Project Production Pipeline – Workflow

Marker based AR application.

* Sketch Storyboard
* Create animatics.
* Test screen interaction with Cube or sphere (any object)
  + Zoom in
  + Translate from left to right.
  + Rotation
  + Hide and Reveal information or data (annotation)
* 3D Content Creation
  + Create House/building model.
  + Create inclinometer.
  + Create tripod.
  + Create surveyor.
  + Create tree/ grass field/ground.
  + Lines, numbers and angles
  + Optional – include a squirrel in there if time permits.
* Test on mobile, placement, interactions \* with people
* Texture 3D Content
  + Uv unwrap the building, man. Trees, grass/ground
  + Texture building (lowpoly photoshop)
  + Texture character (lowpoly photoshop)
  + Texture assets (lowpoly photoshop)
    - Trees,
    - Tripod
    - Inclinometer
    - Grass/ground/field
* Test on mobile, placement, interactions \* with people
* Animation of Assets
  + Trees moving slightly.
  + Character looking through the inclinometer.
  + Squirrel eating a nut or moving back and forth (into tree and back out)
* - \*\*[R] IMPORT ANIMATION INTO UNITY FROM BLENDER\*\* -
* Test on mobile, placement, interactions \* with people
* Annotation | Menu (Toggle on and Off – Tap to unhide and hide)
  + Lines of the hypotenuse
  + Adjacent lines
  + Angles and numbers
* Test on mobile, placement, interactions \* with people
* [R] Onboarding Phase/Design
  + Create Concept on Paper
  + Create concept in storyboard.
  + Create Robot 3D model.
  + Texture and rigg model
  + Animate character states
    - Idle
    - Happy
    - Excited
    - Task/Objective achieved.
  + Create onboarding script
  + Record onboarding audio
  + Create onboarding follow through
  + Link onboarding phase to the main app
* Test on mobile, placement, interactions \* with people
* Extra phase:
  + Research startup screen
  + AR app logo – startup screen
  + Welcome screen
  + Registration page
  + Tutorial button / skip tutorial button (as Npc floats on screen)