

-online format soonish-

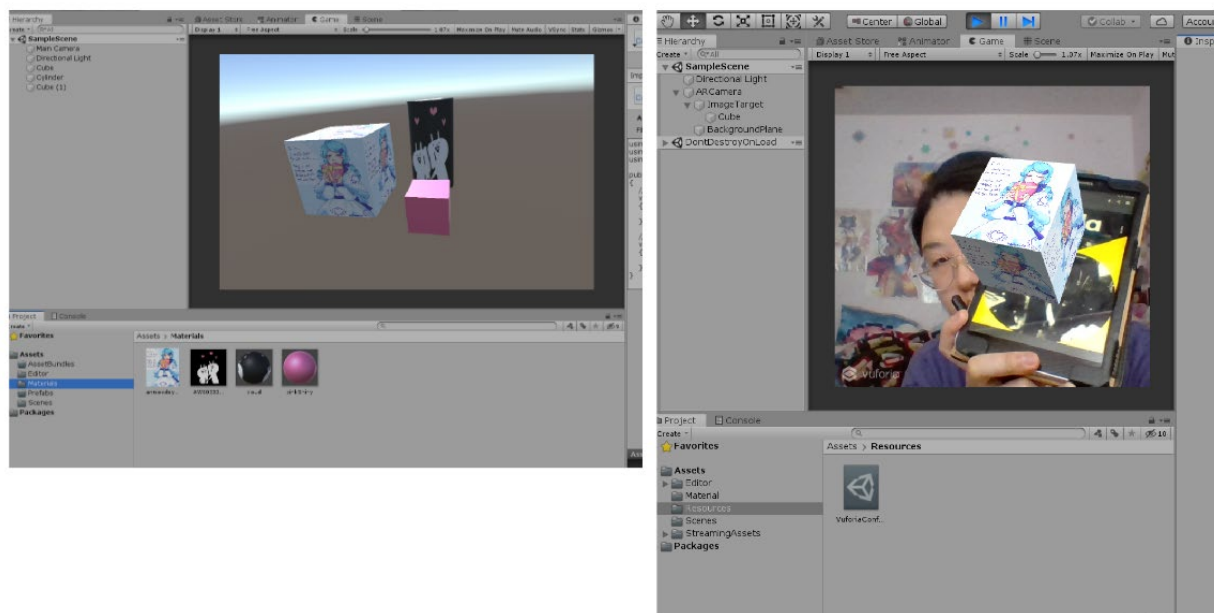
Hidden Histories is a collaboration piece of various artists focusing on the histories of Asian Americans. In our art 178 class, we were able to join in the collaboration where we worked with Corinne Okada, Tamiko Thiel, and Peter Graf. From late March to late May, we ideated, researched, and created our assets for the augmented reality app called ARpoise. I used Blender to create my models, and used Unity for development.

Discovery & Ideation

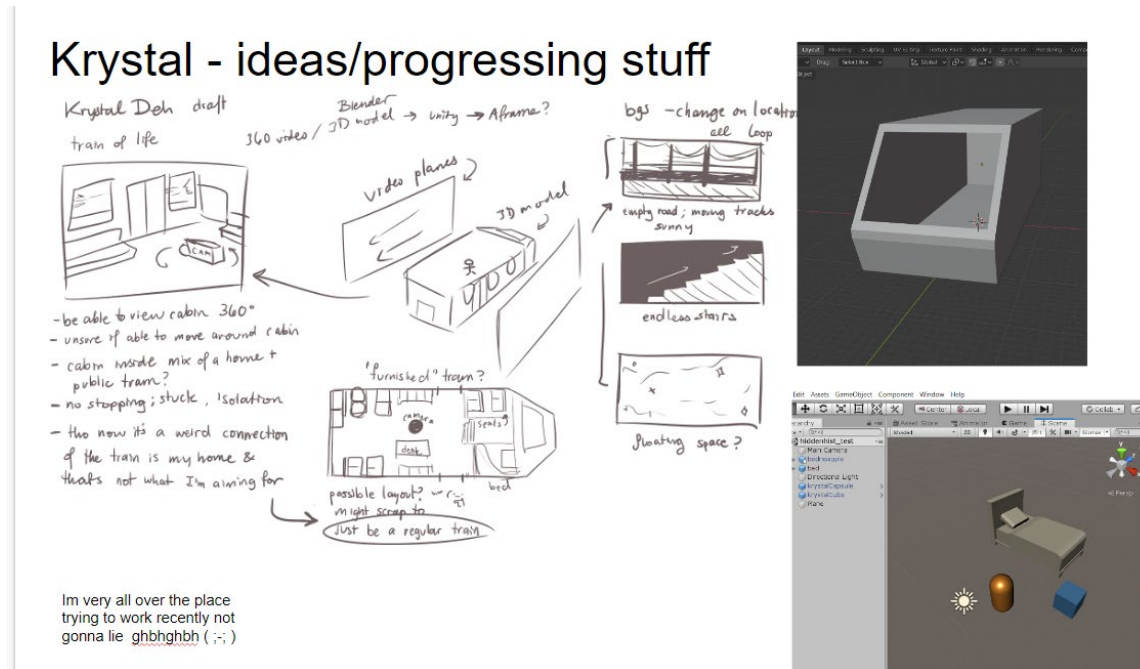
The process of creating the project went through several iterations of planning. First looking at the proposal and conducting interviews with JAMsj, then connected specific emotions, and stories we wish to add into our project. Then with brainstorming ideas and further research, we were to make our 3d models based off of this research. I had inspiration on the aspect of something being full of happiness, but visually empty. I also had an idea of having my piece about emotional disconnect, or liminal spaces since I personally feel that way about my own culture. It's there and I acknowledge it, but I don't truly connect with it.

Prototyping

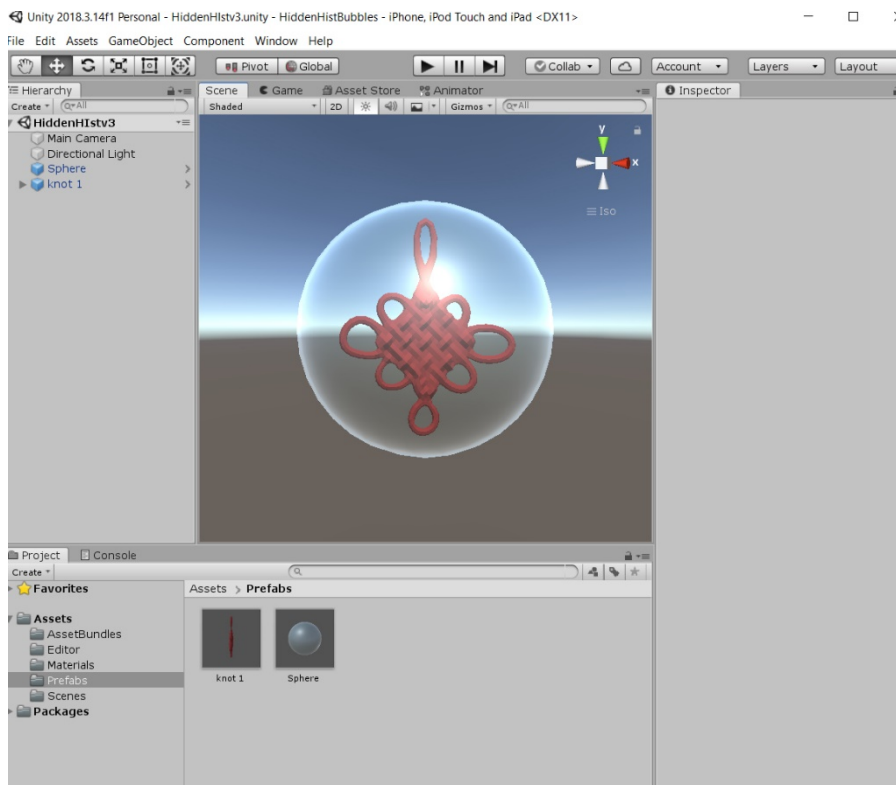
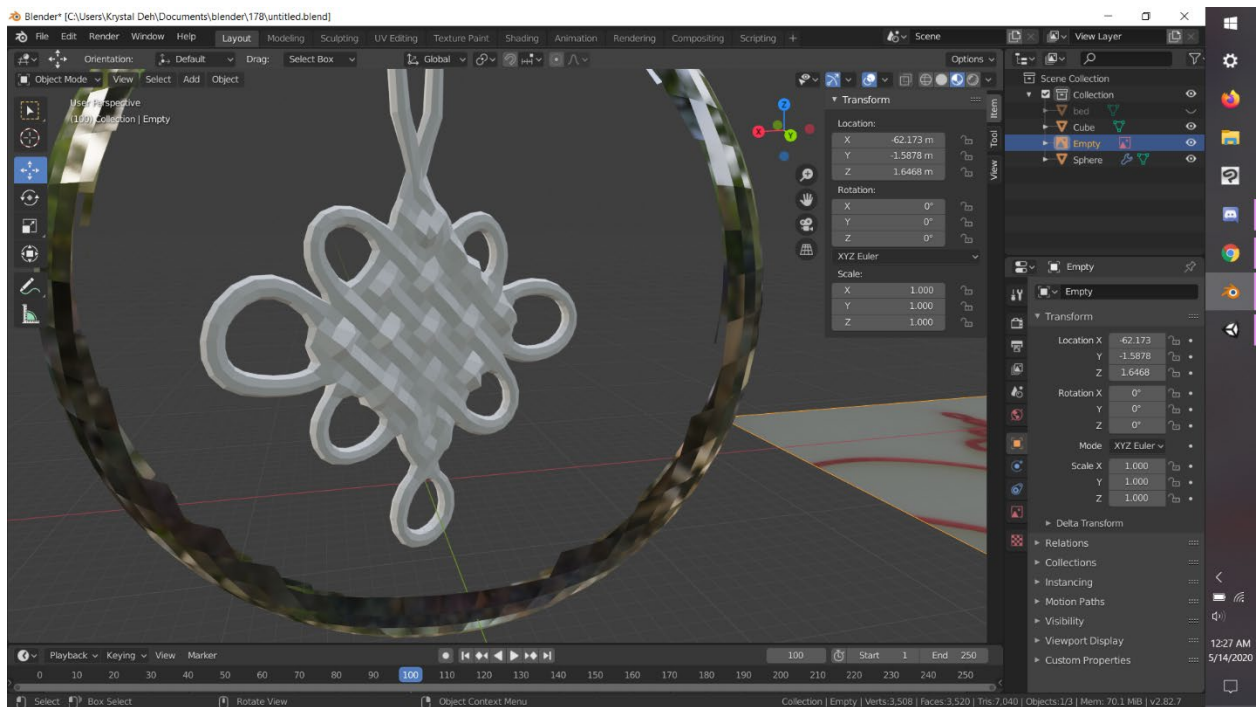
For my part of the project, I went through a lot of ideas that I scrapped due to an unclear mind over these last few months. Stemming from my research and initial idea, I wanted to create a piece that felt some sense of emptiness but still have a playful feeling. I wanted to create a full setting of the VTA light rail tram car with a moving background that would change depending on your location. Then the lockdown and quarantine got to me and overall, it was just very hard to focus on what to do. After writing down and detailing my ideas during discussion, it still didn't feel right. I changed my idea to something simpler, where I modeled a bed with a floating apple core inside a bubble to represent an



empty and my feelings of disconnect, but I felt that it didn't sit with that of the Hidden Histories project as a whole.



In the end I chose a Chinese knot floating in a bubble for my 3D model. I wanted to retain the bubble idea since I did like that element, and I remembered Corrine's design for the crosswalks in Downtown San Jose. The Chinese knot links to its cultural significance of being a decorative charm for good luck or happiness. Inside the bubble it gives an ephemeral feeling, but with something pretty culturally familiar, it lasts forever as an eternal bubble. By this point I climbed out of my depressive slump, and got a much better grasp of modelling and texturing in blender.

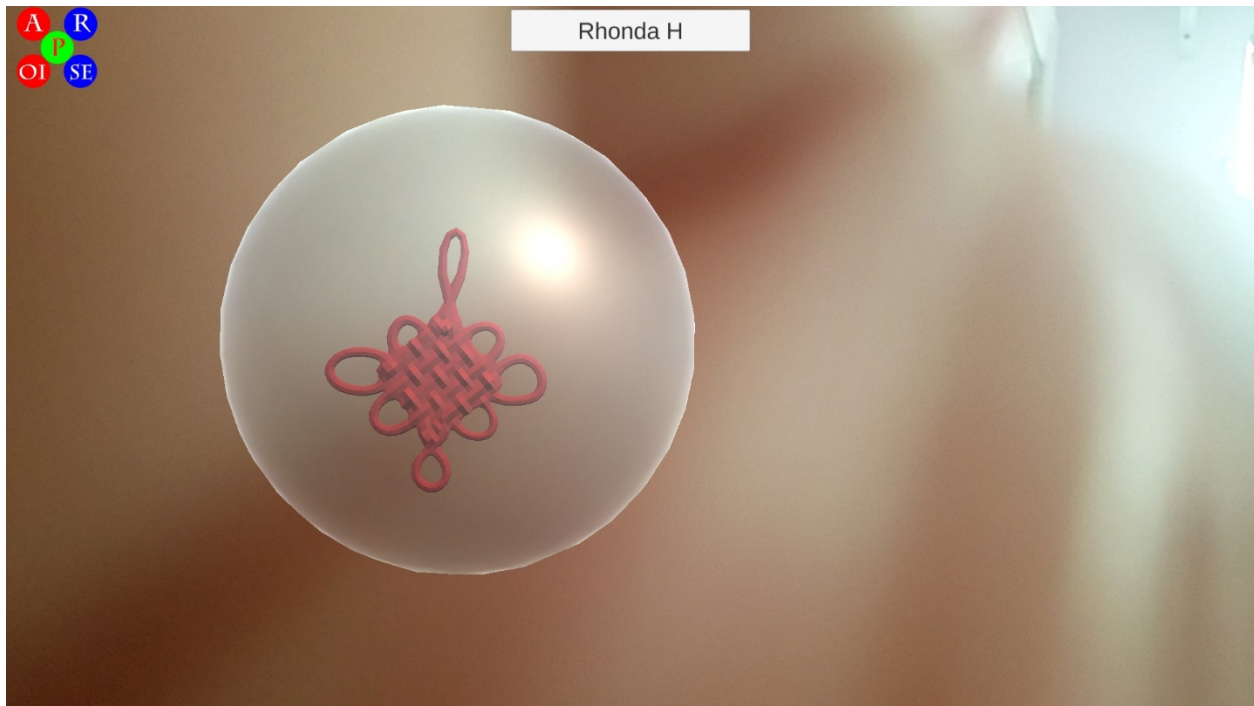


The bubble effect and texture in Blender did not export the way I wanted it to be, So I created a sphere in Unity and edited the material through there.

Our assets were exported through Unity, using Peter's C# code. Once exported and some file renaming, these were hosted on our github accounts, and then linked to ARpoise's hosting site.

Final Documentation

Coordinates: 37, -122



To view my model, download the ARpoise app here: <http://www.arpoise.com/>

Once downloaded, let it have access to your device's camera and location. To activate my layer, double tap the top left ARpoise icon and input these coordinates. Lat: 37, Long: -122. Tap the ARpoise icon again and this time you should be able to see a list of various names. These are our individual layers that house our 3D models in. Tap on the "Krystal Deh" layer to view this little 3D charm floating in a bubble on your phone.