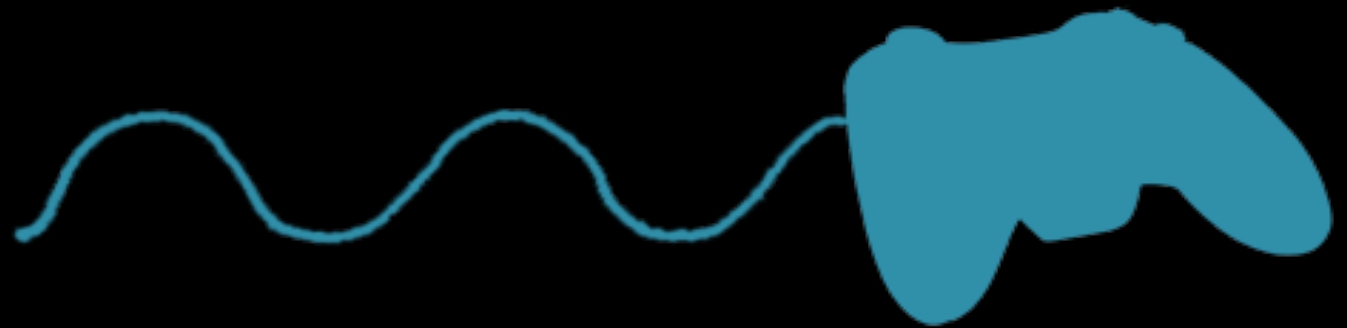
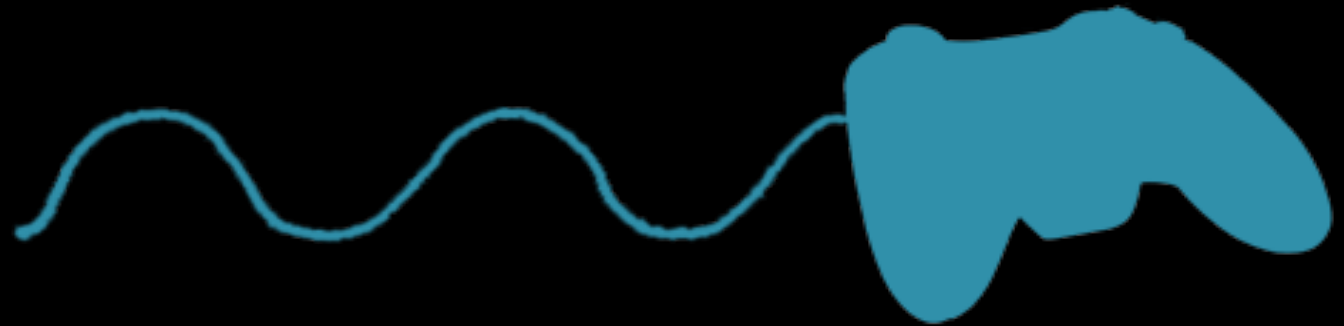


CONTROL



# CONCEPT

IN RETRO VIDEO GAMES 2D GAMES ARE BROKEN DOWN INTO PIXELS. IN THIS DJ DEVICE I WANT TO LOOK AT VIDEO GAME IMAGES AS INTERACTIVE COPOSITIONAL ELEMINTS BY LOOKING AT PIXELS OF THE IMAGE.



# CONTENT

THE CONTENT THAT WILL BE USE WILL BE A MIXTURE OF  
RETRO AND CURRENT GENERATION VIDEO GAME FOOTAGE.



# HOW WOULD IT WORK?

THE WAY I PROPOSE TO DO THIS IS BY HAVING IMAGE THAT WOULD BE PIXELATED. THE THE PIXELS ON THE PICTURE ARE JUMBLED UP AND IT UP TO THE PLAYER TO UNJUMBEL THE PIXELATED IMAGE. AFTER EACH PIXEL HAS BEEN PLACED THE PIKEL WOULD FADE OUT INTO A GAME FOOTAGE. THIS MOVIE WOULD BE SHOWN ON THE A LARGE SCREEN. THIS WHOLE PROSESS WOULD BE DONE USING A TIMER AND AOTHER PLAYER. BOTH PLAYERS WOULD HAVE A JOYSTICK WITH ONE AXIS OF CONTROL. AFTER EACH MOVIE IS PALCED THE AXIS OF CONTROL WOULD CHANGE. THE FIRST ONE TO COLLECT ALL THE FOTTAGE WINS.



# IMAGE



QUESTIONS?

