

3D Orbit MVP Design

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It is your task to make a simplified MVP UX prototype of this new software tool, usable on an iPad Pro. A sound engineer or artist could then freely walk through the actual physical venue space while configuring the ORION system on the iPad. The minimum that this application should allow is:

- It should allow the user to rotate, zoom and pan the venue space.
- It should allow the virtual audio sources to be moved around in 3D space and therefore updating the Soundfield. The user should be able to see where the sound fields “hit the walls”.
- It should allow switching a source from “planar” to “point” source ([see video](#)).

UX Approach



Create a Persona, Scenario,
master User Journey



Ideation the interactive point, conduct to
wireframe



Translate wireframe to interface, generate
prototype

Persona & Scenario



Persona:

Coco

Female 35

Art Director

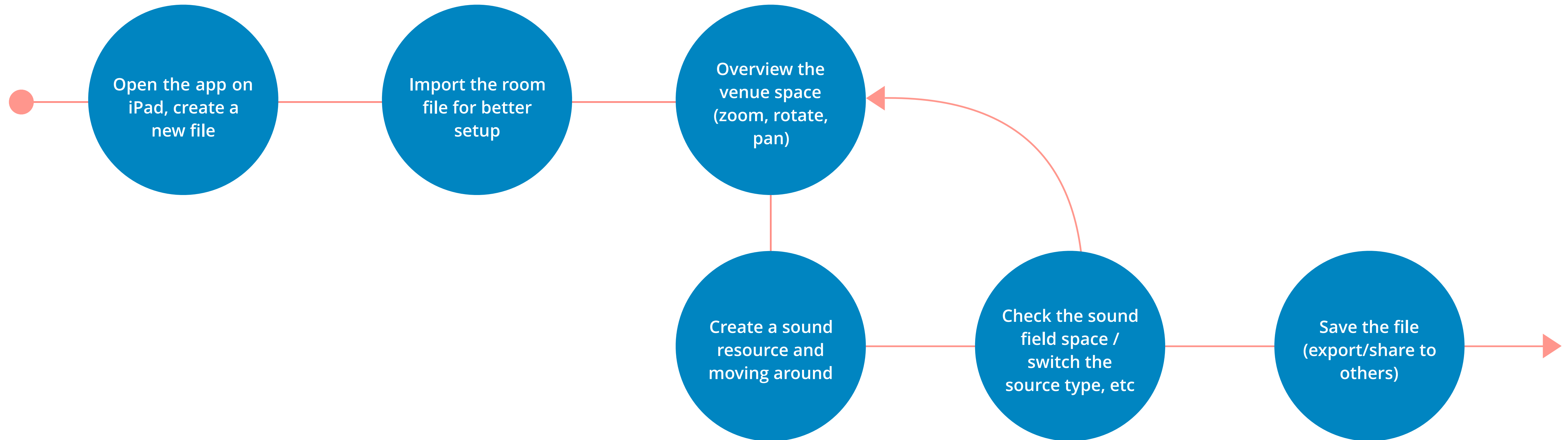
Determined, she always prepare everything before it happens, no matter how big or trivial.



Scenario:

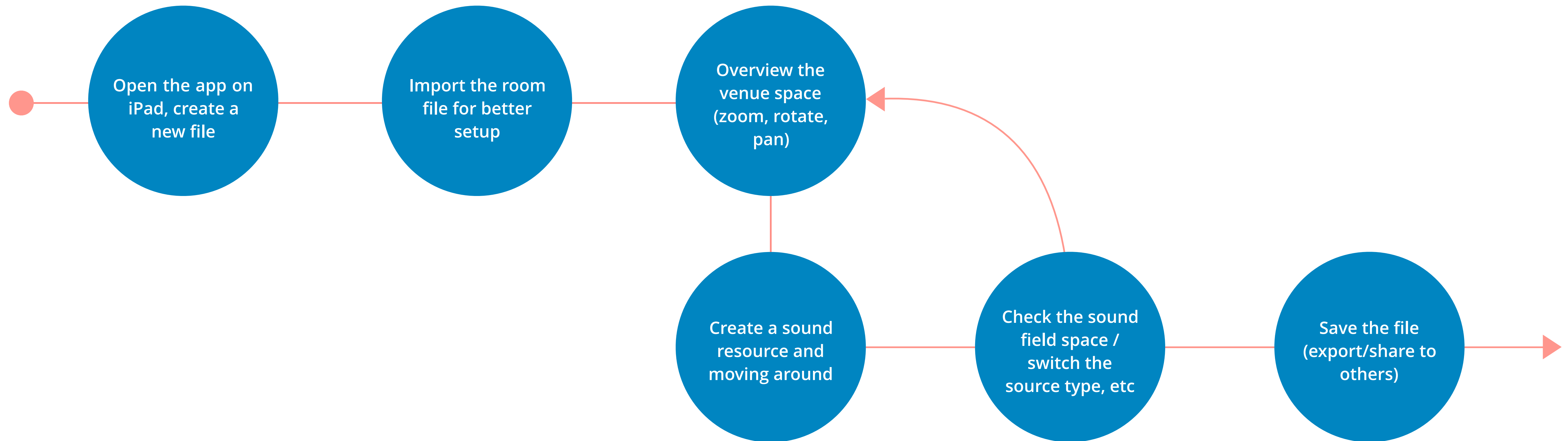
Coco just finished a sound project with her team, thus she wants to set a room for the exhibition with the audiences.

User Journey



- Coco wants to visualize her sound project in the exhibition room first, and share with team to discuss.

App Design - Main functions



Create

- Overview and manage the different venue projects
- Add a new venue project

Import

- Import 3D venue model into the project

Edit

- Check view of the venue
- Add/edit/remove the sound source

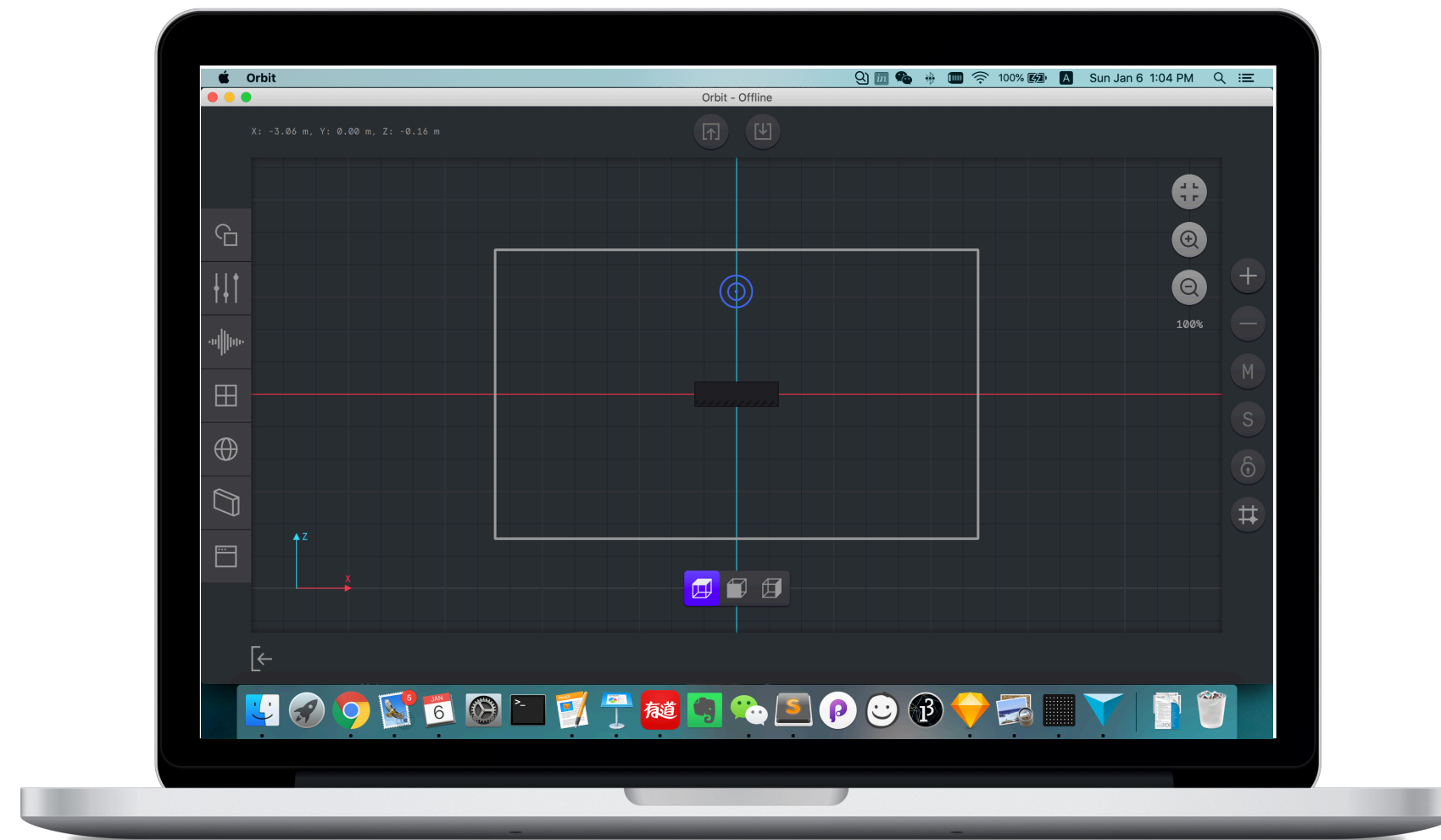
Preview

- Preview the soundfield in the project

Save, export, share

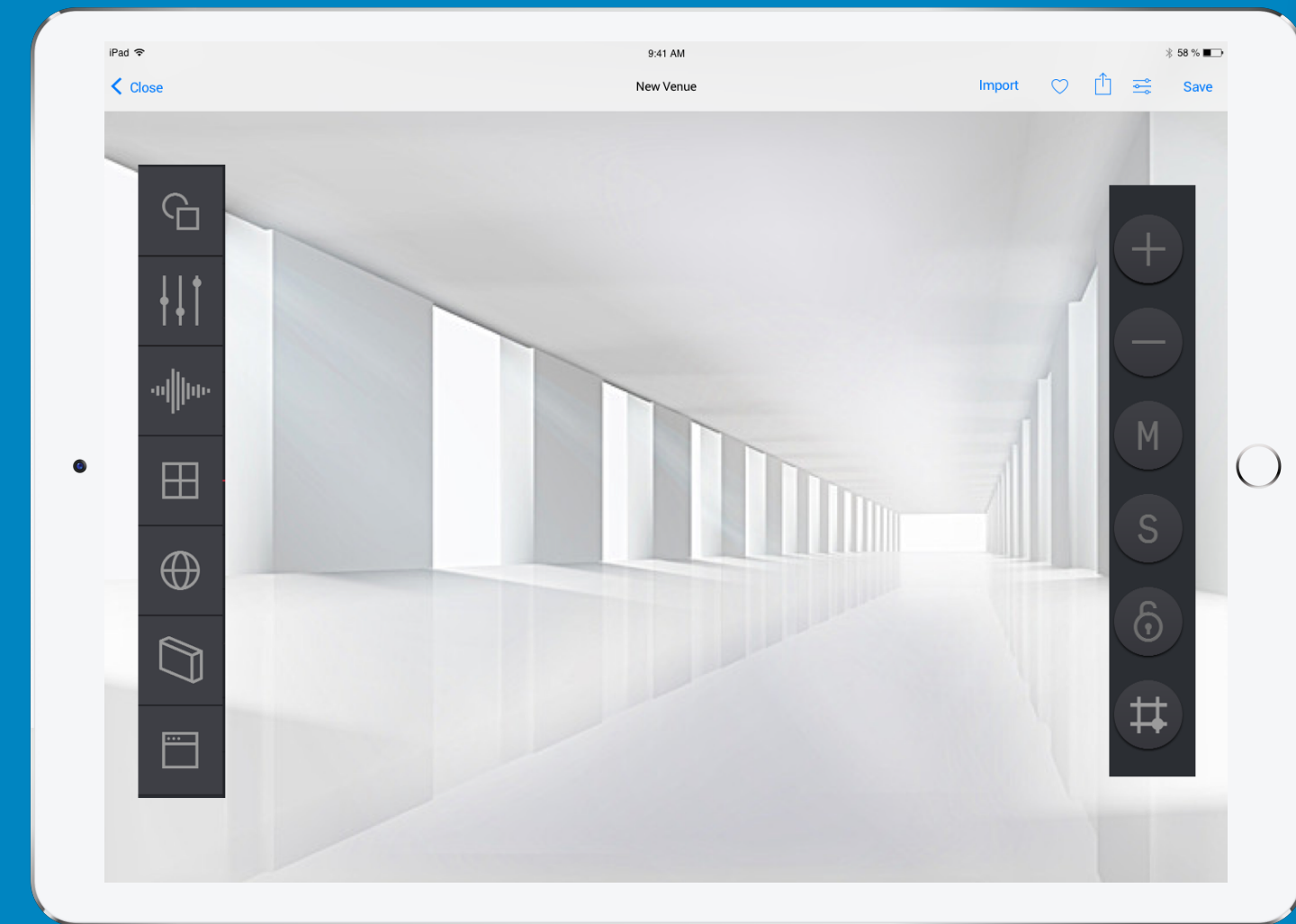
- Save the venue project, export to some formats which could used on other platform and able to share

Devices



MAC/PC:

- Interaction medium: Mouse / Trackpad / Keyboard
- Interaction input: Mouse click/scroll, pad movement, keyboard type, etc.,



iPad Pro:

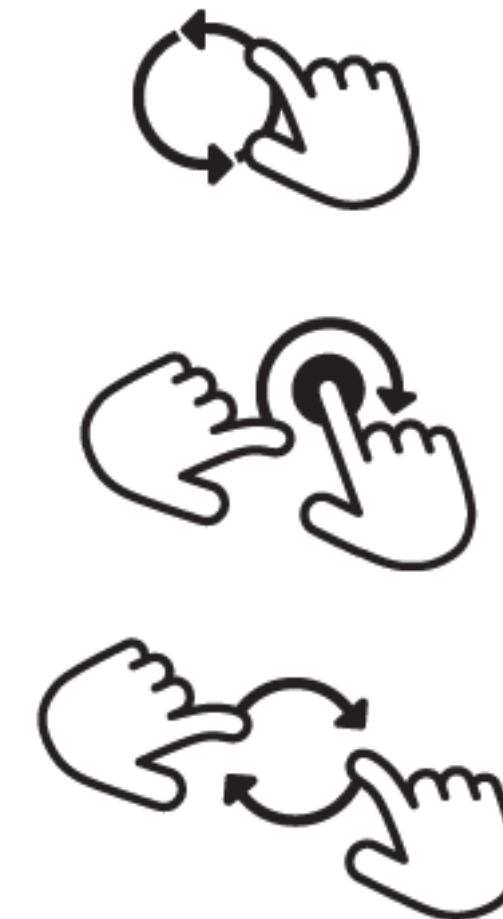
- Interaction medium: Touch screen
- Interaction input: One-finger tap/hold/swipe, multiple-finger tap/hold/swipe/pinch, etc.,

Interaction Design

One-finger interaction:



Two-finger interaction:



Tap

- Trigger button actions:
 - Select venue
 - Add new sound source
 - Select object...

Swipe/slide

- Pan the screen view

Press and Hold

- Move objects

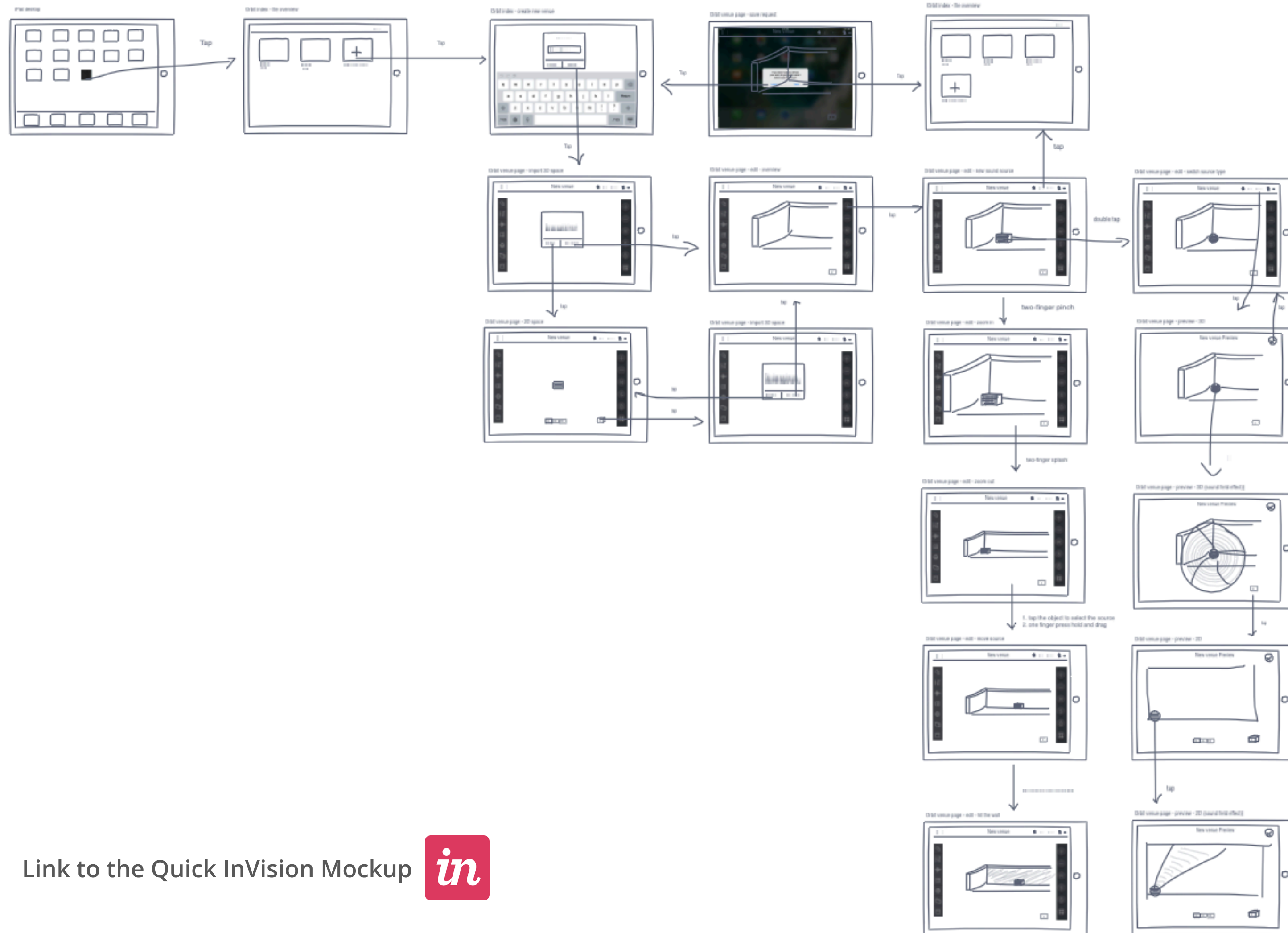
Pinch/Splash

- Zoom in, zoom out

Twist

- Rotate view/ object

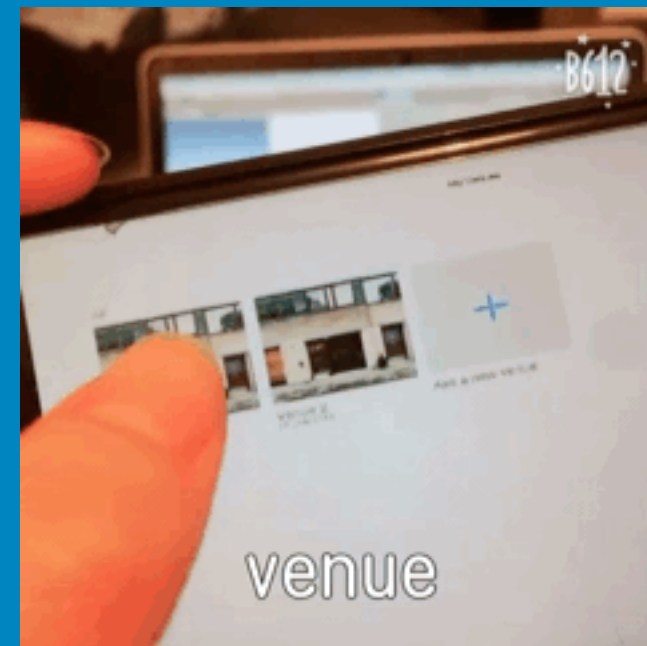
App Design - Wireframe



Link to the Quick InVision Mockup



Mockup - Overview venue space



Overview of venues



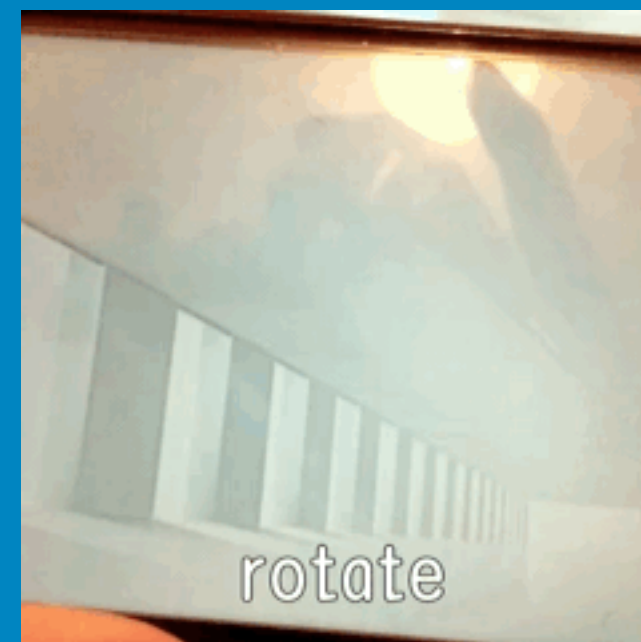
Since there is no iPad around so I made these mockup tests on my iPhone platform.



Zoom the screen with two fingers



Pan the view by one finger swiping



Rotate the view with two-finger twist

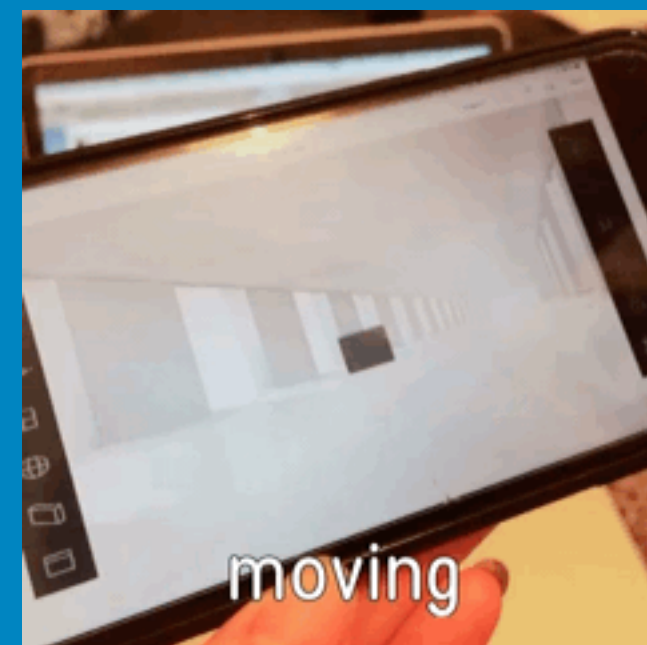


Link to the animated .gif on my website
Password: holoplotlyu

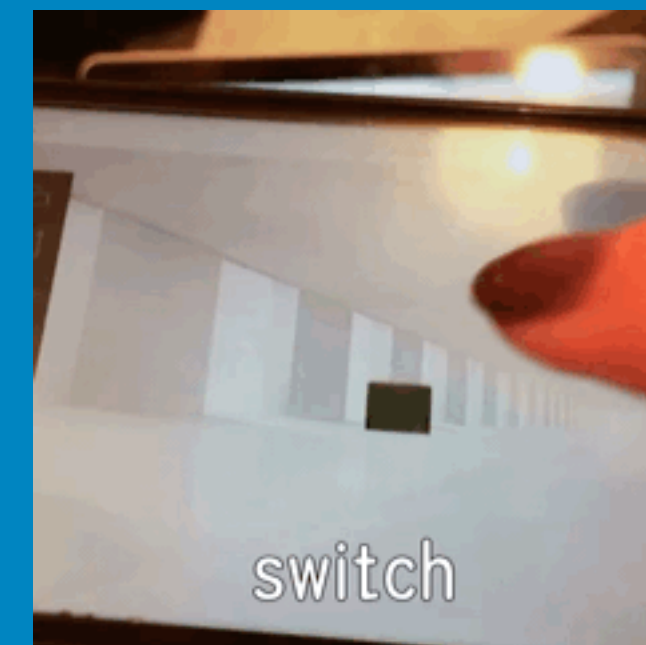
Mockup - Add a sound source, move, switch



Quickly add a new sound source in the venue with one tap*



Moving the source object by press and drag on the screen, release the finger when it gets to the position you want to put



Switch the source type with double tap



[Link to the animated .gif on my website](#)

Password: holoplotlyu

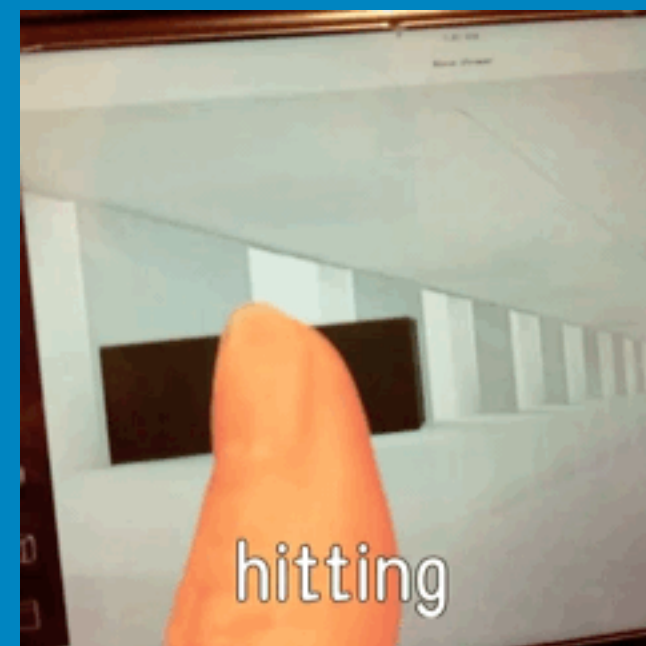
* Actually, the initial idea of this add action was using add button on the screen, and the new source always displays on the center of the screen, but due to the time and my capacity, I simply changed my mockup to do this with one tap click in the venue, this approach can be also used in the use case which can help user to add their source in the preferred position faster.

Mockup - Hit the wall warning

When the source hit the wall, there will some feedbacks on the screen and the object cannot be moved more.



While moving the object to the wall




Screen feedback to the user



[Link to the animated .gif on my website](#)

Password: holoplotlyu

Future Work



Complete the wireframe,
gathering feedback, rework

Improve the UI design for the
app, conduct hi-fi prototype

Test with user, analysis and
iterate the design

Some words

- I had fun with this UX assignment a lot since it contains design and development together, and during these days I improved my Unity skills, learnt how to do prototypes for 3D App.
- Some design ideas in the wireframe scratch are not showing in the prototype due to the limited time.
- I simply keep the UI layout as similar as desktop version by considering the user usages and behaviors from previous.
- Also, I have to admit that the Graphic and UI design is not my strength, thus I put it as the following step in the future, this approach I considered as a quick move to complete work this time.

Thanks for watching,
looking forward to
the feedback(๑>๓<๑)