

PORTFOLIO

LULU YUAN
个 人 作 品

If you will know me sooner or later
why not know me now

—— LULU YUAN

HESTIA

Intelligent atomizing partner

Children often suffer from fear, resistance and uncoordinated actions when receiving atomization treatment, which greatly reduces the effect of atomization treatment.



- 1.market research
2.user research
3.analysis&define
4.design intentions
5.concept sketch expression
6.product model
7.user interface design
8.game making
- PROJECT
PROCESS



CHNFEI WANG



XIANTONG ZHAN



LULU YUAN



XIANG LIN



HAIHUI CAI

Our Team



What are we gonna to do?

1. Scientific guidance
2. Data management
3. Intelligent sampling
4. Game interaction



ATOMIZER +GAME

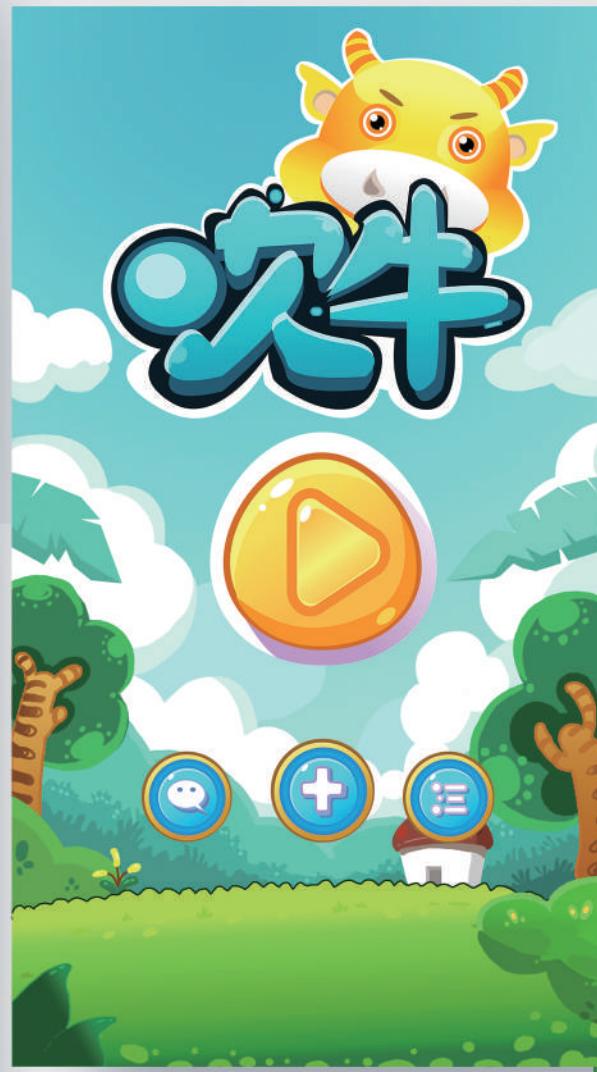


The ‘children’ s game atomizer’ combines children’s breathing action with atomization, so that children can receive treatment during the game, reduce their fear of atomization, and guide them to do atomization correctly. It can also improve atomization effect, and collect atomization data to customize .

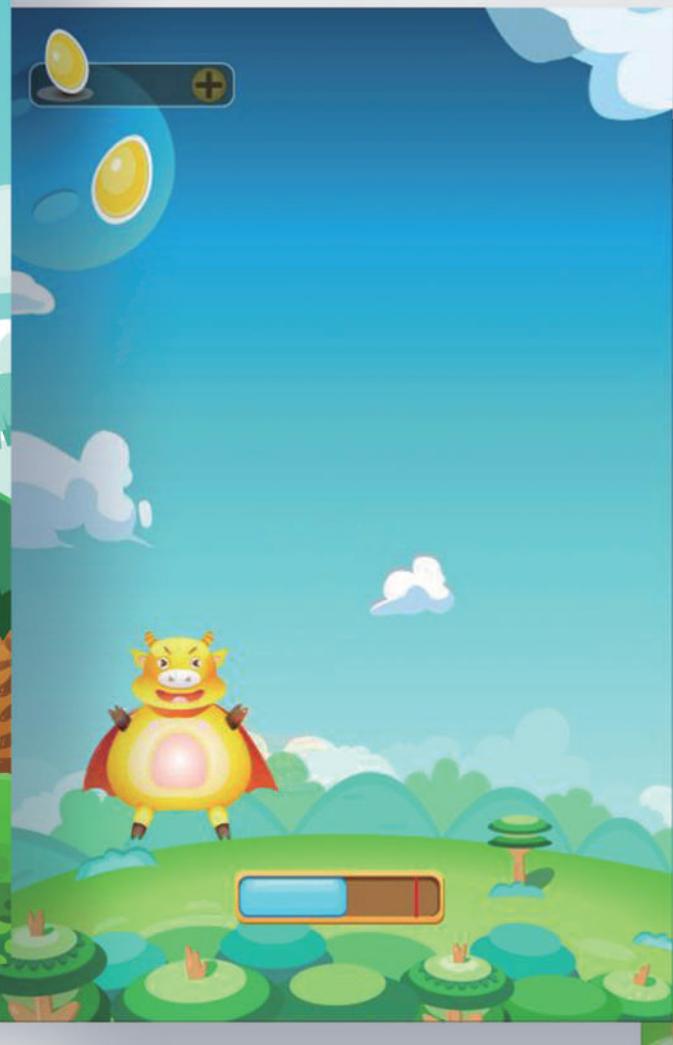


Health & Happy

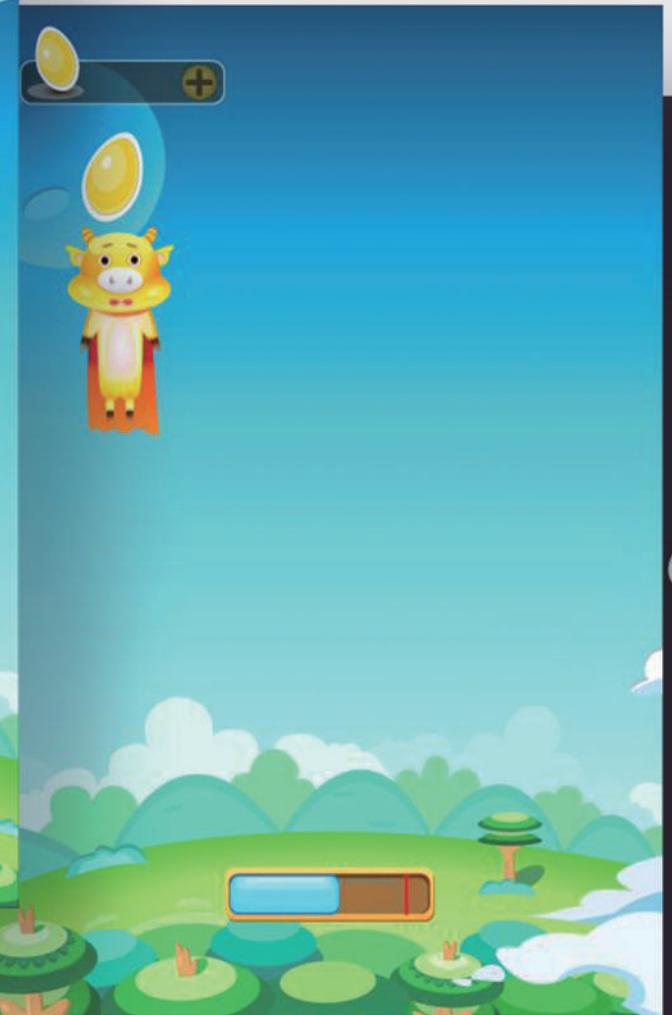
Game interaction —



1



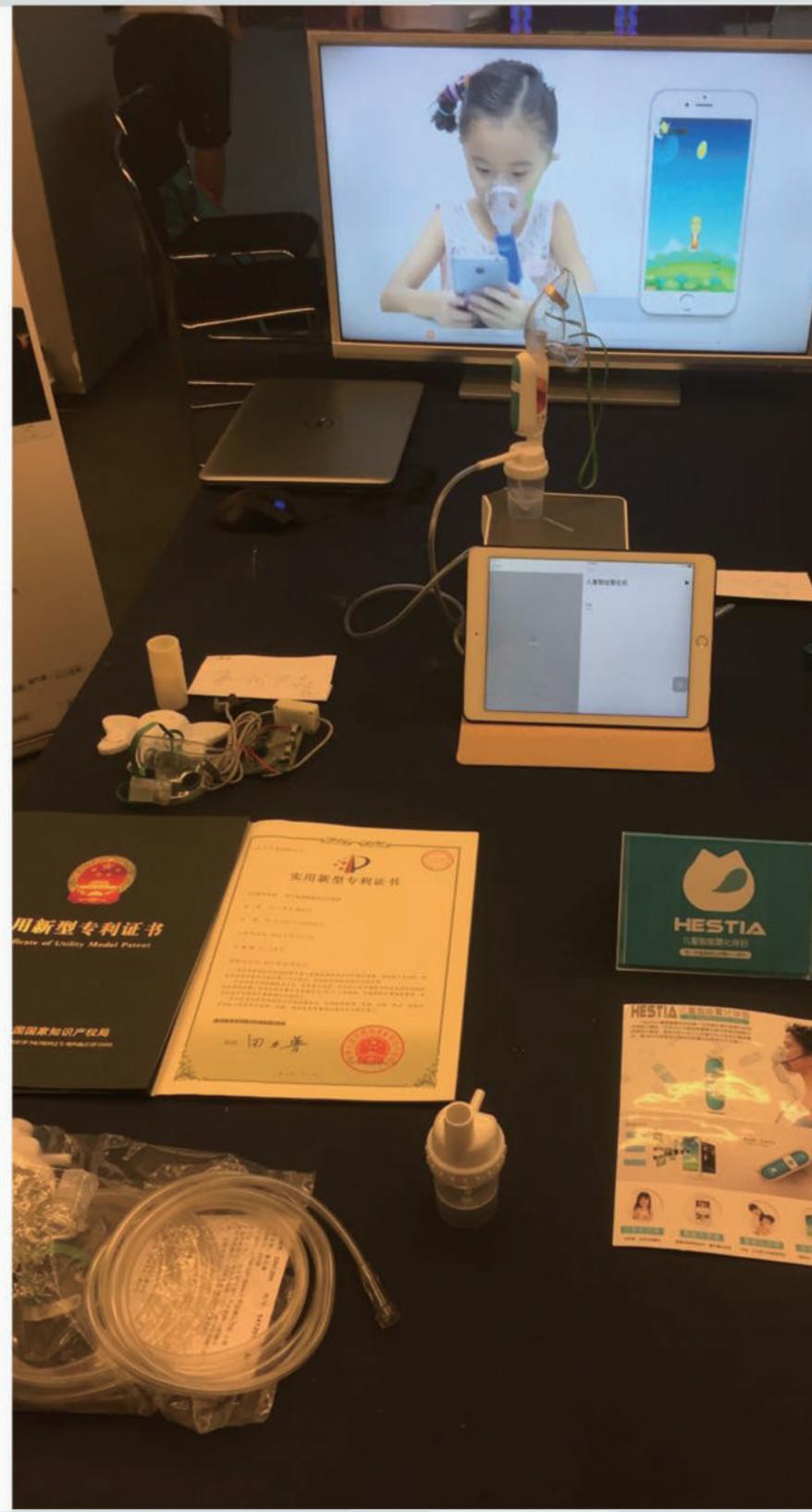
2



3



4



AWARD

China-U.S. Young Maker Competition

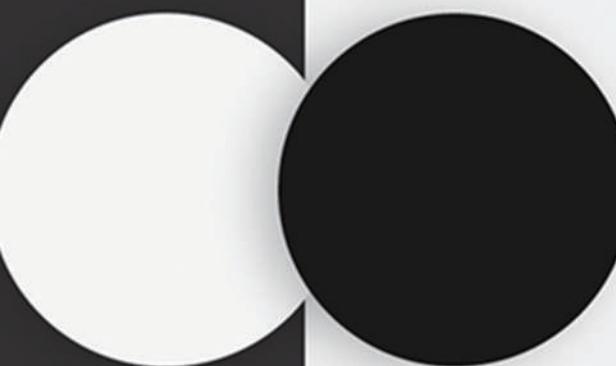
THE FIRST PRIZE AWARD





The “lollygagger” game is actually a project I made in 2016’s Xiamen GDG(Google Development Groups) codelab as a lecturer. This project is an introduction to how to make a first virtual reality game using the Google cardboard plugin powered by Unity.

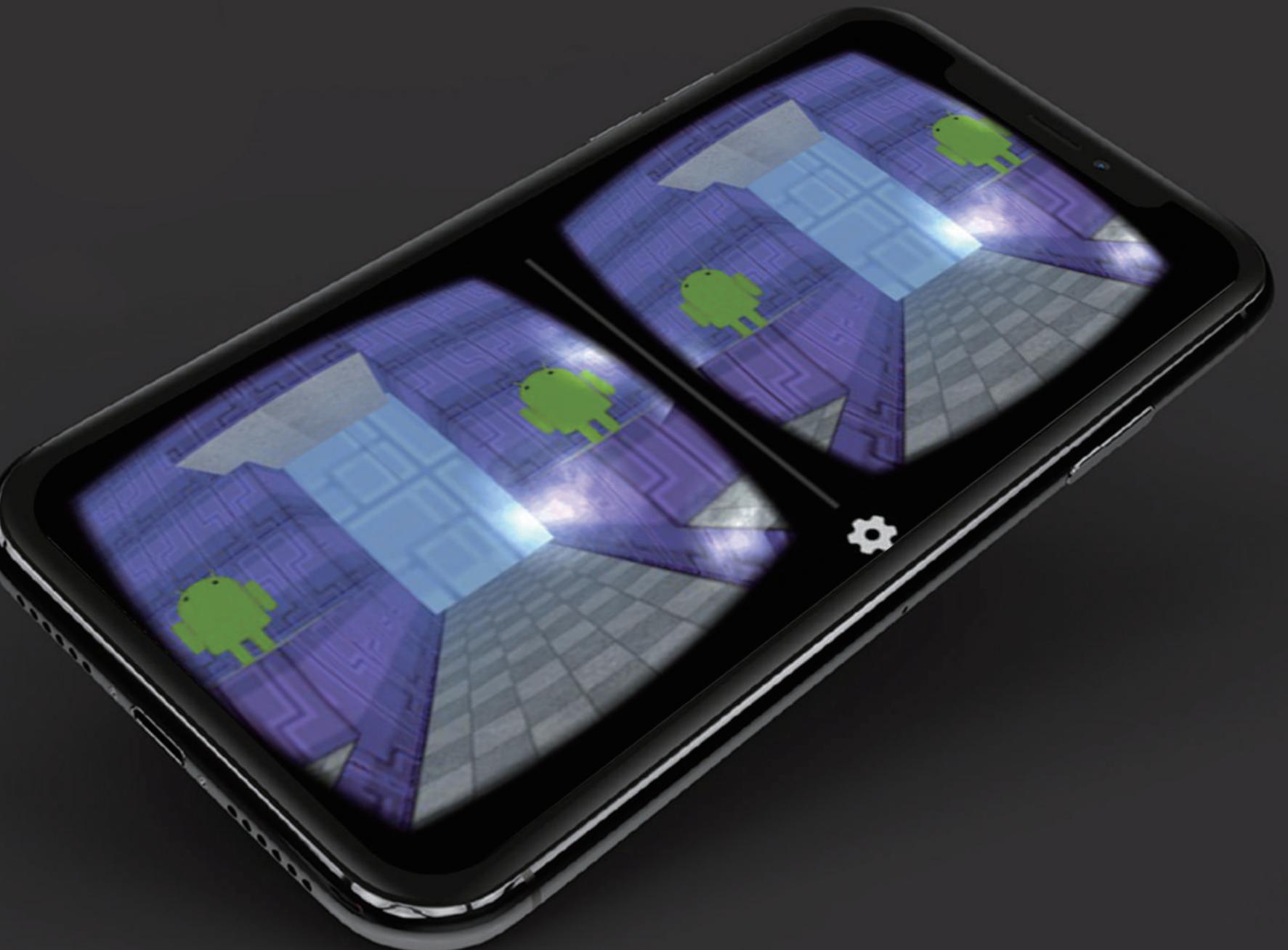
LOLLYGAGGER



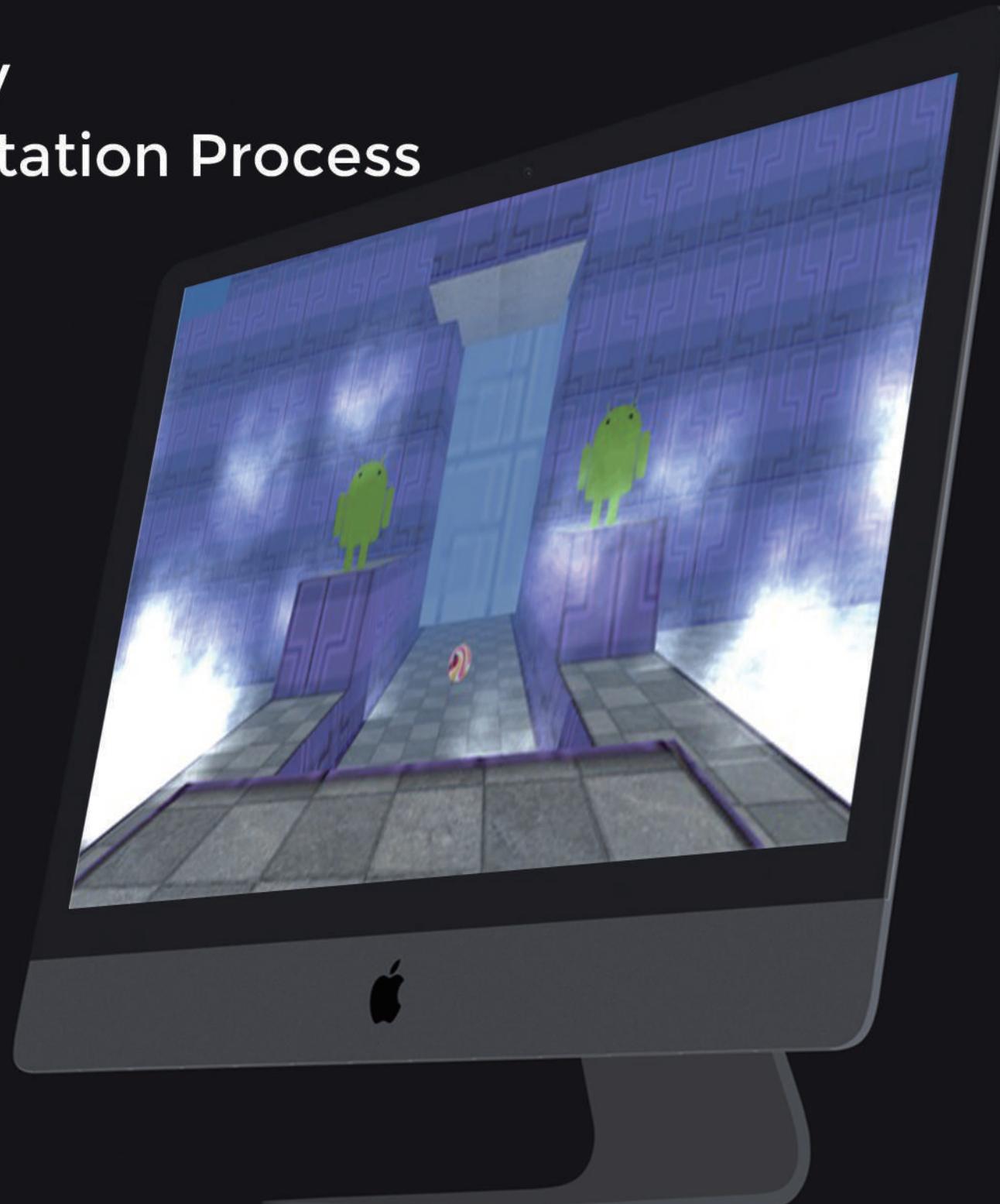


Microsoft
.NET

Through the unity3D engine and C# script, a VR game that controls the Android Robot to move back and forth along with the shooting bullet is created. The game also includes functions such as lens tracking and obstacle creation. The game is equipped with sound effects and dynamic real-time feedback to successfully attract players.



PC Interface Display & Code Implementation Process



```
using UnityEngine;
using System.Collections;
using UnityEngine.Events;
using System.Collections.Generic;
using UnityEngine.UI;

public class CardboardModeMgr : MonoBehaviour {

    // We need a reference to camera which
    // is how we get to the cardboard components.
    public GameObject mainCamera;

    public void Start()
    {
        // Save a flag in the local player preferences to initialize VR mode
        // This way when the app is restarted, it is in the mode that was last used.
        int doVR = PlayerPrefs.GetInt("VREnabled");
        Cardboard.SDK.VRModeEnabled = doVR == 1;
        CardboardHead head = mainCamera.GetComponent<CardboardHead>();
        head.enabled = Cardboard.SDK.VRModeEnabled;
        Cardboard.SDK.TapIsTrigger = true;
    }

    // The event handler to call to toggle Cardboard mode.
    public void ChangeCardboardMode ()
    {
        CardboardHead head = mainCamera.GetComponent<CardboardHead>();
        if (Cardboard.SDK.VRModeEnabled) {
            // disabling. rotate back to the original rotation.
            head.transform.localRotation = Quaternion.identity;
        }
        Cardboard.SDK.VRModeEnabled = !Cardboard.SDK.VRModeEnabled;
        head.enabled = Cardboard.SDK.VRModeEnabled;
        PlayerPrefs.SetInt("VREnabled", Cardboard.SDK.VRModeEnabled?1:0);
        PlayerPrefs.Save();
    }
}
```

Lecturer

Certificate of Appreciation

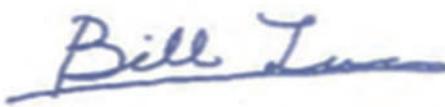
Presented to

袁璐璐 (Yuan Lulu)

Thank you for sharing

"Cardboard Unity Codelab"

to GDG Xiamen.



Bill Luan

Greater China Regional Lead, Developer Relations, Google



XIAMEN UNIVERSITY.

This is a website I did for my home school Xiamen University. It is a simplified version, which means it does not contain all the information of my school. But I do love her and want to make one to memorize it with the style I like and introduce her to my friends. I used html+css+Bootstrap to make it, which implements page adaptation, window scrolling, and list hiding. In addition to this, it includes compatibility features for different browsers. What's more, I used css to control the div display, clear the float, control the font color size.

Main Page

01

学校概况

自强不息，至于至善。厦门大学由著名爱国华侨领袖陈嘉庚先生于1921年创办，是中国近代教育史上第一所华侨创办的大学，也是国家重点建设的高水平大学。

学院系部

厦门大学拥有31个博士学位授权一级学科，50个硕士学位授权一级学科。有5个一级学科和9个二级学科国家级重点学科，26个博士后流动站，9个国家人才培养基地。

校园文化

厦门大学校歌中的“南方之强”也就是厦门大学自建校起就确立的精神，一种独立自由，宽容公正，自强不息，坚韧不拔的中庸之道。

XIAMEN UNIVERSITY
Web Design

School Introduction

02



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Web Design

College Department Page

03



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School Culture Page

04



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Web Design

THANKS