

Harry's Boppers Development Update

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The goal of this project is to create a prototype of the Boppers app that will convey the concept well enough to use in seeking co-developers and funding. I am not counting on funding

If this effort gains any traction I will consider sharing ownership in product with those who help me get there

My current enthusiasm is fueled by experience using ChatGPT to assist with the coding. This experience has caused me to think that I could develop a minimally functional prototype in several months.

At this time the plans are for the code to be web server modules using Javascript, three.js, PHP, mySql and code they can work with.

An alternate approach would be to use the Unity game development platform. I would assist a developer wishing to pursue this approach while I continue with Javascript. [Click here](#) for a comparison of the two approaches.

The Boppers app is explained in some detail in several documents linked from this website ([Click here](#)). The app would be a web based construction set intended to be used by beginners and experienced users to create a video of animated graphics synchronized with a commercially recorded piece of music such as a hit song or piece of classical music. Here are notes about this:

Initially I will be working with simple 3d shapes and paths in 3d space along which objects (shapes: cubes, boxes, spheres etc.) can move, or appear and disappear. The end product of the building process will be something like a .mp4 format that will have objects appearing to move

in 3D space by getting larger or smaller as they move nearer or further from the viewer and passing in front of or behind other objects in the scene. The Three.JS graphic engine seems to me to handle this well.

I want to make a construction set for end users that will be accessible by both absolute beginners (primary target) and "experts" (users who have worked with this app long enough to use more powerful tools).

I have had great difficulty communicating my concept. My primary goal is to create a prototype that will help me do that. The prototype will allow me to

1. create videos synchronized with a piece of recorded music like this one ([click to hear "Sixteen Tons"](#) by Tennessee Ernie Ford).
2. allow a new user to put in a recording of something they love and create their own video.

[Click here](#) for a youtube video that I think catches the spirit of what I want Boppers to do. This video is far more advanced than anything I would expect the Boppers construction set to create for a few years, but some parts show well the concept of using synchronized animation to enhance a piece of previously recorded music.

The youtube video linked above shows scenes with creatures in motion in an Earthlike environment. The prototype Boppers construction set will create animations more like energetic animated abstract art with geometric shapes moving and changing in relation to the music. The next generation might have rock 'Em Sock 'Em robots. I see this as a application that will continue to be enhanced as long as it is used.



Somewhere in the future Boppers would have lifelike ballet dancers

Here are two things that I have found difficult to communicate with words, so far:

- What it's not: This application will not automatically create a video synchronized with a piece of music. Rather the creation process will be more like a choreographer painstakingly mapping out the dance moves and positions of dancers to go with a previously written piece of music. Creating a synchronized boppers video could take a few hours, or many hours, - like a painting.
- Passion: An essential part of my personal perspective is that a boppers users should start with a piece of previously recorded music that they personally appreciate very much - even love.

