## **GATE 1 PRESENTATIONS:**

Working Title: LEGO 3D GooFace

Reference No:

Project Type: Creativity

# Project Description:

#### **Background**

A 'GooBrick' application this is dependent on confirmation that most current 3D graphics cards will provide the required performance. The software presents a 'Potters Wheel' with a 3D face in virtual modelling clay, a basic generic POC is currently available as coded by Steffen Toksvig while at Billund.

#### **Replicating family heads**

The child may select from a number of library heads, which may then be textured from a bitmap library or their own images. This may be a picture of one of the family. A wizard will help choose the correct head, and distort the proportions and feature positions to best match with the picture.

#### **Advanced Stereoscopic Generation Feature**

Using a number of different pictures of the same person's face and mapping identical locations on each face, Gooface will replicate that exact face in clay! The more locations... the more accurate

#### **3D Painting**

The child may also display the texture in a separate window and paint upon it to add make up, tattoos or library skin textures for lizards, zebra patterns etc. Painting directly in 3D is possible but is usually difficult to interface well.

## Manipulating the Clay

The tools will include crazy distortion similar to Kai SuperGOO (a 2D-image product). One may tug and stretch parts of the head (as shown in current the software but also chisel, drill, hammer or lath (replicating the effect of a potter's wheel).

## Adding daft clipart

A range of face parts... Donkey ears, Bug eyes, silly noses etc. may alo be added to the model replacing the default element.

#### **Merging Famous People**

Some famous faces could be modelled and their components added. These will offer a morph option to blend the famous face with one own. (The new features will assume the same distortions applied to any preceding component, but may be reset to restore its default shape.)

#### **Clipart features**

Alien, animal, insect and just plain wacky features can be incorporated from a library. This clipart may have predefined animations when the software is idling.

#### **Talking Heads**

Predefined distortions would offer opportunities for a speaking head! The face could thus be its own help wizard! If the mouth has been the subject of distortions the voice too could reflect this with wacky modifiers to voice and motion 'Max Headroom' style.

#### A LEGO 'Furbie'

If left alone the face may start whistling and talking, or assume Furbie style functionality, building a vocabulary from sounds and speech detected on a microphone. Lighting options and possible camera control will enable Gothic Horror effects! Linked to the microphone the child may have the face act as a Mimic repeating what they say with humorous pitch change or distortion or 'Furbie' style learning of Speech.

#### LEGO camera link

Attaching fluorescent sticky back paper disks to ones face at predefined locations may allow mapping to the LEGO Camera... the face could then partly mimic ones own face distortions with comic exaggeration.

#### **LEGO brick Conversion**

At any point the child can convert the head to a 3D LEGO representation. The effect is cool and physical rules of structural integrity are unimportant within the computer. I see the LEGOizing of the model as less important than the 3D Goo material being developed as a new LEGO play material.

## Poster/T-shirt Print

The print option moves the face into ideal positions/ lighting for themed prints: e.g Horror, Fantastic or famous locations, - Prison shots- maybe complete with stripy jumper and swag bag!

#### B.O.B.B

- ♦ 3D computer modelling Clay
- ♦ Crazy fun with family faces
- ♦ Paint your face with lizard skin
- Mix your face with the famous
- ♦ Teach your creation to speak

#### **Target Market**

Boys & Girls 4+ (Advanced Features Hidden)

ESP's

Unique 3D concept

**New Creativity** 

Opportunity for family jokes

Surprise

Godlike Power: A talking 3D personality - you created

#### Competitors Analysis / State of Market

Believed Unique Application.

Interactive computer personality competes with soft toy equivalents.

Mimics Mattel's Furbie functionality, but on screen with your own creation.

## **Target Platforms**

PC, PSXII