

Klemen Gorup: Interaktivna animacija/Interactive animation

Programiranje/programming: Damjan Malis, Jernej Marinšek, Miran Mlakar, Saša Rink, Tomaž Sabo, Žiga Gantar.

Interaktivna animacija je v računalniškem programu narejen projekt, v katerega so vključene iz zgodbe pobrane figuralne animacije, ki pa tu dobijo drugačne vloge. Gledalec postane s klikanjem na gumbе ustvarjalec novih in predvsem svojih animacij. Petim različnim osebam lahko spreminja velikost, smer gibanja in jih s puščicami svobodno premika po zaslonu ter jih postavlja na želena mesta. Pri vsakem ima na voljo tudi nekaj različnih zvočnih zapisov, s katerimi se lahko zabava. Vse skupaj lahko popestri s spreminjanjem ozadij, ki se dajo premikati z miško, ter z mešanjem ambientalnih zvokov, ki spremljajo menjave. Da bi bile stvari kompozicijsko zanimivejše, je mogoče dodajati objekte in animirane osebe v prvi in drugi plan (te postanejo del ozadja); tudi te se da premikati z miško. Gledalec lahko poskuša ustvariti komunikacijo med posameznimi osebam, tako s kretnjami kot verbalno. Lahko pa razpoložljive elemente postavi v absurde kombinacije. Kombinacij je res veliko, uživajte.

Interactive animation is a project created in computer software which includes figural animations derived from stories, however, in this instance the figures play a different role. By clicking on different buttons, the spectator becomes the creator of new and, most importantly, his own animations. He can choose between five different characters which can be made bigger or smaller and moved around freely by arrows so that he can place them wherever he wants. Each character is also accompanied by various sound tracks. Everything can be made even more interesting by changing the backgrounds, which can also be moved around by using the mouse and mixing the ambient sounds pertaining to them. And that is not all: to make the composition even more exciting it is possible to add objects and animated people to the first and second layers, which thus become a part of the background and can also be moved. The spectator can create a communication between characters by motion of their bodies or their speech. One other possibility for him is also to create absurd combinations of all available elements. The combinations are countless, so enjoy!

Klemen Gorup, rojen 1977 v Postojni. 2002: zaključek študija slikarstva na Akademiji za likovno umetnost v Ljubljani. 2003: vpis na magistrski študij video umetnosti.

Born in 1977, Postojna, Slovenia. In 2002 he obtained his degree in painting at the Academy of Fine Arts in Ljubljana. In 2003 he started the postgraduate study of video and new media.

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