Final Year Project: Specification

# Research Question

In the modern day games studio, artists and designers are often found using keyboard and mouse input to create scenes, art assets and such; for games. However, creative people have a tendency to work better with their hands. The keyboard and mouse input may limit their ability to do this.

I aim to create a simple tool, where the input is based upon the user within their 3D environment as well as using other inputs such as the users’ voice. Creating an interface more in tune with its users’ tendencies. Resulting in the exploration of the users’ potential productivity gain and a potential higher quality of work.

# Rationale for Project Choice

My inspiration for this project was found whilst on work placement at ‘Blitz Games Studios’. Whilst there I spent time working on their tool system (‘Blitz Tech’) as well as working closely with game teams and at points the Microsoft Kinect.

With this, I have first-hand experience of how an artist works and how a programmer creates software, for how they think an artist works, as well as experience with user interfaces, tools graphics/rendering and the Microsoft Kinect.

# Areas of Investigation

The main areas of investigation fall into the area of practicality within the workspace and getting useful and logical information from the user into the tool.

The problem with using the Kinect is that the user requires a given amount of workspace, most likely greater than the space a keyboard and mouse require. This means that the tool itself will need to work within confined spaces yet offer the freedom to the user to do what feels ‘natural’ to them.

As well as this, a keyboard and mouse offer more input states (buttons and keys) than the Kinect, which only offers visual and audio inputs (though, different words/phrases and physical gestures could be classed as the buttons and keys of the Kinect).

# Background Research

# Literature Review

# Research Methodology

# Project Plan

# Project Deliverables