



ENROLLMENT FORM

For group projects, indicate the name of each participant and the contact details of the person representing the group.

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Other people participating in the project (names + e-mail addresses)

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Title of the final diploma: Bachelor of Design Computing

Name and address of the training organization: Faculty of Architecture,
University of Sydney, NSW Australia 2006

Teacher in charge of the training course: Andrew Vande Moere

E-mail: andrew@arch.usyd.edu.au

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Title of the project: Parapraxis

The competition entry application must include:

- the completed entry form
- the CD-Rom or URL
- a written description of the project
- a screenshot/illustration
- a video presentation

ART 3000-Le Cube retains the right to present the completed project, and the documents relating to it (video presentation, photos, texts, etc.) for the purposes of promoting the competition in presentations and conferences held on its own premises or elsewhere.

This does not extend to anything that might be likened to a *public presentation* of the project itself (exhibitions, public performance, projection, etc.).

Signature: M Page
(write "read and approved" before signing)

Signature of all those participating in the project

DESCRIPTION OF THE PROJECT

Title: Parapraxis

Genre: infodemo

THEME/SCRIPT

Sigmund Freud stated parapraxis as the struggle between conscious and unconscious, good and bad, hot and cold etc. With this demoscene a struggle exists between the chrome rendered objects & the transparent rendered objects. The idea of a struggle is evident in the dataset explored in the demoscene: weather weather is constantly changing and is thus a constant struggle between hot and good and bad etc.

TECHNICAL AND DESIGN CHALLENGES

The biggest challenge of the project was to optimize the code to a considerably small file size. The idea of a demoscene is to create a file that is as small as possible, but still is visually engaging and entertaining. The parapraxis demoscene file was optimized to a size of 235 kb (without music).

PROJECT GOAL/PURPOSE FOR WHICH THE PROJECT WAS CONCEIVED

The purpose of this project was to design a short demoscene animation that is both visually engaging and optimized in file size and performance. The demoscene needed to incorporate a consistent style and visual effects, generative scripting, optimized coding and information presentation.

DESCRIPTION OF SAMPLE DEMONSTRATION (PROJECT ARCHITECTURE)

The visuals file available for download from this site (www.mitchellpage.com.au/parapraxis) showcases the demoscene 'parapraxis'. This demoscene displays a consistent visual style of chrome rendered objects. The colour of the objects will change as the demo extracts USA weather data values from a PHP file using the 'get web data' function. The speed of certain objects will also vary based on extracted weather data values. When the letter 'i' appears in the top left corner of the demoscene, interactivity is permitted.

This involves clicking the screen to explore the temperature dataset (colour values) by moving the mouse from left (minimum) to right (maximum).