cpsc 543 Lab 1: Puppetry and Movement

Some ways to move:

grow, explode, shrink, scale, rotate, pulse, flick, rest, disappear, clutch, release, hold, capture, pin, prompt, confirm, repeat, stable, glide, slide, stop, hit, kick, cancel, ease in/out, ramp, augment, increase, decrease, agitate, shake, twist, transform, bounce, cycle, follow, guide, grab, screw, implode, circulate, constrain, channel, force, lead, invite, smooth, hard, harsh, solid, soft, compliant, bounce, spring, break, stop, collide, permute, accelerate, react

Learning Goals:

- Familiarize yourself with and begin to use the sketching resources in cs543 lab (x360)
- Describe a sketching goal, in relation with Moussette's 'levels of sketching' taxonomy
- Generate and attempt multiple approaches to realizing the sketching goal
- Share/discuss your efforts with class
- Learn to document your sketches (one important role is their ability to communicate)
- Reflect on your efforts in blog: goals, approach, worked, didn't, what to try next.

The Assignment:

- Make 3 hardware sketches that **MOVE 1, 10 and 100 mm.**
- No electronics.
- Human actuation.
- Be inspired by
    the "junk" box(es) in the lab
    the class Meccano set
    your desk, kitchen, ??
    your nephew's toy bin
    wandering the aisles of the local hardware / dollar store …
- Aim to spend **3 hours** on prototyping work

Deliverable:

- Document your work on your personal blog or website – post on lab twiki page
- State your partner, if any (on blog post)
- Use any combination of:
  - photos
  - drawings from your [paper] sketchbook - *scanned, photographed or whatever works*
  - videos, narrated if helpful. Informally shot from smartphone is fine. Please try to stabilize to make more viewable. *A smartphone-adaptable desktop tripod is available.*
  - Words; anything else?
- **Post on lab twiki page:** https://www.cs.ubc.ca/wiki/do/view/CS543/Labs
  NOTE: you need edit permission on twiki page to do this. Make sure your twikiname has been registered and shared with instructor in advance of deadline!

Documentation:

- **Aim for:** an informal "collage" of words, video and images that tell your story – the idea you were exploring, what you learned, what you liked most /least about where you got to.
- **Collect** the media as you go
- **Videos: <u>upper limit of 30s on individual video segments</u>** (keep it sketchy!)
- **Effort:** Spend no more than 30-60 min building the documentation (once your blog is established, you've figured out how to use it, and you've collected your media)
- Blog **platforms** used in past: blogspot.ca, wordpress.com, tumblr.com, or your personal website.
  Key properties: you must be able to
  - provide a link to a specific blog post, which remains valid after later blog posts are added.
  - Post videos, text and pictures in a way that enables a storytelling that's natural for you
  - Meet your own personal/privacy concerns with respect to non-Canadian servers.

Marking and Sharing:

- Labs will be marked pass/fail (projects will be marked more critically)
  See mark sheet that will be used, below.
- Can do alone or in pairs.
  *Either way, document on your own, and the mark will be based on your **personal** blog page.*
- Your blog will be shared with class
  Posted on course twiki, which is obscure but not password-protected

Resources:

- 543 haptic sketching resources: https://www.cs.ubc.ca/wiki/do/view/CS543/WebHome
- Slides for the class associated with Lab 1 – from course Dashboard
- Images/ideas from the first UBC/SPIN Haptic Sketching workshop w/ Camille Moussette

Lab 1 Mark Sheet (for use by instructor)

Name: _____

Partner (N/A if none): _____

Term: 2018/19 W1

Three human-actuated hardware sketches:

☐ (20%) move 1 mm

☐ (20%) move 10 mm

☐ (20%) move 100 mm

☐ (20%) Reflect on movement achieved

☐ (20%) Documentation adequate (visual and words)

☐ Multiplier applied for late hand-ins, as described on course homepage.

OVERALL MARK:

☐ **Great (100%)**   Entirely satisfied and exceptionally well done
☐ **Good (85%)**   Entirely satisfied and well done
☐ **Fair (70%)**   Largely satisfied, few major issues
☐ **Poor (54%)**   Some worthwhile, comprehensible effort, with substantial issues
☐ **Zero (0%)**   Little to no real comprehensible effort; not handed in or otherwise unacceptable