

DIVA 300

Final Report

John DeVeaux
December 1st, 2009

**IDS Motion
Capture Studio
+
CODElab**

Did you have a transformative experience over the internship? How you may have changed since starting the internship?

MoCap - "John has grasped the principles of motion capture quite well. He has already exhibited thoughts of how to use the technology in areas outside the norm." The paradigm shift for me in working with Rick in the school's motion capture lab was seeing the ways in which the technology can be applied to multiple products, company and individual requirements. From biofeedback, to ergonomics, the applications for MoCap are endless.

CODElab - I and the CODELab artists mutually admitting errors were made and working to rebuild our collective relationship together.

How you may use the skills that you've learned in the future?

MoCap - I am presently building my own company to provide ongoing project management consultation with some key friends of mine; Paul Cordick who was a Producer/Project Manager at both Mainframe Entertainment and Electronic Arts along with Kirk Hutton, who just completed his MBA. Both of them will be assisting me in developing our business plan, scope/vision of the company and identify key clients and competition - having my own company will allow me the freedom to create and develop the projects that I truly want to work on.

CODElab - Learning how to setup and edit a Wiki page will greatly help me in the near future as one of my company's first clients requires a wiki page to be setup and content input and maintained.

Do you have goals for continuing with the internship? Was there an on-going relationship that was developed or a network of contacts that will benefit your practice?

MoCap - Not directly with Rick in the MoCap lab, but he asked that I keep him in the loop as to the progress that the company makes moving forward.

CODElab - I will be doing some additional research for the CODELab artists later on this week for the project Wiki page and will be meeting with Simon later on in order to finalize what he needs me to look up. On a long term basis, I am not sure if I will be working with them down the road, but if our paths cross in the future, I would be open to talking with them to see if there are areas in which we can join forces.

Comment on the working relationship with the organization, working in a collaborative environment, the organization's flexibility and communication about the projects.

MoCap - Not really applicable here as Rick and I were 1 on 1 all of the time and did not have a major project that needed to be worked on or completed by the end of the internship. That being said, I had a very good working relationship with him and would definitely work with him again in the future.

CODElab - There were a few bumps along the road in my internship with CODELab but at the end of the day, we were able to move forward based on mutual respect for one another and a common interest in putting forward a kick-ass art piece.

DIVA 300

Final Report

John DeVeaux
December 1st, 2009

*IDS Motion
Capture Studio*
+
CODElab

How your expectations of the internship changed over time? (what you ended up actually doing vs. what was initially proposed.)

MoCap - The complexities of the software itself are so immense that constant trouble shooting and tech support was required. In those instances where Rick was madly working away to try and solve the problem, rather than pester him with questions, in some instances it was better to just stand back, shut up and let him work the problem.

CODElab - Do to some miscommunications, the only concrete item that I have produced so far for CODELab was the Wiki page that I briefly showed during the mid-term assessment: http://codelab.blprnt.com/wiki/index.php/Information_on_the_Olympic_Games

Mention the tasks and accomplishments that occurred after the midterm presentation

MoCap - Working with Rick this week to ascertain whether data could be captured without the black rubber mats being laid out in the studio. By moving the mats off of the floor and dialing up the threshold of the cameras, we were able to prove that while possible, the square footage of area that is seen by the cameras is greatly diminished which would result in limiting the movement of the actors within the space.

Since the infrared cameras are very light sensitive, a potential project coming down the pipeline was looking to see if they could do mocap without the mats, as they are cumbersome to move and stack and also emit a fairly potent smell each time they are moved. The studio needs to be aired out as a result which means more time is lost

CODElab - still to be determined...