Argos Script FINAL - DRAFT

ARGOS
VU

(SEGMENT 1)

[See Segment 1 Plates for detail and timing]

Cross fade Logo on white to Pete in thinkers pose at 20°- 45° against white with Vive Headset on.

Fade Up   1 sec

Cross Fade   3 sec

O.S.V.

(reverb – as if thought bubble)

    What is Argos?

Pete

  (Auspiciously - music enters as he responds (possibly none)– very low volume sucession of images on photo plate)

    Argos, a name inspired by the Homerian Odyssey where mythological archetypes reflect "Being" to a level never achieved since before the deluvian flood. A time where understanding the nature of nature and the realm of ideas were imperatives rather than ornaments to a materialistic [CUT] existance.

(Shoot Full and then Interupted)

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

Director O.S.

    Cut, no not that one, (Pete's pose reflects 4th wall broken) It's number 1.61803 and we need to lose the headset.

(SEGMENT 2)

[See Segment 2 Plates for detail and timing]

Same fade up from Logo to Pete in the thinkers pose at 20°- 45° against white without Vive Headset.

Fade Up   1 sec

Cross Fade   3 sec

O.S.V.

(reverb – as if thought bubble)

What is Argos?

Pete

The first mathmatically trancendant concept we are exposed to is the pythagoean theorm. It is the mustard seed from which many fountains spout. There are five platonic solids which form the basis of our undestanding of space and ultimately time. By vertex count they are : The Tetra-hedron, the Octahedron, the Hexahedron or Cube, the Icosahedron and the Dodecahedron. Interestingly, Buckmeister Fuller worked extensively with the Cube Octahedron or Vector Equilibrium. Equilibrium between positive and negative is zero. The vector equilibrium is the true zero reference of energetic mathmatics and phys[CUT]ics.

Enter Director from O.S.

No, Stop! This is getting way too esoteric. Let's just show what we are up to

Pete

(Frustrated)

What do you want me to do?

Director O.S.

Just put the headset back on and I'll explain it.

<div align="center">Pete</div>

<div align="center">(Relieved)</div>

All Right. Where'd it go?

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

<div align="center">Director</div>

Fade Up to logo

>   Argos.Vu is a VR startup developing experimental creativity
>   and learning tools for the HTC Vive.

Fade to Footage – Preview Cuts

>   What we are building first is a particle system that you
>   experienced from the inside. It can be considered a kind of
>   chemistry set to experiment with particle physics.

>   Modern GPUs enable the processing of 100s of thousands and
>   even millions of particles per frame called compute
>   shaders.

>   Each Particle you see here is running it's own simple
>   little program. They're each like individual electric
>   charges in space seeking it's opposite polarity.

Platonic Selector

>   In our first application, the vertices of the Platonic
>   Solids can be used as starting points to position any
>   desired arrangement of attractors.

Emitter/Collector

>   The emitter and collector can be positioned in any
>   orientation and scaling.

Spawner

>   The shape of the initial distribution of particles can be
>   selected in the Spawner.

Scaler

>   The geometry can then be shaped and scaled using the scaler.

Fine Tuner

We've built a fine tune adjuster that can be engaged by pressing the Vive controller application button. It provides super precise control of particle parameters particularly the control of time by rotating the controller on it's z axis. Beimg able to adjust time with this precision makes things very interesting.

Color Picker

There's a color picker you can use to assign colors to particles depending on their velocity. An HSV window enables selection of the color of your choice.

Toys

We're including a few fun ways to play around with the attractors as well.

Pendulum

The pendulum can be used to interact with the particle system at a distance. The pendulum bob is an attractor and can be swung around creating interesting galaxy effects.

Boomerang Frisbee

A boomeranging frisbee with two adjustable atractors can be grabbed, rotated or thrown to interact with any particle system created.

Summary

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

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

You can think of it like immersive visual synthesizer where you create and tweak your particle systems then experience them from the inside.