Argos Script 2

Fade up from black to Pete in the thinkers pose at 20°- 45°
against white with Vive Headset on. Argos Logo plate in upper
right hand corner.

Fade Up   1 sec

Pause   3 sec

                         O.S.V.

                (reverb – as if thought bubble)

     What is Argos Vu?

                          Pete

   (Auspiciously - music enters as he responds – very low volume
                 sucession of images on photo plate)

     Argos, a name that hearkens back to the Homerian Odyssey
     where Ancient Greek Archetypes and Platonic Solids expand
     consciousness to a level…

     https://youtu.be/zp4wHlxxsOs?t=3m38s

                      Director O.S.

Cut, no not that one, (Pete's pose reflects 4th wall broken)
It's number 1618 and lose the headset.

Rewind Tape sound video rewind interference 0.5sec

Same fade up from black to Pete in the thinkers pose at 20°- 45°
against white without Vive Headset. Argos Logo plate in upper
right hand corner.

Fade Up   1 sec

Pause   3 sec

                         O.S.V.

            (reverb – as if thought bubble)
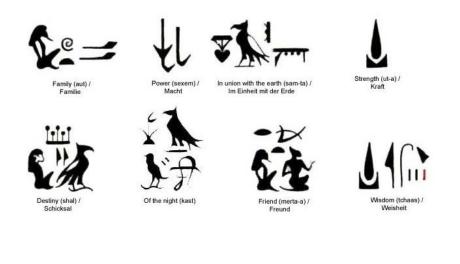
    What is Argos Vu?

                         Pete

  (More Conversationally – spacey backgound music tech/egyptian
                   glyphs on photo plate)

    Argos is an acronym for Argos Requires Generative Outliers
    with a meaning goes deeper than that, for the logo also has
    curious association with the ancient Egyptian concept of
    Point Energing Probably Entering where we can see that…

    https://youtu.be/udAL48P5NJU?t=1m16s

Family (aut) / Familie   Power (sexem) / Macht   In union with the earth (sam-ta) / Im Einheit mit der Erde   Strength (ut-a) / Kraft

Destiny (shal) / Schicksal   Of the night (kast)   Friend (merta-a) / Freund   Wisdom (tchaas) / Weisheit

                  Director O.S.

No, Stop! This is getting way too esoteric. Let's just show what it is…

                              Pete

                         (Frustrated)

What do you want me to do?

                          Director O.S.

Just put the headset back on and explain it.

                              Pete

                         (Relieved)

All Right. Where'd it go?

A bit of scramble to find it (1-2 sec). Pete gets handed the headset.

                              Pete

Any game enthusiast knows that the GPU on a modern system is the heart of what makes gaming so great.

What we are doing is opening up a window to experience what a GPU can do from the inside.

Pete puts on headset – Transition to his view through the Vive.

                       Pete O.S. Naration

             (Some vaporwave – music in background)

A virtual control panel lets you modify time, gravity, particle strength and many other parameters for your simulation. Attractors can be picked up and moved around, thrown, caught or placed precisely on a 3D virtual cartesian grid.

All in all, it's kind of like a virtual reality chemistry set that's super fun to play around with and learn the fundamental nature of physics, there's like a gorrlian particles in there. ☺

There's a pendulum/paddle option where you can swing around an attactor from a handle you're holding on to.

It's kind of like being inside an atom. You can select different geometrical configuarions of attracors, adjust particle parameters and see from the inside how forces interact with particles in space. It gets way meta actually.

The HTC Vive gives us the perfect opportunity to dive into the heart the ideas we are coming up with.

Think of it like a 3D visual synthesizer where you create and tweak your particle simulations then experience them from the inside.