

Student Name: Laurel Doak	Project Title (tentative): The Reluctant Shield
Project Summary: The (cardboard for lack of other materials) shields will have a couple FSRs at critical points on its front surface. When one of these is hit, neopixel strips will simulate blood dripping down from the FSR area that was triggered. (Ideally I would do 2, but especially banking on the built-in accelerometer in the circuit playground for part 2, I can only really do one) Expansion into Final project with processing interactions: Tilt sensor? detects when shield is laid down. When held ready, a scene slowly grows in the processing window. Life (animals, plants) slowly grows and expands. When picked up, scene freezes. Reacts to hits by creating debris or damaging the scene (leaves stripped from trees, scrap metal scattered about, ominous blood smears?)	
Planning Stage: List objectives. Assign Deadlines (aka Checkpoints) to each of the project stages. 1. Finish base shield construction. No wiring, just the shaped cardboard to work with (Finish by 4/8) 2. Figure out FSR and neopixel placement and attachment. Necessary info on number and configuration of neopixels for coding stages (End of day 4/11) 3. Figure out code for blood drips and sending relevant input to processing (4/14) 4. Create the "peacetime" scene in processing (Keep in mind what data needs to be saved for later interactions) (4/19) 5. Processing reactions to input from arduino. Make sure everything is working together. (Final due date appears to be April 28, aim for at least 25th to allow time to handle 11th hour issues, or individual tasks being more complicated than expected, or previous deadlines needing to be pushed back)	Resources you need but don't yet have: (I should have enough neopixels - slight chance I might want more) Skills or Techniques you will use and / or explore: -Neopixel programming -Using accelerometer as tilt sensor -Lots of processing code. Lots.
Define your audience (<i>do not say 'anyone'</i>): People with an interest in slightly macabre commentary on violence and peace. Alternately, people interested in objects that subvert their expected purpose.	
Related Artists / Art Works: (contextualize your work) Ideas/works that were percolating in my brain when I came up with this: Golan Levin's comments in the videos about "Dialtones" regarding taking an object and changing the audience's perception of it, also Ken Rinaldo's "Woman's Tears Machine Gun" prompted me to wonder "what would an artifact of war meant not to be used at all look like?"	