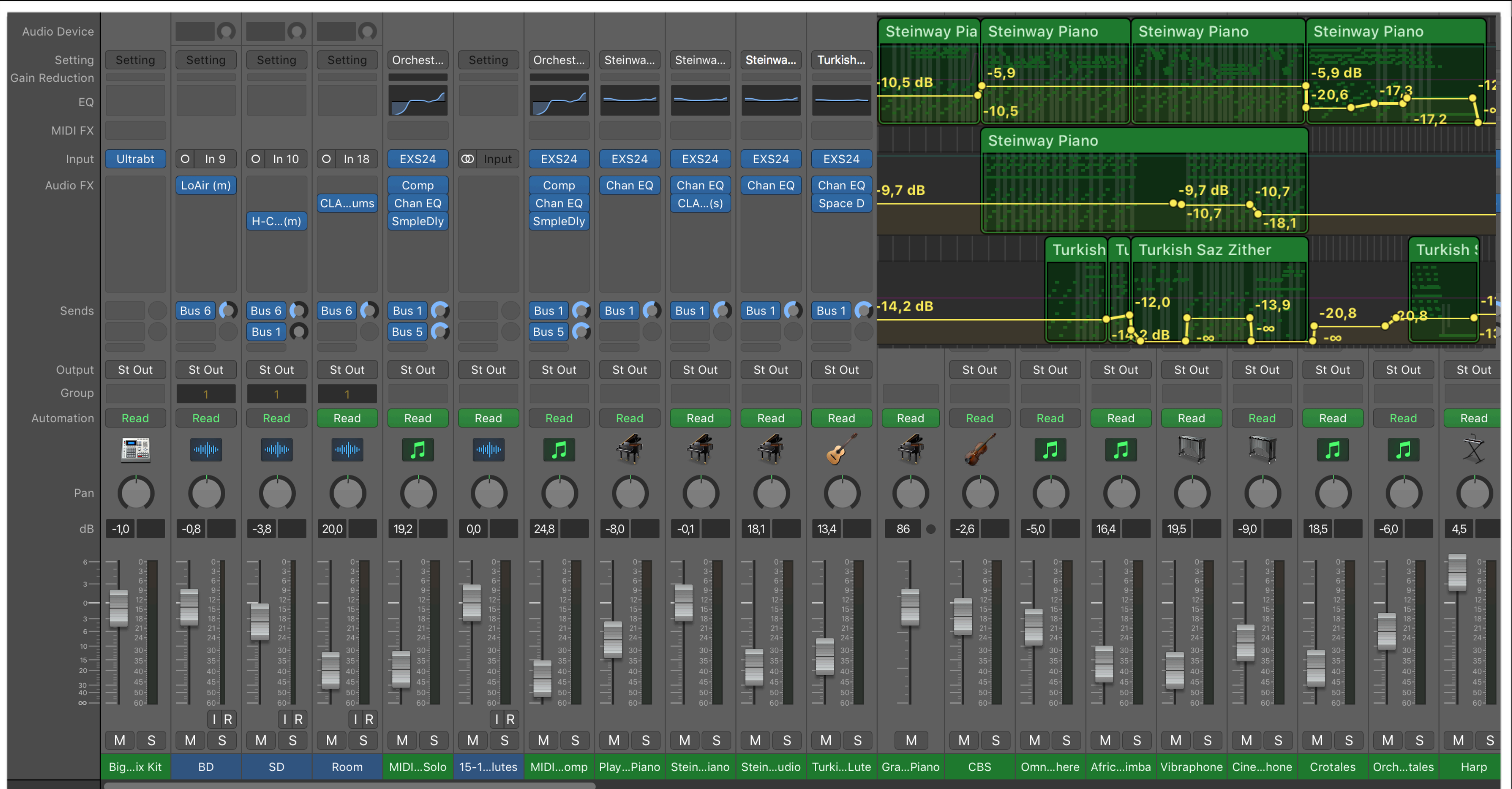
State change - "Back home"

Conclusion - Stretched bell "Lúa flies away to her new home, the moon"



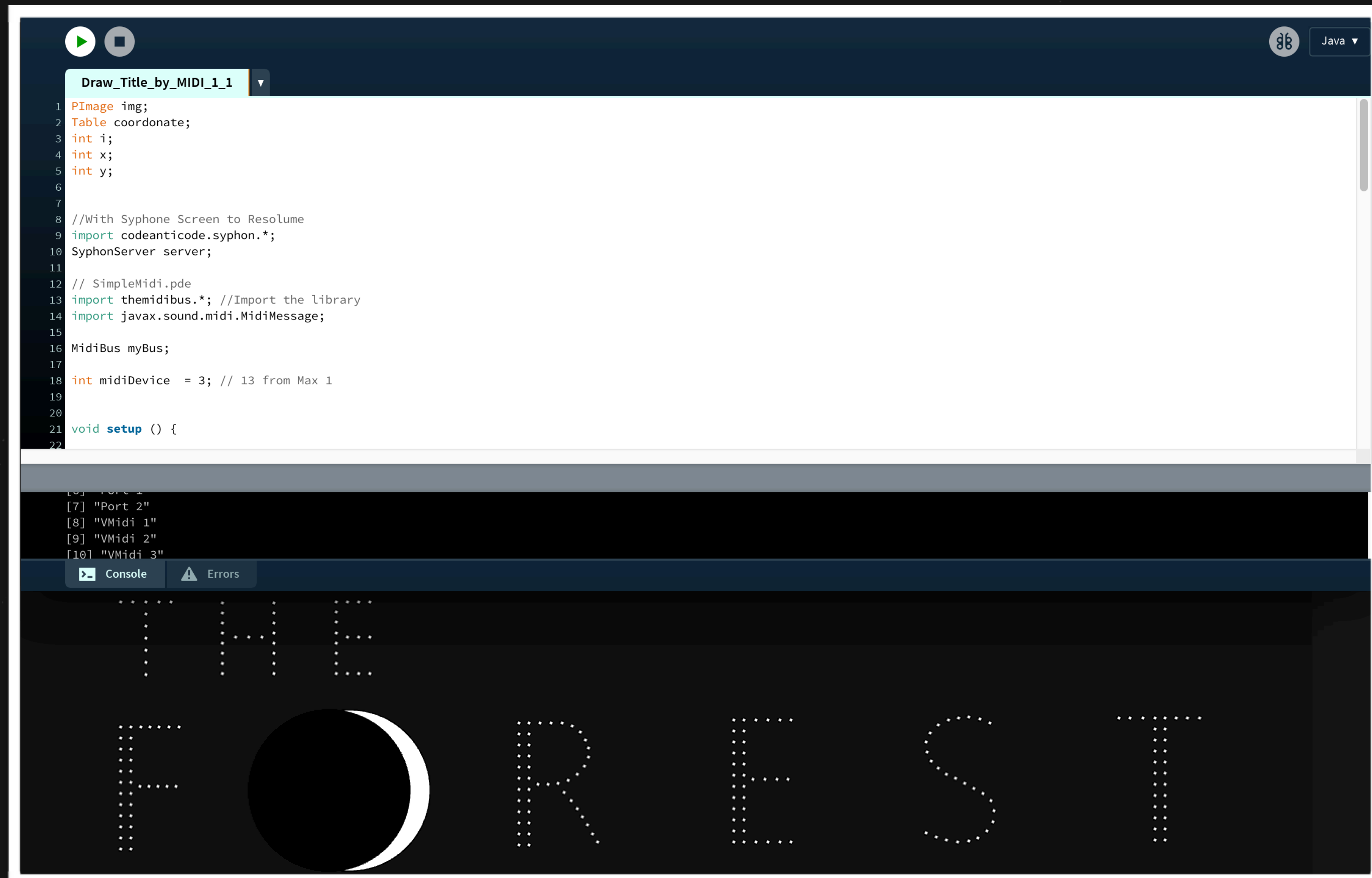
MUSIC

Logic X - Mixing the instruments, automation detail



CODING

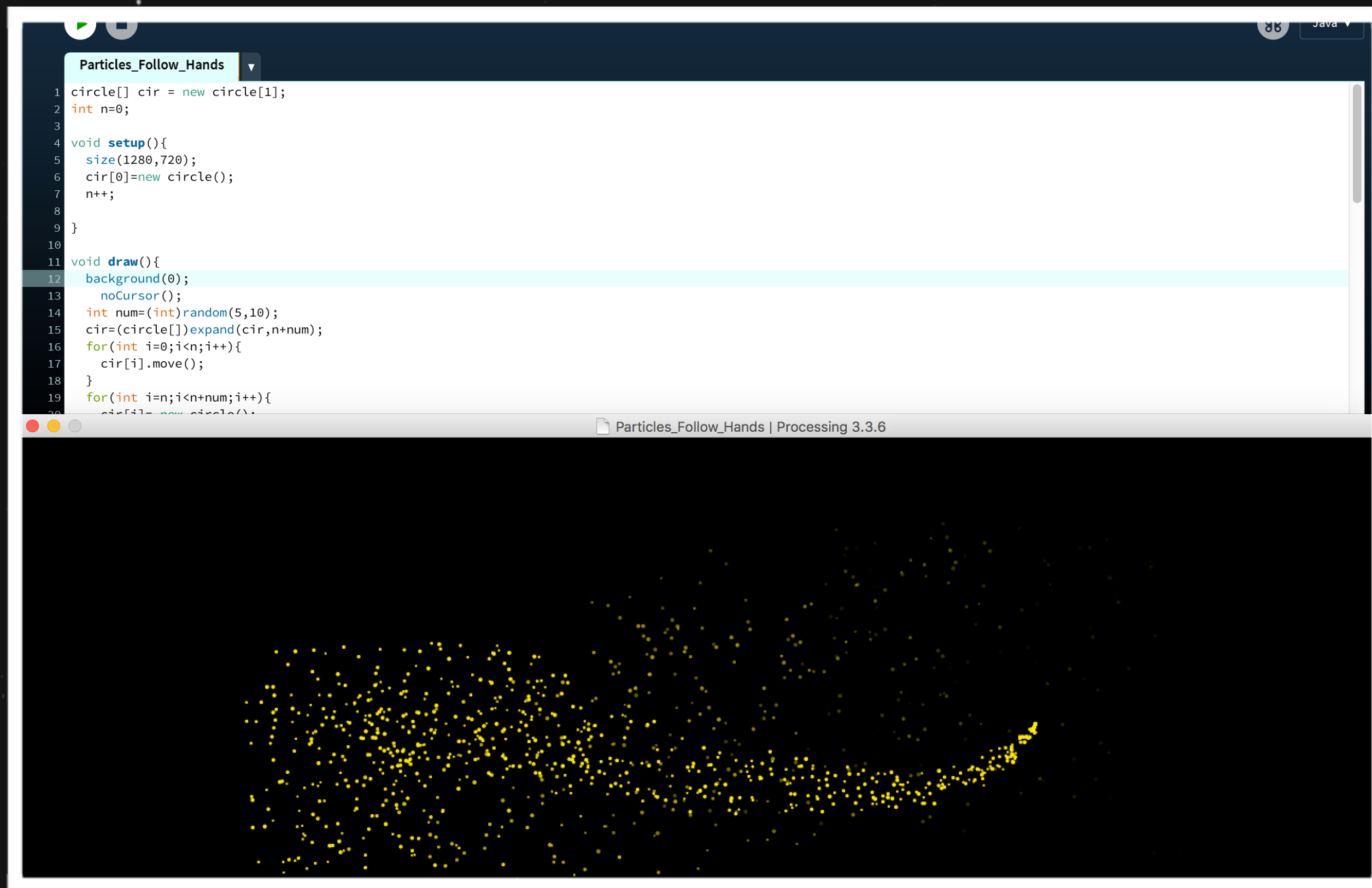
Processing: Real-Time MIDI Drawing

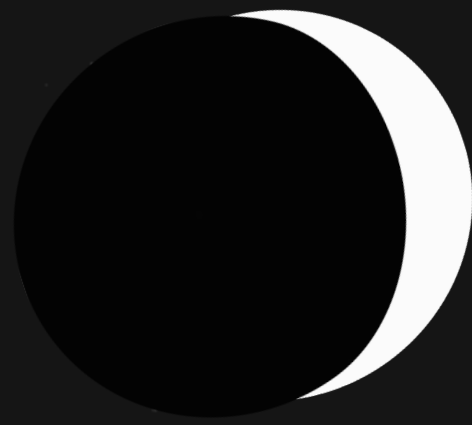




CODING

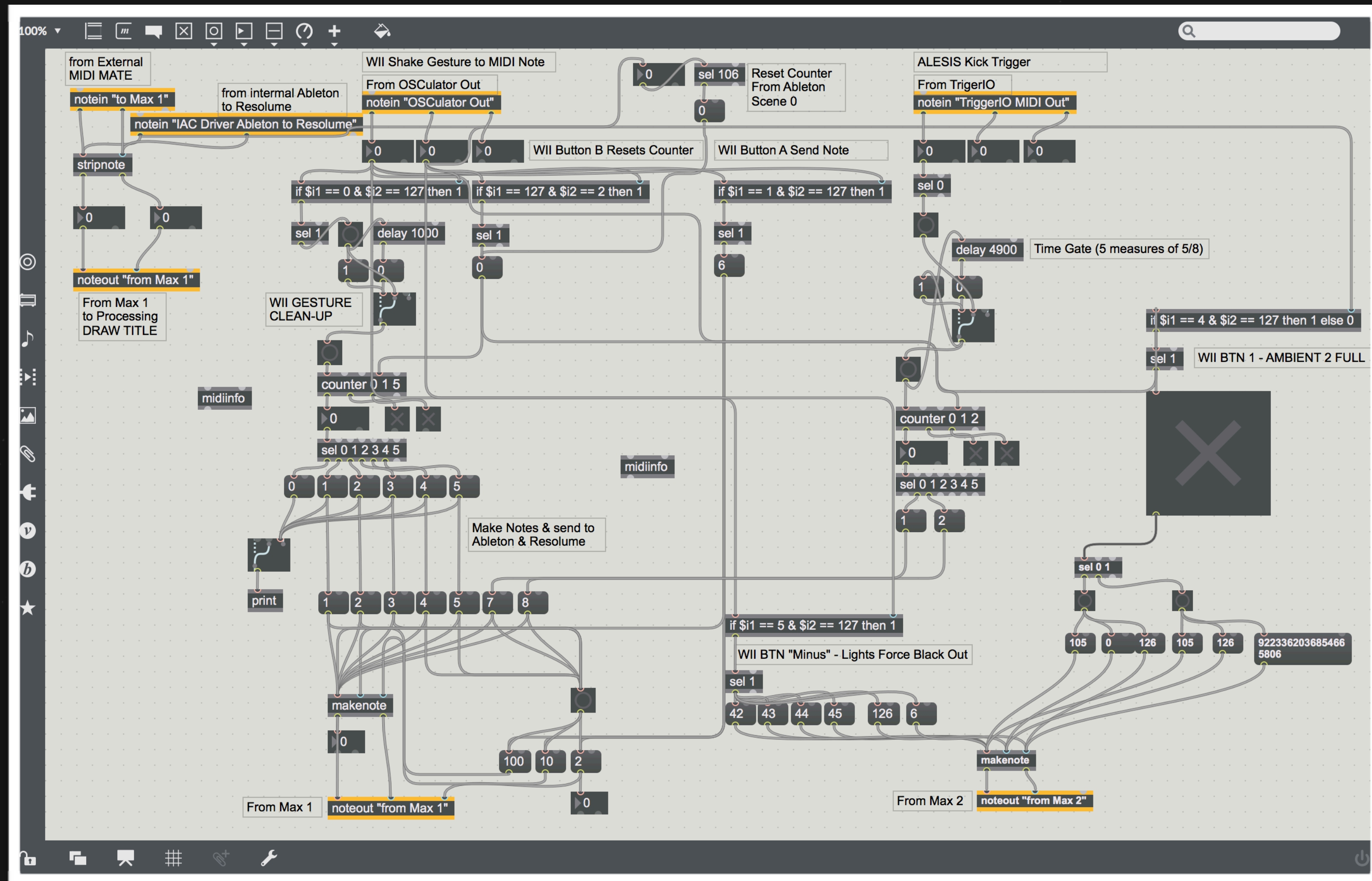
Processing: Controlling Particles with Hands movement (Leap Motion)

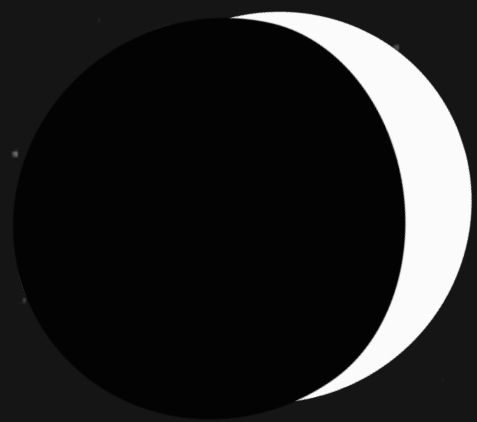




CODING

MAX/MSP - Connecting all the sources





CODING

Resolume: Triggering videos with Musical score and Wii Controller

Resolume Arena - Examen Master Ses I (1280 x 720)

	Column 1	Column 2	Column 3	Column 4	Column 5	Column 6	Column 7	Column 8	Column 9	Column 10	Column 11	Column 12
Layer 7	Draw_Title_by_Mi...						Draw_Title_by_Mi...					
Layer 6	15-16-Video A-DXV		15-16-Video C-DXV				15-16-Video A-DXV					
Layer 5	Particle LUA						Particle LUA					

BPM 95.00 - + /2 *2 TAP RESYNC PAUSE RECORD

Output Monitor: Preview Monitor

Composition: Examen Master Ses I (1280 x 720)

- Dashboard
- Audio
 - Volume: 0.00
 - Pan: 0.00
- Transform
 - Fade Out: 1.00
 - Scale: 100.00 %
 - Rotate X: 0.00 °
 - Rotate Y: 0.00 °
 - Rotate Z: 0.00 °

Clip: ParticleBell1a

- Dashboard
- Transport
 - Timeline: 02.17
 - Speed: 1.00
- Cue Points
- Video: ParticleBell1a.mov
 - DXV 3.0 High Quality, With Alpha
 - 1280x720
 - 25 FPS, 00:00:20.040
- Alpha Type: Premultiplied
- Transform
 - Opacity: 1.00
 - Width: 1280.00
 - Height: 720.00
 - Scale: 100.00 %
 - Position X: -30

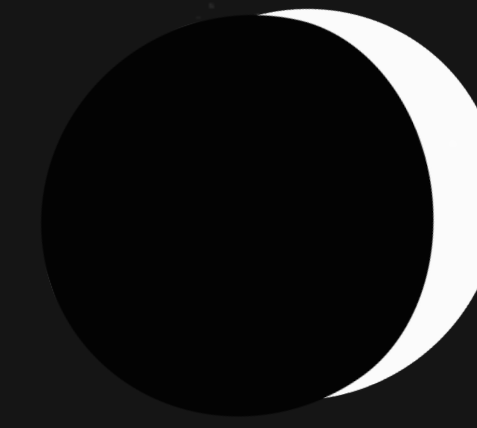
Files Compositions Effects Sources

- Quicktime Capture Devices
 - FaceTime HD Camera
- FFGL Sources
 - Feedback
 - Gradients
 - Line Scape
 - Lines
 - Solid Color
 - Static Generator
 - Stroboscope
- Routing
 - Layer Router
 - Syphon

Help: Move your mouse over the interface element that you would like more info about.

Resolume Arena 5.0.1 22:31

LIGHTS DESIGN



Using musical score from Ableton Live to control Martin Light Jokey Software

Intensity

Off Strobe 0.4% Intensity 100.0%

Effects

Off Programs 0 Speed 0

Colors

Snap Red 101 Green 154 Blue 145

SEQUENCE [0000 No Name]

Scene Time (sec) 1:00 (60.00 bpm) Fade Time (Sec) 0:05

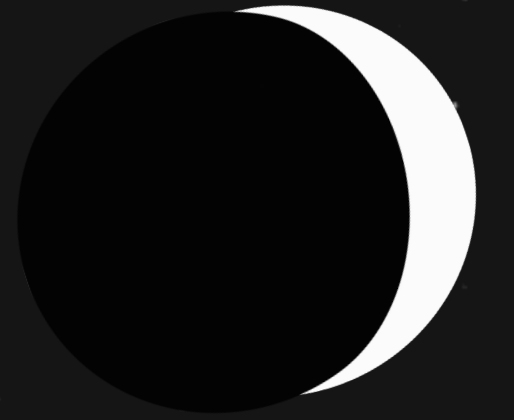
LightJockey MIDI-IN (V1.3)

Note Value	Seq#	Seq Name
0		
1	10	
2	2	
3		
4		
5	1	
6	2	
7	7	
8		
9	9	
10	16	

Select Sequence (Drag To Tar...)

Seq No	Sequence Name
0001	Empty
0002	AT-DUB1-Red Dim
0003	AT-DUB2-StrobeTriggPad
0004	AT-DUB3-SlowFade
0005	AT-DUB3-Tobe1
0006	AT-DUB3-Tobe2
0007	AT-DUB3-Saw1
0008	AT-DUB3-Blinders
0009	Money-SlowFallAccent
0010	Money-ALL FULL
0011	Stealth Call-Neon
0012	Stealth Call-Neon+RedPuls
0013	Focus1
0014	Focus3
0015	Focus2-Cue
0016	Focus4
0017	Focus5
0018	Focus6
0031	Smoke
0032	AT-EST-1
0033	AT-EST-2
0034	AT-EST-3
0035	AT-EST-4
0036	AT-EST-5
0037	AT-EST-6
0038	AT-EST-7
0039	AT-EST-8
0040	AT-15-16-1
0041	AT-15-16-2
0042	AT-15-16-3
0043	AT-15-16-4
0044	AT-15-16-5
0045	AT-15-16-6
0046	AT-15-16-7
0047	AT-x0y-1
0048	AT-x0y-2
0049	AT-x0y-3
0050	AT-x0y-4
0051	AT-x0y-5
0052	AT-x0y-6
0053	AT-x0y-7
0054	AT-x0y-8
0055	AT-x0y-9
0056	AT-ALS-1
0057	AT-ALS-2
0058	AT-ALS-3
0059	AT-ALS-4

MULTIMEDIA PERFORMANCE



Performed live, a multimedia synergy of music, video and lights in a dedicated 5.1 surround studio

