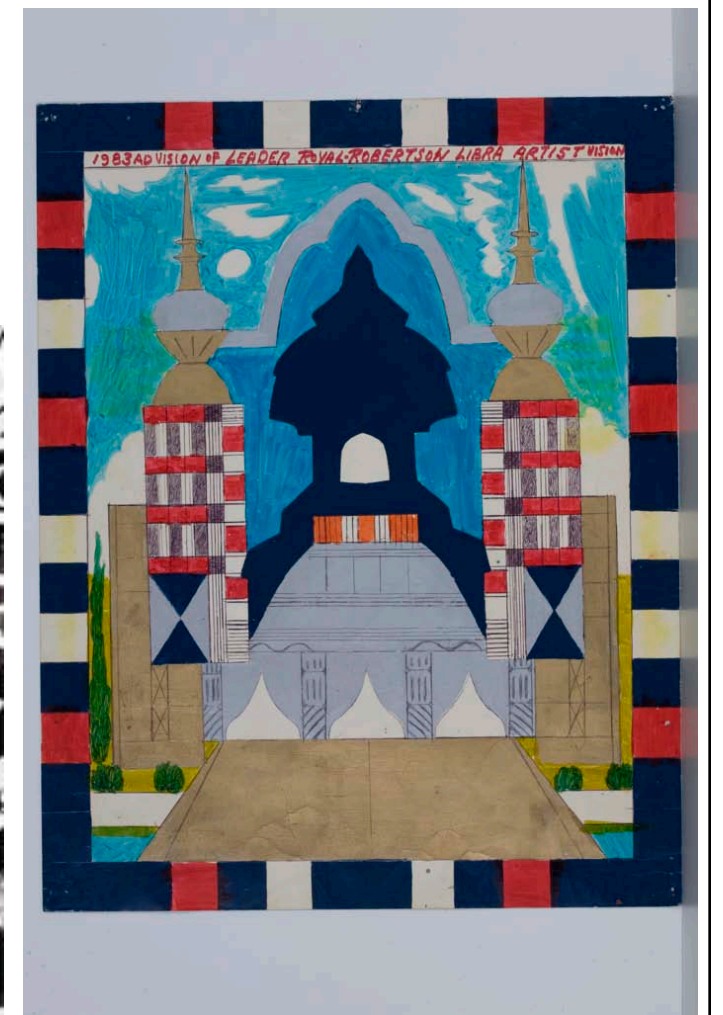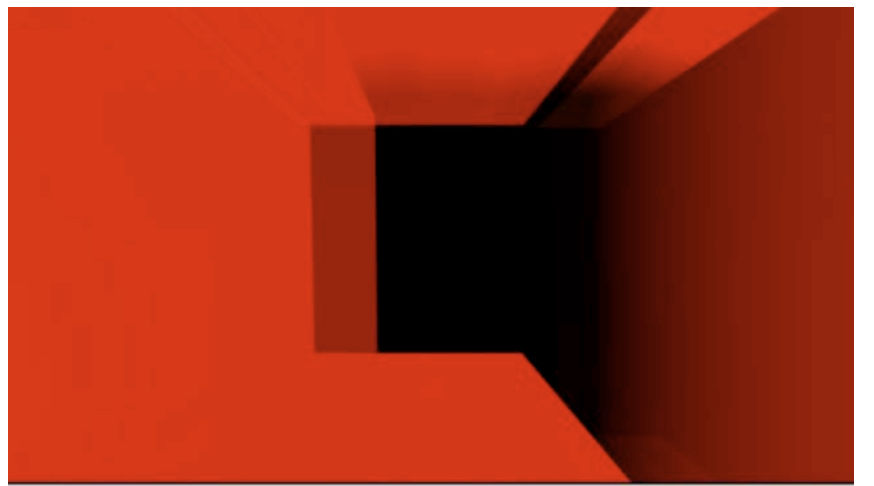| SONG	DEBORAH 2D ANIMATION/FOOTAGE	ANTON PROCEDURAL/REAL-TIME	BRIAN UNITY PROGRAMMING	GREG 2D/3D ANIMATION/UNITY	REFERENCE
Futile Devices Concept: We start with footage, then leave reality, gradually shifting into another dimension.	Trampoline/Zero-gravity footage, edited, treated, and keyed with Alpha Channel Rotoscoping?	2D/3D shapes generator.	Break footage down into polygons based on color / luma using Unity.		http://www.vimeo.com/ 13985650 http://www.vimeo.com/ 13005035 http://www.vimeo.com/ 13985650

Very rough treatment example.

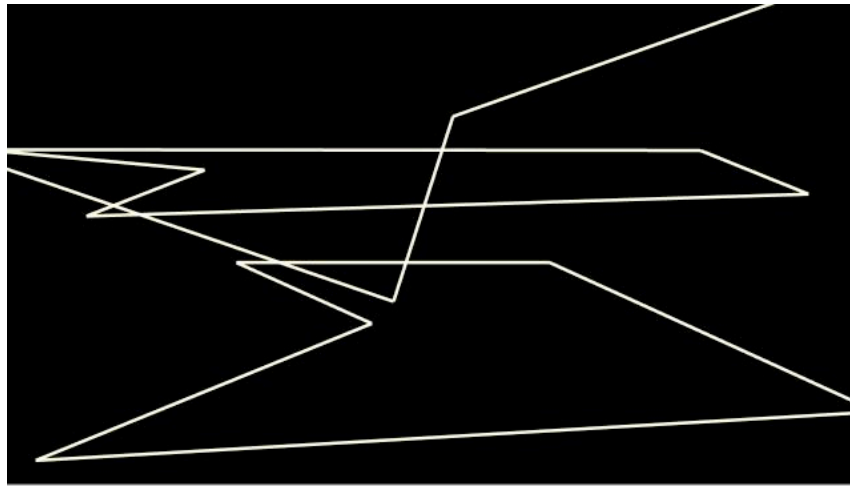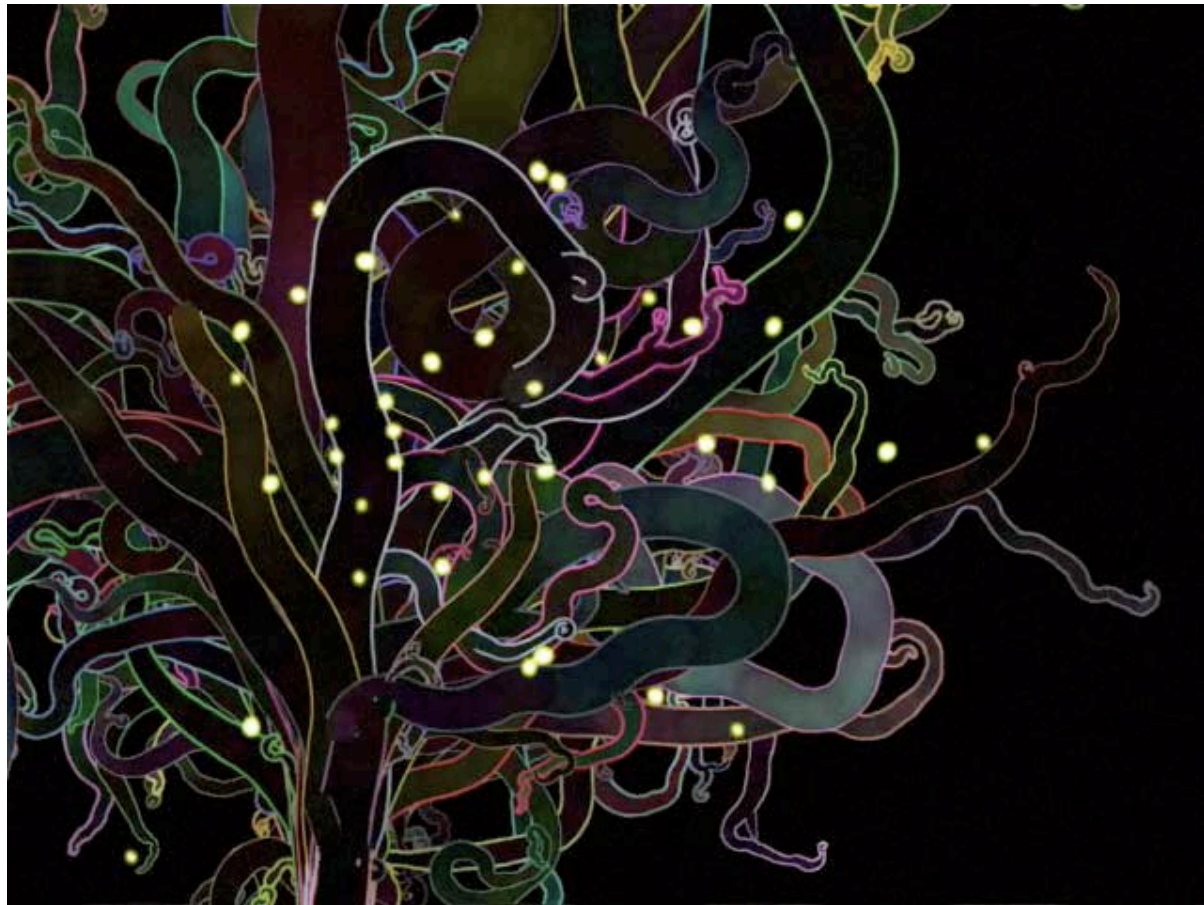| SONG	DEBORAH 2D ANIMATION/FOOTAGE	ANTON PROCEDURAL/REAL-TIME	BRIAN UNITY PROGRAMMING	GREG 2D/3D ANIMATION/UNITY	REFERENCE
Too Much Concept: NIN show, but with contrasting elements: brighter, more playful, chaotic.	2D/3D line pattern animations. Multiple 'screens' of line-based patterns, drawings, shapes. Structural; noisy, frustrated minimalism. Layered shards of colors. Adjust colors to be primary and playful. Footage: Ambient, textural. Milk in water, oils, glitter, bokeh, jellyfish tentacles, shit like that.	Procedural vortex animation. "Draw" vortex / oscilloscope like shapes and patterns in real-time Ability to manipulate overall shape, scale, line size, color, position, rotation, and velocity, manually or through audio input.	Jellyfish comets! 'Comet-like' shapes/objects "tearing" through structures. Emphasis on variation in velocity: acceleration/deceleration. Band should look like they are falling or rising, or riding a comet streak. Should be a bit destructive. "Comets" should be not be typical · see: Jellyfish, or fucked up polyhedra. Should be playful and kind of gross · like, the models should kind of fall apart I think · be kind of rough and breaking. Should on occasion leave a shit load of trails (maybe Turbulent Displace, etcetera). CAMERA: "Rollercoaster" movement / feedback. Comet POV.		See: http://www.vimeo.com/2811465

SONG	DEBORAH 2D ANIMATION/FOOTAGE	ANTON PROCEDURAL/REAL-TIME	BRIAN UNITY PROGRAMMING	GREG 2D/3D ANIMATION/UNITY	REFERENCE
Age of Adz Concept: Multi-layered, animated, 40s propaganda posters as if re-imagined by Royal Robertson. "Eternal Living"	Animation of "posters" using After Effects and Director using RR compositions and graphic elements. Generative stars/ planes/rays. Evolving frames (see frame test). Footage: Glitter, sand; textural.		Alternate compositing technique using Unity models textured by movies with alpha channels. Camera moves through models on a loop.	Animation of "posters" using After Effects and Director using RR compositions and graphic elements. (see hi-res images in Drop Box)	http://www.vimeo.com/9506884 http://www.vimeo.com/10059901

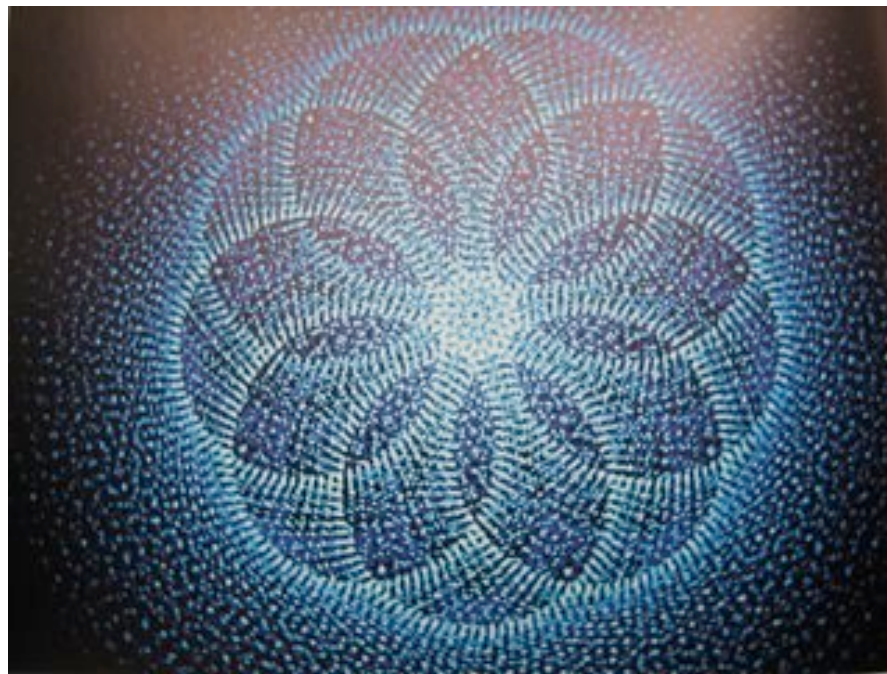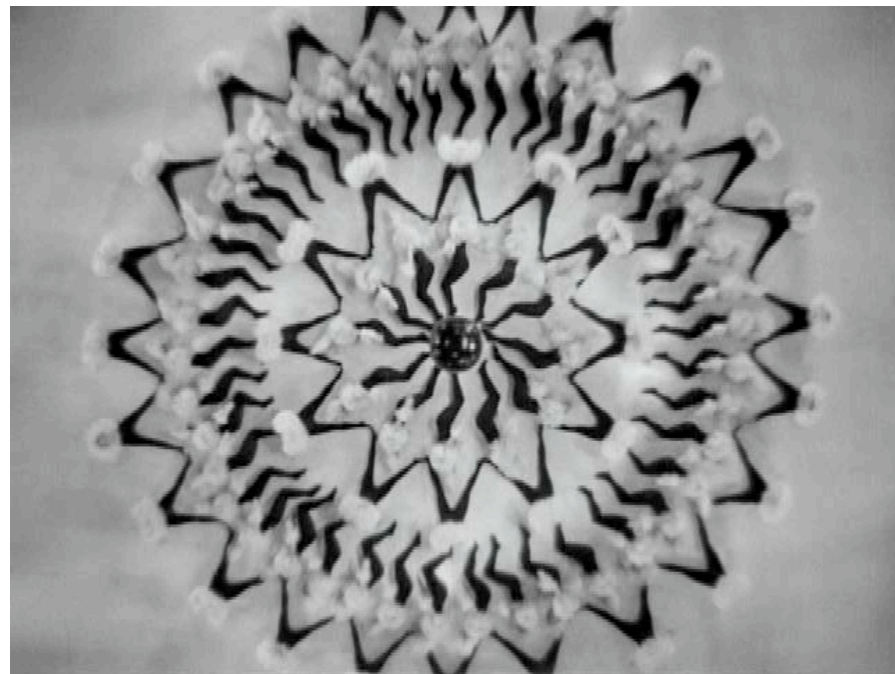| SONG	DEBORAH 2D ANIMATION/FOOTAGE	ANTON PROCEDURAL/REAL-TIME	BRIAN UNITY PROGRAMMING	GREG 2D/3D ANIMATION/UNITY	REFERENCE
I Walked Concept: Taking a stroll in the 4th dimension, as designed by Royal.	RR designed structures/ landscapes composited and animated in Jitter, Director, and/or After Effects. "Buildings" bounce like an equalizer, scrolling / passing along the x-y-z axis. Walking line renders, color fields, etcetera. Footage: Ambient, textural. Bokeh, Handmade set - hanging cut out planets, Magic Rocks timelapse, etcetera.	Panorama style landscapes where RR style structures bounce like equalizers (see: IWalked_buildingsbounce_ ROUGHexample.m4v) *If not possible, will pre-bake* Bokeh?	Alternate compositing technique using Unity models textured by movies with alpha channels. Camera moves through models on a loop.	RR designed structures/ landscapes composited and animated in Unity, and/or After Effects.	

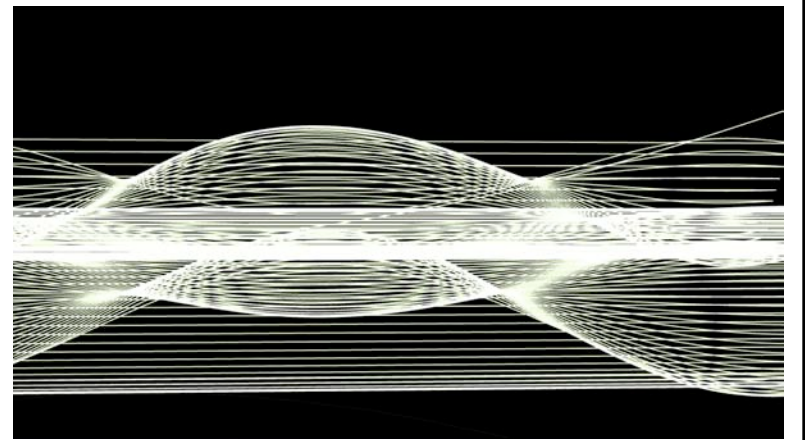| SONG	DEBORAH 2D ANIMATION/FOOTAGE	ANTON PROCEDURAL/REAL-TIME	BRIAN UNITY PROGRAMMING	GREG 2D/3D ANIMATION/UNITY	REFERENCE
Now That I'm Older Concept: Super ethereal but noisy, ghost-like, insane, vibrant colors.	Generative tree.				

http://www.vimeo.com/10043315

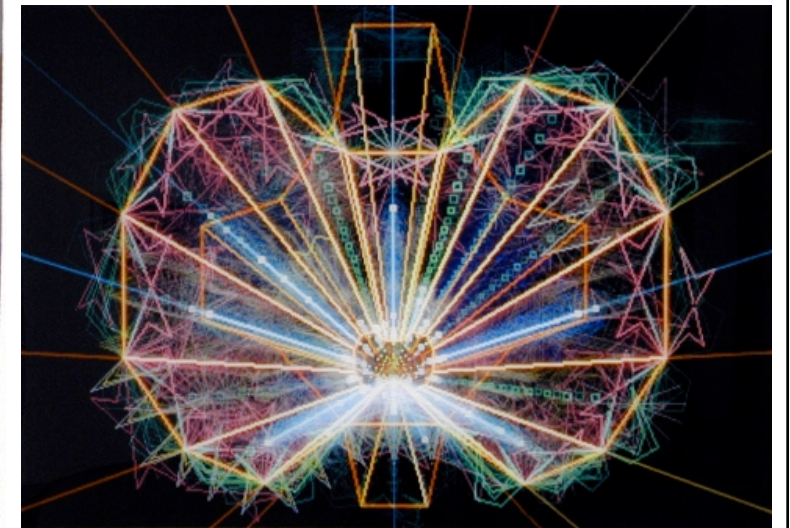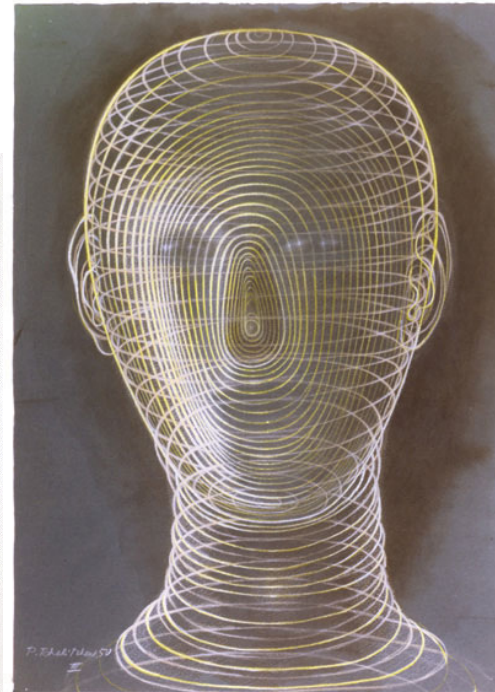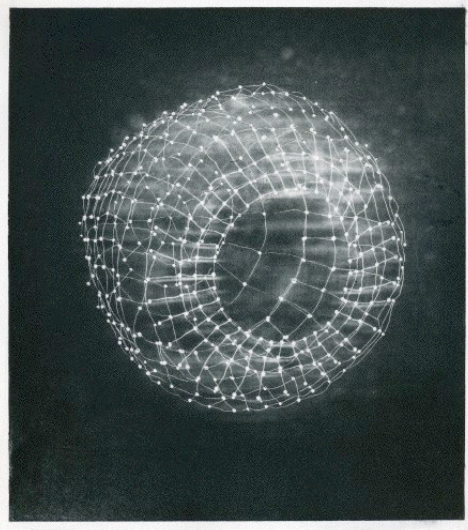| SONG	DEBORAH 2D ANIMATION/FOOTAGE	ANTON PROCEDURAL/REAL-TIME	BRIAN UNITY PROGRAMMING	GREG 2D/3D ANIMATION/UNITY	REFERENCE
Get Real Get Right Concept: Royal Robertson meets Busby Berkley	Busby Berkley formations with Royal Robertson elements made in Director. All elements eventually converge into a central, circular mass. Visual transitions into a series of eclipses with generative abstracted 'flares' ->	Generative or procedural magic marker looking "flares" with control over line-quality, width, color, amount. Circular, contained treatment with variation from geometric to free-flowing and chaotic.		Central eclipse form animated in 2D/3D, or both. Possible RR influence. Alternate Busby Berkley formations with Royal Robertson elements made in Unity or Lightwave.	

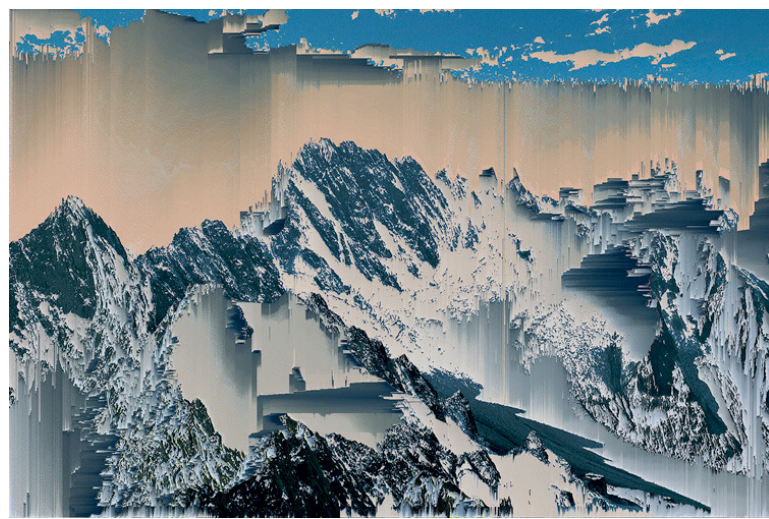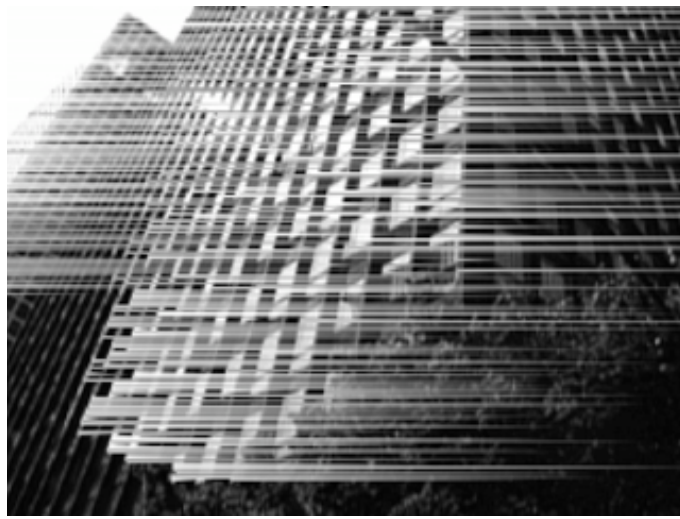| SONG	DEBORAH 2D ANIMATION/FOOTAGE	ANTON PROCEDURAL/REAL-TIME	BRIAN UNITY PROGRAMMING	GREG 2D/3D ANIMATION/UNITY	REFERENCE
Vesuvius Concept: Vision Quest	Animated Star drawings generated using Director. Good trans from/to 7 swans? Hanging cut out planets. 2D animation of landscapes in a 3D space. ETC synth stuff?	"Water/Fire" Rutt/BFG type generator.* Ability to change amount, color, position, direction, shape and line quality. 2D/3D shapes generator. *Can pre-bake if need be.	Alternate compositing technique using Unity models/shapes textured with movies or images with alpha channels. Camera POV goodness.	3D animation of polygonal landscape using RR or purely geometric elements. Transforms into multiple configurations of the landscape, like Tangrams.	

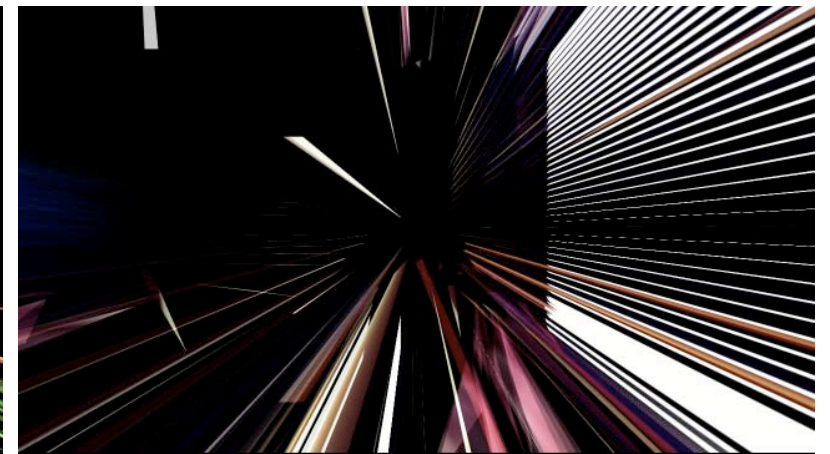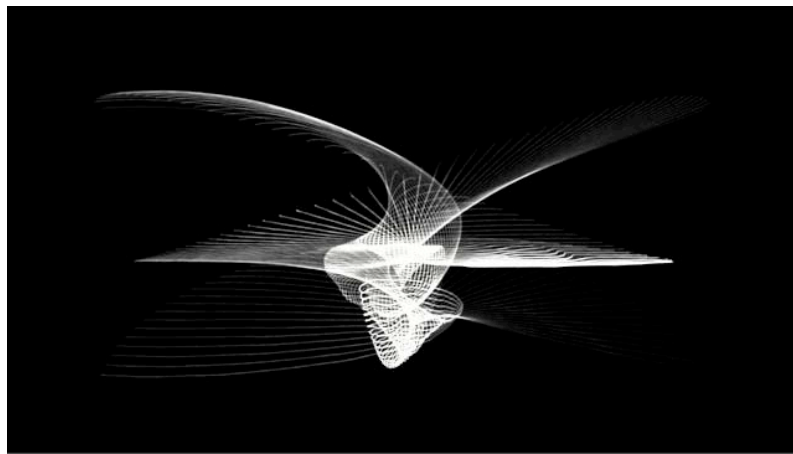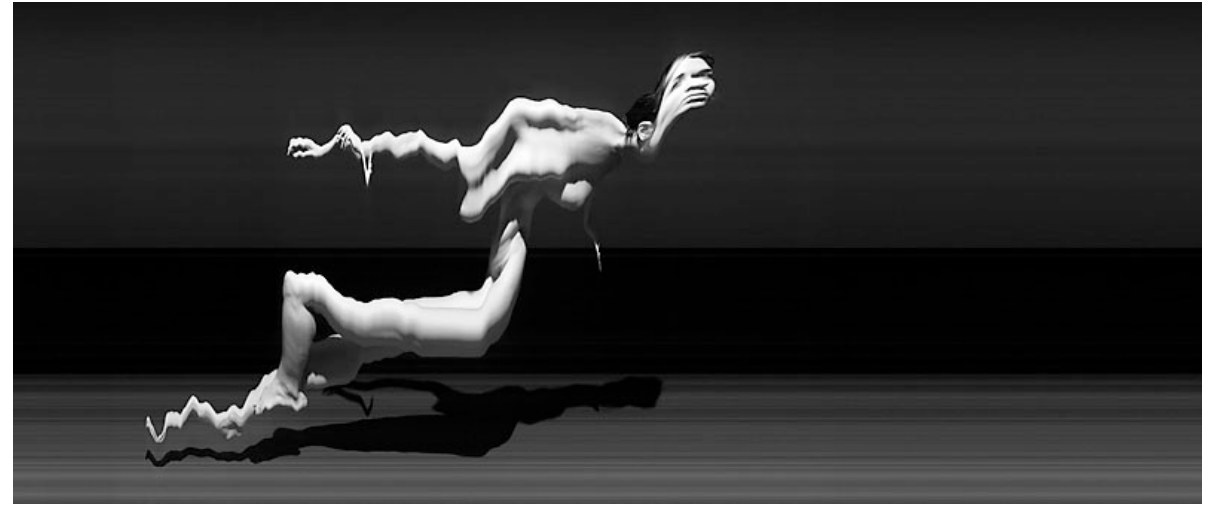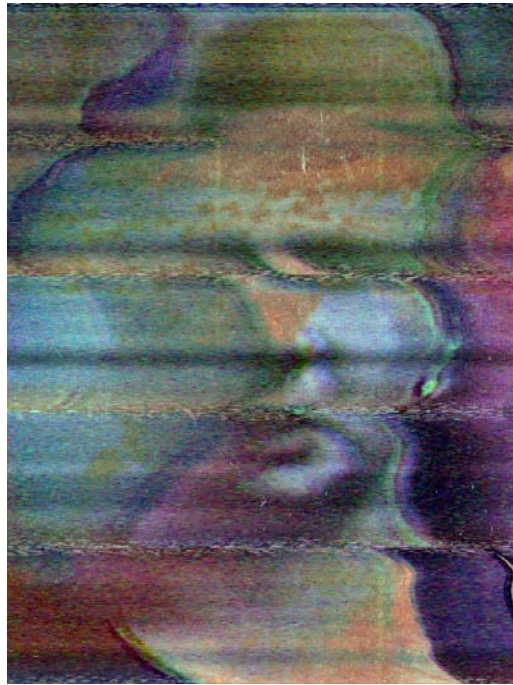| SONG	DEBORAH 2D ANIMATION/FOOTAGE	ANTON PROCEDURAL/REAL-TIME	BRIAN UNITY PROGRAMMING	GREG 2D/3D ANIMATION/UNITY	REFERENCE
I Want To Be Well Concept: At odds with oneself in one's own environment.	Acidic colored, fast-paced Google image animation. Acidic colored, microscopic views of skin, fingerprints, surfaces (Eyeclops). Treated string figure footage.		Fragile figures made from color changing EL Wire. Created from a vortex (3D model-bound particle systems)? "Body parts" build/weave, but a 'figure' is never complete (like ribbon skeleton, B). Should be crude, but elegant. Towards end of the song, threads shake with degrees of variation - violent at times - pulling the figure apart completely into disconnected strands. Supplemental / secondary shapes, strings etc may surround primary action, giving the space "it" exists in a lot of dimension.		http://www.vimeo.com/5382922 http://www.vimeo.com/7507471

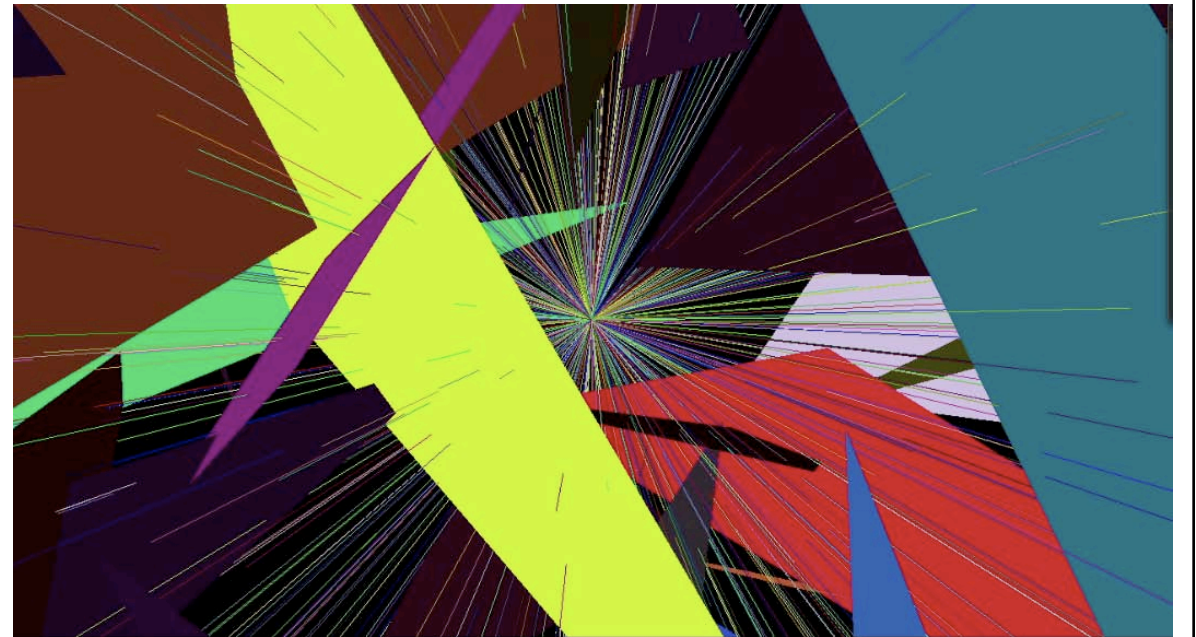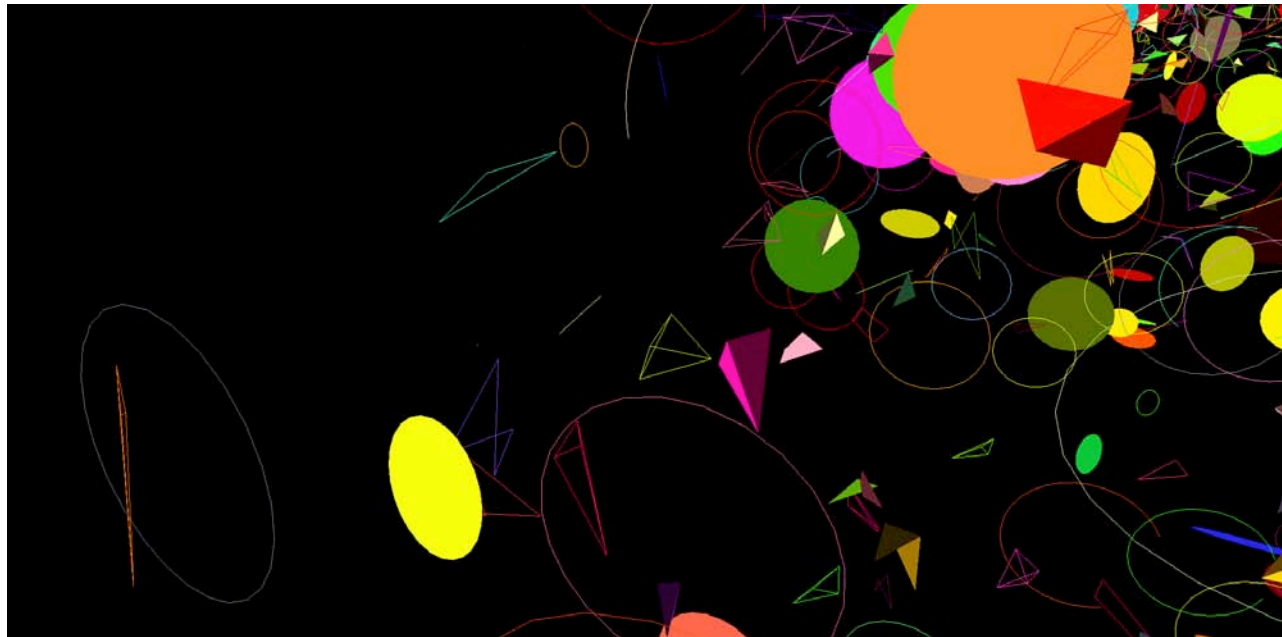| SONG	DEBORAH 2D ANIMATION/FOOTAGE	ANTON PROCEDURAL/REAL-TIME	BRIAN UNITY PROGRAMMING	GREG 2D/3D ANIMATION/UNITY	REFERENCE
Impossible Soul (5 Sections)					
Impossible Soul	Crystals? Other source footage.	Pixel Smearin' Localized (select range/region based on chroma or luma) Adjustable Tolerance (a little to a lot, based on manual control or audio input) Ability to "freeze", so that the smear continues while the image is frozen, smearing it completely and finally to black.		Variety of crystal growth simulations and models using particle systems in Unity.	

| SONG	DEBORAH 2D ANIMATION/FOOTAGE	ANTON PROCEDURAL/REAL-TIME	BRIAN UNITY PROGRAMMING	GREG 2D/3D ANIMATION/UNITY	REFERENCE
Don't Be Distracted	Stargate-like animations generated in Jitter/Director.	Procedural vortex or "flare" (see Get Real Get Right) animation. "Draw" the emanation in real-time Ability to manipulate overall shape, scale, line size, color, position, rotation, and velocity, manually or through audio input.	Stargate-like simulations using Unity. Minimal, structural 'light', bending and evolving into more complex forms. Slit-scanned objects/colors, whizzing by central, evolving 'light'. The Rutt / BFG treatment is shown here, but the mesh should more geometrical and controlled, more decorative.		see: "The Dot and the Line" http://bit.ly/nlf7G , Myth Math: http://bit.ly/b6NrZY

SONG	DEBORAH 2D ANIMATION/FOOTAGE	ANTON PROCEDURAL/REAL-TIME	BRIAN UNITY PROGRAMMING	GREG 2D/3D ANIMATION/UNITY	REFERENCE
To Be At Rest	Wobulator, ETC video synth stuff. Source footage.	Slit-scan photo effect. Analog Circuit Visualizations.			

SONG	DEBORAH 2D ANIMATION/FOOTAGE	ANTON PROCEDURAL/REAL-TIME	BRIAN UNITY PROGRAMMING	GREG 2D/3D ANIMATION/UNITY	REFERENCE
We Can Do Much More Together Concept: Things are looking up. Happy! Dancing! Colors! 80s! Yay!	Captured, edited 3D Shape Compositions.	2D/3D shapes generator. Prism Refraction: Like looking through a giant diamond / shards of glass, varying in size, amount and velocity. Would be great if it could cut away one layer and reveal other layers beneath it. See Man Ray, end of "Bullet Proof" video by La Roux.	Alternate 2D/3D shapes generator.		

SONG	DEBORAH 2D ANIMATION/FOOTAGE	ANTON PROCEDURAL/REAL-TIME	BRIAN UNITY PROGRAMMING	GREG 2D/3D ANIMATION/UNITY	REFERENCE
Pleasure Principle Back down to earth.	Trampoline/Zero-gravity footage, edited, treated, and keyed with Alpha Channel Rotoscoping?	2D/3D shapes generator.	Break footage down into polygons based on color / luma using Unity		
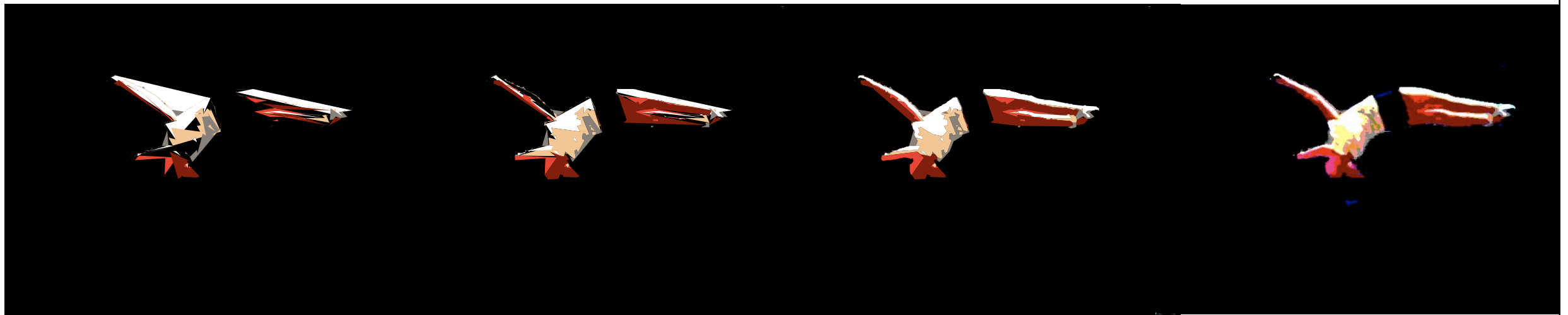
Very rough treatment example.

All Delighted People	NO VISUAL. JUST COLOR / PATTERNS / INTERACTION WITH LIGHTING. AUDIENCE IS THE FOCUS.
Enchanting Ghost	NO VISUAL. JUST COLOR, ATMOSPHERIC.
Heirloom	NO VISUAL. JUST COLOR, ATMOSPHERIC.
The Owl And The Tanager	NO VISUAL. JUST COLOR, ATMOSPHERIC.

SONG	DEBORAH 2D ANIMATION/FOOTAGE	ANTON PROCEDURAL/REAL-TIME	BRIAN UNITY PROGRAMMING	GREG 2D/3D ANIMATION/UNITY	REFERENCE
UFO	Re-shoot/composite HD				 http://www.vimeo.com/1012155
Seven Swans	Re-output HD				 http://www.vimeo.com/ 10042512
Chicago	Re-output HD, colorize?				 http://www.vimeo.com/1266837
Jacksonville	NO VISUAL. JUST COLOR / PATTERNS / INTERACTION WITH LIGHTING. AUDIENCE IS THE FOCUS.				

SONG	DEBORAH 2D ANIMATION/FOOTAGE	ANTON PROCEDURAL/REAL-TIME	BRIAN UNITY PROGRAMMING	GREG 2D/3D ANIMATION/UNITY	REFERENCE
Majesty, Snowbird	Re-output HD				 http://www.vimeo.com/755371