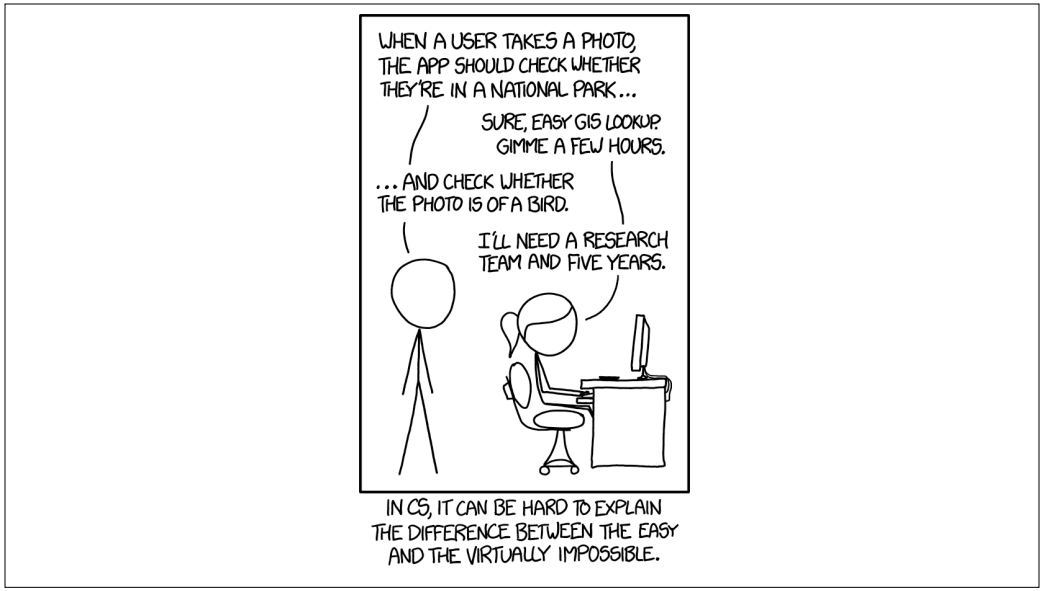
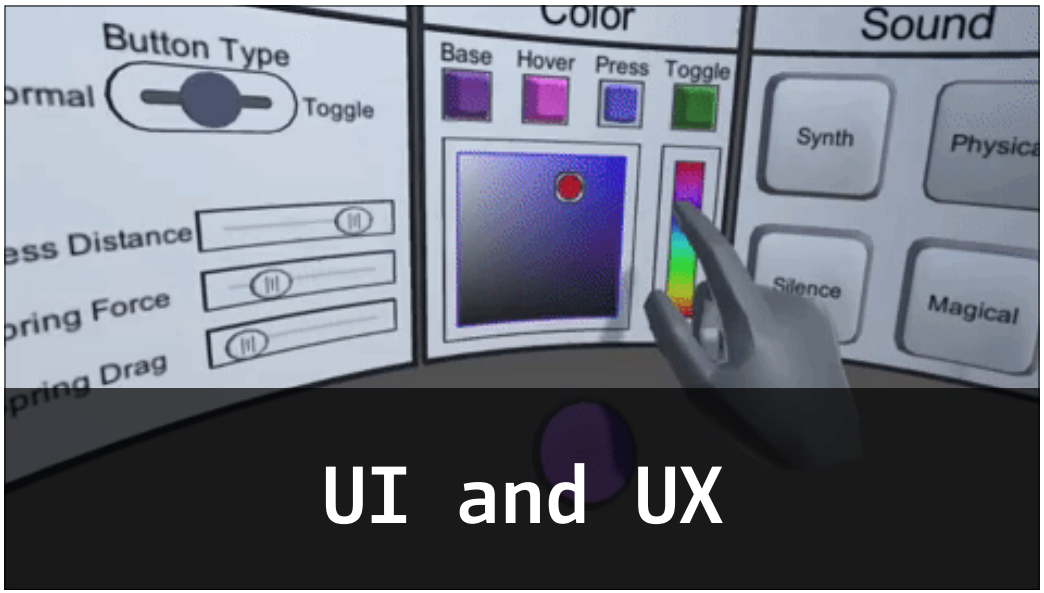

TECH 421 - Future of Digital Media
TECH 3706 - AR/VR in Architectural Environments

Hopefully we set ourselves up so that you don’t have to feel FINALS DREAD



We will do a topic recap, and keep talking about how to get better at identifying what's easy and what's hard. What's a good "scope" for a project?



Go over some concepts

User Interfaces and User Experience

UX is the design of *how* the user interacts with your program and UI is the *visual manifestation* of the design

Why does this matter?

People need to be able to approach something without any sort of prior knowledge and context and **still be able to figure out how to use it**.

Final will (partially) be judged on ability of people to use it without explanation.

Designing for Interaction

Design to the available tools or invent new tools
Interaction is about designing around expectations

Baby trying to pinch/zoom on magazine after using iPad - 2011

We have to be *taught* the possibilities and limitations

One approach is Skeuomorphism - creating interfaces that resemble their physical counterparts.

Diegetic - Menu attached to an object you can manipulate in the scene - feels like it some thing **in** the scene.

Non-Diegetic - feels like it is outside of the scene (like a voiceover or music in movies).

e.g. A text overlay that moves with your field of view like Terminator

Manipulation - being able to grab/move/change things in your scene

Exploration - Moving through an environment to discover content - no direct manipulation.

Screens
vs
Space

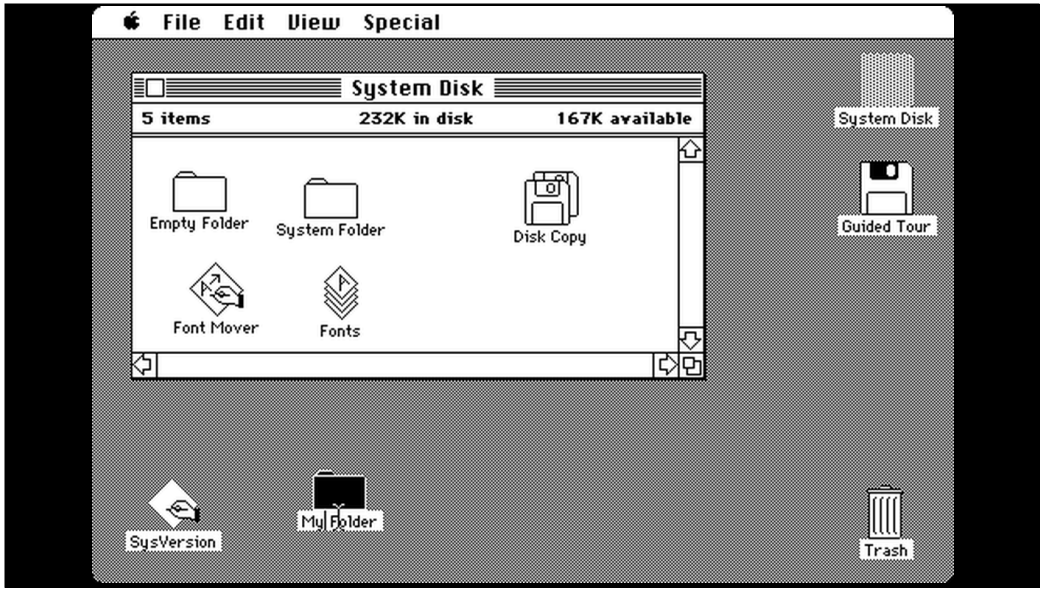
Not just about recreating *existing* spaces, but inventing new ones


NETFLIX
MARCO POLO
BLOODLINE
ORANGE IS THE BLACK
NETFLIX

Modality

n. - A particular mode in which something exists or is experienced or expressed.

Basically, the ***way*** that you do something.



Do you keep this metaphor of files/folders?
Do we make little filing cabinets and sheets of paper.

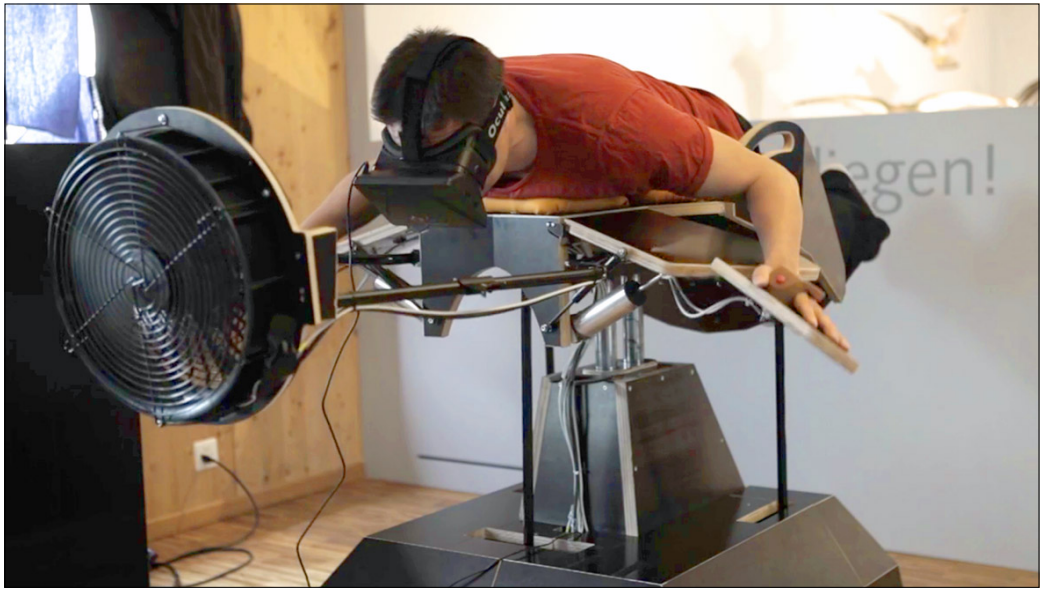

bigscreen

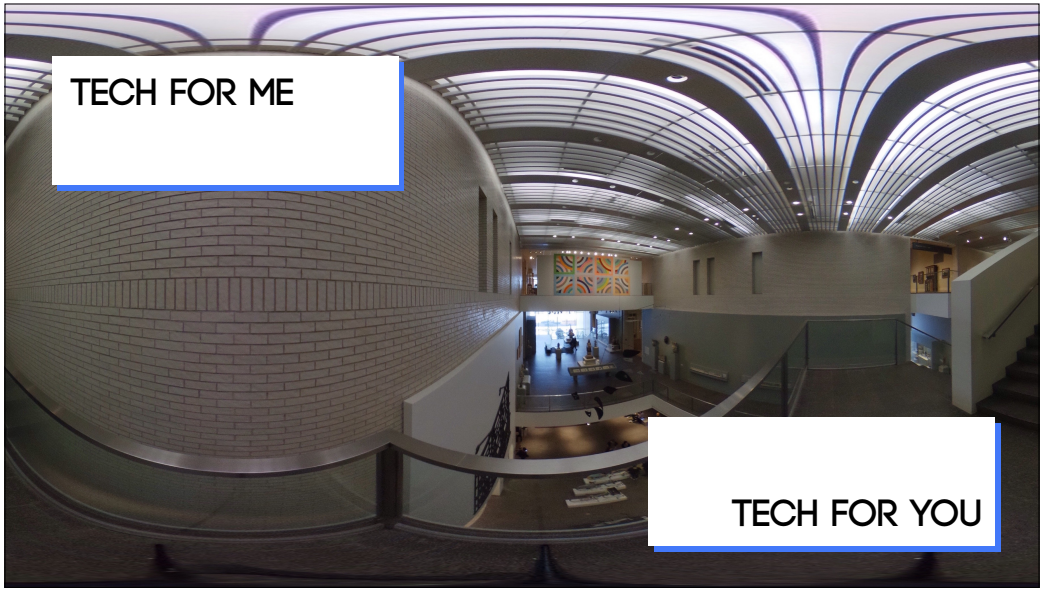
Good example: keeps known computer interaction, but uses space and natural gestures of the tools you have available (handheld remotes)

M EIFLER, AKA BLINKPOPSHIFT.
http://elevr.com/studio-metaphor-an-embodied-software-paradigm/

Different scales allow different interactions. Podcast app as a space you can go inside

Not just what you are doing in the experience! Think about **how** the user uses it.


Oculus
egen!

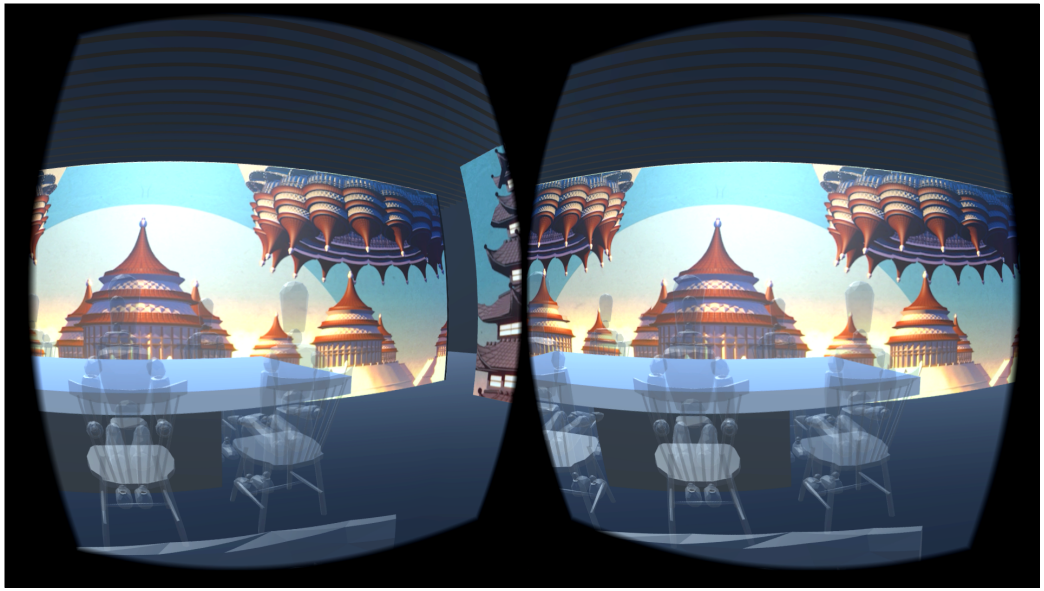


Using these tools to help you in traditional workflows (Tech for me - the creator), but not necessarily to deliver VR/AR experiences to end user (Tech for you - the user).

For example: VR to visualize spaces in architectural design during process, but final project is still 2D drawings and/or 3D model.

Example: Large scale projections

Developing content for these projections required a way to visualize images at this scale.



Creating a virtual model of the environment to see how the animations would look in the space.

Social Space

VR/AR as a social space

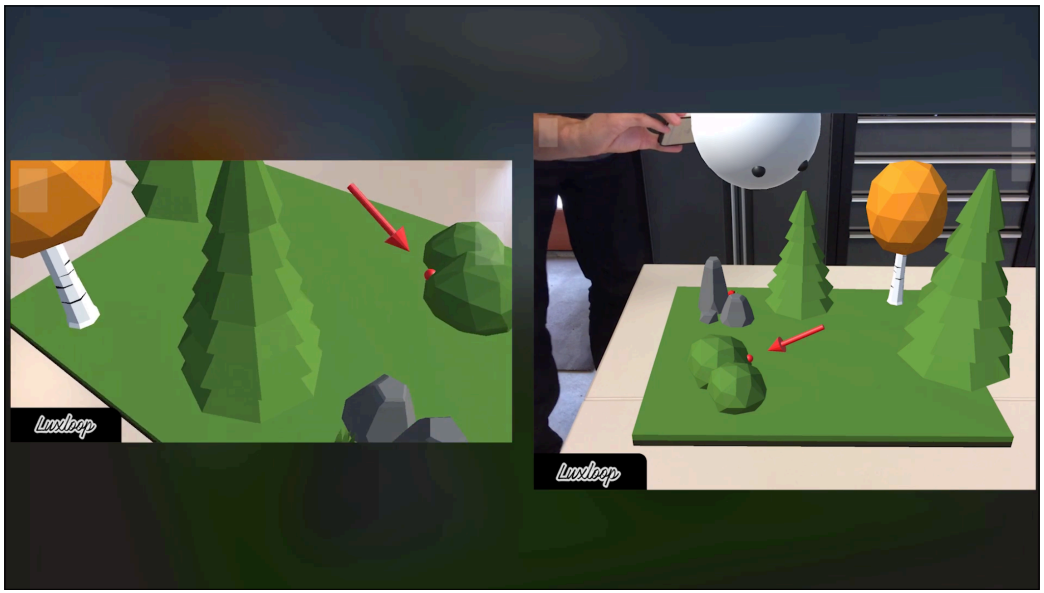
We don’t have time in this class to build a true networked experience, but you can certainly think about how these spaces would work.

For example: What do the shared spaces look like? What do user Avatars look like?

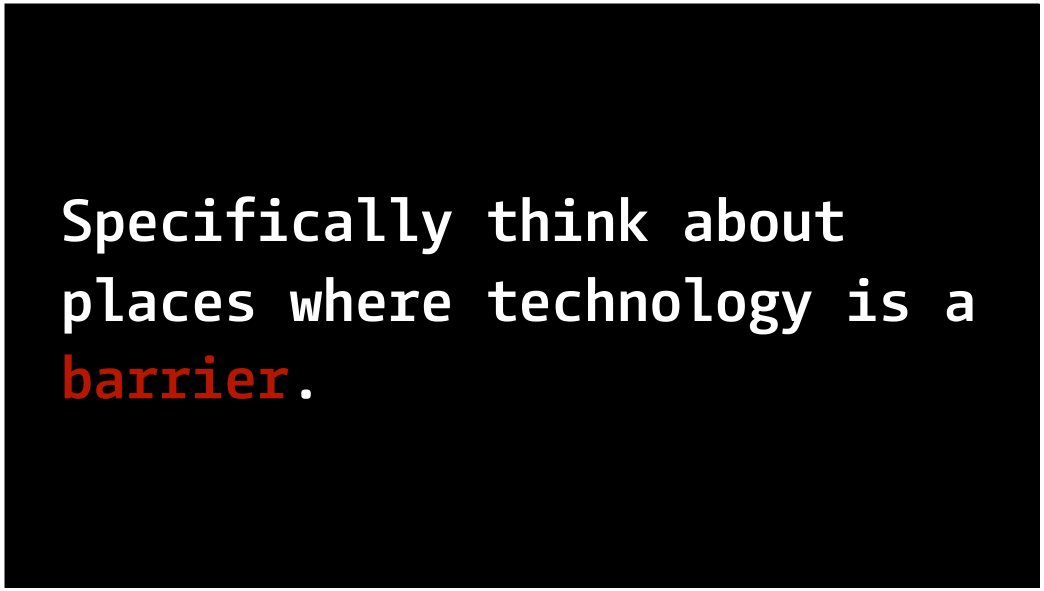
The Wave VR - EDM concerts in VR, complete with DJ tools in VR for the performer.

What is representation like in VR? How should people look?

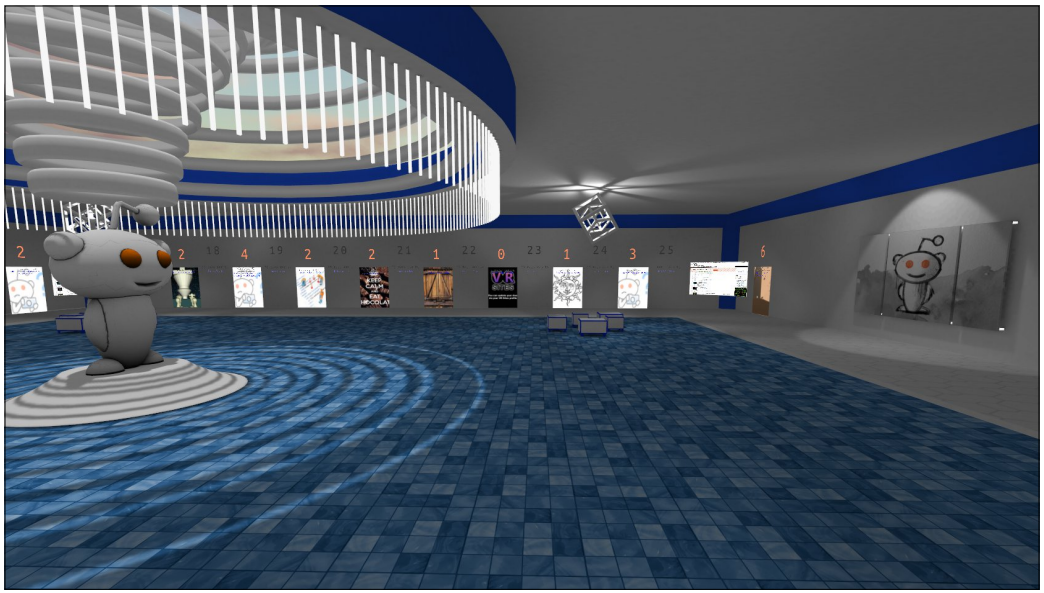
Facebooks floating torsos are simple models, but they place a lot of emphasis on being able to trigger emotional expressions.



Applies to AR too. We can have shared AR spaces locally or over the internet. What do other users look like?



This isn't about how do we make something like **email** better, it's how do we **replace** email.



Janus VR - a web browser that presents the internet as a physical space, with websites as rooms and links as doors.

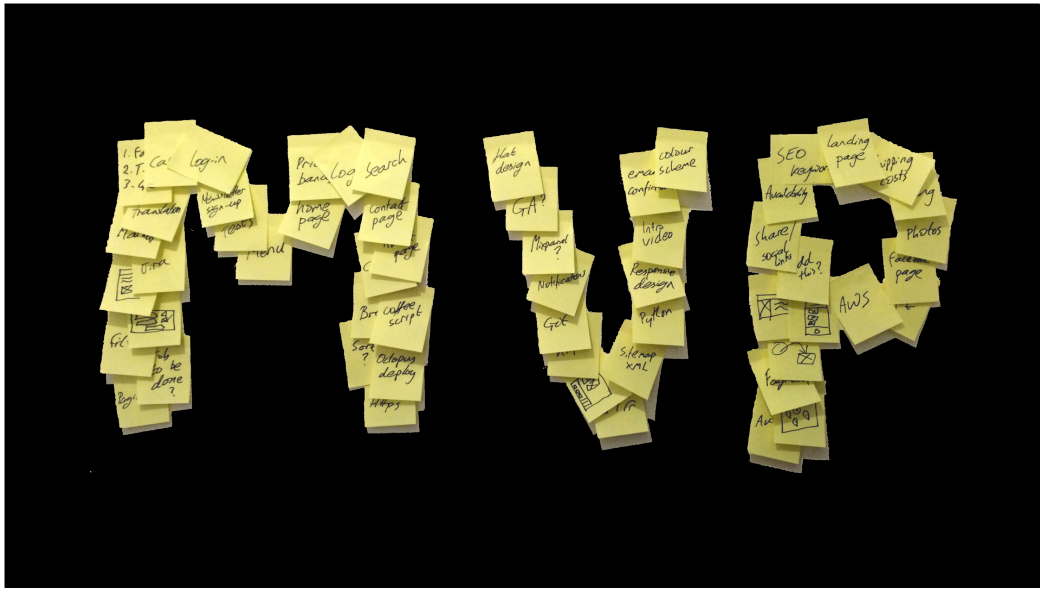
Something Digital you Wish you could touch?

Something big you wish you could see small?

Something small you wish you could see big?

Something invisible you wish you could see?

Thing about these high-level prompts as you go into your final projects.



Always be thinking about the Minimum product you can create, and then build incrementally.

At any point in time you should have something that works, at least on some basic level. Don’t fall into the trap of working toward something without having tested incrementally.


FINALS WEEK
I GOT THIS

Unity questions?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