

# **Sensuality and Everyday Tasks**

# Gestures

+Using gestures and motions that would be seen in everyday life. A go to move, or a posture that people use to cope.

+Thinking of movement that people use when it comes to how they feel that day or at that exact moment;

+Movement that serves as a way to aid yourself and other people.

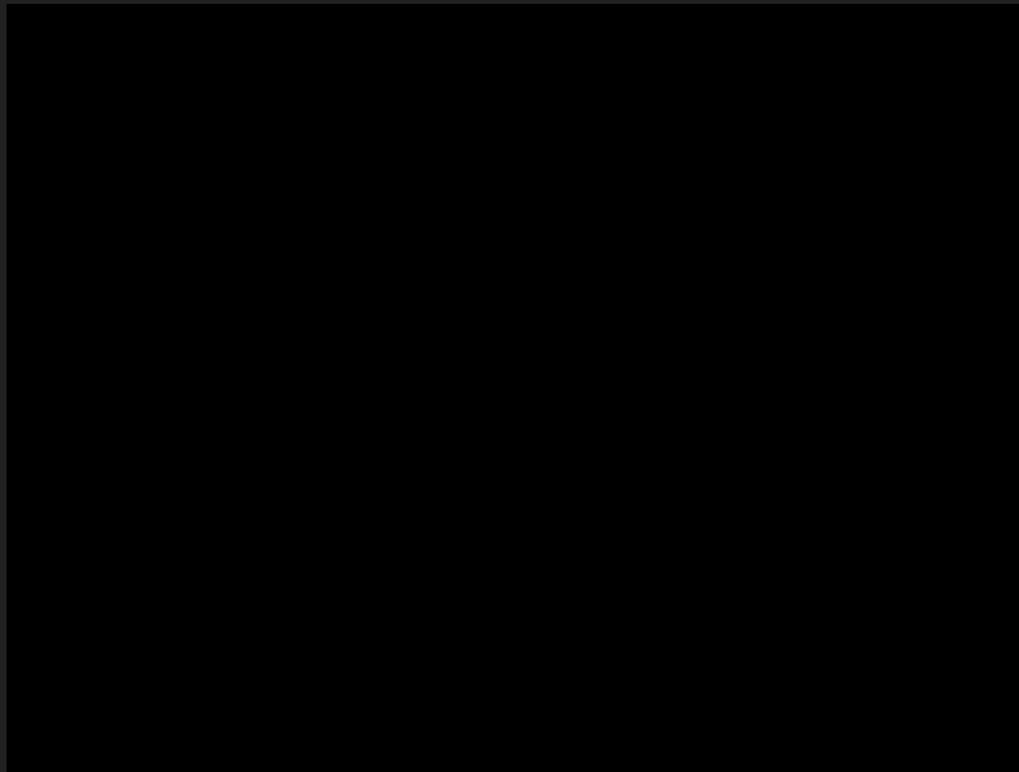
+Blending the lines between hard and soft; finding a happy medium of what it means to dance to feel human throughout my movement.

# Movement

Using the gestures as a starting point--to create more movement that feels natural within the unnatural

Simple and delicate

Shadows



What speaks to me

Lighting

# Ideas

Lights moving with, before or after dancer

- tracking the dancer

- sharp lines, but also waves

Minimalistic

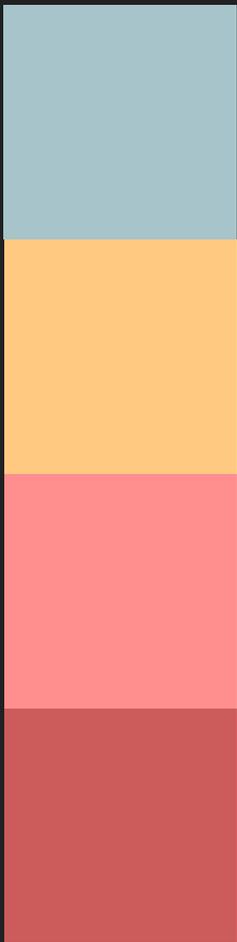
- audience should focus on the dancer

Cut and Wash

- Visuals wash, lights cut

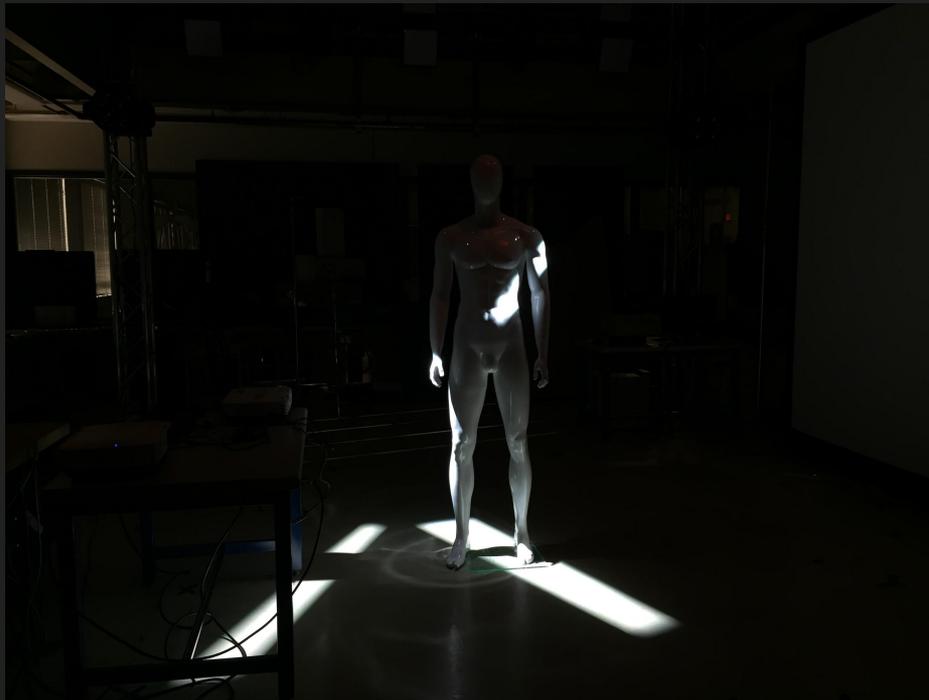


- Line
- Shape
- Space
  
- Balance
- Emphasis









Visuals +  
Programming



## Styles + Textures

- Dawn / Dusk
- Defined Billows
- Contrast the Haze
- Reminiscent of night





Styles + Textures  
- Fluid, painterly



# World



- + Creating 3D environment with the stage
- + Experimenting with projecting on two services at the same time.
- + Visual textures will be moved within that the 3D space of stage

# Gear



- + **Possibilities**
  - + Wearable Motion Sensors
  - + Motion Sensor Cameras
- + **UI**
  - + Mix of using the computer monitor & midi keyboard
- + **Projectors**
  - + Placement will affect how we design the visuals
- + **New Skills**
  - + Research 3D programs to model the visuals

# Linguistics

## Questions to Answer

- How will haze affect the projections
  - Especially since we want smoke projections
- If we cut the lights to play with silhouettes, will projection light be strong enough to create the silhouettes?
- How will we build a 3D space and track the dancers?
- Mixing sensors with dancers?

## Team Details

- Setting at least bi-weekly meetings
  - Programmers more often
- Drafting the show to be on the same page
  - New ideas are vetted through the whole team
- Keeping each other updated

## Next Step:

Meet as a Team & Create Project Timeline