

KEY



Are: Augmented Reality Education

Week Commercing

WEEK

PRE-PRODUCTION

Research other AR apps for education

Sketch storyboard

Animatics – Video layout of Storyboard

Research Mathematics topic for AR experience

PRODUCTION

Model Asset – Building

Blender – Tripod

Blender – Grass

Blender – Trees

Blender – Ground/Earth

Blender – Character – Surveyor

Blender – Heart model modification and inner section creation

Blender – LightStand

Unity & Vuforia – Create Basic AR system

Vuforia – Create test marker

Vuforia – Create marker database

Unity – Create test controls: Translate

Unity – Create test controls: Rotate

Unity – Create test controls: Scale

Uv Unwrap Asset

Texture Assets

Texture – Tripod

Texture – Grass

Texture – Trees

Texture – Ground/Earth

Texture – Character – Surveyor

Texture – LightStand

Animate Assets

Animate – Surveyor

Animate – Trees

Animate – Heartbeat

LABELS & ANNOTATION

Create mathematics lables and information

Create heart section labels

UNITY AR DEVELOPMENT

Create interaction controls – Touch and hold (Hide/show detailed labels and information)

Create interaction controls – Double tap screen (Hide/show quick labels and model sections)

Design Final Apk math marker

Design Final Apk heart marker
Vuforia – create new marker database
Unity – integrate new marker

USER TESTING

UT – Feature & Functionality test
Unity – integrate new marker

WRAP UP EXPERIENCE

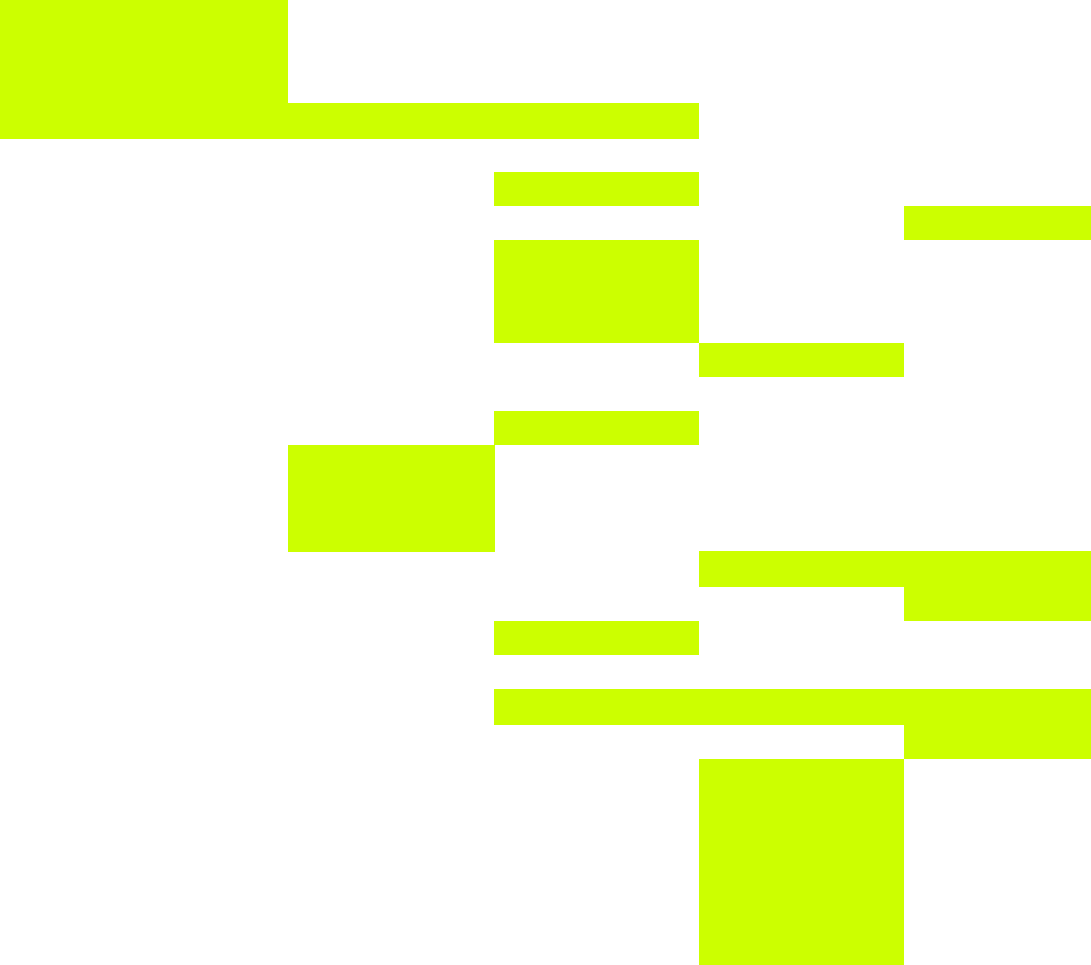
Research – Reading
Finish for assessment
Final changes for degree show

WRITTEN ASSESSMENT

Introduction
Lit review
Main essay
Professional Practice Portfolio

Urgent
In-progress
Pending
Done
Title
Performed Weekly
October

12345





November				December – Assessment	
	6	7	8	9	10



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