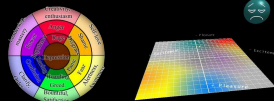


色彩缤纷的谈话

色彩与情绪的关系

the outside circle contains the positive traits, the second circle presents the six emotions, the inner circle are the negative traits, and the inner spot is depression which she has chosen as being the mixture of all negative traits. to keep it consistent, the information is also shown in table 5.



the use of colors to stimulate a certain feeling, may it be calm, aggressive, energetic, happy etc. this is done by mapping the emotional state of the agent into a color, the emotional state is represented by two values pleasure and arousal these two form the two dimensional space in which the distinctive emotions can be placed. the emotional state of the agent is a point (coordinate) on the same 2d space, and by looking at the position of this point the current corresponding color can be calculated by interpolating between the emotions on the 2d space. the end use is to use colors elicit a certain feeling in the user. how the agent uses this to his advantage is up to the agent. examples of use can be, the agents virtual body changes color (expressing his emotion), or the complete virtual world gets a change in color glow (a narrow emotional commitment), or a more physical example the lights in your house change colors (a broad emotional commitment).

背景介绍



2020年新冠肺炎疫情爆发，给经济社会发展带来严重影响，给人们的生活带来巨大挑战。

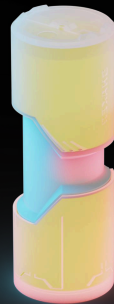
疫情爆发后，人们开始减少外出，社交活动基本停止。在这种情况下，人们开始寻求新的社交方式，如线上社交等。



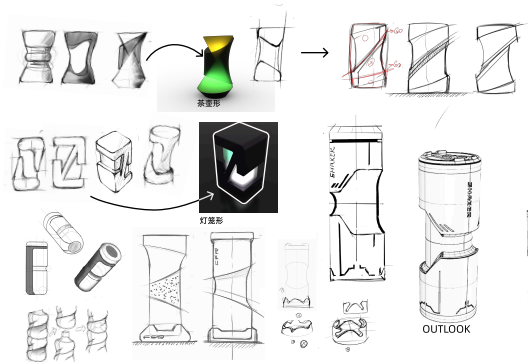
应用场景

减少人们的社交距离，让陌生人之间能够社交不再尴尬。

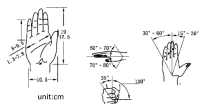
减少人与人的社交障碍，拉近心理距离，将谈话氛围可视化。同时可以营造更对等的社交空间，两个人谈话的氛围可以为外界所知，同时谈话也可以作为心理暗示，对交流者的谈话内容和情绪进行一定程度影响。



造型设计尝试



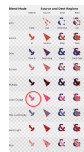
手持物品人体工学分析



- 避免静肌负荷手臂自然下垂
- 保持手腕处于顺直状态
- 避免手部组织受压
- 避免手拖重复动作



颜色混合的方式+公式



C-选中需要的颜色,color
A-选中需要的透明度,alpha
+表示两个颜色相加,color+color
-表示两个颜色相减,color-color
*表示两个颜色乘积,color*color
/表示两个颜色相除,color/color
F-表示将两个颜色混合的结果,result
F-表示将两个颜色混合的结果,result

$$B(x, d) = \begin{cases} 0 & \text{if } d = 0, \\ 1 & \text{if } d \geq (1-x), \\ d/(1-x) & \text{otherwise} \end{cases}$$

color1=RGB(x,y,z)
color2=RGB(x,y,z)
void(colorblend)(color3=RGB(a1,b1,c1)
a=(x1+x2)*0.72,b=(y1+y2)*0.72,c=(z1+z2)*0.72
if(a<255){a1=a} if(b<255){b1=b} if(c<255){c1=c}
else{a1=255} else{b1=255} else{c1=255}

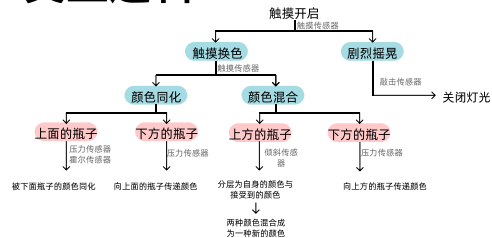
Cr=Cx*Fs+ Cd*Fd ; Ar=As*Fs+ Ad*Fd

本设计中简化了颜色混合的原理,理想设定函数为:
假设色光混合常数只考虑对alpha和能量损耗的常数设为0.72:最接近接近1,退出自然光的步数(混色简化)

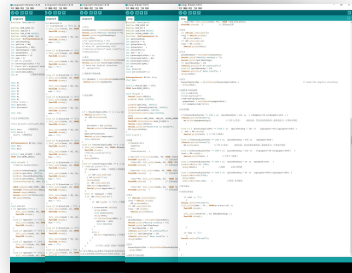
STORYBOARD



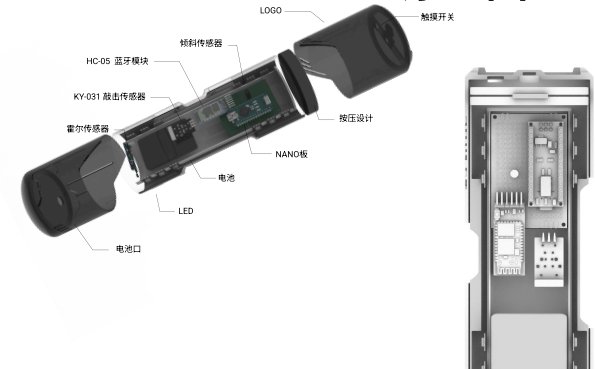
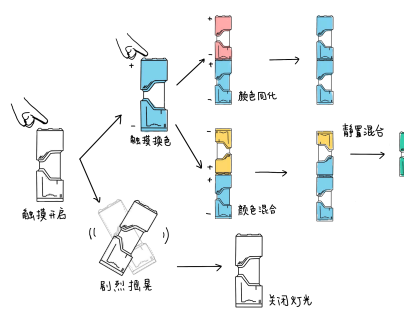
交互逻辑



coding



原理图



草模

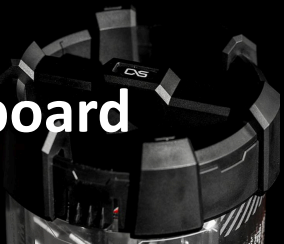


原型制作过程



moodboard

机械



展示视频

英文字幕已上传

【SHAKER-智能产品开发课程作业】

