# UI KIT

## Introduction

Searching on google for ideas and trying to find the right color mix that would suit a financial app for teens, I decided to go for the phosphoric look. I noticed that financial UI kits use rounded fonts to highlight context. However, I wanted to combine that with a color scheme that I believe is easily visible and arcade-like.

## Planning

On being assigned to the project, I decided to sketch UI elements that would serve as a guideline for building my UI Kit. This was ideal because I would refer to it encase I forgot the overall theme that is portrayed.

## Design

I wanted to incorporate round font that is prominent in many of the UI Kits to the overall shape of my UI elements. So I made text boxes and buttons to appear curved as well as applying inner shadow for the illusion of depth. Also, I went for bright colors such as blue that represents strength, loyalty, and trust (http://digitalskratch.com/color-psychology/) Users want to feel secure while using this application. Also, I went with the green colour as it is associated with money and banking.

## Using Illustrator/Photoshop

I made extensive of layers in Photoshop by separating components of the UI element. Once modifications are made, I group the layers and give them appropriate names for future reference. This makes the process of copying and moving layers much simpler. When all the modifications are made, before I merge the component, I always make a copy of the group encase further alterations need to be made. Layer styling was also a key component to adding inner and drop shadows to the text fields and shapes. Also, combined with color grading, this helps to achieve the 3d effect.

The settings and sandwich icons were made in Illustrator. Manipulation of shapes such as applying curves to rectangles is much easier and crisper as illustrator uses image vector rasterization that preserves the quality of the enlarged shape. The calendar was made in illustrator by using Guides to align the days and months.

# SoundScape

## Introduction

Being an avid listener of Trance, drum, and bass, and new age music, I wanted to combine these genres into an immersive listening experience of being in a rainforest. I sought inspiration from the amazing scenic environment Tomb Rader series had to offer. Specifically, the scene when to Lara Croft parachutes through the rainforest while falling through a broken plane window. I wanted to somewhat mimic the suspense of quick time events of a player running from sliding rocks caused by a strong thunder strike in a rainforest.

## <https://www.youtube.com/watch?v=9ixmUi66YA4>

## Planning

To plan the events, I drew up an overview of a soundscape timeline. Also, I wanted to go for the rolling in thunder feel for the soundscape. This meant there was going to be different phases from sunny to calm to which I plotted when each track is going to occur at which stage. This gave me a clear picture of the overall soundscape environment.

Many of the sounds were taken from the Sound Bible. Because it was an attributable website. I had the freedom to pick and choose from their wide array of sounds. This included from the howling monkeys to the rolling in the thunder. However, the freedom of choice came at a price when I simply included too many sounds in soundscape causing it sounds like a mess. Also, I included rich sounds from my time at Lake Waihola. That in itself had sounds of the breeze, birds chirping, and the lake water brushing up on the coast.

## Design

There were so many tracks that I wanted to integrate into the soundscape. To differentiate between them, I had to adjust the left and right decibel slider to create the immersive feeling of being in a rainforest. An example of this is the sound of the approaching thunderstorm in one ear, and the rockslide in the other. I searched for some examples of science fiction games and their rainforest scenes to get a feel for the sound story I wanted to create.

## Using Audacity

Using the move tool to move, I reorganized much of the tracks to create the most natural soundscape. Readjustments were accompanied by blending in the tracks using the envelope tool. I had to use the play-at-speed tool to replay music at a slower pace to fine tune the tracks. There was an issue of the sound output, but this was solved by reducing the number of playback devices connected to the PC. To create the suspense of running from a rockslide, using the change tempo tool I had to speed up the footsteps when the thunder and lightning happened.

# Life Hack

## Introduction

After looking at a few life hack YouTube I noticed they all follow a similar pattern, of changing the music between Segways.

<https://www.youtube.com/watch?v=wAAq_ChwPSE>

The music was usually of pop and drum theme. However, rather than doing the regular dry series of life hacks, I decided to add a little humor to sound effects and movie snippets from popular cartoons. Being told that drying a wet phone with rice works wonders, I didn’t believe this till I tried it myself. Also, I wanted some way to easily peel garlic, so by accident, I heated it and the process was made simple. Astonished by my findings, I decided to base my video around these life hacks.

## Planning

To start things off, I sketched a timeline of the life hack video. Furthermore, I noted down key events over time. This included text overlays, the sound effects queue and the transitions between the life hacks. This document became handy as a point of reference.

## Design

There were so many tracks and moving parts I wanted to include into the lifehack, however, this distracts from the lifehack itself. I wanted to start with hard-hitting drum and bass background music for added initial impact. During the dry rice hack, I thought to provide instructions that many lifehacks fail to include. As well adding funny transitions to lighten the mood. Followed by this, I wanted to make the background music of the garlic peel hack less intense to focus attention on whats happening. This can be alleviated by adjusting the individual track sounds. I went with lime green colors instead of red for the text overlays for maximum visibility. Also, I stuck with the narrow aspect ratio for less scene noise

## Using Resolve

Initially, I used the stock standard spiral transition coupled with a dynamic zoom of the first life hacks title. Next, I went incorporated more humor by adding Grand theft Auto background effect and then slowing the scene when I drop the phone into the water. To further symbolize what not to do with a phone I added wrong signaling images with sound effect. To slow down the image I used the retime curve speed at specific points in the scenes. I coordinated this with the phone demise scene that required its colors to change over time. Using Keyframes, and color capturing, I was able to fine-tune specific elements in the scene such as the hand color appearing overly red. Building on that keyframe, I changed the whole scene color to be neutral. This was done by taking close attention to the Waveform-colour scopes and using the RGB curves to even out the colors.

To make the clock animation, I used a screen to giff software to record the moving clock and transform it into an mp4 file format. Then using dynamic zoom I made to rotate at its axes. The most challenging aspect of this project was getting all the media to sound and look uniform. Luckily Resolve makes easy use of the transitions that made the video look and play smooth.

For the sponge bob 6hour Segway and much of the main video playback, I used the razor edit tool. However, this tool made strange frames briefly appear at the end of each playback segment. Conversely, this tool saves the cut portion of the video and can be retried by simply dragging/extending it.

# 3dmodel

## Introduction

For the classroom 3dModel while googling I realized many of the modern theatres were quite long and sparse. <http://www.imperial.ac.uk/mathematics/for-staff/room-bookings/>

I wanted to combine this popular design with the classroom sketch up of room 207. Instead of having classrooms that feel claustrophobic and outdated, I wanted to add a futuristic touch with a tad of vibrancy to the classroom design.

## Planning

I wanted to replace room D207’s stairs with wheelchair accessible ramps. This nullifies the bad personal experience of tripping on the short stairs. Also, to make the room feel spacious, I planned to add as many windows as possible. The decision to keep the terrace design of the classroom was because lecturer was more visible to the students, and the computers did not obscure their line of site.

## Design

The color of the classroom floor remained unchanged. Also, the determination to go with the wooden walls was its popularity with current lecture theatres. Also wood has more sound dampening to reduce the annoying sound echo. I went with round tables to further increase viewing angle as well as reduce the chances of computers blocking student’s sight of the lecturer. Also, curved tables give the classrooms a more futuristic feel. However, the reason for not adhering to the overall curved theme with the wall tables because students sitting near the wall will be at an awkward angle to the lecturer. However, I did make their edges curved to avoid sharp incidences. Also, I took inspiration from airplanes by having row table’s diagonal to the wall. This ensures the all the students sitting on the wall are facing the lecturer. Furthermore, I made sure the aisles were large enough to comfortability fit Wheelchair-bound students.

Having a small meeting table in front can be repurposed to fit more computer stations if space runs low. This can also cradle a beefy projector for easy reach and adjustability.

## Using Sketchup.

Creating the terrace floors, was perhaps the most challenging and tedious part of the assignment. This was done by copying a series of rectangles with the dimensions that match the material components. This saved a lot of time rather than creating separate rectangles and making their sizes identical. To create the ramps, the shortcut was to tether the rectangles to the floor plane by grouping them. Using the scaling tool, elongating the X dimensions of the floor and wall will, in turn, stretch the varying heights edges of the rectangles and transform the height difference into ramps.

The tables were made by using the circle tool. They consisted of an outer circle and an inner circle. The inner circle was achieved by using the offset tool that would measure from the edges of the plane of the outer circle. After adjusting the height of the table to match the height of the ruler using the push/pull tool I used the arc tool to slice the circles to give the tables the arched look. Then I made the tables hollow by deleting segments using the line tool. However, sometimes the inner side of the tables will appear polygonous, and this is remedied by masking or antialiasing the edges of the walls appear smooth. The side tables consisted of rectangles treated in much the same way. However, the challenge was to level the individual tables on the varying floor levels, while at the same time aligning (with the aid of the ruler tool) them to be at the exactly facing the opposite tables. Bundling the separate tables into groups allows to position the tables at equal distances apart all at the same time. Then I needed to edit the individual components (tables of the group) so they are in level with the floor. The speakers, and the TV all needed their rotation to be adjusted to be facing diagonally using the rotation tool. Also for realism rather than having the models float in the air, beams made of rectangles were attached them to the wall. The models such as the computers, and the wheelchair, needed to be rotated to sit uniformly on the tables.

Much research and brute force were required to make the window models see through. Unfortunately, in order for the transparent material to show the inside of the room, it has to penetrate a double layered wall, or a wall thick enough to allow for the pull tool work. Followed by success, the outer wall was stripped to reveal the classroom wall.

# Web Animation

## Introduction

Showing interest in Indian culture, I wanted to make an animation of an Indian flute.

Looking at some youtube video lessons on how to play the flute, this gave me a clear picture of the color and texture I wanted to include in my animation that represents the colorful culture of India.

https://www.youtube.com/watch?v=ArOEA80TbHw&t=448s

## Planning

I wanted to include as much color into my animation as possible, to represent Indian culture into the flute notes. As a result of the above findings, I wanted to make a flute blew out melodic tunes when a flute note is played. I wanted the colors of the buttons to change upon clicking them followed by a tune.

## Design

Making the web animation flute colors required familiarisation with the use of symbols. However, before focussing on the functionality for the web animation, the wav sound files needed much changing. Because the sound files were too long, using Audacity, I had to cut down the six second long sounds into small sound bites of 1 second. Also, some of the sound bites sounded inconsistent. To alleviate this (To an extent) was to use an effect on one of the sound files by lowering its pitch to represent a deep note.

Also, the Image of the flute online needed much editing. Because I did not have Adobe Photoshop at home, I improvised by using Gimp to crop the flute of its shadow and imperfections. Furthermore, I had to adjust its plane to be Vertical by using the Rotation tool. Also, the melody symbols needed cropping as well. Ultimately, this was a worthwhile learning exercise as it forced me to use Editing software that I am unfamiliar with. However, Gimps UI was intuitive enough for easy handling.

## Using Illustrator/Photoshop

Getting used to Adobe Animates’ layout was a slow process. Fortunately, there were many online source videos that showed how to use the Motion Tween feature. I Incorporated this into the melodic tunes that flew outwards from the flute. Firstly, I transformed three copies of the melody icons into symbols. However, I was not able to group them as their velocity changed. Setting their start position on the first frame and their destination on the 15th frame along the timeline was relatively simple moving forward. Whilst changing their location, I modified their centre of rotation so they turned clockwise and outwards from the flute.

To make the flute interact at the button click, I had to treat each one as a symbol. in addition, I had to modify them by inserting a keyframe into each button down state. Then it was a simple process of dragging and dropping the corresponding WAV files. Also, I changed the “over” state of each button to change colour when the mouse hovers over it.

Due to time restriction, I was not able to configure the flute animation fully according to plan. My Initial intentions were to have the melodic tunes float outwards from the flute only when one of the buttons were pressed. This required me to delve more deeply into Action scripting.