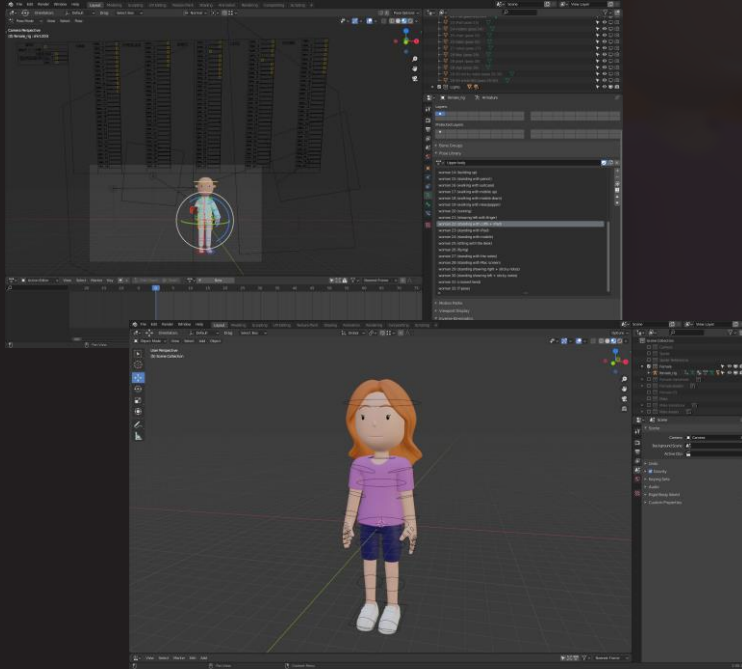


- **Educational 3D Animations**
v1 Checkpoint



- Educational 3D Animations
1st Checkpoint



Setting up the project pipeline

- Imported [Characterz](#) avatar pack in Blender
- Tweaked the original file to easily replicate avatars
- Fixed skeletons/armatures for Unity
- Fixed rigging and skinned clothing for Unity
- Fixed materials for Unity
- Optimized all 3D models for mobile real-time apps
- Created basic test animation
- Tweaked the character to match girl in episode five
- Imported and tested in Unity w/ multiple characters

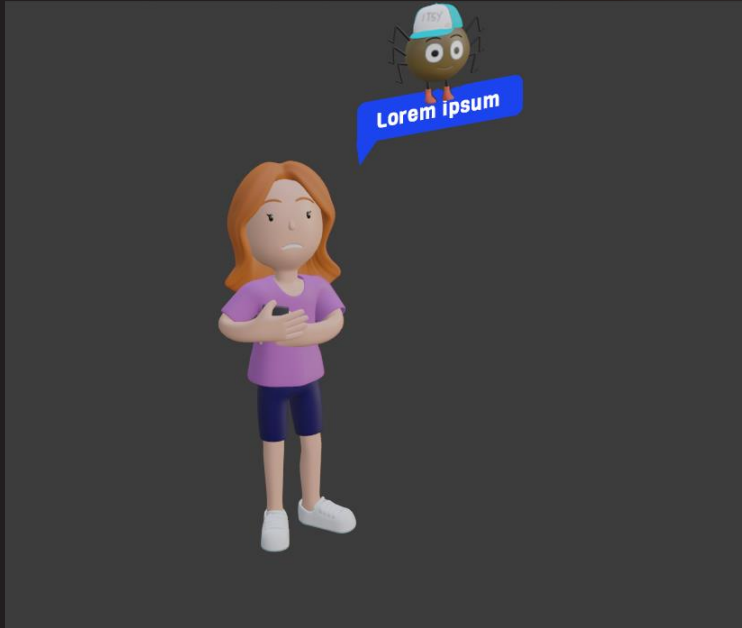
- Educational 3D Animations
1st Checkpoint



Started animating episode five

- 3D modelling & rigging of the ITSY spider
- Setup Blender to sync with guide animation
- Created facial expressions using blend shapes
- Animated the girl in the first episode (*ongoing*)
- Tested episode five animation directly in Unity (*ongoing*)

- **Educational 3D Animations**
1st Checkpoint



Some thoughts on the smartphone

- It is possible to display an animated texture in Unity, directly in the smartphone 3D model, but the screen is too small for the users to read text in it.
- It is possible to exhibit a section of the 2D animation directly on top of the character, but we're not sure how this will behave in WebAR, considering synchronization. Also, it may not produce the best results for AR.
- We are currently thinking of displaying the "Insta" feed spatialized in the environment (see mockup on left). We believe these will make the text easier to read, while keeping a nice 3D aspect to the experience.
- The ITSY spider could appear "sitting" on top of the last message, conceptually and physically obfuscating the hatred message. It could also appear swinging from a web above, or simply at the side of all the text.