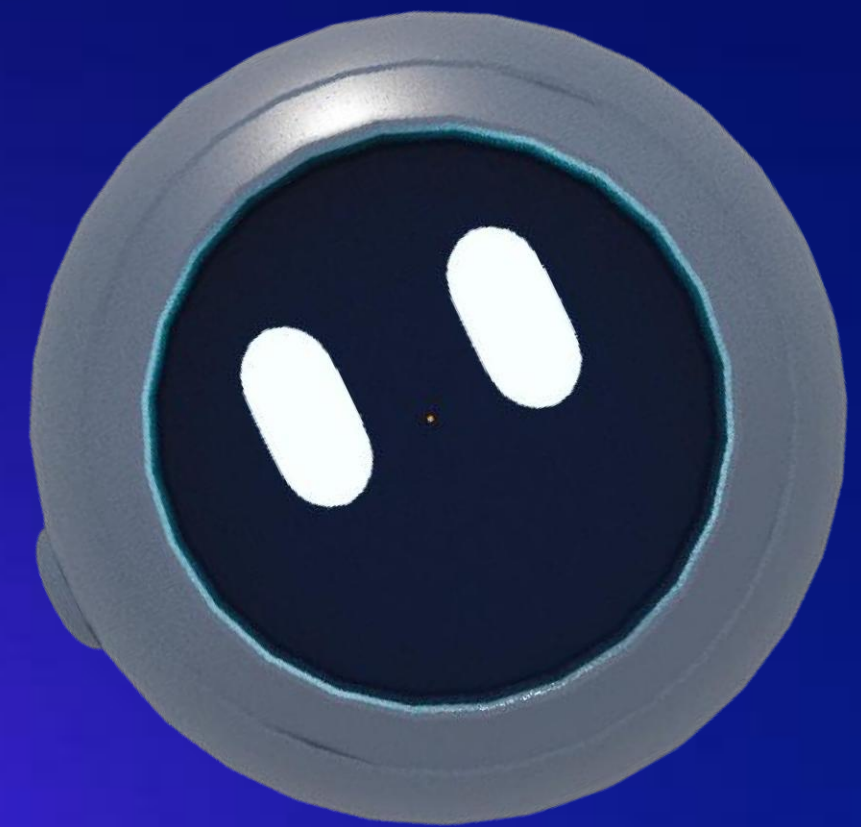# An Augmented Reality & Previsualization project

LIL'BOT

By Baptiste Samoyault

What is Lil'Bot ?

- AR application
- Open when you put glasses
- React to your actions

It's purpose ?

- « Tag » along the user
- Will act friendly as long as you do the same
- Reward users when doing good deeds
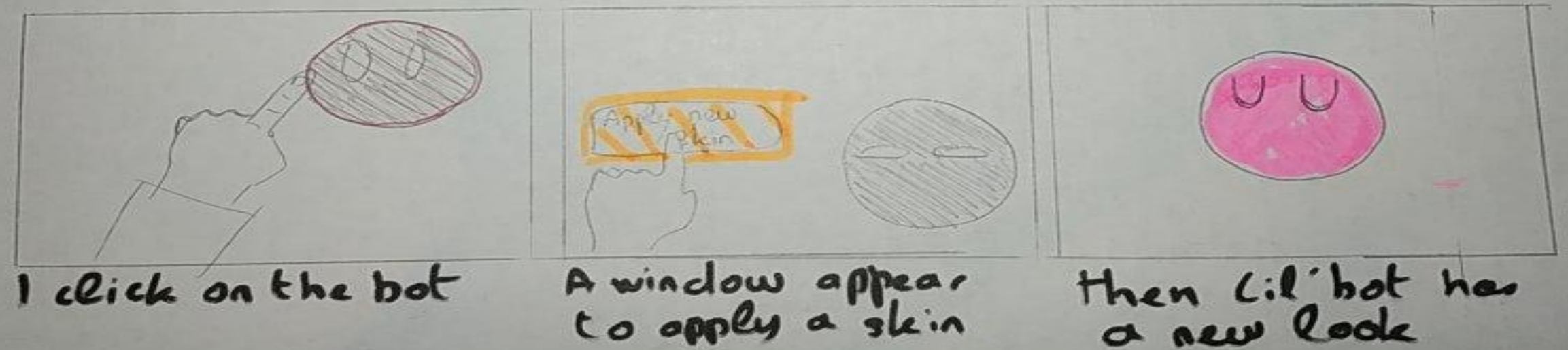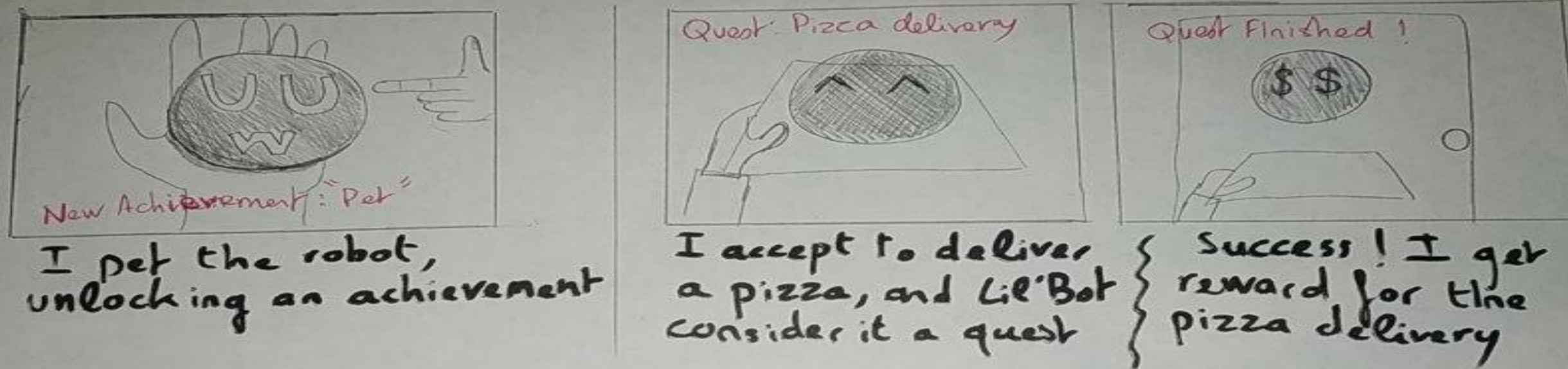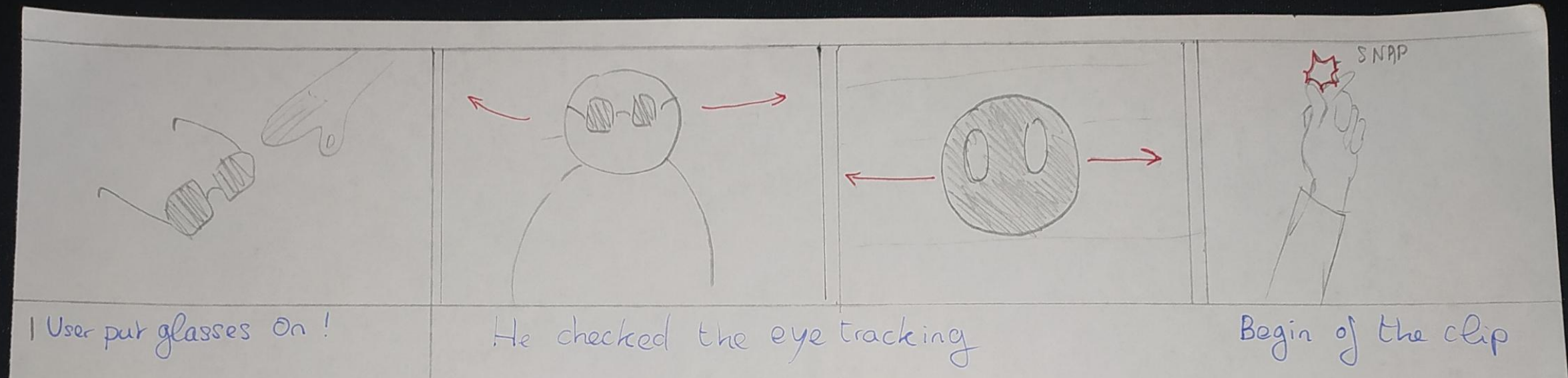- or when trying something new, with « Exp » and achievements

Lil'Bot in general

- Perfect for lonely people, it will incite them to experience new things

- With Experience aquired, users unlock skin to custom Lil'Bot and unlock new functionnalities

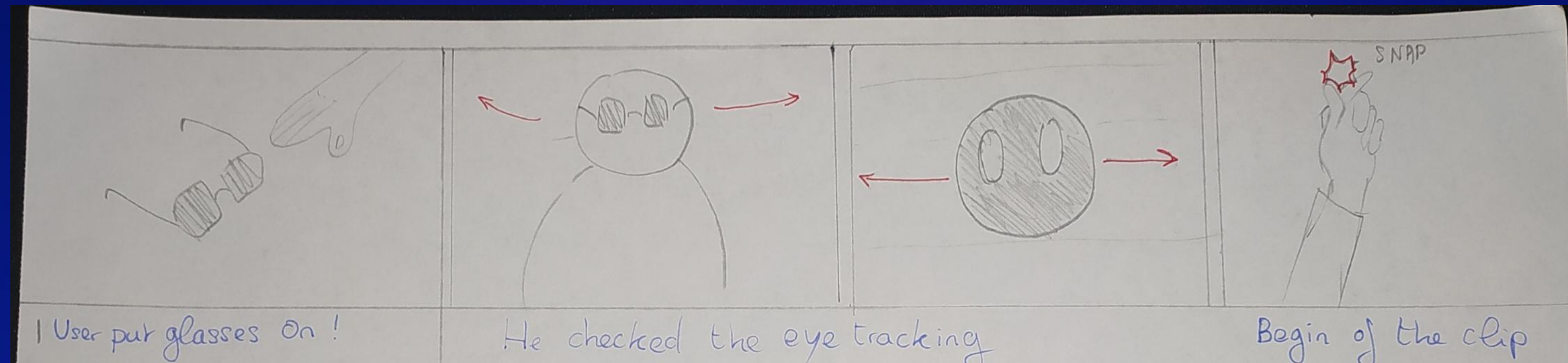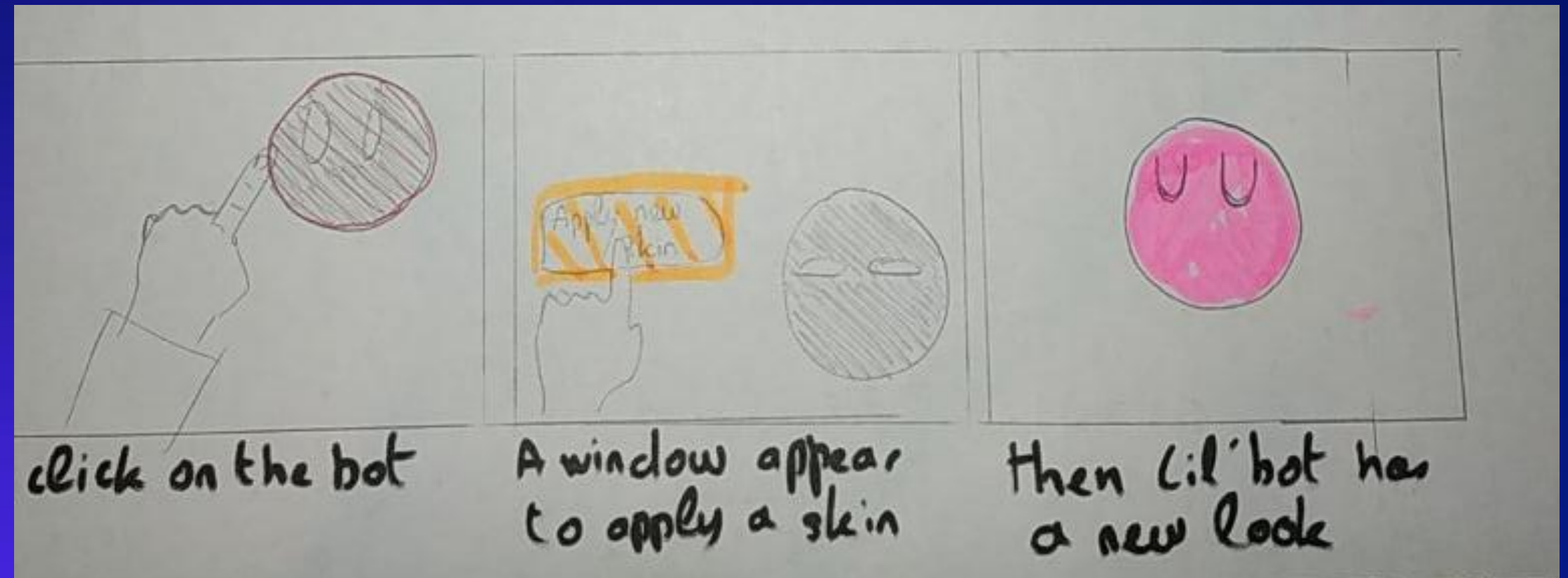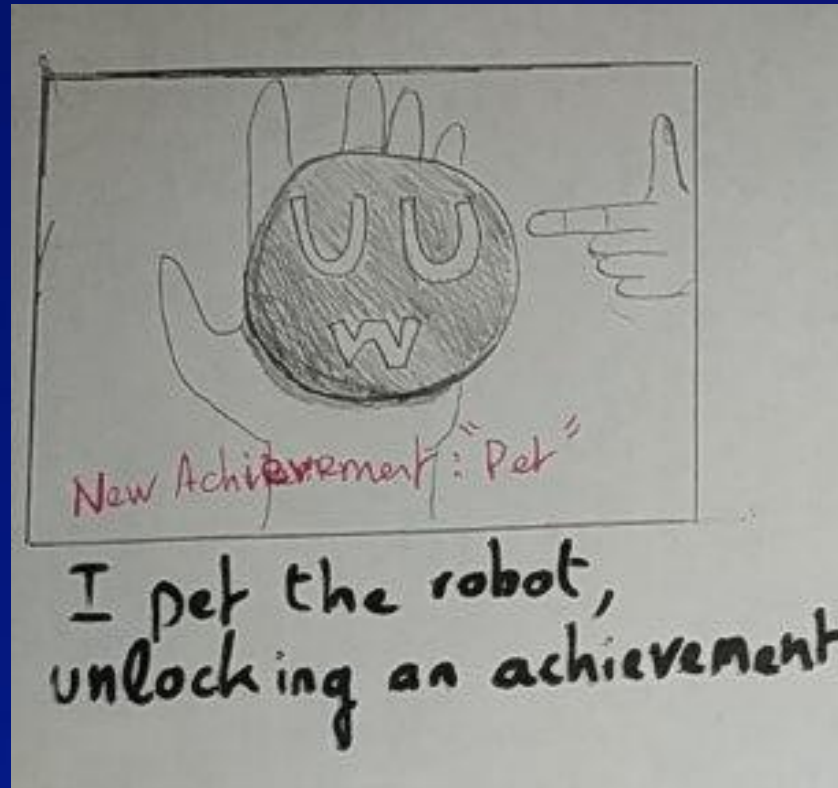- No way to pay your way in with money !

Storyboard

Storyboard

In this section, user put glasses on and test eye tracking. Then he snaps his fingers to begin the clip

Storyboard

I pet the robot, unlocking an achievement

click on the bot

A window appear to apply a skin

then Lil'bot has a new look
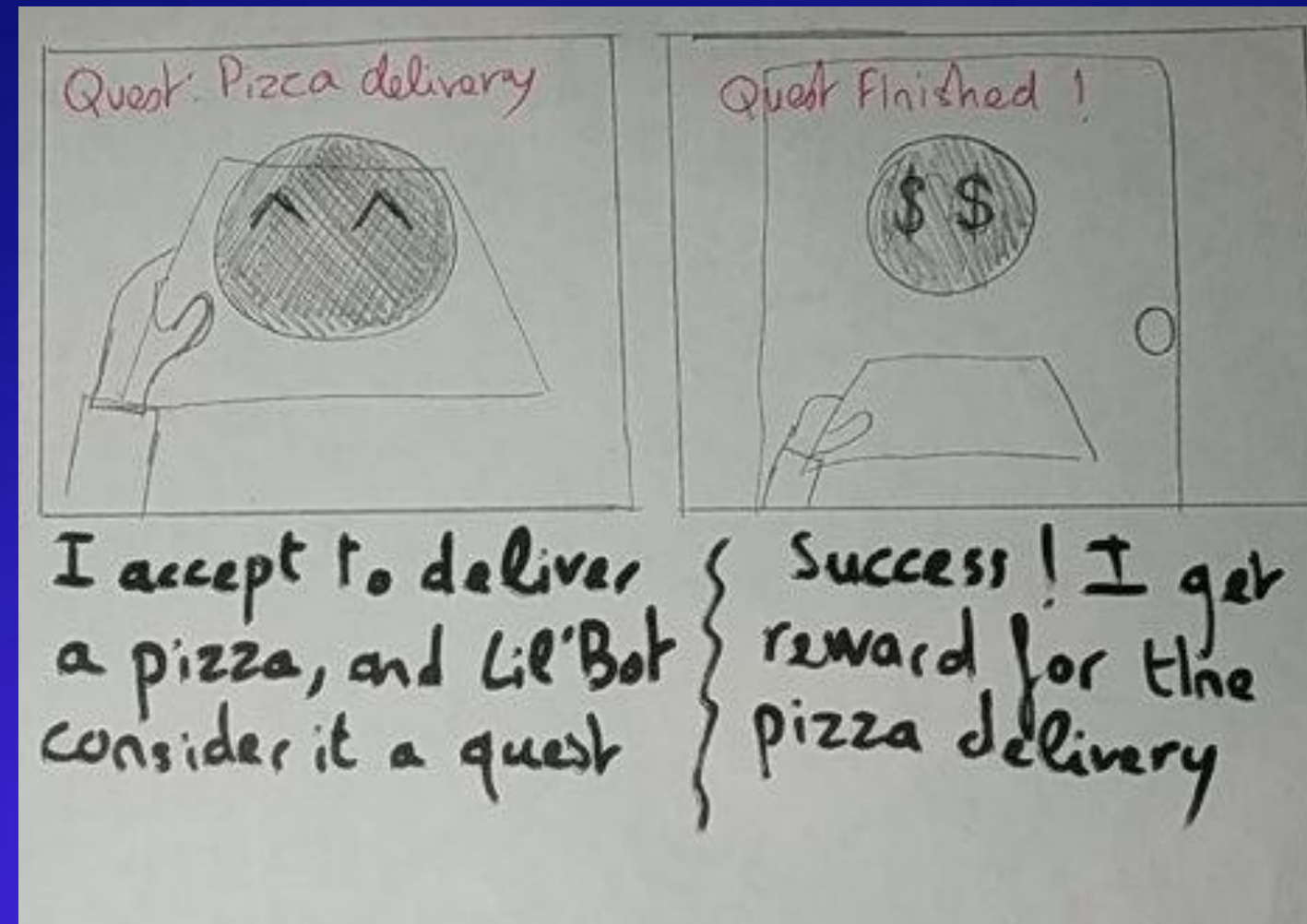
Here it is shown some interactions with the bot :
Peting it and customizing it + achievements

Storyboard

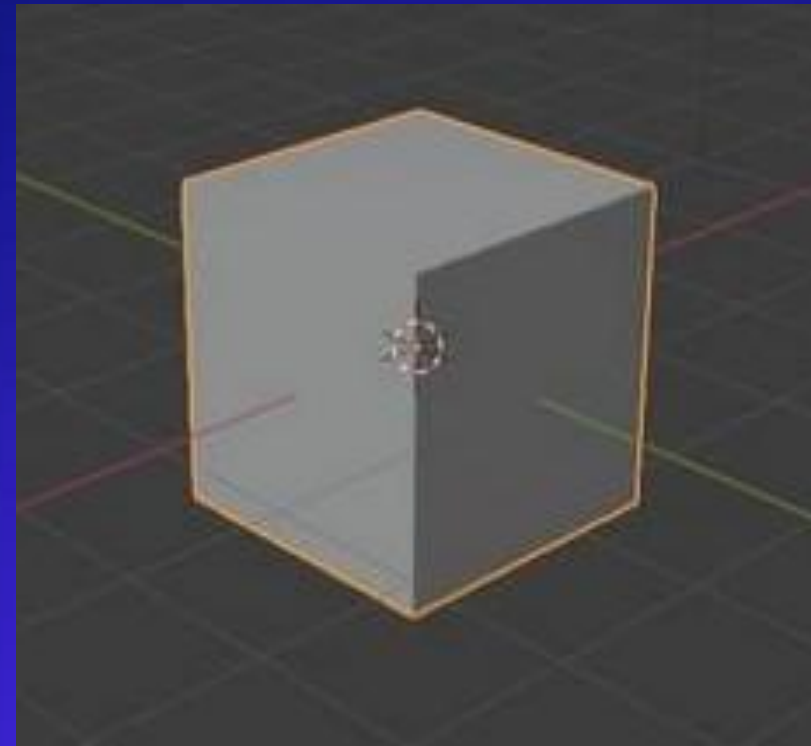Here it shows the quest system with a pizza delivery and it's reward
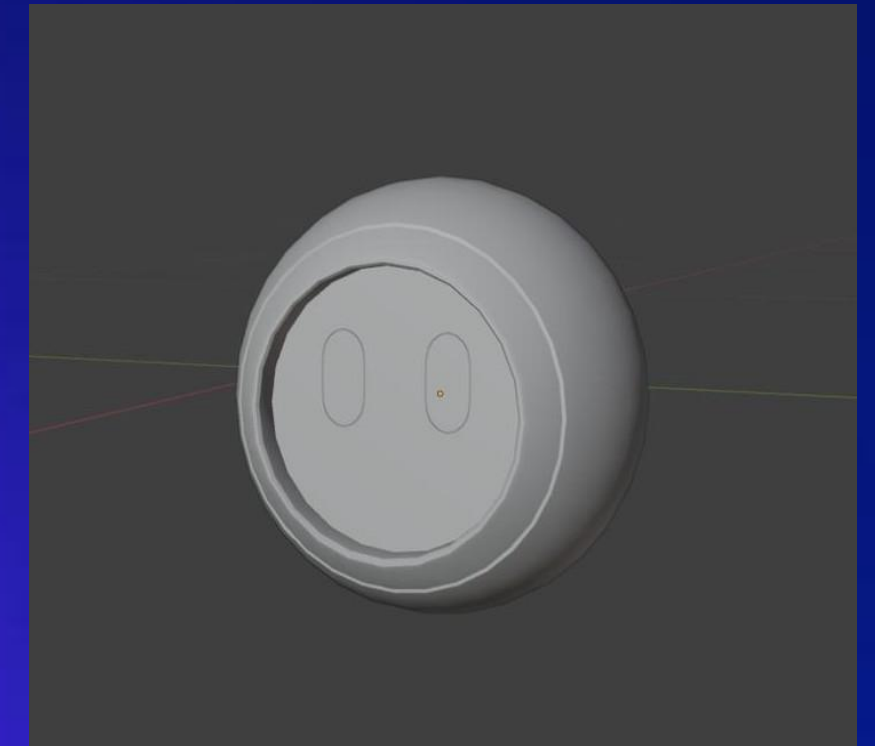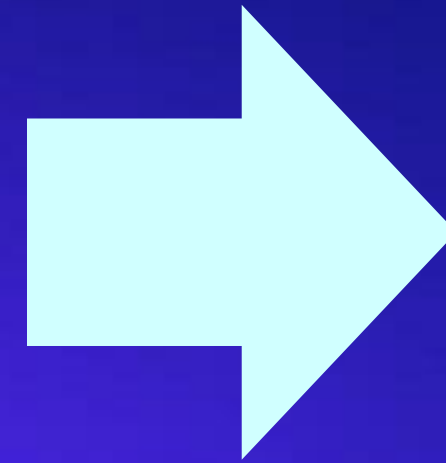
Video

Hope you like it !

Behind the Scene

I modeliized by myself every version and animation of Lil'Bot
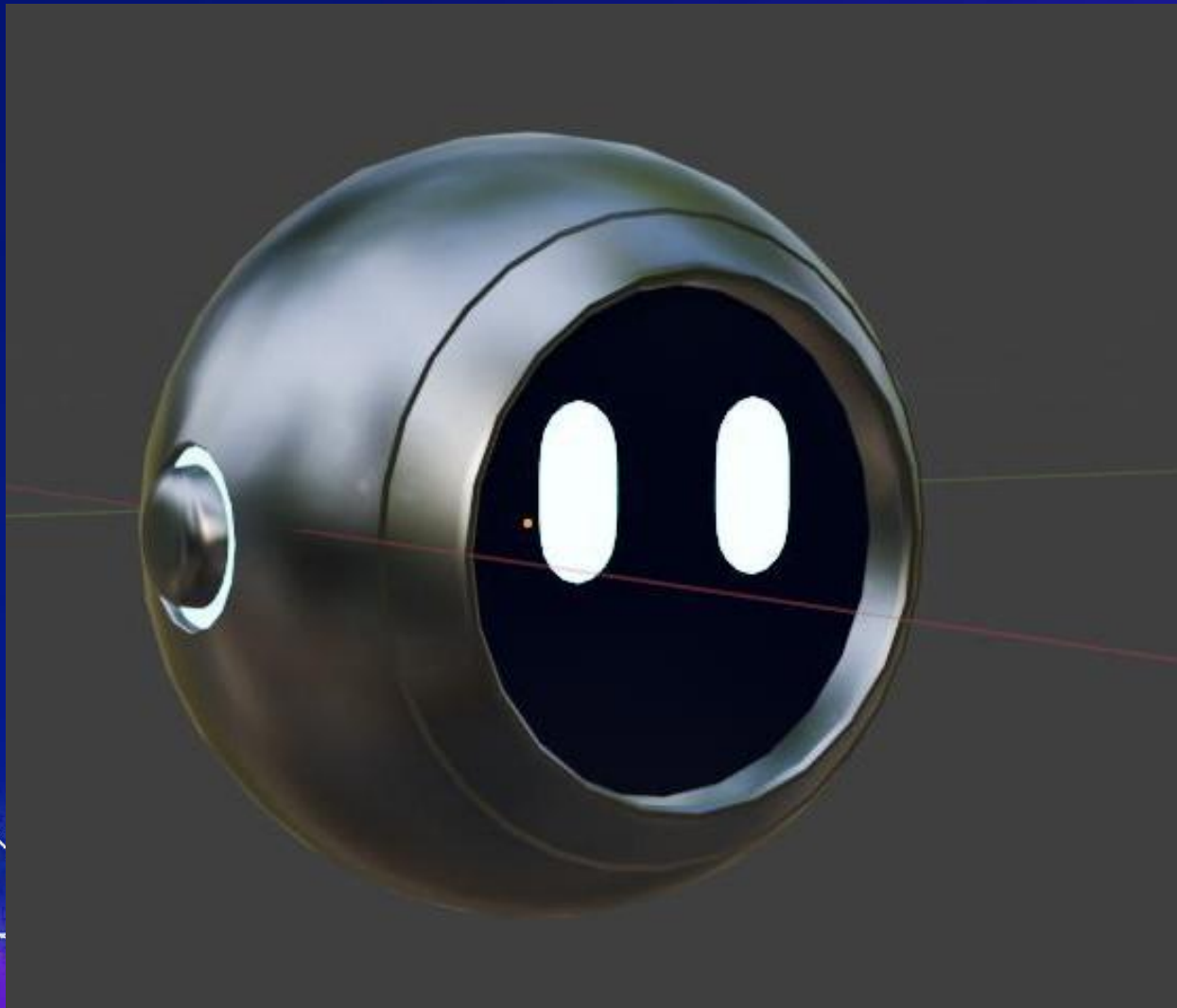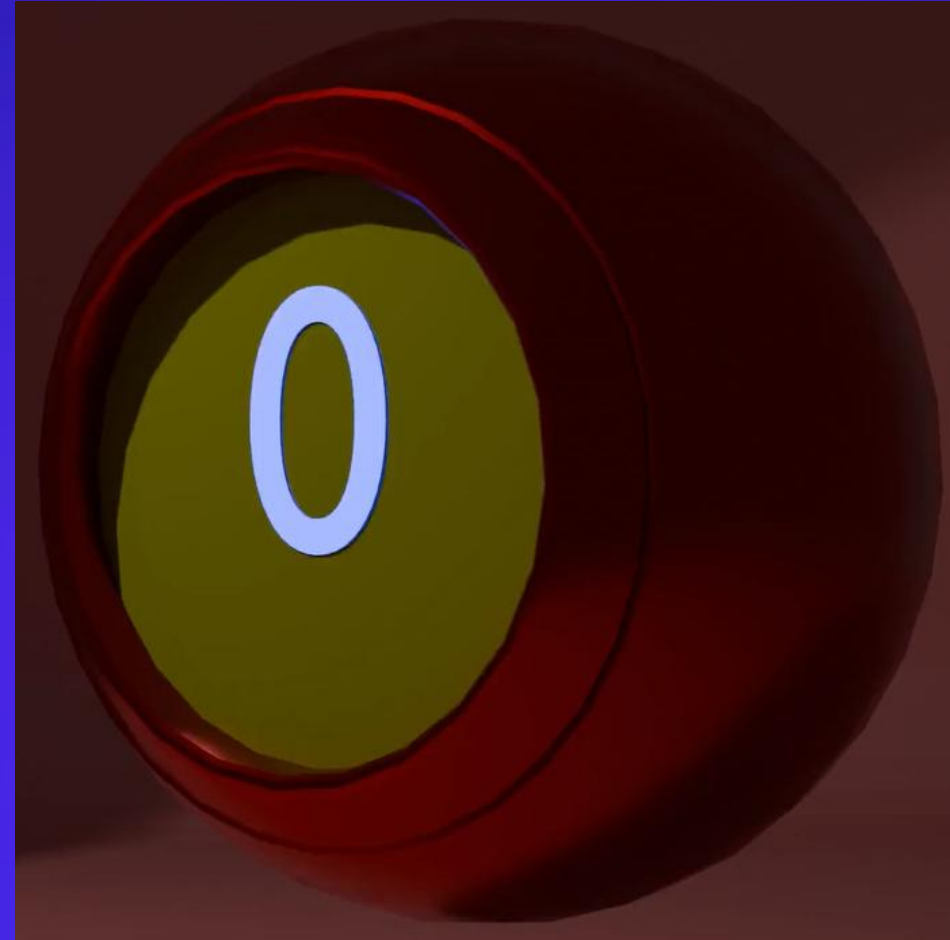

Start

End

Behind the Scene
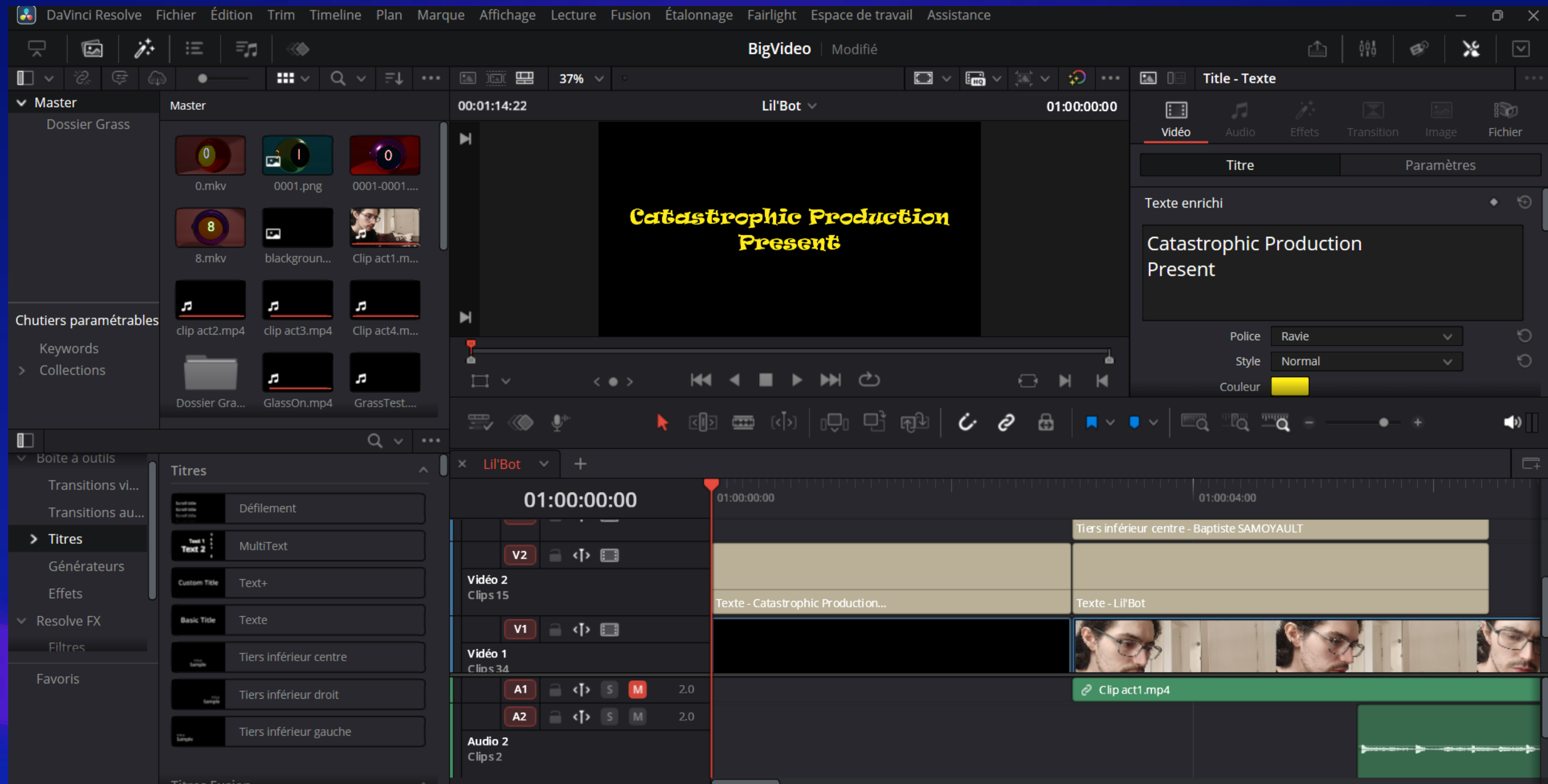
SHADING OFF

SHADING ON

Behind the scene

Eyeless Lil'Bot

Behind the scene

Editing Software : DaVinci Resolve

Behind the scene

Music : *1-800 (ft. IronMouse)* by BBNO$

Difficulties

- Blender

- Motion tracking

- Video Editor

Maybe next time ?

–Choose a better PC to make render

–Choose a less complicated environment for motion tracking

–Be more familiar with editing software