# 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

## Planning

## Design

## Using Illustrator/Photoshop