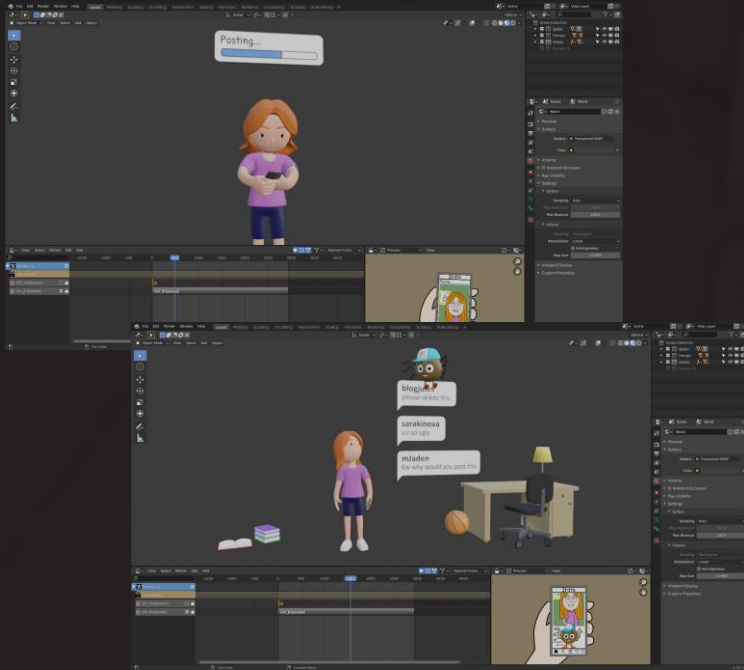


- Educational 3D Animations  
3rd Checkpoint



- Educational 3D Animations

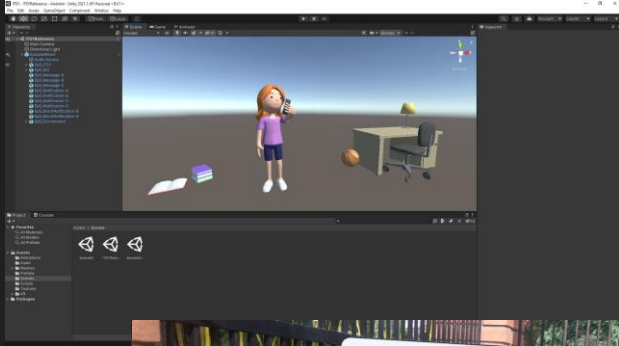
## 3rd Checkpoint



## Finishing Episode 5

- Final tweaks on Episode 5 animations
- 2D design of notifications and pop-ups
- 3D implementation of notifications and pop-ups
- 3D modelling of environmental assets

- Educational 3D Animations  
3rd Checkpoint



## Initial AR Implementation

- Created an up-to-date AR Foundation project
- Defined final importing pipeline for Unity
- Fixed animations root motion, positioning and timing
- Tested animations in sync with audio guide file
- Implemented simple UI & interactions for testing
- Made adjustments to Unity graphics quality tiers
- Implemented AR Light Estimation