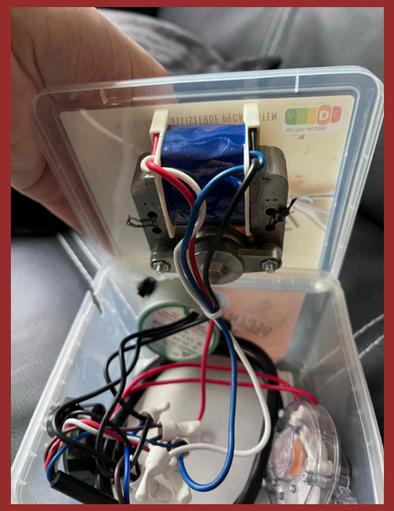
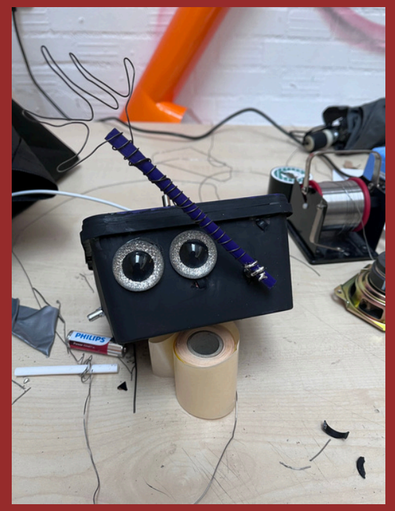
DAT MINOR

PORTFOLIO

DMITRIJ ROZKOV

GENERAL CLASS





Working on the junkbot process

JUNKBOT + PIGEON FILM

We started the classes with introduction to the minor and we received our first task - Junkbot. At first i was a bit overwhelmed with the task as I felt I had no idea how to make a robot do anything - feeling a bit out of my comfort zone - but I actually ended up liking working on the project - especially the more aesthetic value parts. Last day I had a few problems right before presentation but I found a way to fix the movement of the robot arm with a hairtye. I think that defines this minor in general - there are no standard rules - you have creative freedom and vision to make the needed projects turn into reality.

We also worked with a group of 4 people to create a short movie feauturing pigeons - ideas on how to film, them such as putting camera in a box we made with transparent top etc.

WHY THIS MINOR

DAT (DESIGN ART TECHNOLOGY) MINOR

After studying at NHL Stenden for 2 years - I sadly felt very burnt out and had a bit of a depressive episode - to fix that I decided to do my minor right away, and I wanted something completely different from what I did before but still creative and relating to my field somehow - DAT minor was just that. It was about creating something physical and tangible by ourselves. We worked on a few projects before a final group assignment where we organized an experience exhibition - an interactive one where our visitors would be guided into a room by people in coat labs to interact with a room we built that enhances human senses. For example enhanced hearing, sense of danger, x-ray vision etc. We achieved those by implementing physical aspects and technological aspects - audio, 3D virtual spaces and items, and much more. It was also an interesting experience as for the final project it depended on collaboration of 14 different people.

GENERAL CLASS

"Bella"

Originally was an ice cream box

Last day fix with hairtye

GENERAL CLASS - PIGEONS

Filming flying pigeons

Looking for ways to hide from pigeons

Camera Protection Box

GENERAL CLASS - FESTIVAL

EXCURSION

GENERAL CLASS - PIGEONS

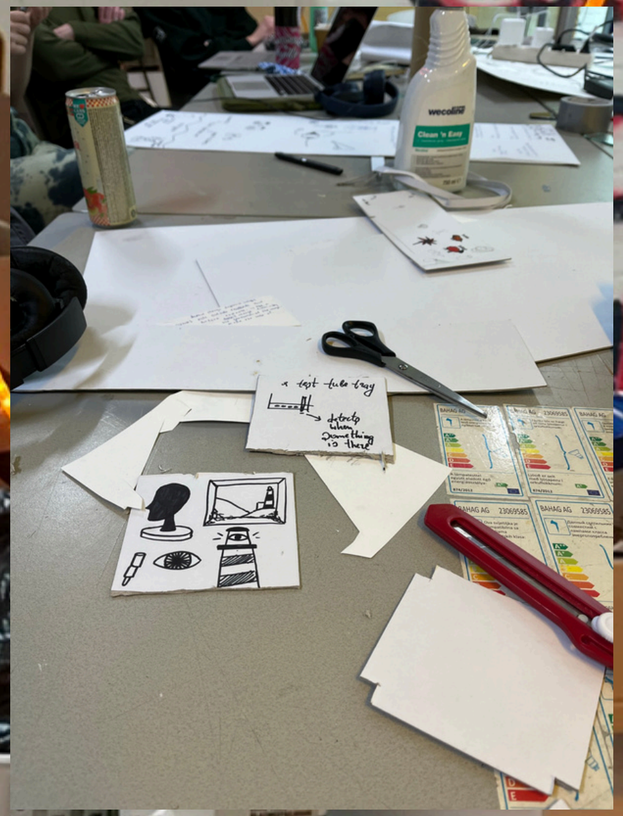
GENERAL CLASS - MAIN ASSIGNMENT

COMING UP WITH THE IDEA

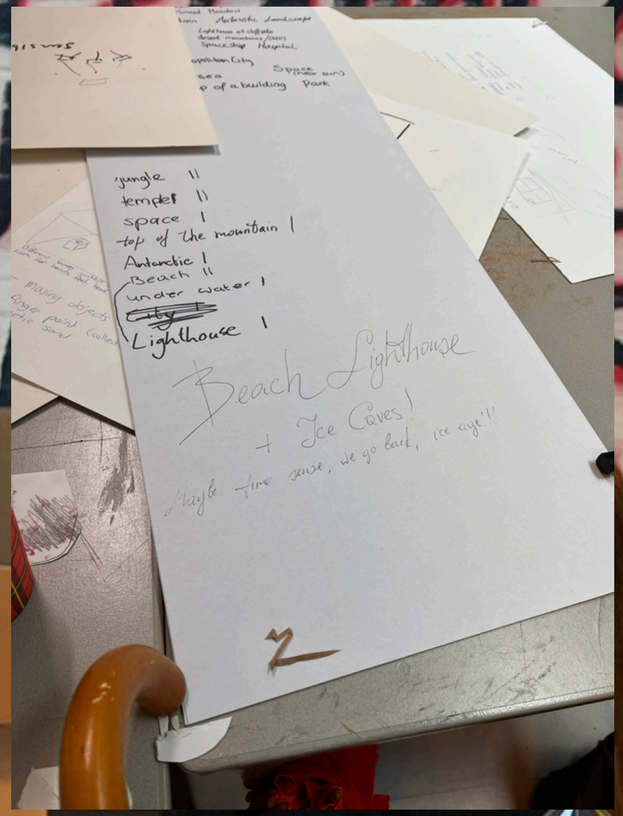
For the main project for a very long time our class could not come up with what we actually want to do. Many brainstorming sessions and discussions later as well as visiting a technology STRP festival we decided on making a project based on improving our human senses. First few weeks were mostly discussions and solidifying the ideas. Me and a few other people brainstormed the idea of how exactly we will be able to control the additional senses - final idea was using a head figure to do it.

New idea replaces the old

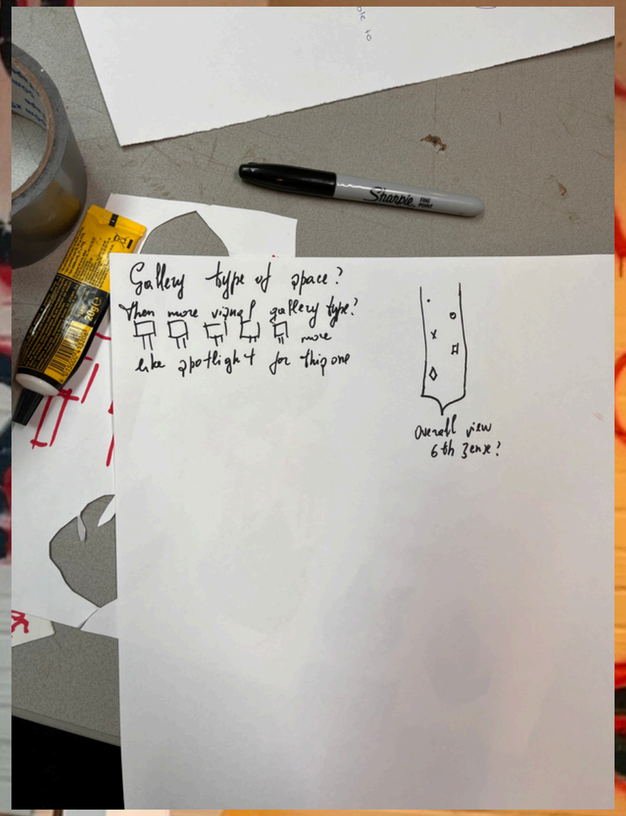
GENERAL CLASS - MAIN ASSIGNMENT



Different ways to control senses



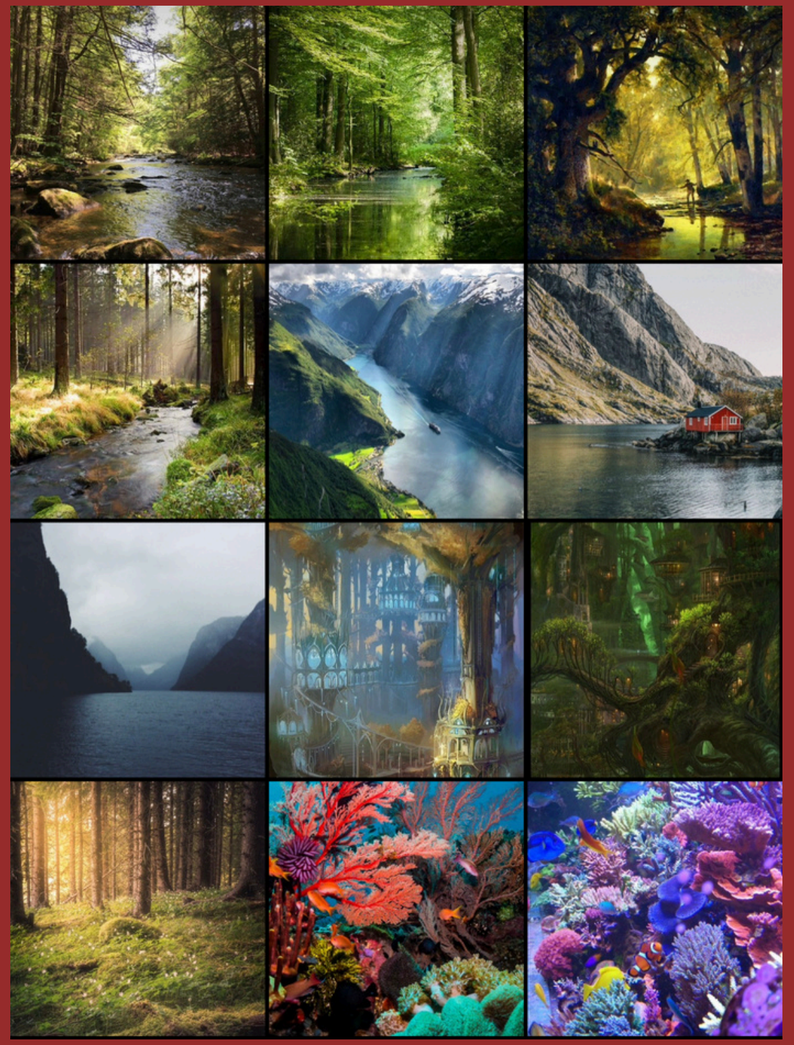
Different surroundings



Presentation Space

GENERAL CLASS - MAIN ASSIGNMENT

A few moodboards I created for different terrains so we can decide on what is the best for our project - we continued to vote for those one by one.



GENERAL CLASS - MAIN ASSIGNMENT

While part of the group worked on sourcing the materials and checking how the room will work - I was working on making the narrative and working on my idea of a monologue guide.

Basic storyline. you wake up after blackout on a beach. See around you - lighthouse, beach. follow the fireflies. When you look at the lighthouse you get a bad feeling, the image is distorted a bit.

you follow firefly to the next scene and take the view in. The narrator prompts you to look around and explore. Then as you explore he says something like - now try to focus more. Put focus in one sense. You find the chips, start by putting one. Narrator congrats you, get the feeling of the new sense - this is the future. Prompt to try other senses. You catch the view of the tower - the dread is even stronger. Narrator - let's focus on something more pleasant! Explore - Firefly - time for next stage.

Next stage - you immediately see the lighthouse and dread spreads. Narrator - ignore it, it's nothing. Dont you want to look around? :) Explore the new scene. Narrator - so - do you remeber anything before the darkness by any chance? Just asking) Oh, well don't worry - just continue exploring.

Last stage - you enter the lighthouse. The dread does not leave. *You are finally here!* Exploring, the extra senses start to be triggered without your input sometimes. Uh oh. Not this again... I guess this ending is inevitable. Well it was nice watching over you. Everything becomes horrible - you end up being overwhelmed by the senses - top of the lighthouse - you die. Blackout. ???

Basic character and story development

Monologue demo

Monologue

Narrator - some basic things about the character - basically a god like figure looking over his experiment. Neutral - interested to see the experiment participant suceeding, exploring but also not agains seeing him fail as it is basically for enterntainment, amusement. Sees all, knows what is going on but does not tell to not spoil the experiment. Casual - has done those experiments a lot before - as can be seen by all the gravestones. The whole reality of the experiment is created by him. All seeing, all knowing. A bit annoying)

(First scene - waking up) You are finally awake! You probably have so many questions, "where Am I?! Why Am I here?! How?! Who Am I" Haha. Of course I could answer all of those - but then this won't be as fun - will it? I think you should explore the surroundings yourself! The sand under your feet, feel the breeze on your skin, smell the seaside, can you taste the salt? Hear the world around you? (some prompt to take off the blindfold. Look around you (take the blindfold off) (those appear as he says them maybe?) Just take a moment to take it all in - don't overwhelm yourself. (firefly appears) Oh look! I think it wants you to follow. Go on.

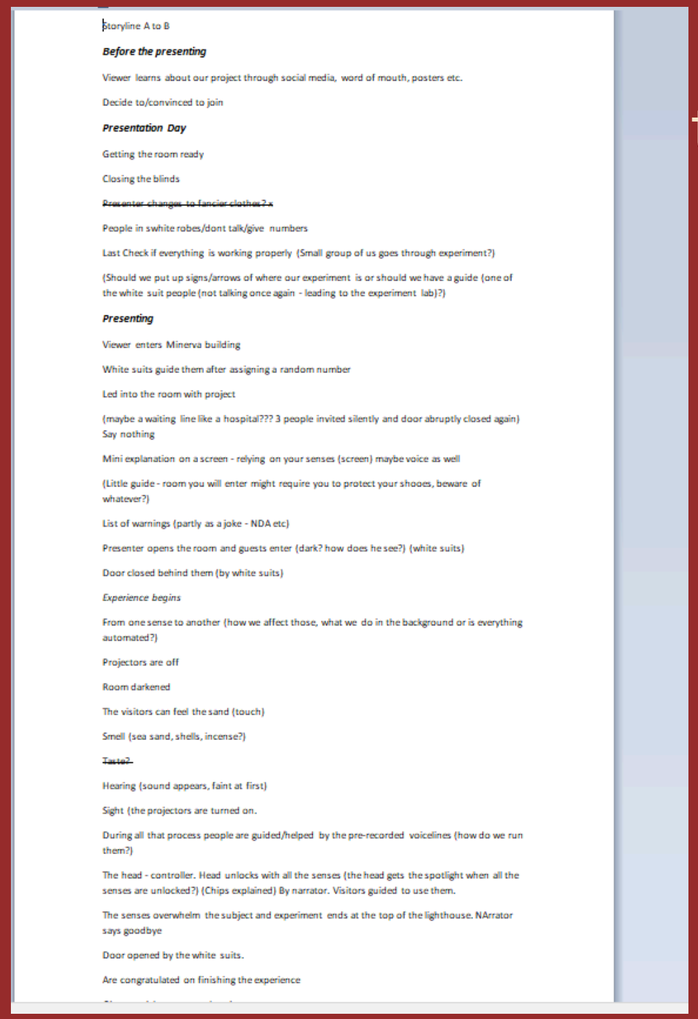
(Second scene - road 1)

More things to explore! (After some time) Human senses are nice of course - but could be improved. Perhaps if you look around and find a way to focus on a specific sense? Just a suggestion! (Participant does it) You did it! I belived in you from the first moment - don't worry. Don't bne shy (some other word) - explore your new sense! Maybe you can also explore other senses the same way. (Participant tries out other chips, then looks atthe lighthouse, gets ominous feeling) Perhaps you should focus on something more pleasant! Don't mind this little disturbance, it's nothing. (Almost immediately after) Well, I think you have gotten a good look at your surroundings, time to move on, and look, the firefly just came back.

(Third Scene - road 2)

(At the new scene the first thing you see is the lighthouse, you are much closer) I told you - it's really nothing! Don't you want to take a look around? Explore all your new-gained senses? (Explores) That's what I thought. (*Everything comes at a price*?) What if you try 2 senses at the same time? (does not work, or works but becomes unstable) well... That did not go to well -

GENERAL CLASS - MAIN ASSIGNMENT



Storyline A to B

Before the presenting

Viewer learns about our project through social media, word of mouth, posters etc.

Decide to/convinced to join

Presentation Day

Getting the room ready

Closing the blinds

~~Presenter changes to fancier clothes?~~

People in swhite robes/dont talk/give numbers

Last Check if everything is working properly (Small group of us goes through experiment?)

(Should we put up signs/arrows of where our experiment is or should we have a guide (one of the white suit people (not talking once again - leading to the experiment lab)?)

Presenting

Viewer enters Minerva building

White suits guide them after assigning a random number

Led into the room with project

(maybe a waiting line like a hospital??? 3 people invited silently and door abruptly closed again) Say nothing

Mini explanation on a screen - relying on your senses (screen) maybe voice as well

(Little guide - room you will enter might require you to protect your shooes, beware of whatever?)

List of warnings (partly as a joke - NDA etc)

Presenter opens the room and guests enter (dark? how does he see?) (white suits)

Door closed behind them (by white suits)

Experience begins

From one sense to another (how we affect those, what we do in the background or is everything automated?)

Projectors are off

Room darkened

The visitors can feel the sand (touch)

Smell (sea sand, shells, incense?)

~~Taste?~~

Hearing (sound appears, faint at first)

Sight (the projectors are turned on.

During all that process people are guided/helped by the pre-recorded voicelines (how do we run them?)

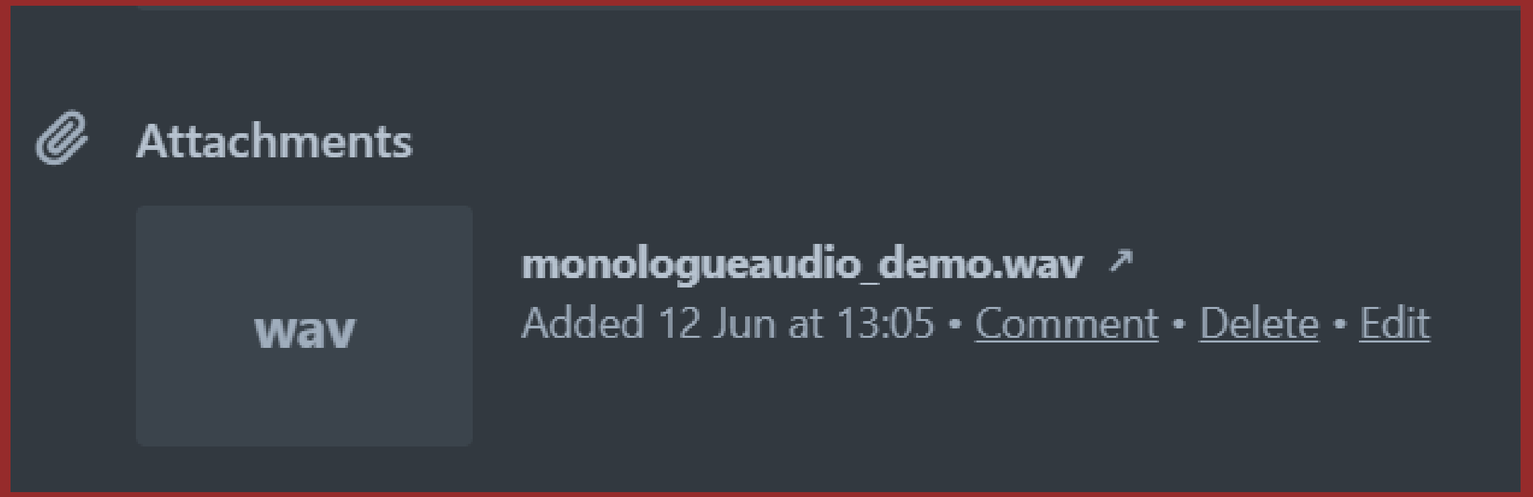
The head - controller. Head unlocks with all the senses (the head gets the spotlight when all the senses are unlocked?) (Chips explained) By narrator. Visitors guided to use them.

The senses overwhelm the subject and experiment ends at the top of the lighthouse. NArrator says goodbye

Door opened by the white suits.

Are congratulated on finishing the experience

My work on a storyline going through every step of the process for both us and the visitors

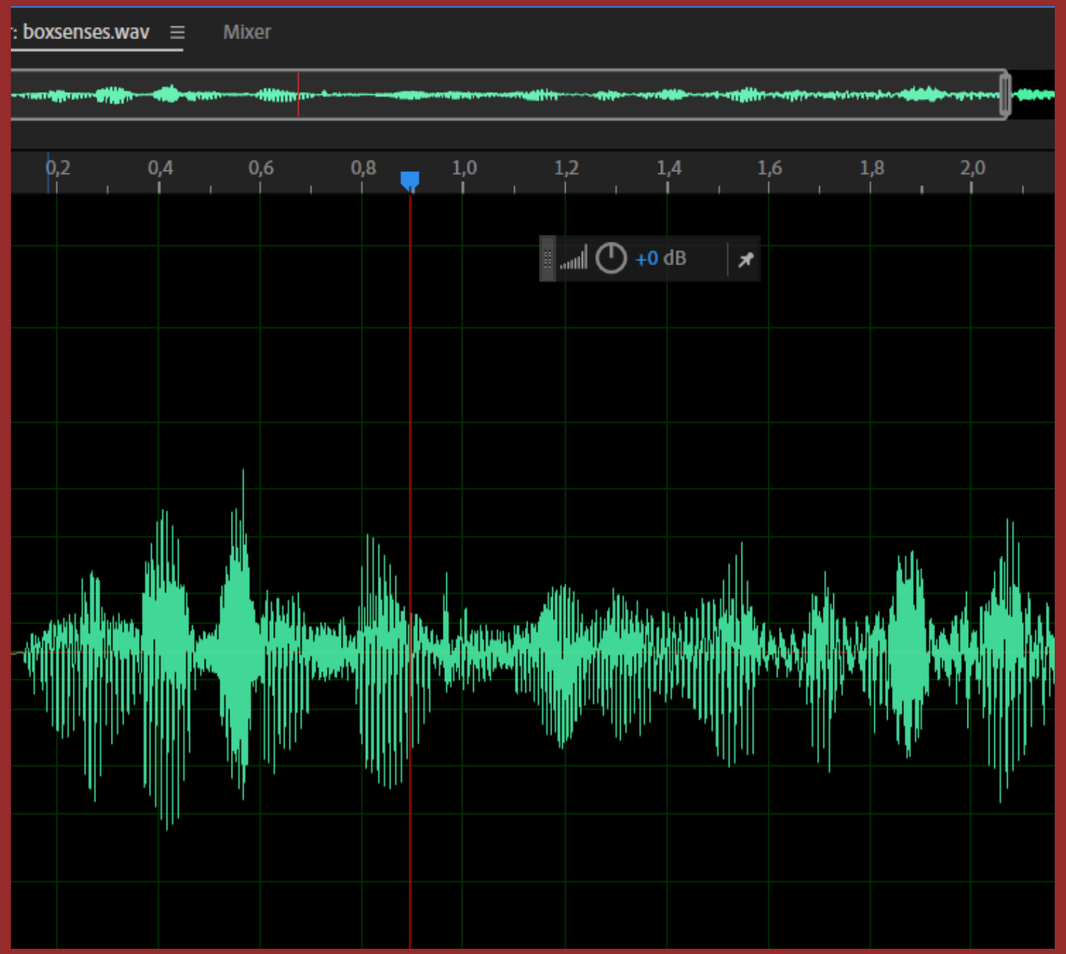


Basic Demo that was approved by the class

GENERAL CLASS - MAIN ASSIGNMENT

After my demo of a dialogue was approved I worked on it a bit more - refined the writing and then went on to record and edit the final audio prompts for the whole project.

GENERAL CLASS - MAIN ASSIGNMENT



Audio editing process

But made much easier with emotional support from this one, she is definitely helping!

GENERAL CLASS -
MAIN ASSIGNMENT

Voicelines During The Presentation

GENERAL CLASS - MAIN ASSIGNMENT PRESENTATION DAY

During the presentation everyone had a schedule of when and what are duties are - from the beginning of the day - fixing problems, 1st presentation with teachers, fixing more, letting people in as well as cleaning after. It was a very packed day

Working one of my shifts as test conductor - giving people numbers and letting them into the room and so on

GENERAL CLASS - MAIN ASSIGNMENT
PRESENTATION DAY

GENERAL CLASS - MAIN ASSIGNMENT
PRESENTATION DAY

After we finished presenting - we decided to clean up at the same day

GENERAL CLASS - MAIN ASSIGNMENT PRESENTATION DAY

Cleaning and project done!

CODING + ELECTRONICS

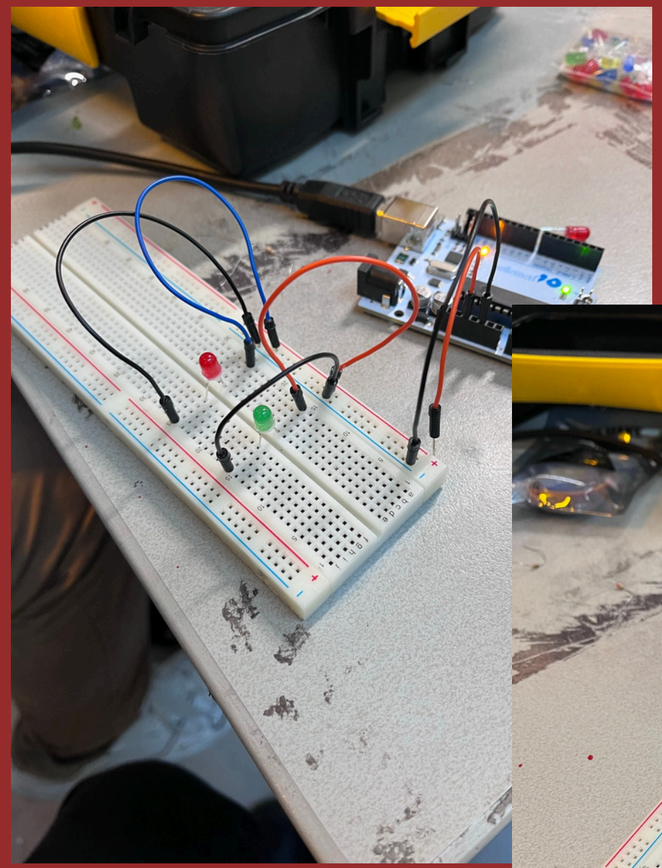
Introduction

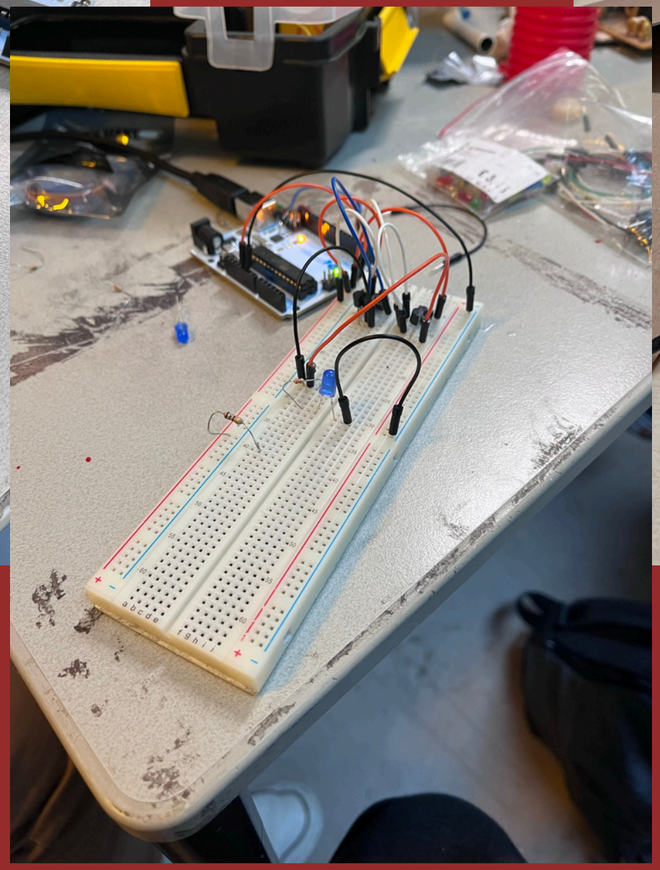
Apart from taking IT classes in school I did not experience anything relating to electronics - especially all of the physical components so this was a very interesting class. At first we learnt the very basics of the components.
Later we were introduced to more elaborate and interesting things and it helped me with making sure all electronics of my junkbot (1st assignment) were on point.

Main Project

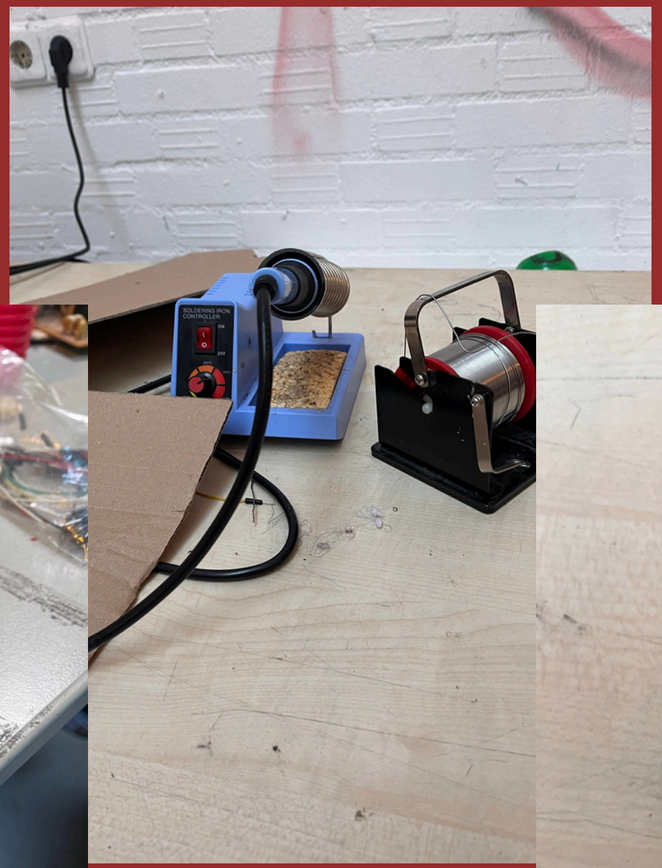
For this project I was working with Nyco - we had to make an object be able to communicate with the world through different senses. After some time We decided to make our project focus on a FunkoPop figurine of Daenerys Targaryen from game of thrones - also known as mother of dragons! We had some issues but in the end we created a platform to put Daenerys on - made fire from cardboard and connected it to a small motor we got provided. Through Arduino coding we connected the mechanism to a distance sensor - when a person comes too close to the figurine fire will start to move agressively to scare a person away. Another sensor we added was a light one - we wanted to add a heat one at first but did not know how to implement it - therefore light! As mother of dragons she likes fire - therefore the lighter it is the more happy she is. I used code to edit an old speaker sounds - connecting it to a light sensor and changed the notes of it to become higher when higher light level is achieved. The tone we got also reminded us of some retro video games and it fits perfectly with the FunkPop aesthetic.
P.S. Both me and Nyco did not take pictures of the final project... It was standing in the general class for months, and only after we were is the process of dismantling it - we realized the mistake. There are some photos of the creation process and the dismantled scene.

CODING + ELECTRONICS





Complete Basics



Welding project - junkbot speaker

CODING + ELECTRONICS

Star of the show

Fire

Fire Attachment

Coding For
The Sounds

CODING + ELECTRONICS

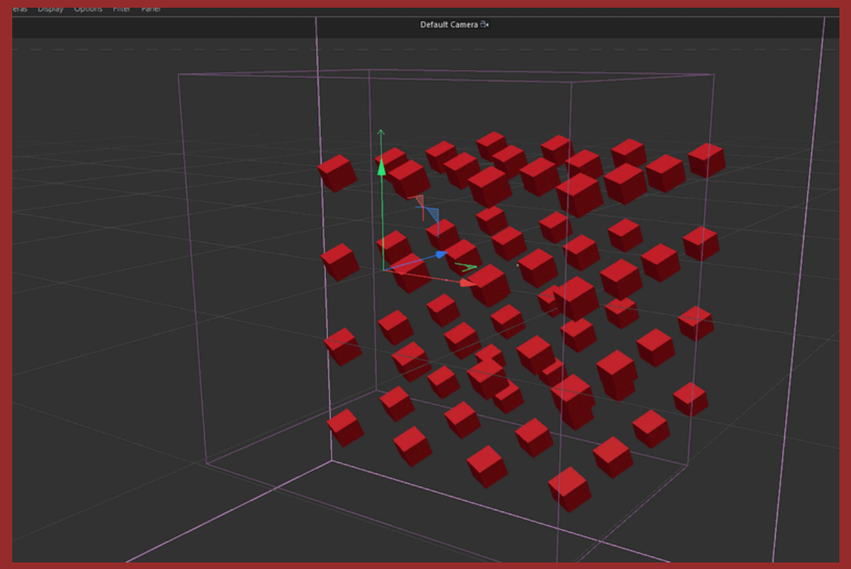
Sadly both me and Nyco did not take pictures of the final project... It was standing in the general class for months, and only after we were is the process of dismantling it - we realized the mistake. There are some photos of the creation process and the dismantled scene.

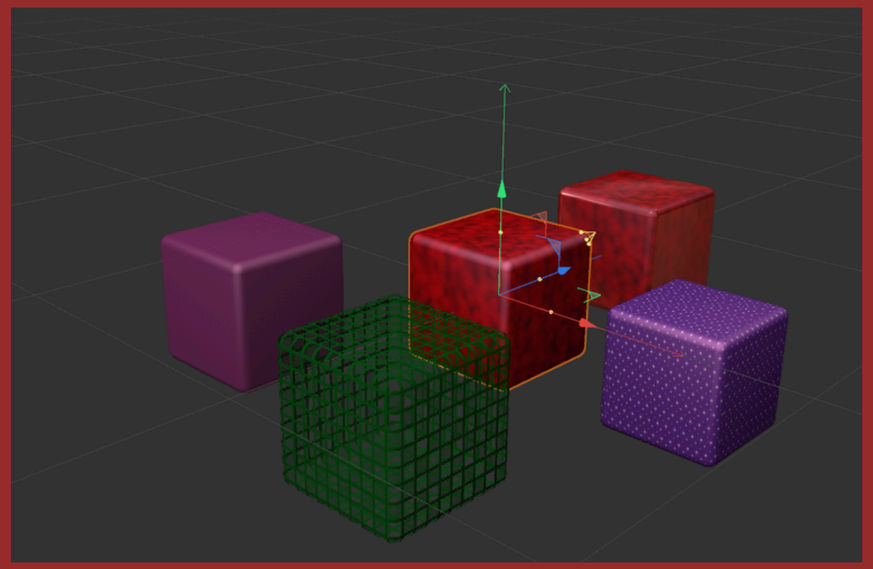
3D AND VR

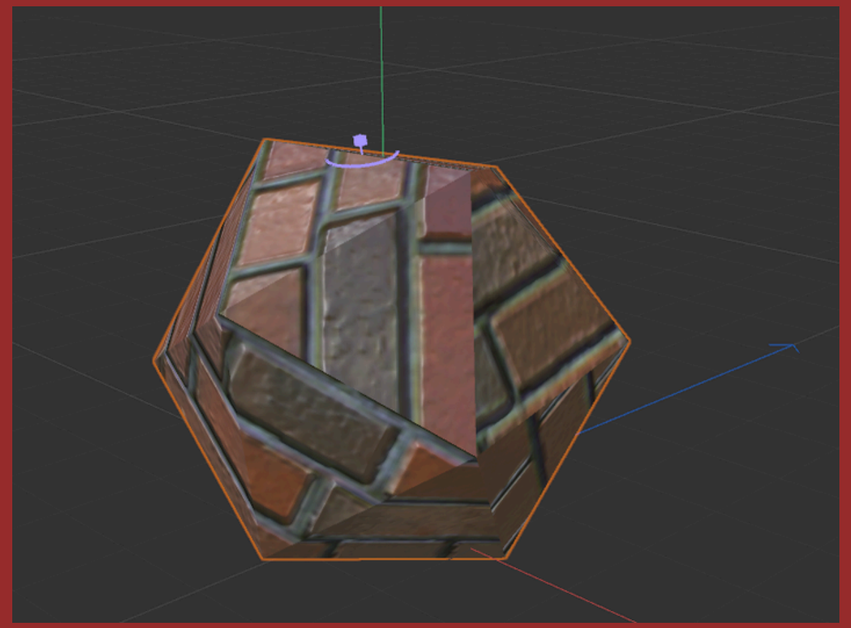
EXPERIENCING 3D AND VR/AR WORLDS

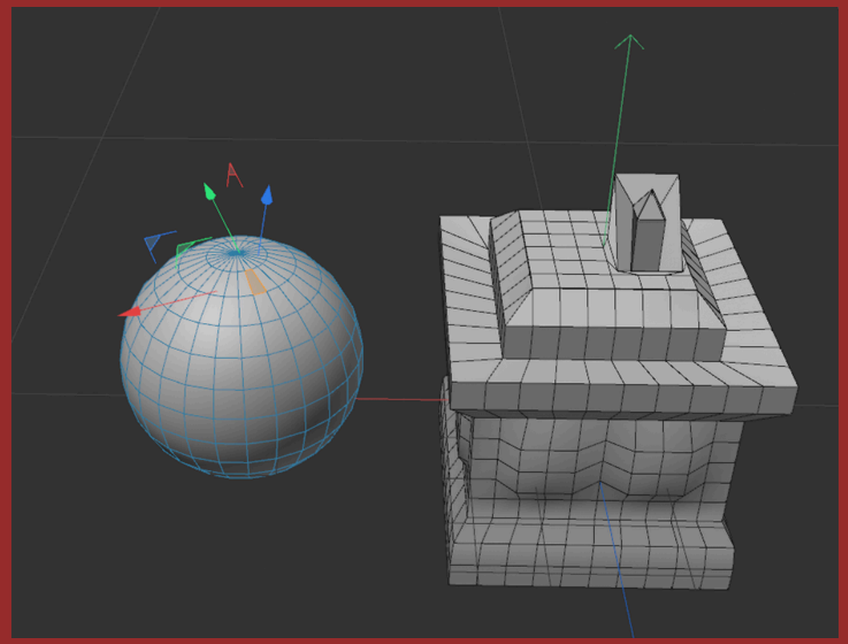
Our main goal during classes with Maaike we learnt all about 3D and VR/AR worlds - from how to build them, make an interesting narrative, getting to be inspired thanks to everyone presenting something interesting that has to do with animation - which was a very nice addition and beginning to classes. We also had a day to explore different VR games with headsets provided at Minerva building - that was a very nice day.

Video I presented - about my favorite animation studio.

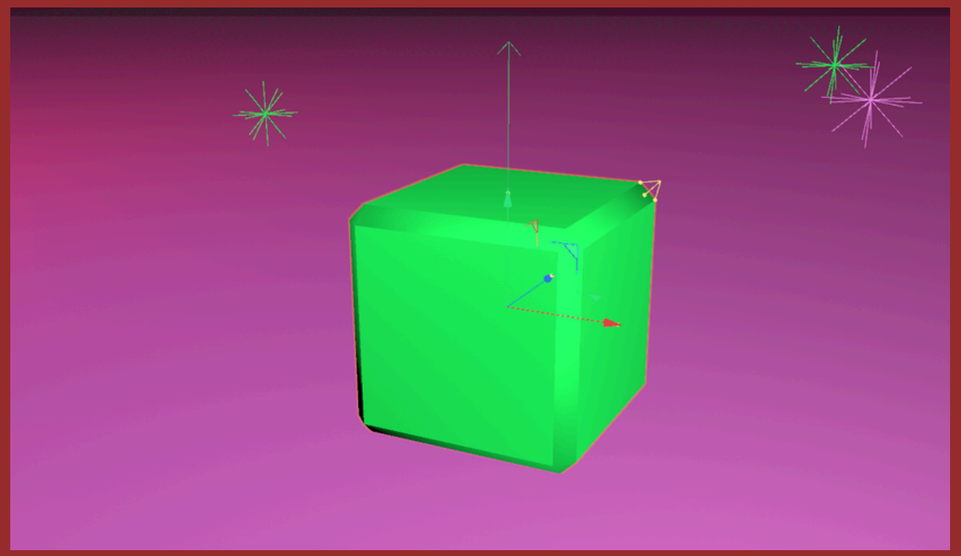


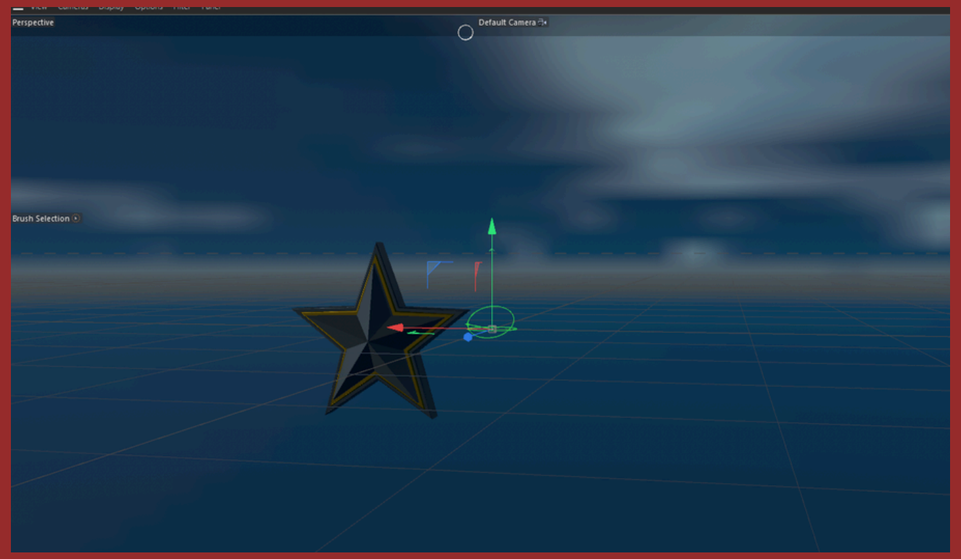






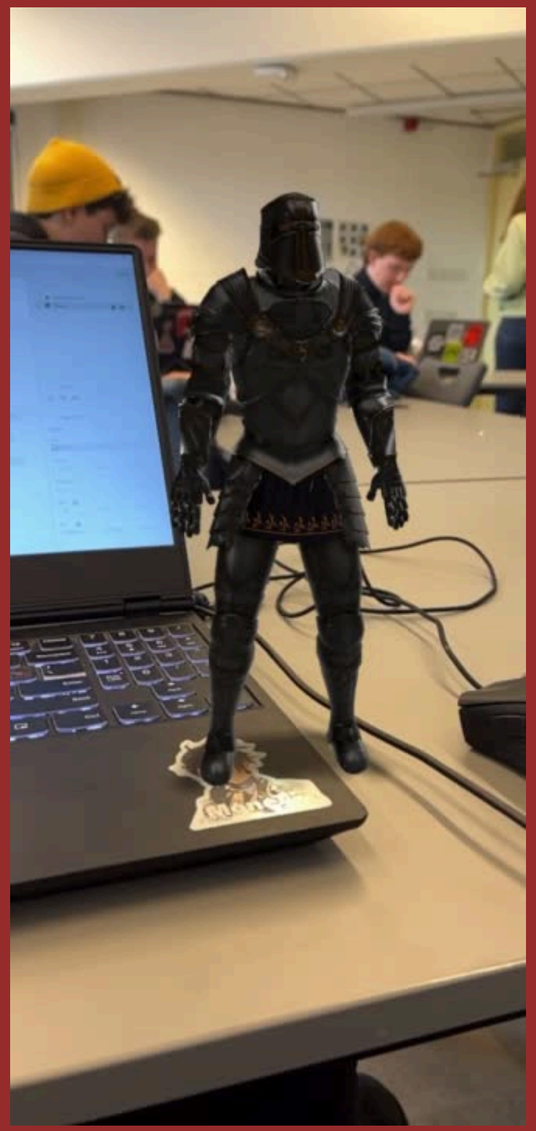
Different materials, modifiers and so on

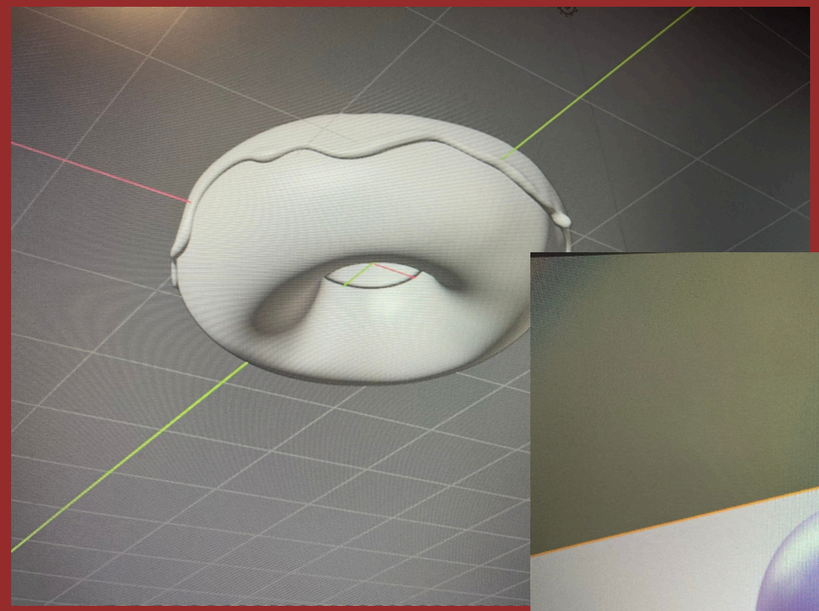


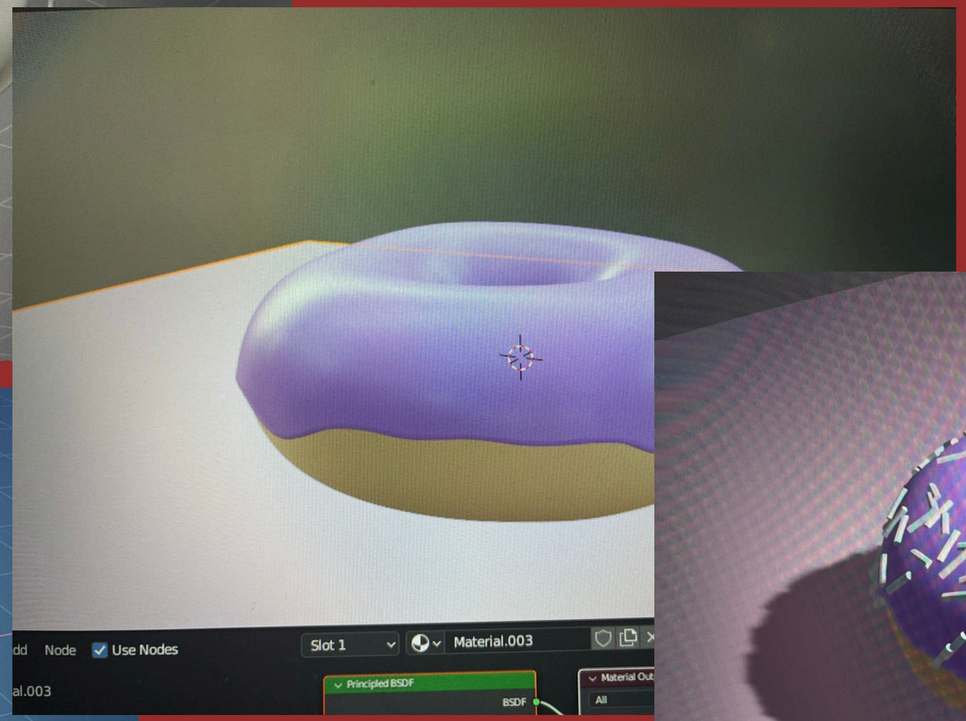


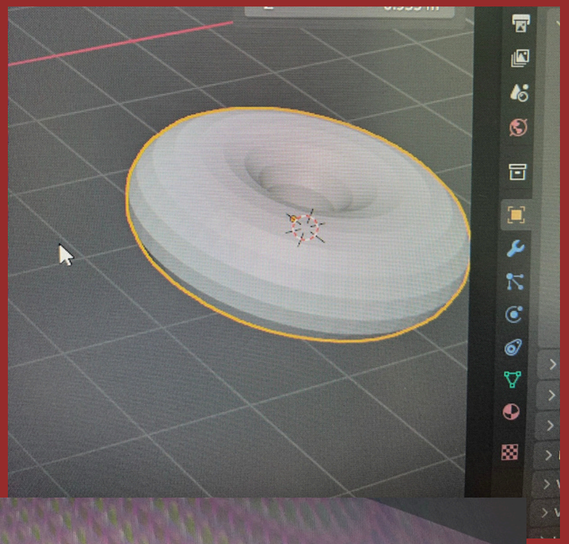
More experimenting

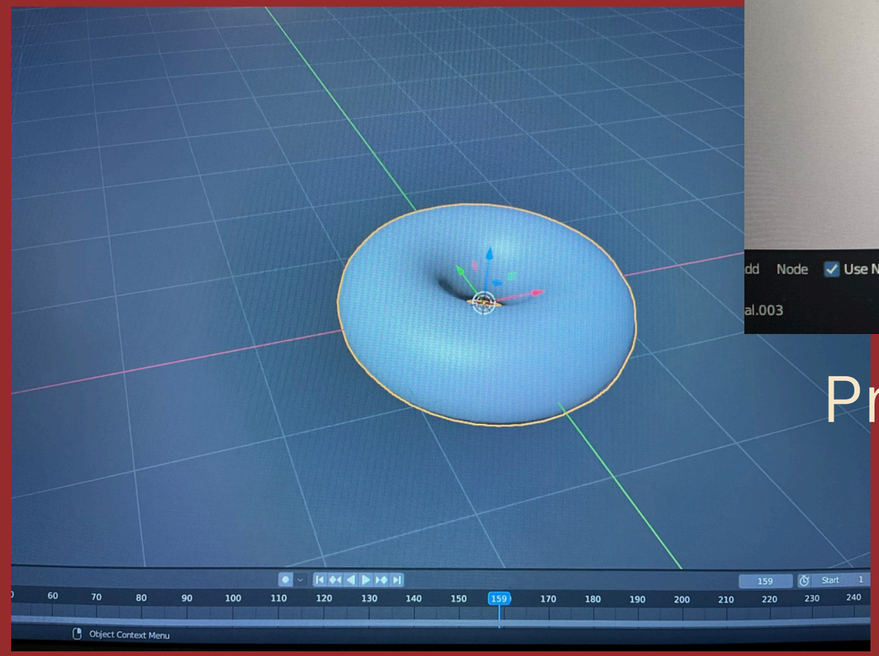
Aero Trial



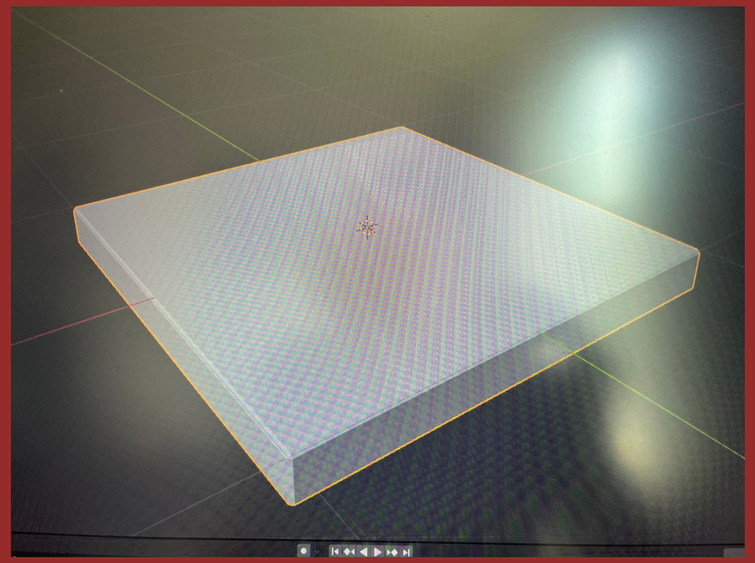


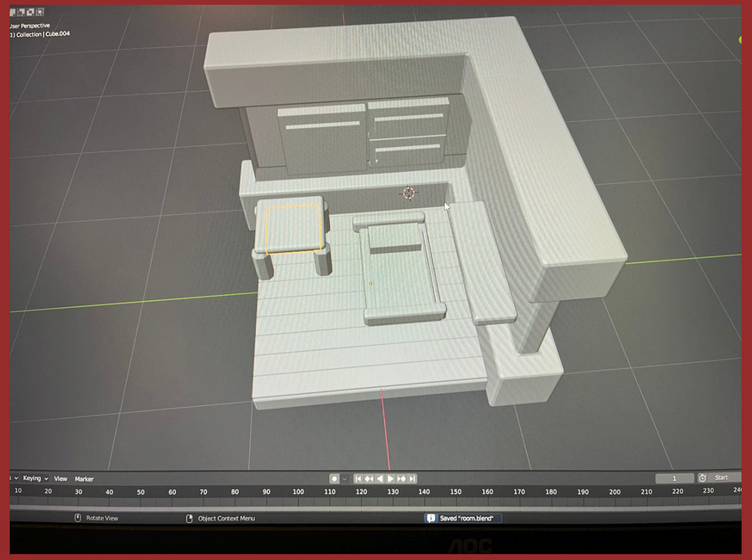


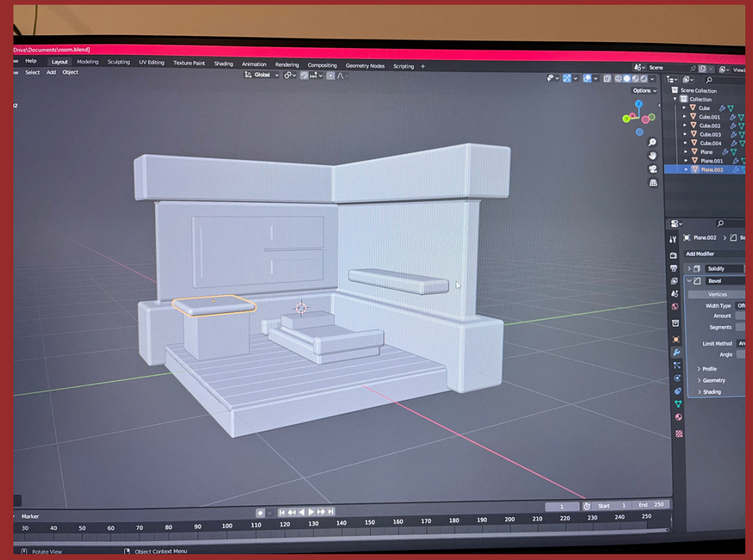


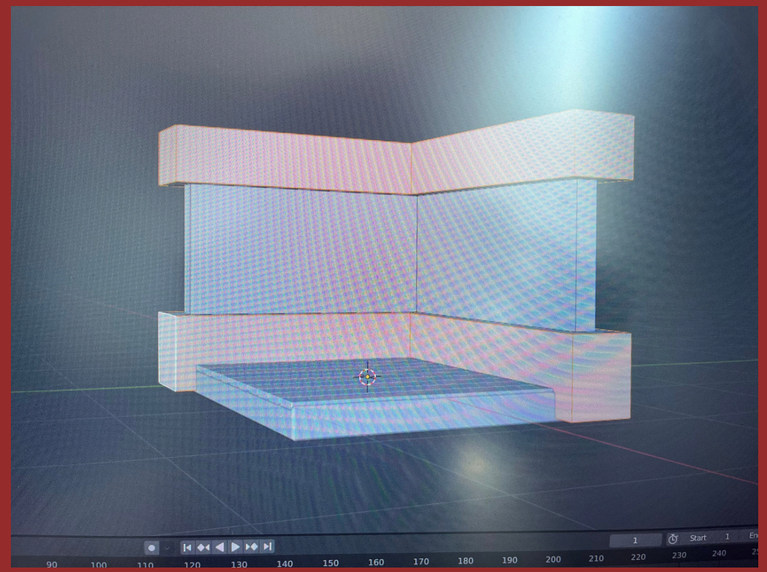


Progress on the first object



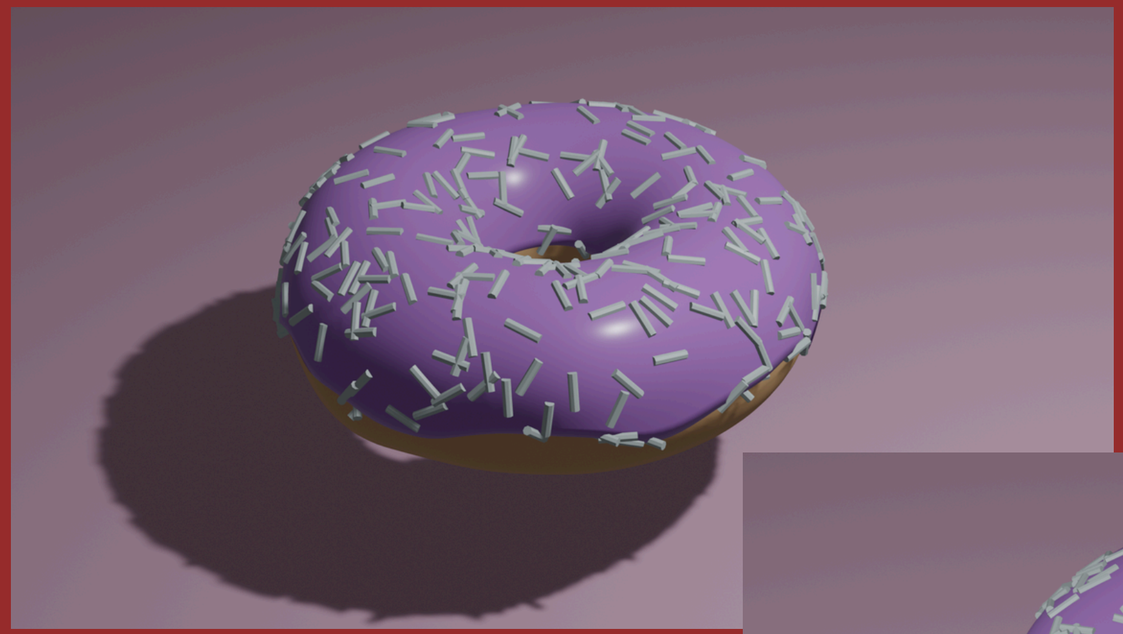


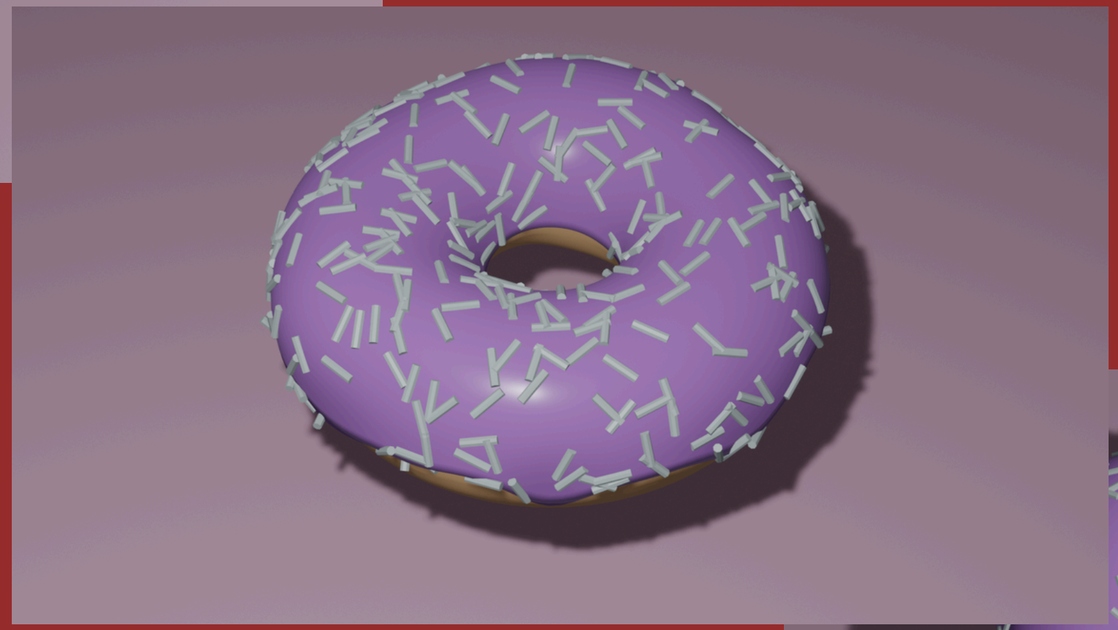




Progress on the second object - Room

Renders of the first project - Donut





Renders of the second project - Room

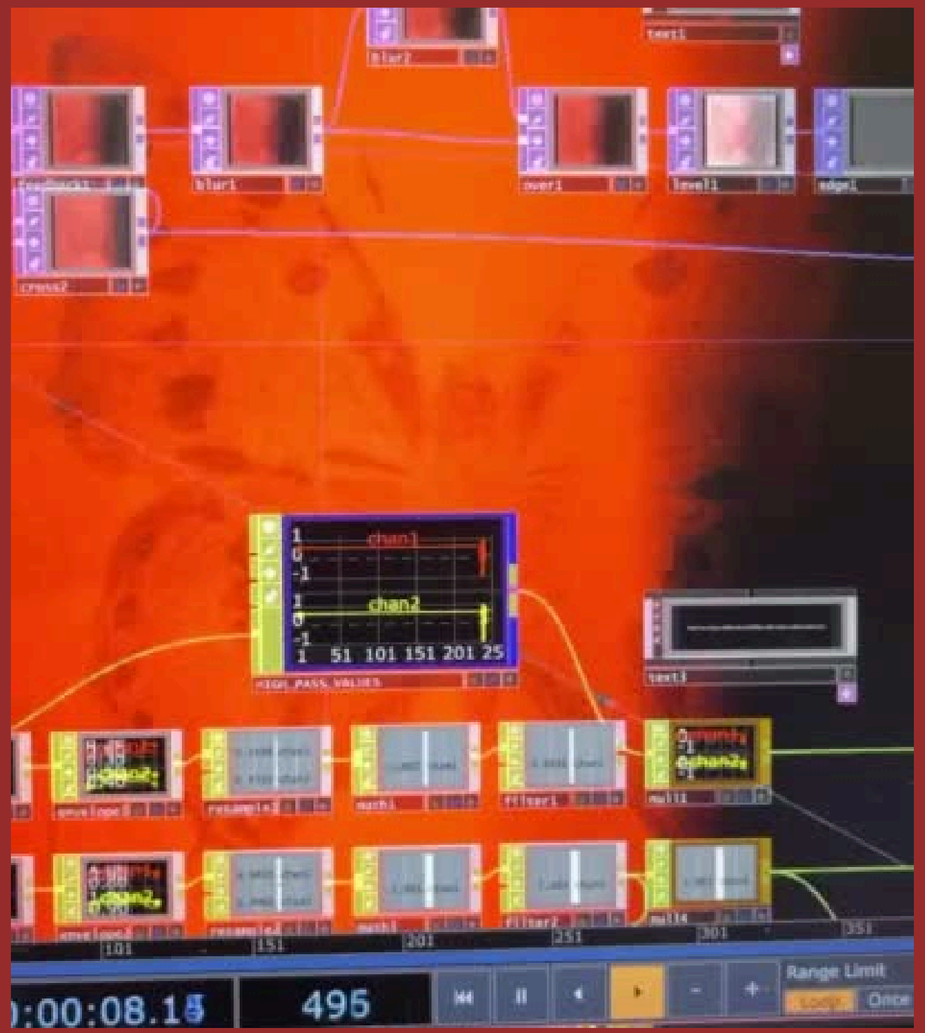
3D AND VR

AERO

This is the Aero project combining all of the main assignments and things we learnt during the DAT minor.

Scan to view on mobile devices.

REAL 3D



TouchDesigner project I worked on

A LOT OF DIFFERENT THINGS

For this specific set of classes with Davey I have to say that a lot of things we did not stick with me as almost every next class had a different subject. We learnt about TouchDesigner, A headband that is able to read different metrics of humans, Blender, 3D printers and Laser Cutters as well as a lot of other things. Also a few classes were missing.

REAL 3D

AN INTERESTING EXPERIMENT

We used this headband that senses change in human bodies and did different experiments to see how metrics change - in this example - playing different types of music. We also left Jildou alone in a room, in a dark box etc while monitoring the senses. While the technology seems to be a bit underdeveloped it was still very fun.

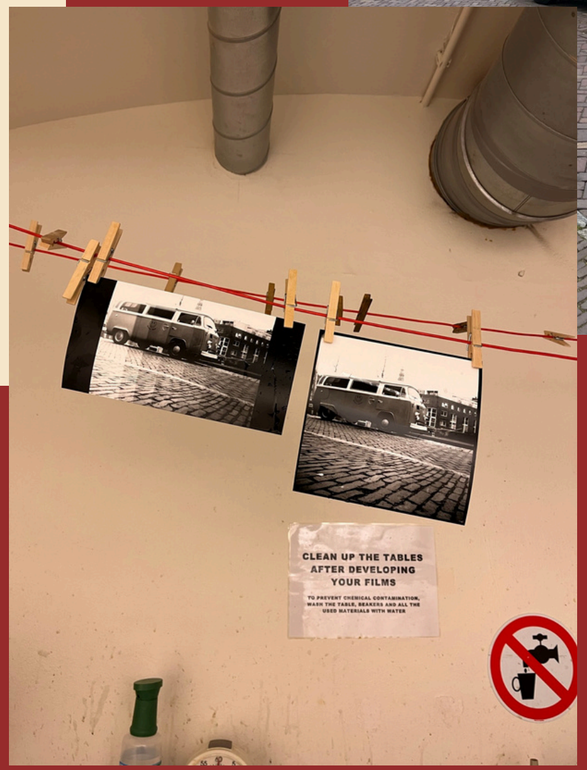
GENERAL FEEDBACK

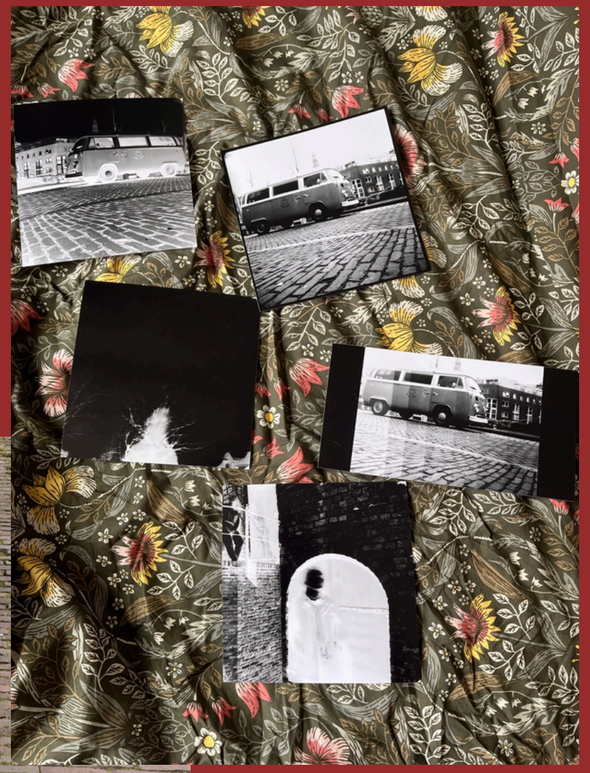
As I mentioned in the video - I would never take philosophy/theory class on my own and because it was surprisingly added in the DAT minor I actually learnt to appreciate it and found some questions very good and stimulating for the mind - as well as being in a class full of people with different perspectives on the topics was great addition. (Assignments are included in my folder)

PHOTOGRAPHY

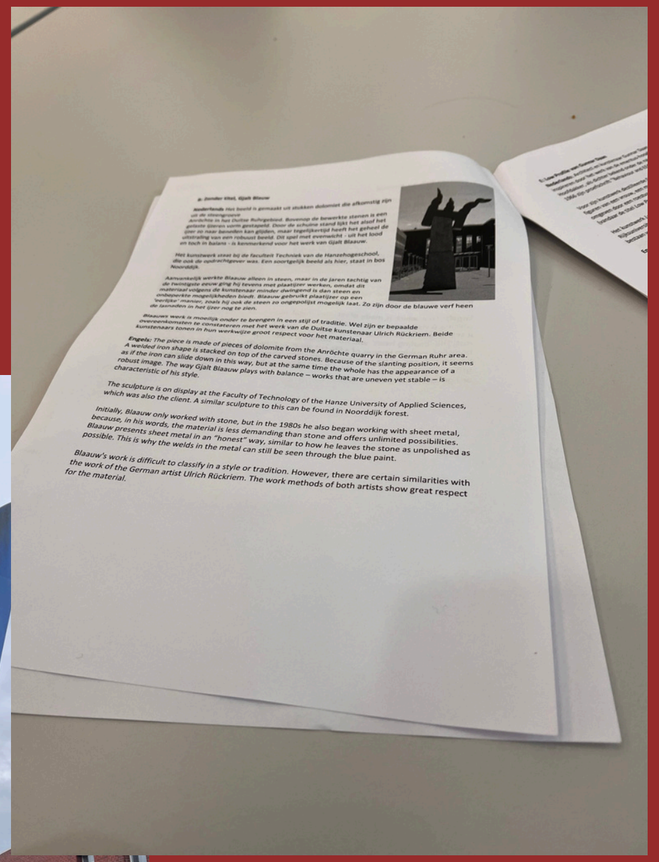
UNDERRATED CLASS

Photography is one of the classes I enjoyed the most - while being familiar with cameras - I had an opportunity to develop a photo and take one with a very primitive box camera.





CRY FOR HELP

ANOTHER PROJECT

We were also invited by other Hanze students to help them improve the state of art at Hanze main building - sadly we did not end up helping as administration of school seems to not care at all and therefore no matter what we do it won't be appreciated.