Deckblatt für einen Bericht zum Fachpraktikum

17.Apr.2023 - 16.Okt.2023

Nuri, Son

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International Studiengang Medieninformatik - Bachelor

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Datum und Unterschrift des/der Studierenden

(Vermerke)

2. Zeit und Ausbildungsstelle

a) Dauer, Beginn und Ende Fachpraktikums

: From 17th of April 2023 I started my internship at Vision Me GmbH in Hannover and it is expected to be finished on 16th of October 2023. The duration of the internship is for a period of six months on a full time basis which is 40 hours per week.

In October after the internship is finished I will start to write my thesis at the same company, Vision Me.

b) Ausbildungsstelle und eigener Einsatzbereich/eigene Einsatzbereiche (eine kurze Beschreibung genügt)

: The company was looking for both a 3D artist and a web programmer intern. And when I applied to the company I wrote "Unity developer" right under my name on my resume as an intern.

Fortunately, I got a chance to have a remote interview with the CEO of the company and in the first interview they asked me which position I am applying for exactly. I said that I see myself in the middle of those two positions and thankfully the company decided to give me the opportunity to work in both areas so that I can find out where I fit better and where I want to focus more in the future.

As a 3D artist intern I mainly worked on 3D model houses in Unity. The "Housejob" involves furnishing, repairing a 3D model house and setting and connecting the functions to the house which will be performed when the user selects an option during the model house viewing on the application later on.

And as a frontend developer intern I worked to improve a web platform in JavaScript(ReactJS).

There was an existing web platform which the company was already using to manage the list of Housejob, employees and customers. I and the other front-end developer intern Julia worked on it together based on a list from another employee Miranda.

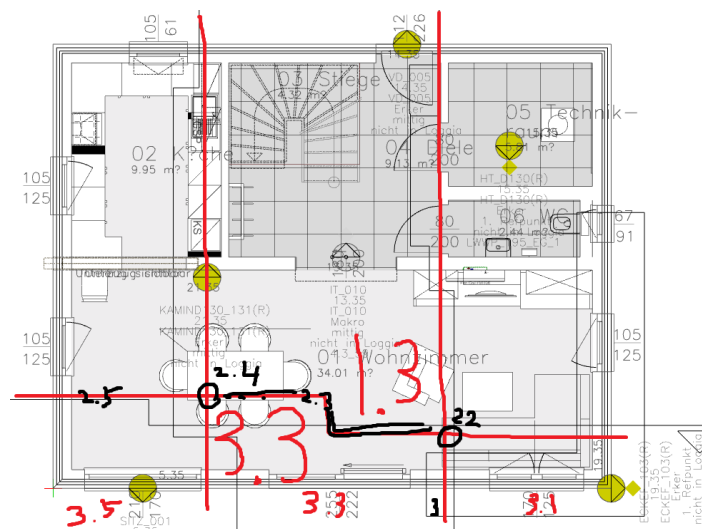## 3. Eigene Aufgaben und Tätigkeiten, insbesondere:

a) Art und Umfang der einzelnen Aufgaben mit ungefähren Angaben zu ihrer Dauer

1. week: Housejob - Finding errors in a model house and fixing them

   e.g.) broken baseboard -> Scaling on Probuilder / broken texture of cushion -> double resolution
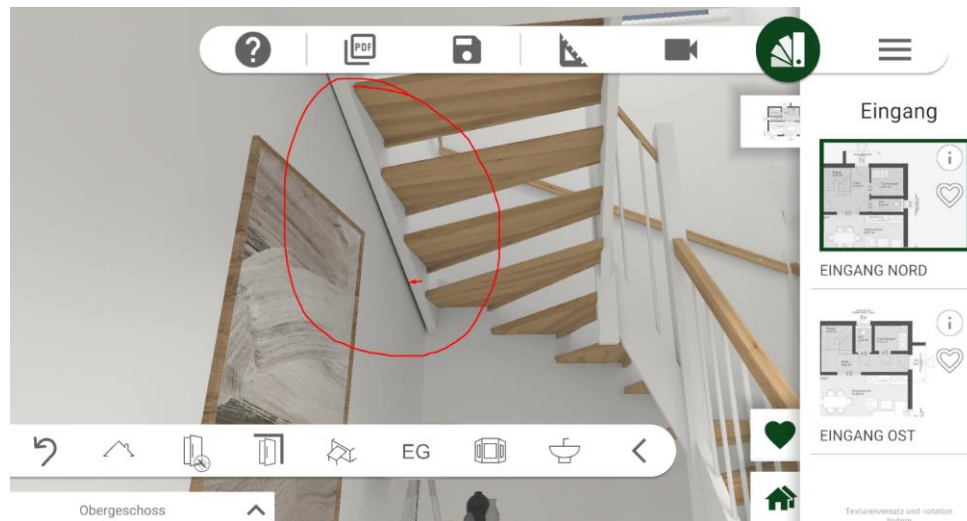
2, 3. week: Housejob - Setting Matrix, Cutting and sorting the parts of house

After setting the sections, cutting the house part by part. Categorizing each object and pieces with the number of the section and moving them into each folder according to the number.
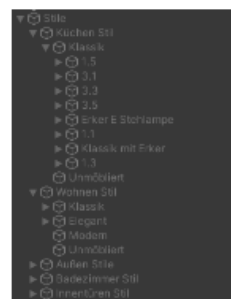
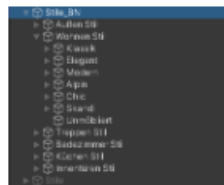4.week: Housejob - House Parts Holder (Elk Design Edition 130, 139)

I wrote a work log during the internship. I excerpt a page from it.

5.week: Web Platform -

Verbesserungsvorschläge:

- <u>Email</u> Button abgeschickt eindeutiger (grün oder mit Haken dran)
- Filtervorschläge (Kunde, Bearbeiter:in, etc.)
- Wenn man ein Haus anklickt und sich das Fenster öffnet im Fenster nochmal deutlich Name des Hauses und am besten im Hintergrund Reihe <u>des Haus</u> markieren (grau hinterlegen oder so)
- für jeden Kunden nochmal eine einzelne Seite für einen besseren Überblick
- Anzeige mit "Offene Häuser", "In Bearbeitung" und "Fertige Häuser"
- Falls gegeben Deadline für das Haus
- Anmerkungen bei Häusern möglich machen. Wir bekommen manchmal ein Haus mehrmals, wenn bei der Zeichnung was falsch gelaufen ist. Wäre gut, wenn man die irgendnwie markieren könnte
- Es wäre gut, wenn die Admin Leute Benutzer löschen und benennen könnten

This list was given from Miranda, a 3D artist employee. I and Julia worked together on it.

- Email button sent more clearly (green or with a hook on it)
- Mark the row of the house name in the background (e.g. Gray background)

    Creating Trello board and divide task with Julia

6.week: Web Platform -

- Display the table with three parts "Open Houses", "In Progress" and "Finished Houses"

7.week: Web Platform - Learning react and nodeJS

    Create a branch on BitBucket and commit code

8. week: Web Platform - Fixing filter function

Adobe Illustrator - retouch logo for customer company website on WordPress: Gradation, Vectorization, Shadow effect, higher resolution

On BitBucket after creating a new branch I merged my and Julia's code together. Then fix the errors from the process and commit the final code.

My commits are with the name Hinrich(AGANDO)

9.week: Research for BA Theme and the idea

WTAT - learn nodeJS

Housejob for Viebrockhaus (Support from Vanessa and Bastian)

10.week: Learn nodejs, Housejob for Viebrockhaus, Talk with Florian and Domenik about the WebGL Unity project, Model House design for BA on pCon.planner

11.week: Housejob for Viebrockhaus, Work in Unity for the BA theme

e.g.) make first person movement in Unity using rigidbody

12.- 22.week (7/5 ~ 9/14) : Housejob for Elk (House Number: 115545, 115608, 81883, 115608-88918, 81952, 664401), Submit BA Expose

Florian Wenk 05.07 14:58

64a568126c29e808e82b1033

Florian Wenk 05.07 15:12 Bearbeitet

1. Alle Fenster autrennen (1. mergen je Fensterrahmen 2. Rechtsklick "split Objec"t mit Fensterscheibe als "Slicing Plane", ggf. source object haken abwählen)
   --> Fensterrahmen Innen --> Configurator löschen, damit der Rahmen stets Weiß bleibt
2. Boden pro Raum mergen (drauf achten, das Böden gleiches Material haben) + ggf. Lücken mit "Bridge Edge" schließen (ProBuilder)
3. Boden Clipping Themen --> überflüssige Meshes löschen
4. Fensterleibungen dürfen nur Innenwand Mesh haben und nicht Aussenfassade. Daher mit ProBuilder schließen
5. Türen ersetzen (für Türen welche die "falschen" Griffe haben)
6. Türschwelle Clipping beachten, überflüssige Meshes löschen
7. Fensterbänke --> Material ersetzen durch Innenfenstermaterial
8. Fensterrahmen innen und außen configurator löschen und auf das Innenfenster das 1. Innenfenstermaterial draufziehen und auf das --> Außenfesntenster das Materials "Aussenfenster" aus dem cm_materials Ornder
9. Clean Up: Wenn dir Meshes auffalen, die außerhalb der Reichweite der Nutzer ist, können gelöscht werden bzw. erstmal in den delete Ordner ziehen
10. Dach Ortgang Normals flippen (ggf. nötig wenn man durchs Dach schauen kann)

e.g.) windows. It was a text from Florian about the outline for the window job.
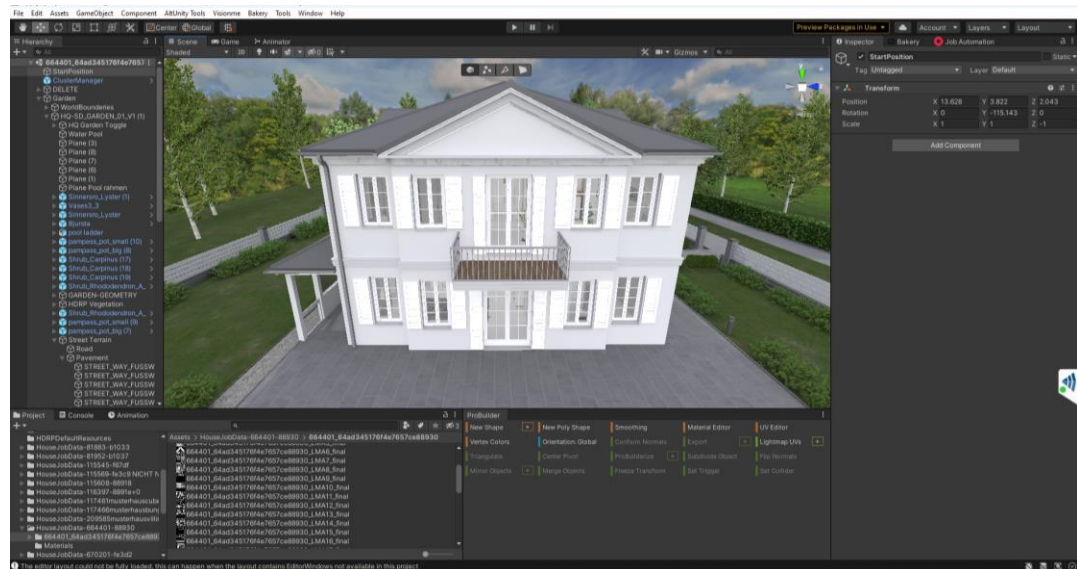
This is a housejob window in Unity

Later on it should be checked on the application as its final step.

c) Angewandte Methoden

Writing a work log helped me a lot. Especially when it was hard to focus or when I faced to an obstacle, just writing a checklist or the work process step by step was helpful

23-06-05 MO

Fixing Filter function error -> Couldn't make it

23-06-06 DI

Fixing Filter function error

Simplify the problem.

How can I make the input value on the filter be removed when the page is refreshed?

```javascript
const handleClick = async (event) => {
    event.preventDefault();
    if (event.target.name === "reset-filter") {
      // console.log("reset-filter");
      resetFilterOptionsToLocalStorage(filterOptions);
      await resetFilterOptions();
      onInputFilterClick(event, filterOptions);
    }
    if (event.target.name === "filter") {
      if (
        filterOptions.inputs.id !== null &&
        filterOptions.inputs.id.length !== 0 &&
        filterOptions.inputs.id.length !== 24
      ) {
        alert("Die eingegebene ID muss vollständig sein! (24 Zeichen)");
      }
      // setFilterOptionsToLocalStorage(filterOptions);
      // console.log(filterOptions);
      const date = await formatDate(filterOptions);

      setFilterOptions({ ...filterOptions, dateFrom:
date.dateFromUTCFormatted });
      setFilterOptions({ ...filterOptions, dateTo: date.dateToUTCFormatted });
      // console.log("filter: ", filterOptions);
      onInputFilterClick(event, filterOptions);
    }
  };
```
// SetFilterOptionsToLocalStorage(filterOptions); blokiert

!!!NEW ERROR!!!?

Auf meinem PC – Chrome, FireFox, MicroSoft funktioniert gut aber auf dem Julias PC ist problematisch:

Filter anwenden geht nicht -> Einmal Filter zurücksetzen und Filter anwenden geht

> → Auf anderem PC getestet und es funktioniert richtig ☺

23-08-07 MO ~ 23-08-13 FR

~~115608_88919 – 76ME3 (Done) -> Rendering final 170~~

- ~~Ausenwände, oben: Schattenpflaster Farbe~~
- ~~Fenster Farbe show on click~~
- ~~Küche: Klassik, Chic, Skandi~~
- ➔ ~~Schattenpflaster aussen und Küche Schrank mesh~~
- ➔ ~~Fenster Rahmen Farbe, Upload~~

~~81883 – YL2WS **!! Treppe Stil, Aussen Stil, Fliesen Stil !!**~~

- ~~Möbel wieder einrichten -> Rendering Tür~~
- ~~Licht platte verstecken~~
- ~~Fliesen Stil: Modern, Alpin, Chic (Bad, Kommode) ->nur die zwei Toilette neben Haustür~~
- ~~Fussleisten in das Toilleten Raum~~
- ~~Treppe: Maserung Holz, Stil Show on click~~
- ~~Boden Stil: Chic(Boden Farbe?)~~
- ~~Boden Stil: Küche alles Objekte show on click (Tisch!)~~
- ~~Küche rechts ein Platte auswählen~~
- ~~1.Etage Boden Stil Möbeln~~
- ~~1. Etage Kitchen Stil~~
- ~~1.Etage hinter der Küche Fliesen Stil~~
- ~~1. Etage Flur Fliesen Stil~~
- ~~1: Etage Bad Fliesen Stil ist ok aber Toilette Fliesen Stil falsch (Modern, Alpin, Chic) Skandi(anders rum)~~

~~11545 – 4NNH5 (Done!) -> Rendering mit 170, Haustür?~~

- ~~EG 1. Zimmer Wohnen Stil bei Skandi Pflanzen löschen~~
- ~~Küchen Stil wieder~~
- ~~Treppe(Klassisch, Skandi)~~
- ~~EG Fliesen Stil (Badezimmer -> Bad!)~~
- ~~1.Etage Farbe von Fussleisten sollte mit dem Fliesen Stil verändert werden~~
- ~~1. Etage Zimmer Wohnen Stil einsetzen~~
- ~~Küche Stil wieder~~
- ~~EG Badezimmer Bad (O)~~
- ~~1. Etage Flur Fussleisten~~
- ➔ ~~Nochmal redern und app update~~
- ➔ ~~1.EG Bad, Wand Fliesenstil – showOnClick / Maserung / Rendering~~

23-08-14 Mo

HouseJob - 115608_88919, 11545 Fertig und mit Flo durchgucken

23-08-15 Di

HouseJob - 81883 Fertig und mit Flo durchgucken

c) Eigene Arbeitsergebnisse

- House part holder: It was the first "independent" task I got since I started the internship. I spent quite a bit of time on this work and I thought I was following the steps well. However, in the latter part of the work I made a mistake and I couldn't restore the house. Then eventually I had to stop the work.
- Web platform: I have completed all requests on the list given to me and the code worked fine without any issue. For this task Julia and I completed most of the work almost independently without any other support.
- Housejob: In the beginning I had some issues. I needed more time than expected and I couldn't control the entire house by myself fully. However, it gradually improved towards the end.

d) Grad der Selbständigkeit oder Weisungsgebundenheit

I got a lot of help and support from other employees and CEOs. I think, I worked accommodatingly and independently.

e) Art und Umfang der Unterstützung durch die Ausbildungsstelle und den oder die

Ansprechpartner/in

I could always ask questions or help to other employees or CEOs in the office or via messenger. They have plenty of experiences and knowledge about work and Unity including other programming skills. Mostly, I got support to get a review, instruction or explanation about the work. In addition, I got many useful tips about working in Unity.

4. Bezüge zwischen Studium und Fachpraktikum, insbesondere:

a) Nützlichkeit der bisherigen Lehrveranstaltungen

For my bachelor project I've made a VR game with five other students in Unity. I've learned a lot and I think I also gained some kind of fulfillment from the experience. And those are one of the reasons that made me want to work more in Unity.

Moreover, the knowledge which is acquired from the 3D design and the WTAT classes about 3D modeling in Maya or developing a web application with nodeJS were useful to complete assignments during the internship.

Those were two scenes I made for the bachelor project in Unity.

b) Nützlichkeit des Fachpraktikums für das weitere Studium bzw. für die Themenfindung für die Abschlussarbeit

After I complete my internship, I will write my thesis at the same company, Vision Me. The topic will be PBR generator on Unity WebGL and it will be written in C#. On top of that, most of the knowledge I gained during the internship will be used for it.

4. Zusammenfassung und Ausblick, insbesondere:

a, b) Aufgetretene Probleme, Verbesserungsmöglichkeiten

For me this internship at the company Vision Me in the German city Hannover was   a great opportunity to challenge myself. Adapting to the new environment was the biggest challenge for me than anything else. There was a reason what made me the decision:

First, I studied German literature in Korea then moved to Berlin to study informatics. Although I've been living in Germany for 8 years so far, somehow I feel like I haven't experienced Germany or German enough. I thought maybe it's because Berlin is an international city and it's quite different from other cities in Germany. So, at this point, when my studies are almost finished, I wanted to be surrounded by more German and something more like Germany as much as I can be and speak more in German.

Then I moved to Hannover, a city where I know no one and I even had some strange homesickness which makes me miss speaking in English even though it is not my mother tongue.

Besides that, I had issues with concentrating fully on work. I assume that maybe it's because during the pandemic I was mostly working alone in my room then suddenly I had to work in an office with other people altogether. And it was the time when governments around the world were officially declaring the end of the coronavirus pandemic. Maybe because of that, I somehow had difficulties focusing on work fully. But I had no other choice so I just kept pushing myself and it has improved a lot.

Furthermore, when I write my thesis I want to challenge myself to write it in German.
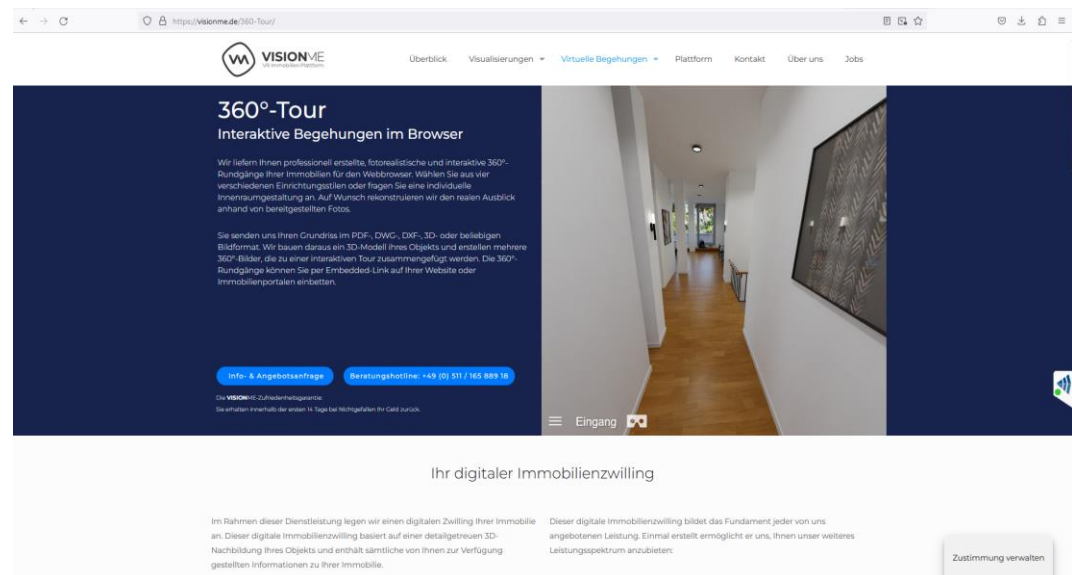
I'm planning to make a house viewing on Unity WebGL with a PBR texture generator tool. Users will be able to create and save their own texture and adapt it to an object during the house viewing.

c) Berufliche Perspektiven

It would be great if I can work as a Unity developer in the future based on what I've done during my internship and my study as a stepping stone.

It would be nice if I work in the game, media or architecture area later on with the skills I acquired. Then I would love to make my own stuff and work as a freelancer too.