

Tidal Disruptions

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Tidal Disruptions

tides

probability

four concepts

orbit

density

Tidal Disruptions

feed the
monster

perspective

death
of star

Tidal Disruptions

guided

linear vs user selected

random

Tidal Disruptions

tactile
physical

interactivity

virtual

Tidal Disruptions

throwing stars

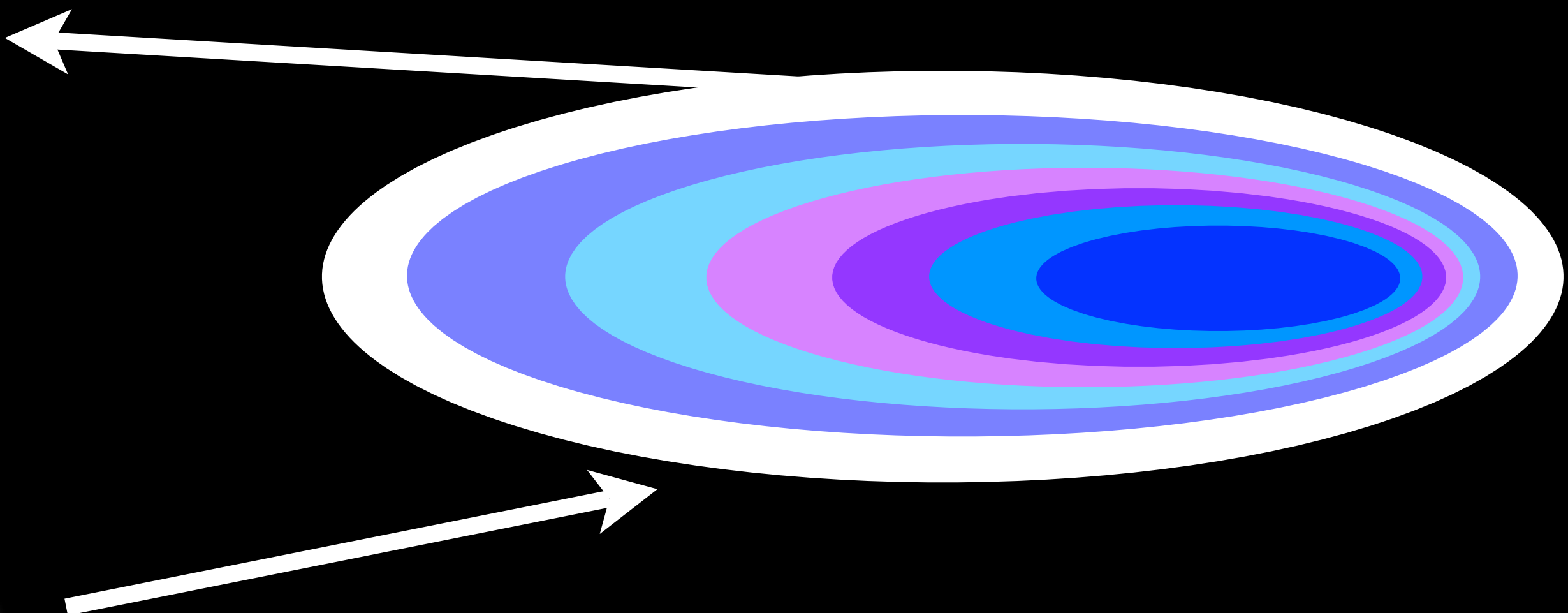
**black hole
pinball**

VS

orbit tunnel

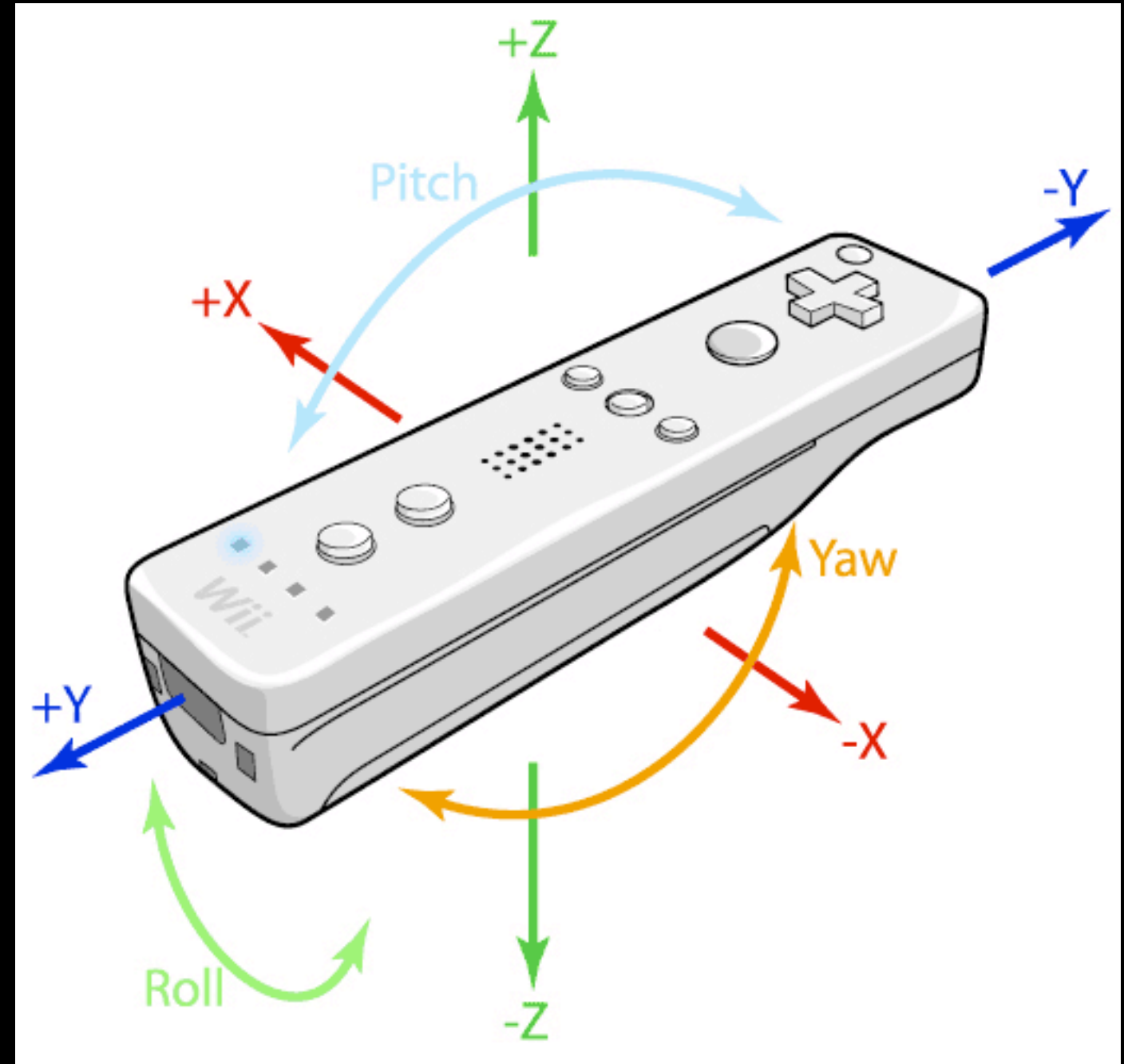
throwing stars

orbit

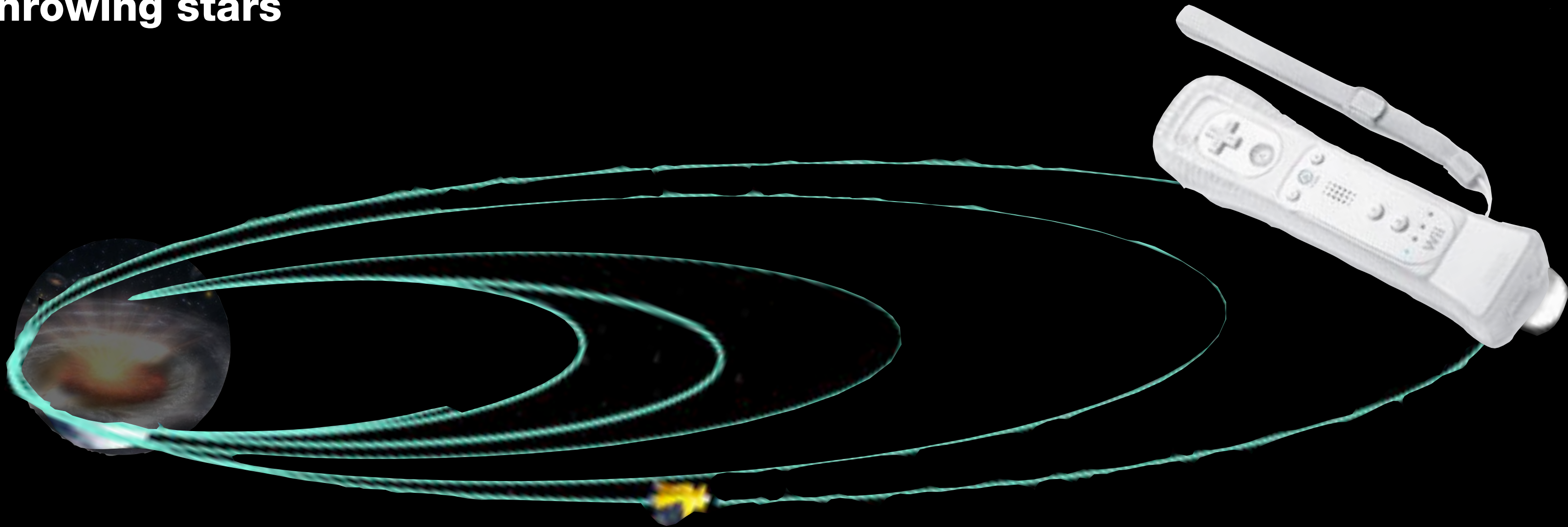


throwing stars

varying velocity/pitch/yaw
affects the trajectory



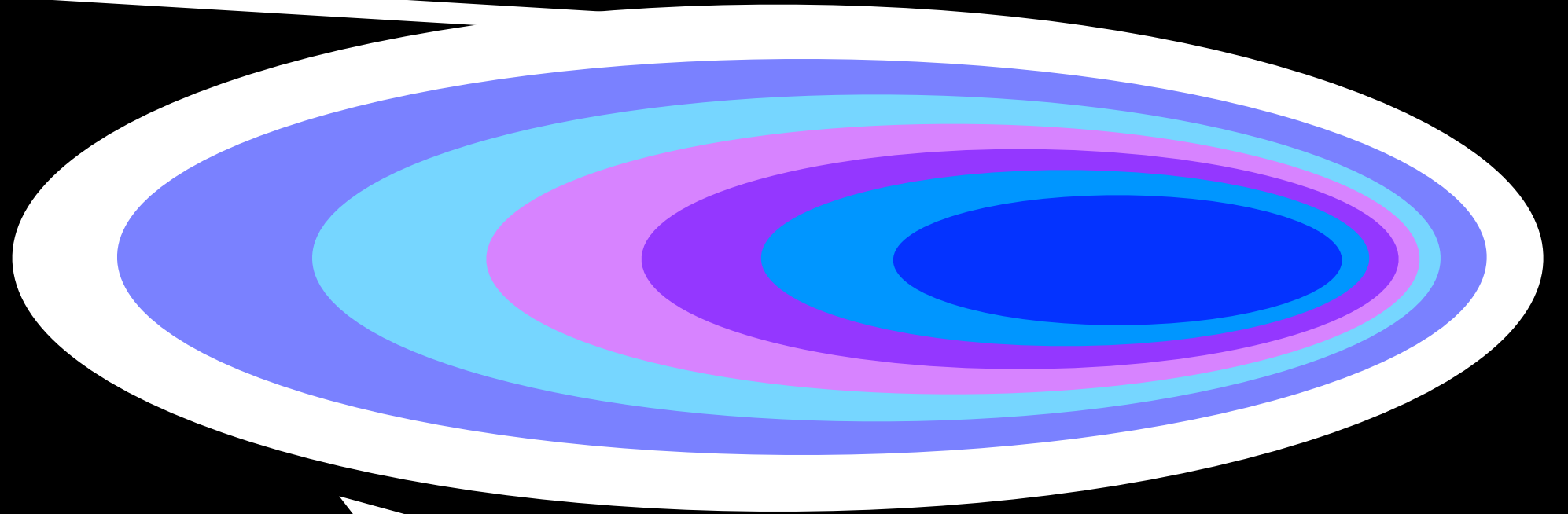
throwing stars



throwing stars

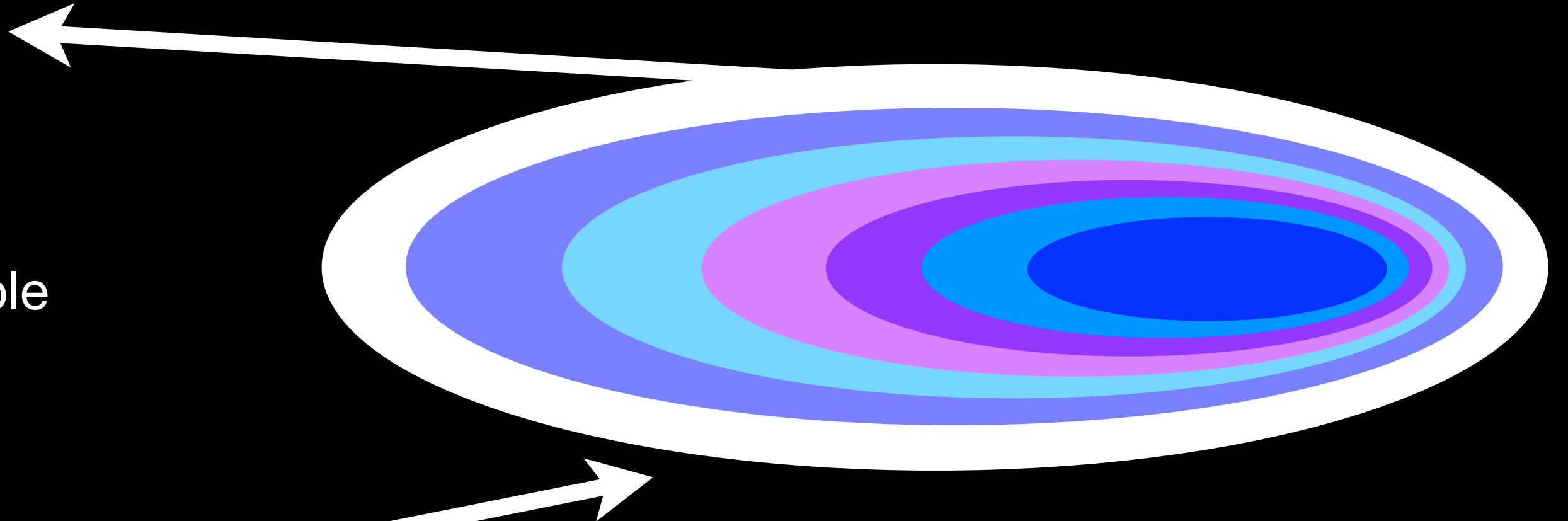
1 in every 7-10
causes disruption

other orbits
play short videos

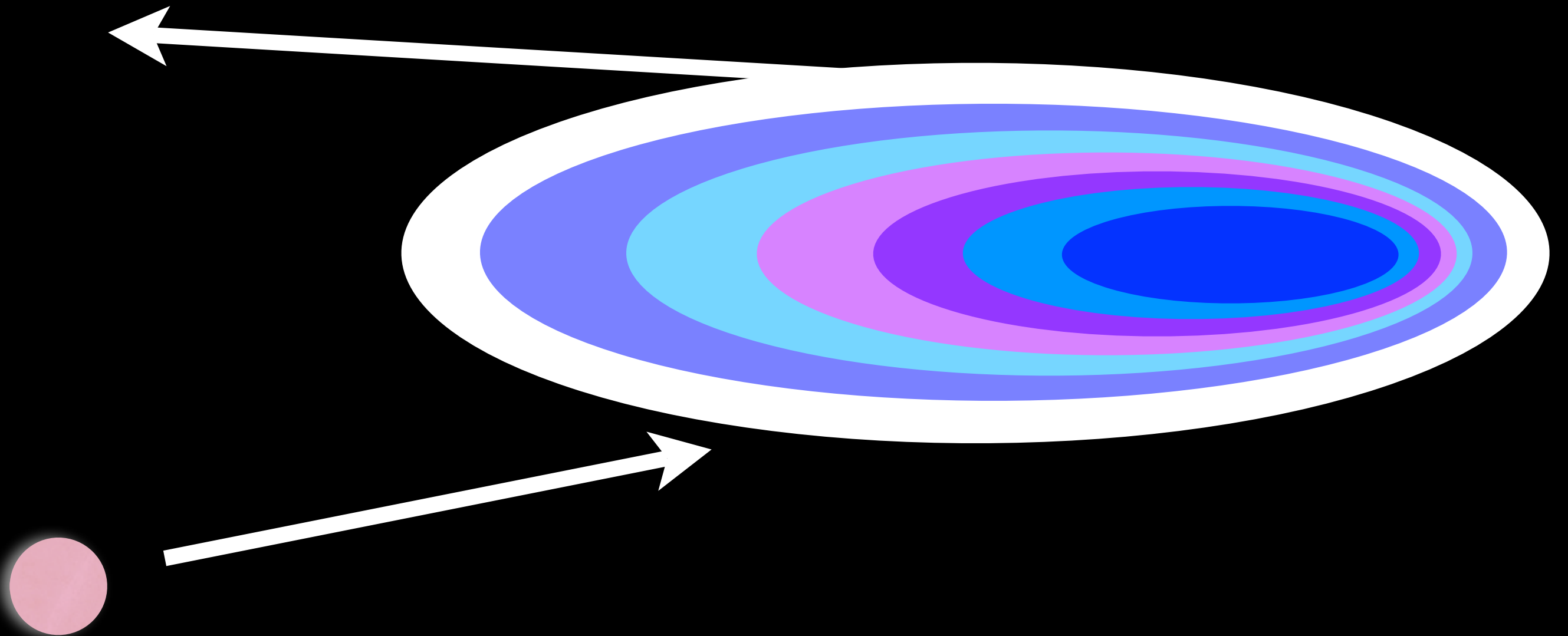


throwing stars

potentially
linear or variable
narrative



**physical
tactile
model**



**rocket park mini golf
new york hall of science
queens, ny**



black hole pinball



black hole pinball

different videos
triggered



black hole pinball

visualization

rear projected
or
flat panel



**black hole
pachinko**



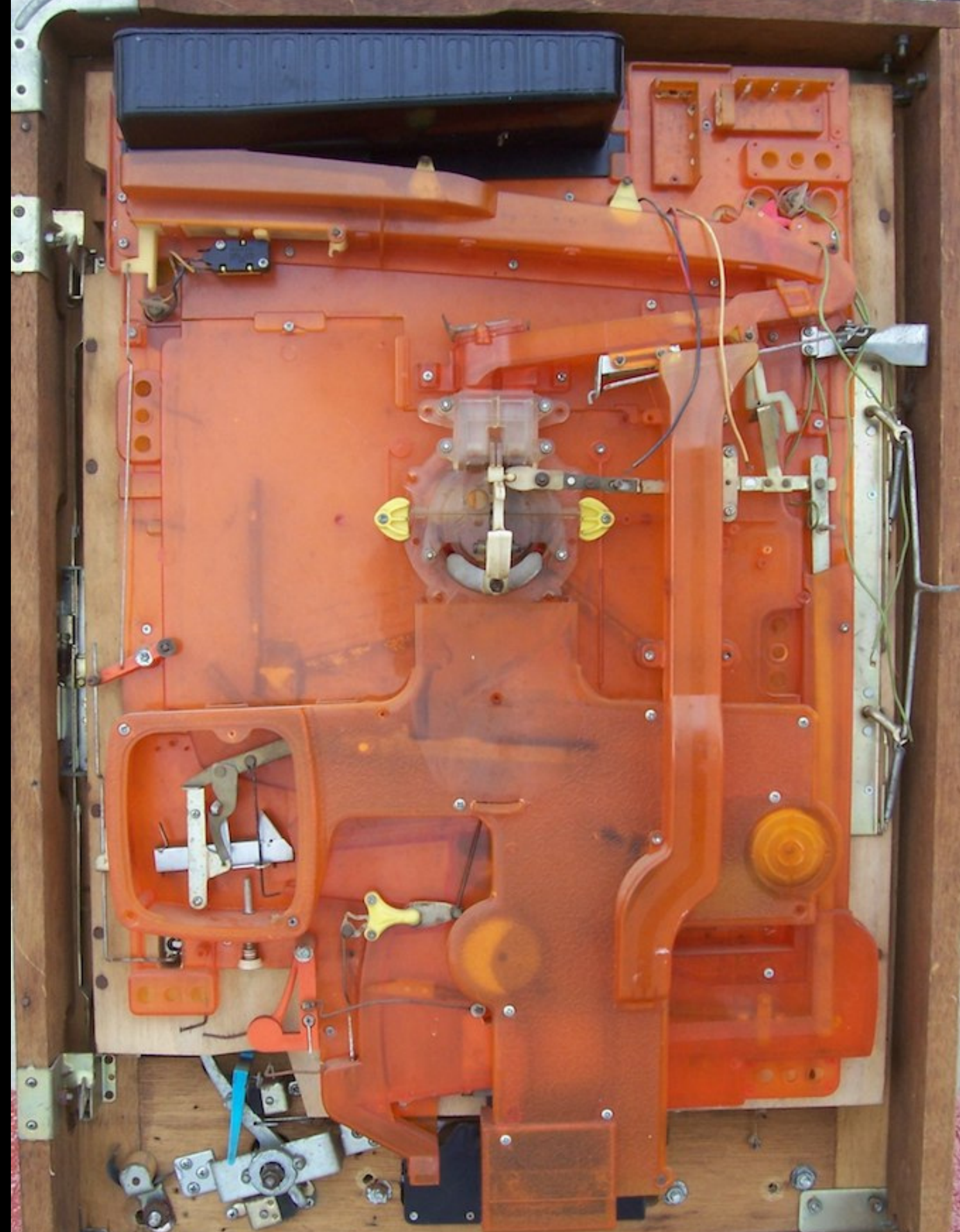
black hole pachinko

increasing density
of obstacles



**black hole
pachinko**

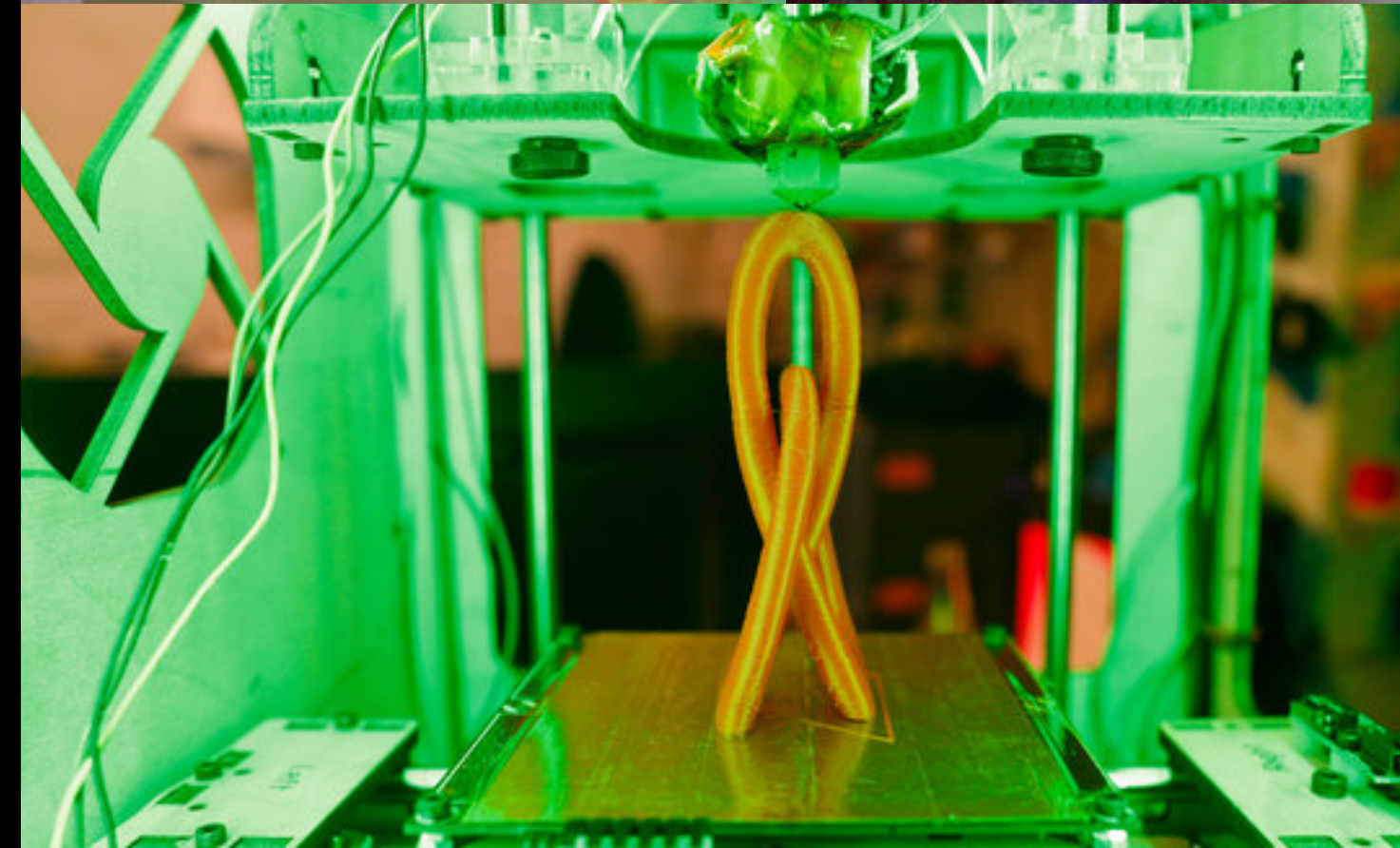
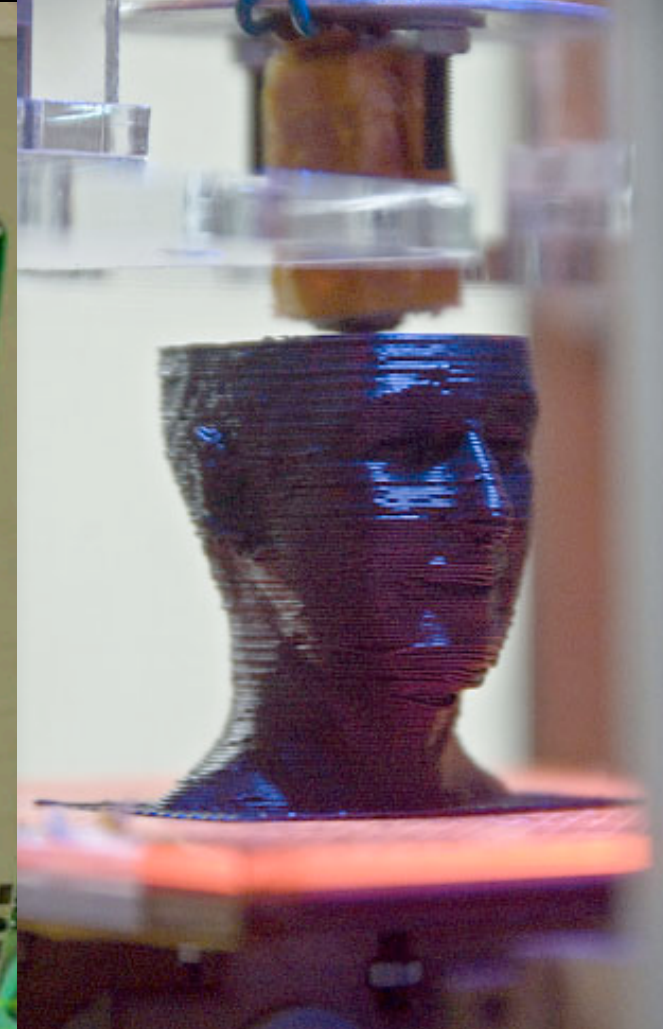
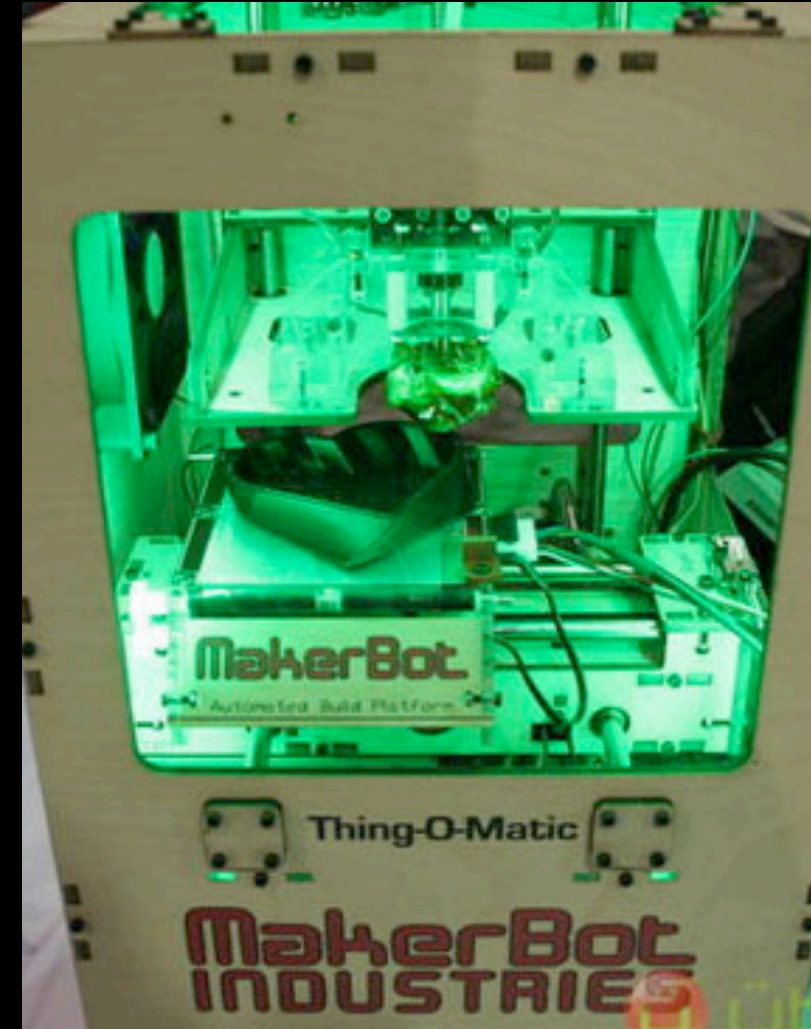
holes in the surface
trigger videos



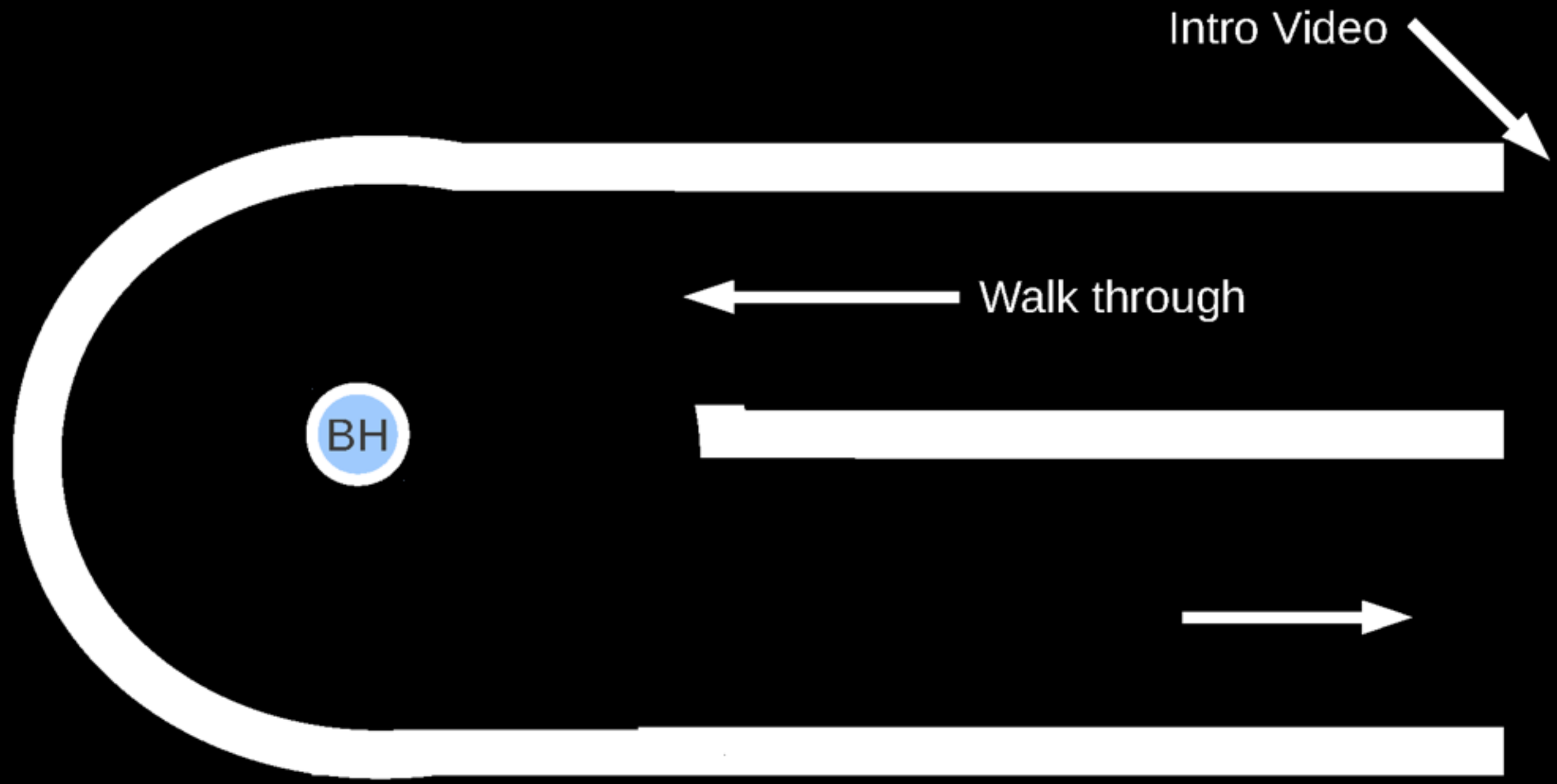
black hole pachinko

3D models

create obstacles



orbit tunnel



Intro Video

Walk through

BH

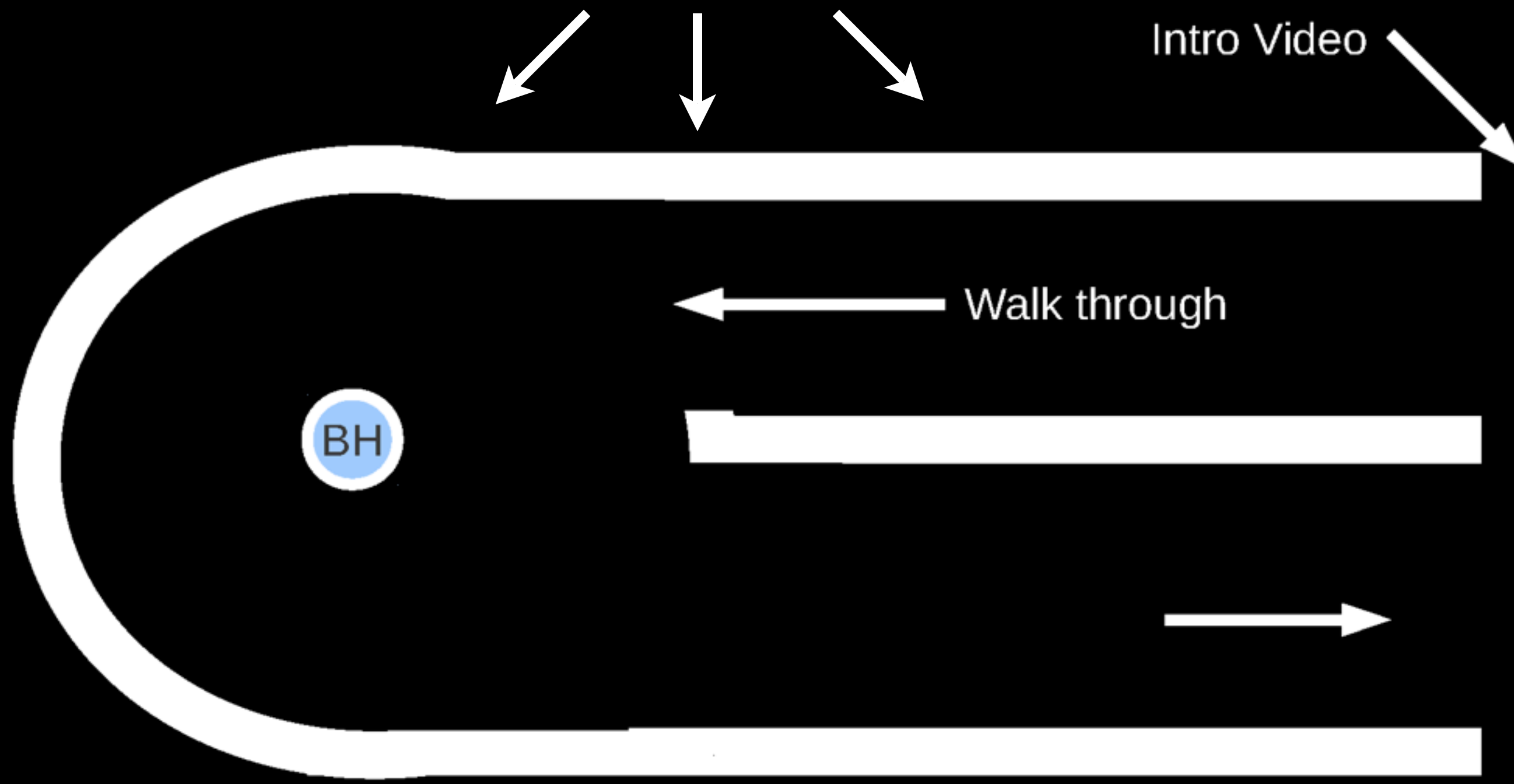
**orbit
tunnel**

videos
triggered
by movement

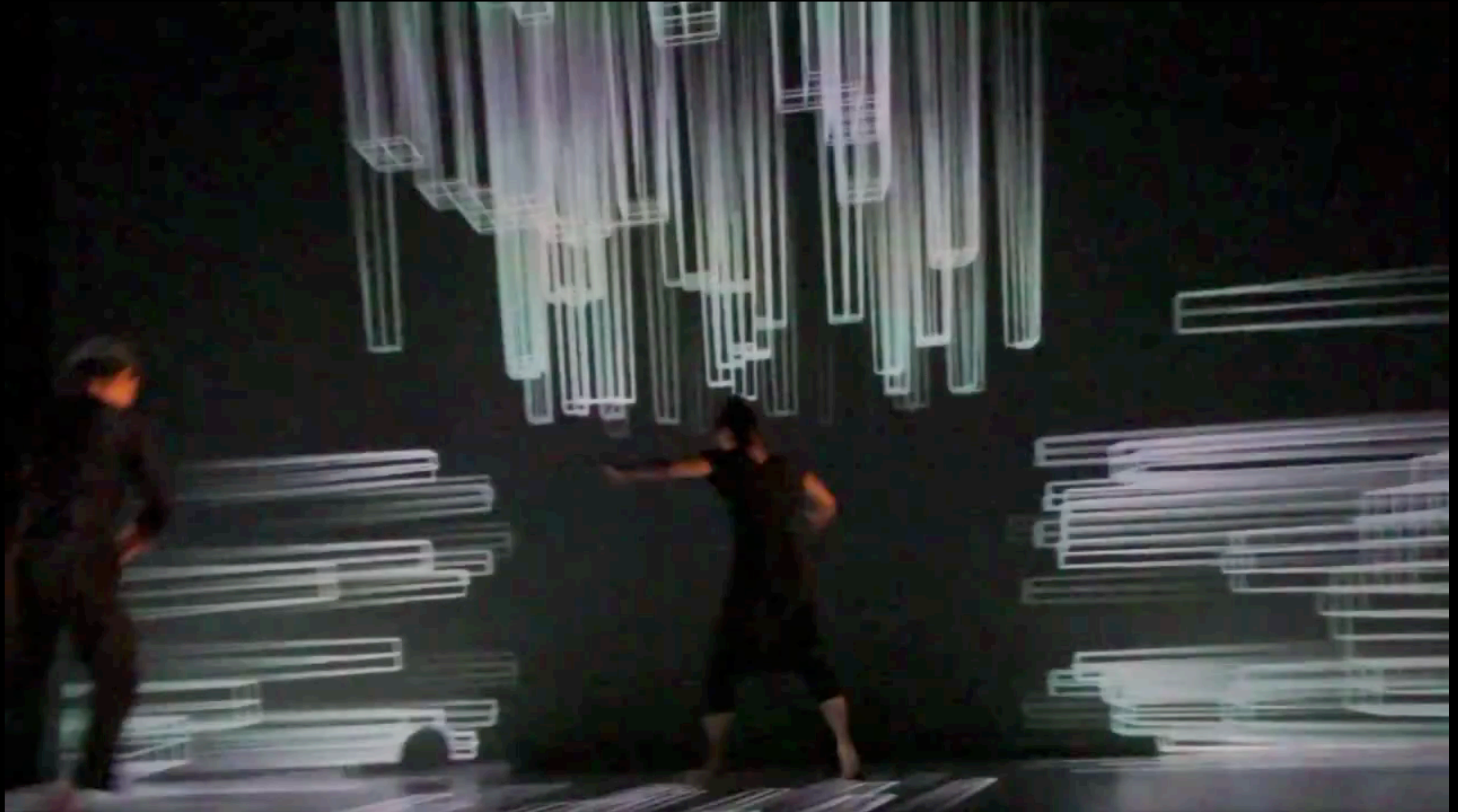
Intro Video

Walk through

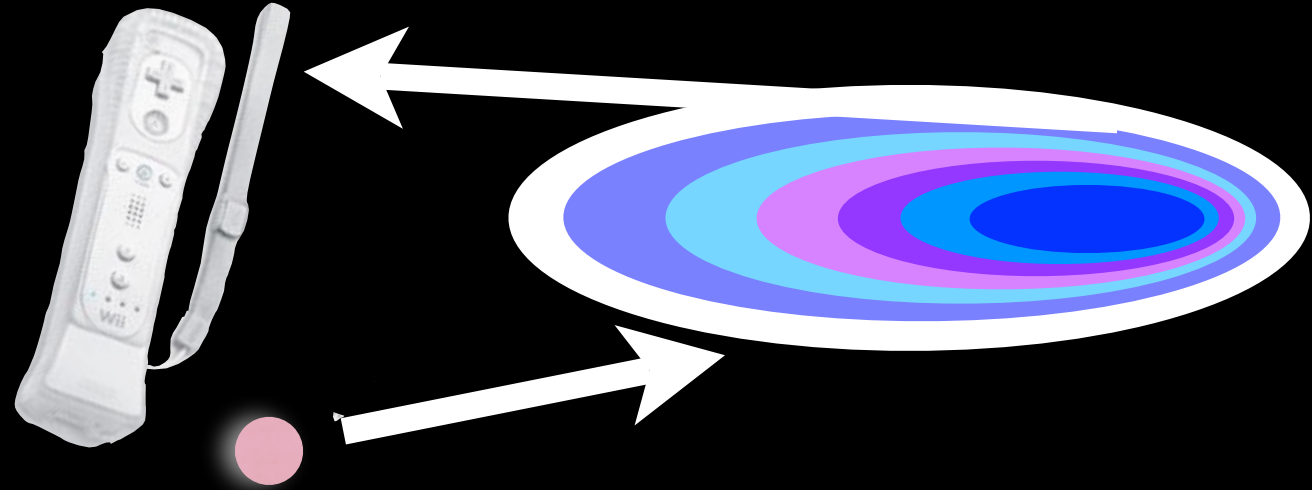
BH



Today's Art festival
Adrien M



throwing stars



VS

black hole pinball



orbit tunnel

