

N86

DMG:I.O* vs. R3:DEV*
URL: <http://www.gmunk.com/r3dev>

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TECHNICAL REQUIREMENTS://

Internet Browser, Version 4.0+ and higher (Internet Explorer highly recommended)..
Shockwave Flash 4.0 Plug-in
A relatively fast CPU (Intel Pentium II + or PowerMacintosh 604e, G3 +)
Audio support with headphones or speakers

PURPOSE OF PIECE://

The piece was produced as an explorative Graphical and Interactive experience representing the evolution of a mentally inept character towards the status of innovative Design Superhero through the assistance of the elite masters of the Innovatechnique...

The piece was produced entirely by Bradley Grosh in 3 months using a Powermac G4, a sony Digital 8 Camcorder, Flash4, SoudEdit 16 and the Adobe Suite (Photoshop, Illustrator, Premiere, AfterEffects, Dimensions)...

A DETAILED NAVIGATION PATH IS INCLUDED BELOW://

DMG:I.O* (left window)

upon Launching the project from the splash screen, the user will get a loading screen containing a body builder and ornamentation.. This screen is loading the front end of the piece... No interactivity..

Next, the first screen will drop in, which is a draggable image strip ornamented with content pertaining to the first half of the piece... Drag this up and down while the remaining portion of the piece is loading..

The first screen is a quicktime interface... The user will see two buttons in the 'movie window' labeled 'DLF' and 'HCF'... Roll over these buttons to activate an effect... The user can also pause the playback of the animation by clicking the pause button below...

When finished with the interactivity, rollover and press the playbutton..

The user will then be taken to a screen with a satellite and TV screens in the background... Rollover, press and drag the satellite.. (Don't release the mouse however)!!! Drag up and down to view a new content block.. When finished, release the mouse button and the user will proceed to the next screen..

This screen will be a somewhat hectic and busy blue screen with a stencil of a confused man.. At the bottom is another content block with some arrows its far right side.. Rollover, press and drag these arrows to the right, revealing more of the content block.. Press on the confused designer in the TV screen on this now revealed content block... The user will then proceed through a short animated transition..

The next screen is all black with the text 'dmg I.O* Reboot' on the top left.. Rollover the text to proceed...

The next screen has interactivity where the lightbulb is blinking in the bottom right hand region (the button is contained in a framed rectangle decorated by a blinking arrow.. Rollover and move the mouse left and right in that window... (No clicking required) to activate more content... When finished, rollover the button at the bottom right reading 'r3:dev'.. The screen will be replaced with a new animation... Press the button to move onward..

The user will then see another short animated transition... After the transition is through, a new popup window will launch with the second half of the project, R3:DEV*

R3:DEV* (right window)

first, the user will be taken to a similar loading sequence as the first piece... (A body builder looking downward, then proceeding to a long image strip that the user can drag left and right while the piece loads...)

After all the content is loaded, the user will be taken to a new screen of all black and a button reading, 'emulation: 'obj:superhero'... Roll over the button and the screen will change to a new animation... Press the button to move forward through the piece..

The next screen has three buttons in the top left.. They are small squares, which upon rollover, activate a new animation.. After rolling over all three buttons, press one of them to move forward...

The next screen contains a content window with an animated mouth in it.. Click inside the window to toggle through the heads... Drag the top of the window towards the left side of the piece to reveal more content...

When finished with the window, press the small icon (a spaceDog) in the bottom left.. The user will then watch a quick animated transition and be taken to the next screen, which will be all black with a button on the right hand side of the interface reading, 'variable: DZx 'bootcamp 86'... Rollover the button and the screen will change to a new animation.. Press the button to move forward...

The next screen has a bunch of interactivity on it.. First, the cross hair in the right-center of the screen is draggable up and down... This will move in some more content blocks... When finished, release the mouse...

In the bottom left of the screen, there is a window with animated mouths, an arrow button and some content text... Any one of these can be pressed to toggle through the animated people in the letterbox window... Pressing the button also reveals more content as you cycle through the three screens...

In addition, throughout the screen, there are hidden bodyBuilder windows that can be dragged... For instance, one of them is located in the far right center of the piece... When you rollover the hot spot, a little draggable window will appear that the user can drag around... Release the mouse and the bodybuilders disappear..

When finished with the screen, click on the small remote control in the top right of the screen to activate another animated transition

after the animation, the screen will freeze on a small head on the top right of the screen... Rollover the area just to the left of the head to move to the next screen..

The next screen has two avenues of interactivity.. The first is simply by rolling over the animated head in the top right of the piece... This will activate some new content in the center of the interface... The second is by

clicking and dragging (to the left) the white button with the number '4' on it... Drag this button to the left and the interface will 'open up'...

With the interface 'open,' roll over the animated character to reveal the final content statement... Click the statement to activate the final transition.. (You can close the interface by dragging the '4' button to the right...)

The final screen is gray with the text 'r3dev.Reboot' in the far right... Click this text to re-activate the left window containing the DMG:I.O* animation.. It will restart and the user is then taken through the experience again....