

# Projects in 2021

Magda Česelská

## QR code

I have initiated the creation of a QR code linking to municipality pages, created the design and provided it for use in the workshop.

[https://frostifi.github.io/HTPweb/QR-koodin\\_tekstit.pdf](https://frostifi.github.io/HTPweb/QR-koodin_tekstit.pdf)



## Workshop logo

I have designed proposals for a new logo. Some of them are now used by the workshop.



## XR – project : XR from Uurainen

This project was a research into possibilities of presenting the "Uuraisten Hyvän Tuulen paja" workshop and the municipality of Uurainen with the use of the Extended Reality (XR) technologies. It was planned and managed with scrum.

### Outcomes

- **Research paper:** It includes the notes and links from the initial research. It was used as a source for other documents and can be used for future reference.
- Short 360° **camera guide** for the GoPro Max camera with tips and tricks for its usage.
- **360° images** with embedded logo published twice a week on the customers Facebook page.
- **360° video presentations** for VR glasses. Accessible also by links on the newly created HTP Youtube channel. There are 6 different videos, including the two main presentations of the nature trails (4:30 minutes each) with titles, and 6 scenes, 45s each scene.
- **Demo Web pages** with interactive map, 360° images from 9 locations with Finnish descriptions and separate information pages including embedded maps. The pages include about 77 images of different quality and styles, some of them are edited and some include info hotspots. All images are linked together by link hotspots inside of the images and additional menus. The information on the web pages were collected from multiple sources, both online and offline. <https://frostifi.github.io/HTPweb/>

- **Presentation** about nature trails in the municipality of Uurainen, their virtual presence on internet, actual situation in real world, and the possibilities for their promotion with XR technologies. Presented for the personnel of the municipality together with the video presentations on the VR glasses (Oculus Quest) and the demo web pages.
- **Archive** of images and videos from autumn for the customer to use in its future projects.

### Customer evaluation:

“The research is very inclusive. All the levels of different kinds of users are taken into consideration in the instructions. There is a lot of material and web links for everyone to choose from. The basic notes and instructions are clearly and simply introduced. The material is great for customers with different kinds of backgrounds and digital skills. It also opens different kinds of levels for the tutor.

From the Hyvän Tuulen paja’s view there are many free and reasonably priced programs introduced. That makes using the programs and 360° pictures possible in a common practice with a low budget.

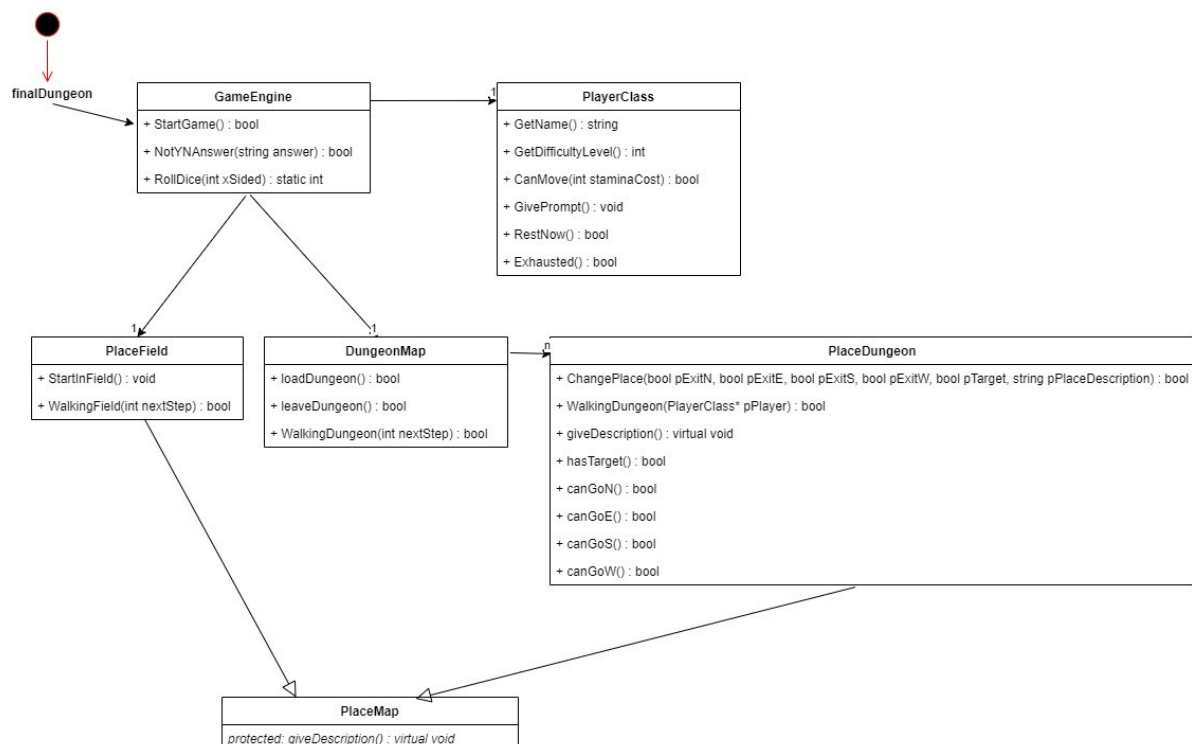
The research with presentation of XR offers the real picture of the situation of nature trails and how they are marketed in this particular moment. There are also many possibilities for how the municipality can start working with both making better nature trails and creating the positive image of them via internet. The presentation works as the base for future discussing and development.

Great work. Magda has the talent to see things from different points of view and the ability to use her knowledge for recognizing challenges and offering solutions to them.”

Satu Aalto, Hyvän Tuulen paja

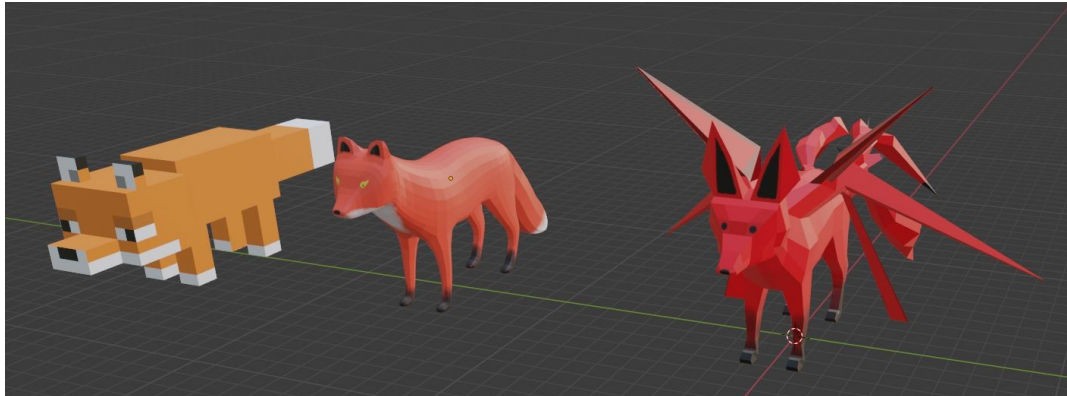
## Dungeon crawl – C++

A base for a simple Dungeon crawler command line game that was written in Visual studio.

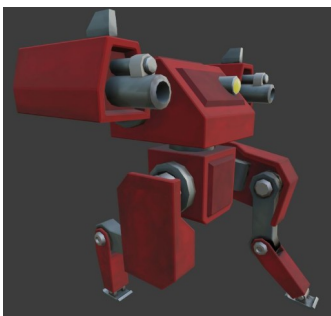
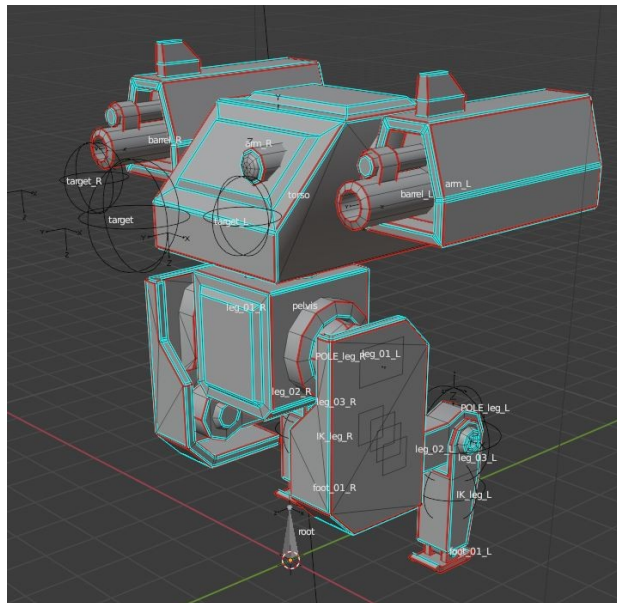
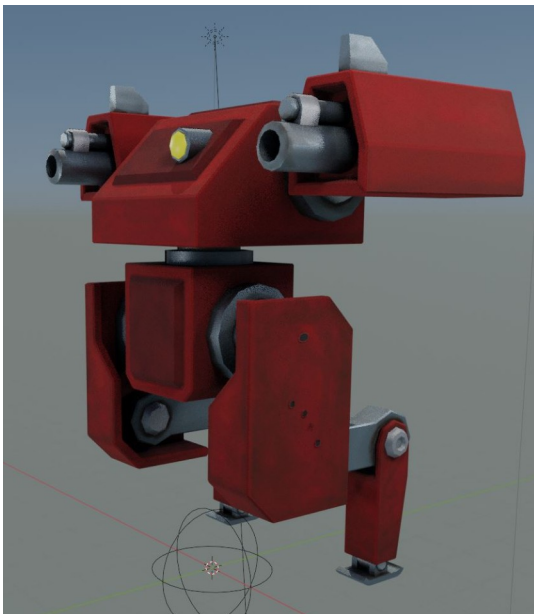


# Blender modeling

“Foxes”



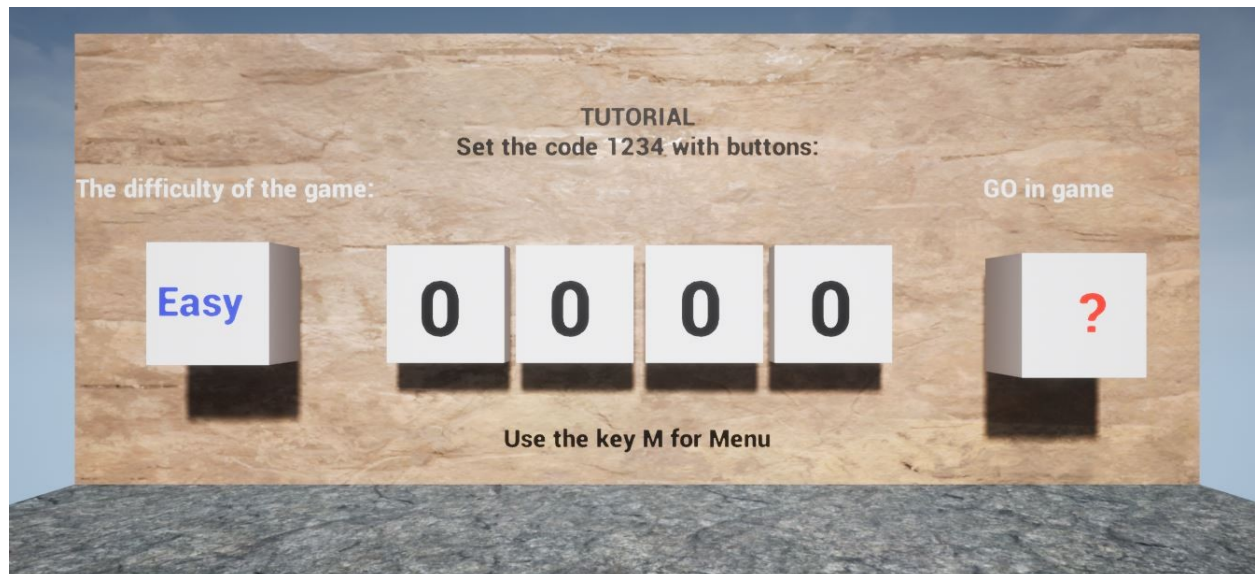
Animated mech





# Unreal Engine

A quiz game on background of playing 360° video.



# JYVÄSKYLÄN AMMATTIKORKEAKOULU

AVOIN AMK

Ceselska, Magda

on suorittanut opintokokonaisuuden XR-KEHITTÄJÄ 40 op, joka koostuu seuraavista opintojaksoista:

<u>Opinnot</u>	<u>Laajuus (op)</u>	<u>Arvosana</u>	<u>Päivämäärä</u>
<b>XR-KEHITTÄJÄ</b>	<b>40,00</b>		
HTG415W1 XR-Project	10,00	H	22.12.2021
HT00BC45 Introduction to Cross-Reality	5,00	5	30.12.2020
HT00BC47 Software Engineering	5,00	5	23.12.2020
HT00BC49 Blender Modeling	5,00	5	3.10.2021
HT00BC51 Programming with C++	5,00	5	22.12.2021
HT00BC53 Cross reality with Unreal 4	10,00	5	31.12.2021

Suoritettujen opintopisteiden yhteensä: 40,00 op

## SÄÄDÖKSET

Opintojen mitoituksen peruste on opintopiste (op). Yksi opintopiste vastaa noin 27 h opiskelijan työtä.

Arviointiasteikko: Erinomainen (5), kiitettävä (4), hyvä (3), tyydyttävä (2), välttävä (1), hyväksytty (H) tai hylätty (0).

Jyväskylässä 7.1.2022

  
Soile Korhonen  
Koulutussuunnittelija

