



Funky Forest

An interactive ecosystem

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Funky Forest - An interactive ecosystem

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Funky Forest is a wild and crazy ecosystem where you manage the resources to influence the environment around you. Streams of water flowing on the floor can be diverted to make the different parts of the forest grow. If a tree does not receive enough water it withers away but by pressing your body into the forest you create new trees based on your shape and character. As you explore and play you discover that your environment is inhabited by sonic life forms who depend on a thriving ecosystem to survive.

Equipment

Equipment to be provided:

- 2 x Desktop PC Computers with the following specs:
 - Processor: 3.2 Ghz P4 / or more powerful Intel Core2Duo
 - Ram: 2GB
 - Graphics: Nvidia GeForce 8600/8800 GTX
 - OS: Windows XP Pro SP2 English - clean install
 - Misc: USB 2.0, sound card, ethernet port, mouse and english/us keyboard
- 2 x 17" LCD monitors with cables for PCs
- 2 x Sets of stereo powered speakers with cables to connect to each PC
- 3 x Projectors 5000 Lumens or brighter - with appropriate lenses and cables
- 2 x 50m BNC cables for CCTV cameras
- 2 x 2m ethernet cables
- 2 x 250W dimmable stage lights with lighting gel slot.
- 14 x 60W lightbulbs
- 5 x Power strips with at least 5 plug slots each.
- 1 x wooden guard (see *setup diagram B: floor setup* for details).

Equipment provided by the artists:

- 2 x Sony M183 B&W CCTV camera with manual iris lens 2.8mm-12mm
- 2 x Manfrotto magic arm clamps for cameras.
- 2 x USB video capture
- 1 x Ethernet router
- 10 x IR lamps
- 1 x Fabric for barrier
- Waterfall fabric
- Fabric vines and leaves
- Fabric "rock" and "log" pillows for diverting and damming the water.

Space requirements

i) Dimensions:

The ideal space for Funky Forest is a floor area of 500cm by 375cm with one projection screen / wall of 500cm by 375cm and the other of 375cm by 375cm (see *setup diagrams*).

There also needs to be additional space to hang the projectors. The space diagram describes the approximate positions of the projectors relative to the installation and you can see that for the floor projection, the projector needs to be positioned about 500 - 550cm above the floor. Projecting from a shorter distance but with a wider lens will not work as it will be impossible to align the tracking system to what is projected.

ii) Projection surfaces:

Funky Forest consists of three projection surfaces; one on the floor and two on adjacent walls.

The floor is typically the trickiest surface to get right. Ideally it would be a white or light grey concrete that is not shiny and works well as a projection surface. If the floor is not a good surface to project onto a material needs to be laid down that is fixed to the ground and has the following properties: light grey or white in color, not too shiny, dirt doesn't stick to it easily and it is resilient to long term wear and tear.

The main wall projection surface (where the trees are made) is the second most important surface to get right. It should be an excellent surface to project onto producing a crisp vibrant image. If the space allows and it can be done well, rear projection would be preferable.

The second wall projection consists of a waterfall with an opening where children can walk through (see *setup diagram B: floor setup*). The digital waterfall is projected on strips of fabric hanging from the open space. The fabric will need to be stapled / fixed to the top of the opening. Please notify the artists if the material can not be stapled into.

The waterfall opening in the side projection is ideal, but arrangements can be made if it is not possible.

iv) Equipment space:

The computers and related equipment will need a space near to the installation that is both secure and accessible for the artists if they need to modify things once Funky Forest is installed.

Lighting requirements

The tracking system for Funky Forest is highly sensitive to the lighting conditions in the space. For this reason, it requires the following:

- To be in a space completely isolated from daylight (whether direct or ambient).
- To be in a space where the lighting is consistent from day to day.
- The 2 Funky Forest spot lights are isolated from the main lighting control grid which the artists can then adjust as they need.
- Spot lights for other people's work doesn't bleed into the Funky Forest space.
- The space should be as dark as possible so that the projected forest and water shows up well.

The infra red lighting consists of two sets of lights; 10 IR lamps (provided by the artists) and two spotlights, which will be fitted with IR gel. The spot lights should be hung next to the downwards facing projector as they will provide IR lighting for the water that travels across the floor.

The 10 IR lamps will be installed along the bottom of the main projection screen and provide the IR light necessary for tracking. As they are placed on the floor below the screen, a wooden guard should be built to prevent the children from hitting them with their feet. The guard also serves a dual purpose as it will be covered with green fabric and leaves to integrate it into the funky ecosystem. See the *setup diagram B: floor setup* for dimensions and position of the guard.

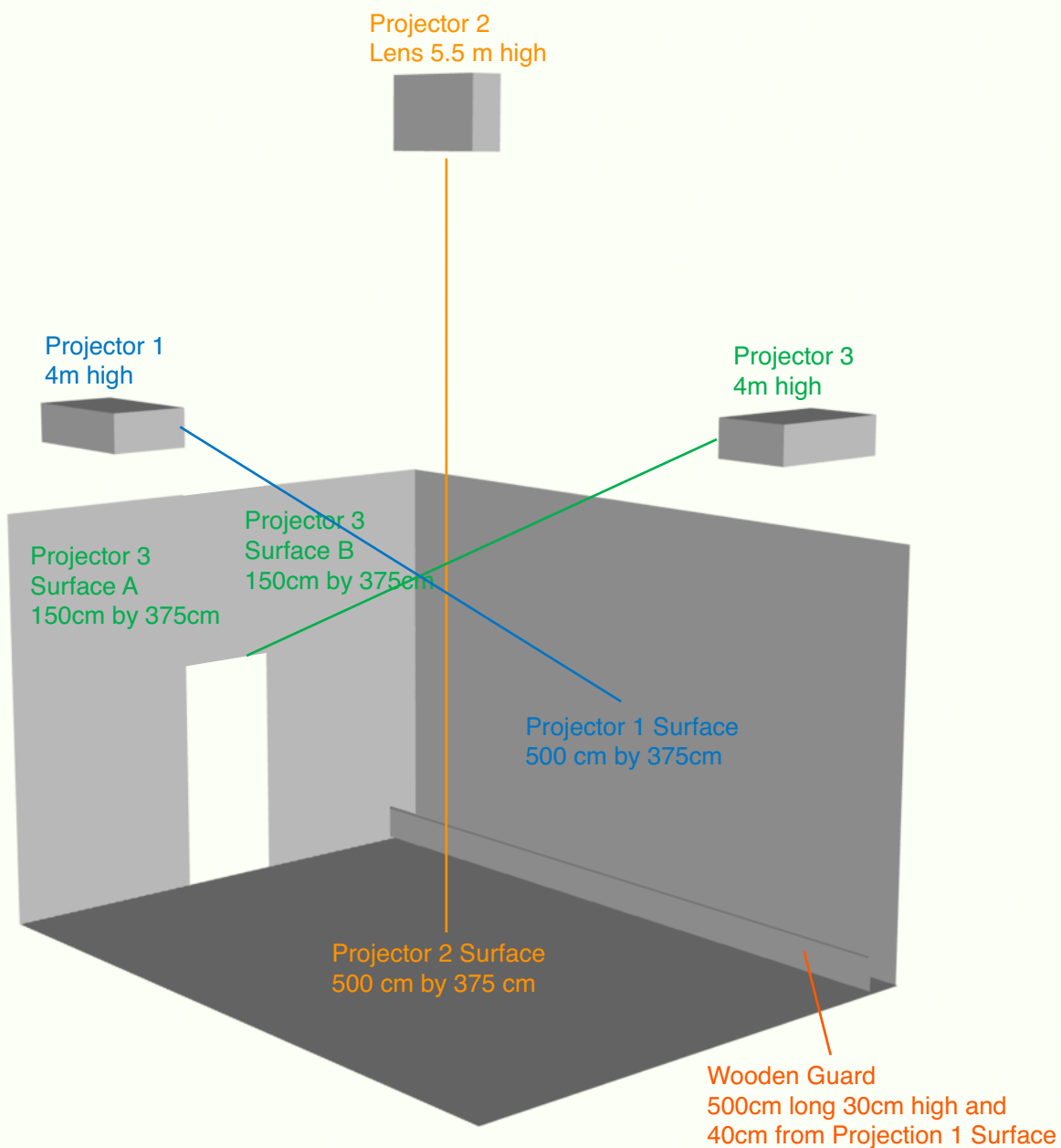
Setup time

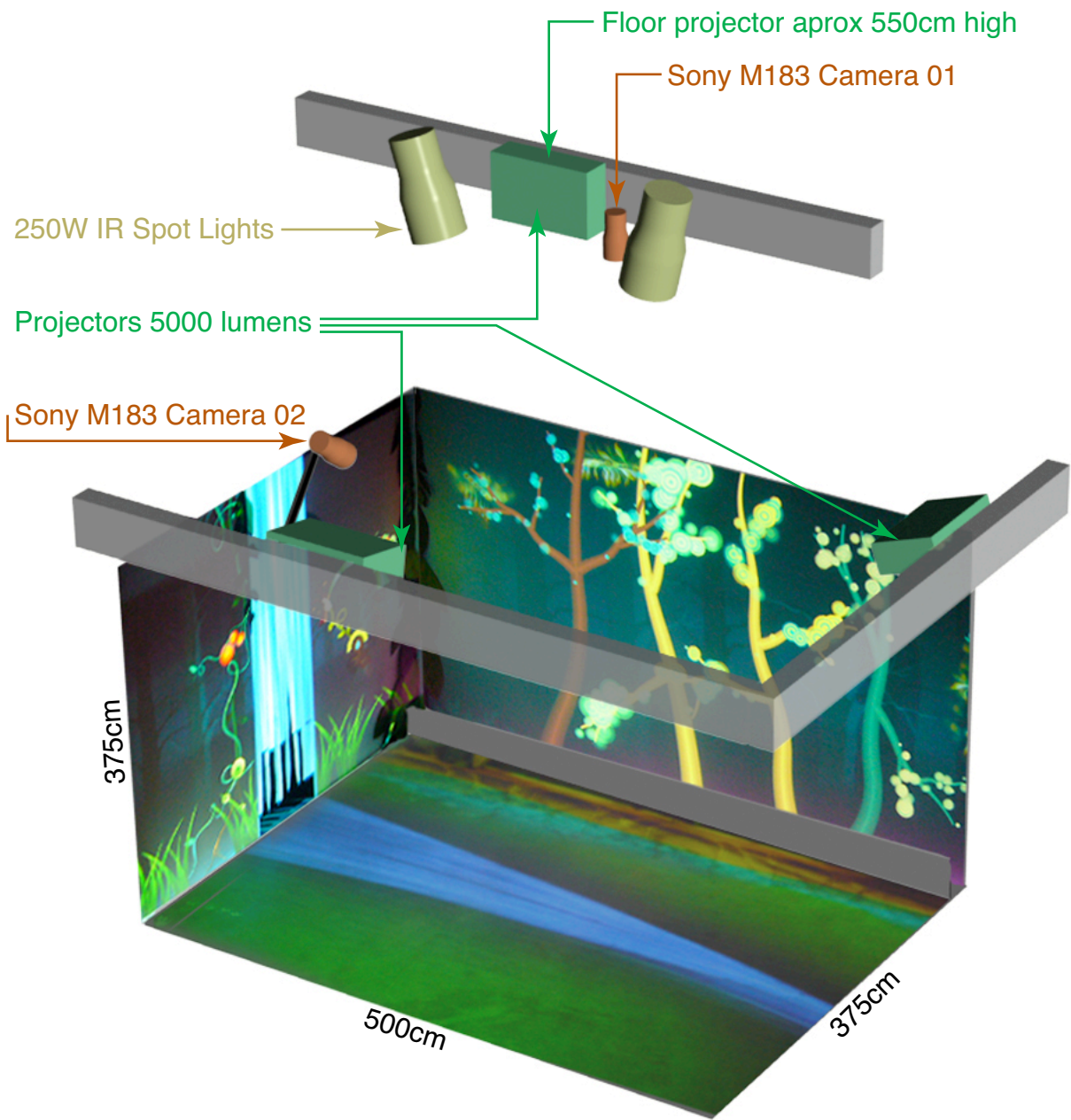
Four full days in the space are required to setup Funky Forest. This is with all equipment available, construction complete, projection surfaces installed and projectors hung. Late night access might be required if the space is too busy during the day.

Setup diagrams A: Projection Setup

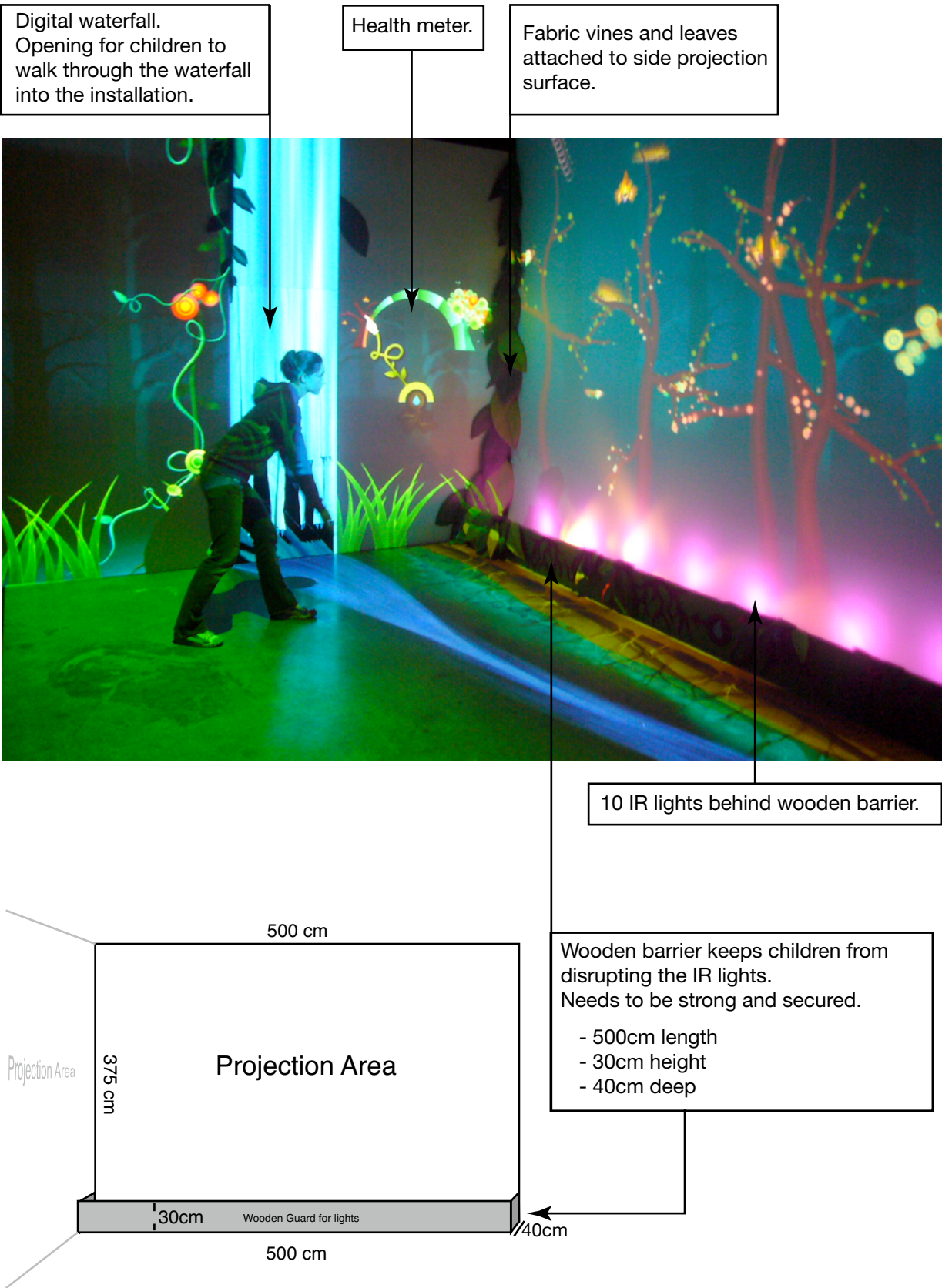
Notes:

- Both projection surfaces 1, 3A & 3B should have a solid backing.
- All the projections will be at 1024 x 768 and should be aligned as close as possible with the surface.
- Projector 1 should be aligned to the surface from the bottom, so the vertical overshoot is above the surface not below it.
- Same with Projector 3. In addition, Projector 3 should be aligned from the right hand side so the horizontal overshoot is on the left of Surface 3A.





Setup diagram B: Floor Setup



Notes

- The wooden barrier will have fabric glued and stapled to it.
- Fabric leaves and waterfall strips will be stapled to the side projection areas and waterfall doorway. Please inform the artists if the material used can not be stapled to.
- Lighting conditions must not change as it will disrupt the tracking software.
- Extra luggage may need to be arranged for the flights for the materials provided by the artists.
- There should be an assistant in the space at all times to insure that the installation is not damaged and to assist the children if necessary.

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Photo and video documentation of the installation setup at Cinekid 2007 can be seen here:

http://muonics.net/site_docs/work.php?id=41

http://muonics.net/site_assets/41/files/funkyforest_web.mov