

## Supply Chains Exhibit

*An interactive outdoor exhibit on the hidden costs of global supply chains that will travel across North America, starting in late 2020. Developed in partnership with the UBC School of Journalism, Emily Carr University, and the Centre for Digital Media. This is from the initial concept brief.*

When visitors enter the shipping container, they can choose a product (either on a screen or a physical object in the container).

Doing so will activate an immersive video projected on all sides of the container, including the floor, that will trace that product's supply chains.

Visitors will be able to control which part of the supply chain they wish to see, and jump around however they want.

As each associated video plays, the environment in the shipping container will change. For example, we could start in an enormous textile factory before moving to a mine or a town hall.

The idea is that you are “part” of the supply chain as opposed to just observing it. As with the website, it would be interesting to include the supply chains of the exhibit itself.

Early things to prototype include:

1. Methods for capturing and displaying a seamless video on four sides of a container that makes it feel like you're immersed in an environment.
2. A way to automatically count the number of people that enter the container.
3. Controlling and interacting with the immersive videos.
4. Controlling and interacting with the rest of the exhibit.
5. Minimizing disruptions and lighting issues due to people entering/leaving the container.

