SAND EDIT

Project Milestone 1 - Brainstorming

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Recitation Section: 102

DISCUSSION RESULTS ----------

There were quite a few takeaways from our discussion as a group. We agreed that this application should be a user interface that imports files to the tangible sandbox interface. The application should ask the user to import specific files that are needed to be displayed on the tangible interface. Other features that should be included should be a list of the projects that have already been imported from the user, so they can edit an existing project or view one of the projects on the sandbox. Another feature is to make sure the application asks the user for a scale when importing the project, this is because like a map a sandbox is a representation of a very large terrain/world. Thus, there should be a scale such as 1 inch is a 1 mile in scale, this would make a more accurate representation of what the user actually wants to display. We also want to display a rendering/preview of what the imported project looks like so if the user imported the wrong file then they would know.

For more of the aesthetics of the design, we agreed that the design of the application we create needed to encompass a minimalistic theme so that the users don't feel overwhelmed with the amount of interactions they can have with the app. It should be straightforward since this is supposed to help game developers and others that use 3D mapping. However, it may have a minimalist approach but should still incorporate all the necessities that would require this application to function properly. By having this approach, we don't want to have a lot of colors, buttons, and not have too much text. Furthermore, in this theme we want to use icons that are intuitive to our users, by this we mean to have icons be similar to other popular applications so that the users understand what that specific icon does.

We also discussed having the user make a physical account with the service so that the imported files and projects can be stored on the cloud. This can have security implications, but the main reason for this is to allow the user to access their projects on any devices as long as they have a wifi connection. Also, with these projects being stored on the cloud comes with the possibility of it being shared with other users in the same field.

SUMMARY ----------

Our project is a 3D modeling software with an attached tangible interface. It uses a sandbox that has a projector to display a heightmap on top of it, in which the sand can be manipulated to create hills, valleys, etc. The user can then take this creation and export a generated file into a form compatible with 3D modeling software, so they can edit it further, increasing customization. There will be several areas throughout the software to configure said process, such as a settings area to configure the sandbox settings, and the ability to change the conversion scale of sand to 3d terrain (1 inch to 1 mile, etc). The user will also be able to see a preview of what they have scanned before they export it to a file compatible with 3d modeling software so they are sure they have the outcome they desire. The purpose of this project is to add a physical aspect to 3D modeling, when working with extremely large terrain or very small terrain, so

everyone can contribute, even those without in-depth modeling knowledge or a very strong computer.

SKETCHES / NOTES ----------

Branstorm notes:

- Can incorporate a screen that has all listed projects that the user has imported
- Can have a screen that imports a new project with specific features, such as the scale of the newly imported project
- Allow the user to edit one of their existing projects, by editing the name of the project, scale, ect.
- Have a preview of what the sandbox would like from the import
- Have a minimalist theme so the user doesn't feel overwhelmed:
    - Not to many buttons
    - Not to many colors
    - Text is large enough to easily be read and there isn't too much
- Include a image preview of each listed project in the list
- Share the project with another person
- Force the user to create an account so it can be accessed on the cloud from any machine or device

Rough sketch of final approach: