COMPLETE LIST OF TASKS FOR MY PROJECT

Create production pipeline document – break into the different phases of production

Create github repository for project

Create filing/folder system for project work

Download more softwares and test them out on myself

Document them

Generate 3 research questions that I will work on

Create storyboard

Check and download AR development tutorials

Research math topic that I will work on/with (khan academy)

Understand that area or medium for the problem

Create initial sketches and design for virtual content around that topic

Create 3D plan

Create 2D animation plan

Create infographics plan

Decide on how to interact with the learning and trigger the content

Build 3D model

Create model in part

UV unwrap the model

Rig modelled parts (optional)

Texture the model

Create animation story/concept

Create animation storyboard

Create animation animatics

Create 2D animation character in illustrator

Create 2D environments in illustrator

Create additional assets in illustrator

Import all 2D created assets in to After Effects

Rig character in after effects

Animate character in after effects

Composite all 2D assets and elements in a composition

Research good Unity format for AR virtual content

Render in video format

Create vector elements for infographics in illustrator.

Create 3D infographics elements with slight opacity

Export as an image

Research transparency with slight opacity