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| **Referencerator**  **Defining the project**   |  |  |  | | --- | --- | --- | |  | Summer 2011  Author of this Document: H.A. Caraway IV | **Referencerator  Team:**  DEVON OMARA (Art)  PETER ERSTENIUK (Prog.)  NEAL VALIANT (Prog.)  FRANKY GAMBLE (Prog.)  ETHAN BEHAR (Prog.) | |  |  |   **Technical Field**  The field closest in relation to my project is between programming and art. It will be used in conjunction with concept artists for a variety of fields (Movies, Games, etc), but the building and completion will be dealt with in a programming context.  **Background Information and Prior Art**  The project as far as intended use is unique as a whole. There are parts of the project that are seen in other examples. Poser is a good example of the model posing, though that is more used for asset creation for games. This is shown in the price for licensing, and its standard use in the industry of art. Poseable is an App that offers the user a wooden doll that is posable on your phone. Again this replicates the model portion of my project. As far as environment, in my research I have not stumbled upon any programs that allow the user a creation of simple environments to use as reference. The addition of props in my project adds another layer of innovation, as the combination of prop, scene and character as a base for reference image creation has not been done.  **Project Description**  This program is designed to provide artists with a fully poseable reference model along with a selection of generic props and environments that the user can utilize to create a rudimentary reference scene for concept.  **Usage scenario**  Typical use for this program will be for concept artists. The user can load this up on his or her computer, and then start to not only pose the wooden doll, but create a very simple environment using primitives. They can then save the scene, and refer to it time and time again for when they are doing concept work. It’ function will be to provide a reference with optimal proportions and foreshortening, while not giving the user something to outright copy.  **Innovative Claim**  The innovative claim is that there is no program specifically designed for this need. I say need because as an artist, I recall scouring the web looking for reference photos for my concepts. This will allow artists to maintain proportions without influencing their creative vision they have for the style of their art.  **Evaluation criteria**   * Is the program Useful to the concept artist? * Does it make concept art creation more efficient? * Is it usable by someone who is not computer literate? * Does it meet the goals laid out by the project description?   **Objectives of the project**  Objectives of the project:   * To model both male and female wooden dolls for use in the program. * To create a functioning interface. * To create a working concept that allows a user to pose model as well as add in the primitives for simple scene creation. * To be able to save scenes   **Tasks associated with each Objective**   * Modeling the dolls for the program will start with a bit of research on how wooden dolls work. Then it comes down to creation and texturing of the models. Once they are created rigging is the final step before implementation. * This process involves research into what interface is easiest to comprehend by the largest number of users. Its design will focus more on simplicity rather than focusing on aesthetics. * This is the largest portion of work for the project. It represents not only programming, but also learning and programming research in order to implements the two previous objectives. It also involves a great deal of trial and error and represents the meat of the project as a whole. * Finally to implement the save feature to various formats. Such as a scene format, and a jpeg format for starters. This is the last of objectives for implementation, because the program can succeed without this feature.   **Description of design prototype**  Design prototyping will begin with looking at aesthetics vs. functionality of the UI, and decided which is more important. The next step will be to look into which language or programming environment would be best for ease of completion. I am currently considering C# and the Unity game engine. I would like the program to be usable on both MAC and Windows computers, but will first focus on the Windows side of things. The plan is for it to be en executable with minimum to no installation required.  **Evaluation plan**  The evaluation plan is going to come from testing against artists. It will also come in the form of multiple surveys throughout the process, both to assess the need and usefulness of the project. I will begin roll out of the Eval plan as soon as me and the prospective team have come to terms with the feasibility of the project.  **Project Completion Assessment**  (N/A) Provide an in depth description of the completed assessment of your project. Describe how well the completed components function and highlight the innovative facets of your design.  **Appendices**  (N/A) Include as an appendix any supporting material for this report. Include any prior art that was used such as U.S. Patent Documents, Foreign Patent Documents, or other sources. |
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