DAILY DIARY

My internship would be with VRDK, a virtual reality company situated in Esromgade in Norrebro. I would be focusing primarily, atleast at the start of my time here, on the UI design team of the app Vileon. The company was deep into the transition and improvement phase of their app and this is where I would come into the equation.

I was introduced to the group and shown around and got to see how things were run. There was a big kanban chart of user journeys and expectations that was in daily use, which was something that was good to see in a tightly organised but chilled atmosphere office. Everyone was really nice, with 3 developers, two SoMe and 3 of us involved in UI and design. As well as the two CEO's of VRDK, Tobias and Joachim.

After attending an evening presentation with VRDK on the ins and outs of VR, AR, MR and altogether XR, I was hooked and made it my goal to be involved in that kind of company as my internship. So when I got the call back from VRDK to actually do my internship there I was over the moon and very excited to be surrounded by that on a daily basis.

It was a big thing for me to challenge my skills, because never having been in the industry before it was so nice to finally make a mark and see how I can handle it.

19.08/20.08

VRDK got in contact with me to start looking at the app and taking notes, ready for the Monday coming up, so that I could see what kind of vibe there was for the Vileon app itself. I wanted to get an idea of what I would be using colour wise and what typography. Then noticing there wasn't anything to help me with that I thought it would be a great idea to make a design guide for the app itself. So I spent my first days making that, so that when I officially started it would be easier.

WEEK 1

24.08/25.08

Got introduced to the team during a monday meeting, and found out the kind of tasks I would be helping with. As the company's AR app Vileon was in the process of an update, the main task for me at the beginning was to come up with an improved visual identity in the form of the overall app design and icons. Being part of the UI team it was up to me to make Vileon as user friendly as possible in its new update. I started with making clean simple designs using adobe Illustrator for every icon that was available on the app. After doing this I sketched out the way I

wanted the app to look with my new icons. Then using Adobe XD I re-created the whole app with the new icons and my new design and layout so that the CEO could go through it and say yes or no to whatever they wanted to keep or whatever they wanted to change. After changing whatever I needed to, it was ready to pass on to the developers who, using Unity as the app building platform, were able to have a clear direction and design to follow. As the update was around the corner so it was important not to dawdle and stall thinking of what to do next. Using XD also meant that whenever something needed to be changed or new features wanted to be added in the future it would be easy to change the design/icons/functionality or anything and then test it with potential clients or target audience groups for further improvements.

26.08

Now having the Vileon app UI 'sorted', at least for now, it was time to help out the SoMe guys with adding some content to a new maps feature that Vileon was introducing in the new update. It meant that a geotag was added to an uploaded image so that users of the app could see where images that were available to scan were in their vicinity.
My job was to add content in the form of videos that we could assign to different images all over the 4 major cities of Denmark, being Copenhagen, Aarhus. Odense and Aalborg. This was so there were some cool things to scan around the cities that would get people involved in the app more.
As I had only briefly used After effect's, it was a challenge to be using it alot everyday to make videos that could transform normal images in real life into cool and interesting videos that could get people hooked on the app.
I was making around 8/9 videos a day, which was a good return seeing as I hadn't used After effects at all until last semester and even then, not that much.

27.08

There was more video content to be done each day, also including some videos for the Vileon SoMe accounts on Facebook and Instagram. These were filmed by the SoMe crew and then handed to us with a script and what we need to make. So this was done by using After effects for the transitions and premier pro for the actual film editing/clipping and manipulation into the different aspect ratios we needed across the different SoMe platforms.

Using the animation composer 'Mr Horse' that was briefly introduced to us in the 3rd semester, I made the different transition that would have otherwise been harsh cuts off that they didn't want, it was fun work to take the seemingly random assortment of videos and make them into the stories that the scripts had portrayed. I was learning a lot of new shortcuts with After Effects and really becoming familiar with it, which was something that I was enjoying as since my introduction to it, I've wanted to become more familiar with.

28.08

Learning how to use different techniques in Premier pro and after effects, such as using fractal noise to make the northern lights and making glitch effects and so on. Becoming more and more familiar with the two programs as the days go which is amazing as I am really interested in this side of production, and it does seem like the SoMe guys are very happy with the content me and the UI team are producing.

Furthermore, the main object for me will always be to help the developers with any UI they need improved or checked and maybe changed for the VIleon app. So today I was tasked with updating the XD again with a new maps indicator to show where the user is and also a new way to represent adding and deleting your profile picture in the editing section of the profile page. This was then shared with the CEO's on slack so they can either approve or not approve depending on how their vision is.

In the afternoon I was tasked with making another SoMe video so that they have again for Friday so the Viaplay competition can be seen by more people, as it is what we are posting every single day on all our SoMe channels. Today was a little tough as I had a pretty rushed time limit and I was really put under pressure to get the 3 videos in the 3 format ratios as quickly as possible but with the best quality as I could do. So it was a good challenge to be rushed with this time limit, and a great feeling when I finished on time with a great end result. Then in the afternoon I was tasked with doing some research for new crosshair icons for the app, as the one we had now was very ugly.

WEEK 2

31.08

Today I got to use the new mac, and found out that I will be using that from now on which is really nice. It's a much bigger screen and is better for the design aspect of things I believe, and also now I really feel like one of the team. As before, everyone had huge screens and it was only me who had my own laptop so now I feel cool. I'm looking forward to starting some UI and video/animations on this computer. My day was open for interpretation so it was up to the Monday meeting to decide what my daily or even weekly tasks were going to be.

In the morning while I was waiting for the meeting to start, I sorted out all the UI folders in the shared drive as they were a mess and needed to be organised as I was always wanting for things that I couldn't find, for example icons and so on. So I made sure everything was laid out in folders that corresponded with their page on the Vileon app itself to stop any confusion. And also to help my OCD.

During the monday meeting, one of the UI guys I was working with was being moved to the marketing department as someone was leaving that space open and he had experience with it. This meant that I would have been on my own in the designing area of UI, but someone new had started who was doing a masters at a uni in Aalborg so I had a new partner. After showing

her through all the XD's it was nice to have some fresh eyes and perspectives for what could be improved.

So we sat down with the back end UI guy who worked with unity to implement our designs into the app and went through the XD together. We noted down some stuff we needed to improve for coherency and then the back end UI guy showed us some things we needed to improve on the app. This was because we had arrows that told first users where they should navigate in the app and now we wanted to implement a system that wasn't so outdated. This included maybe some hover options and some glows to guide the user where to go, but this would require some research.

Then I made a trello board that I would share with the new UI girl and we had somewhere to organise our tasks and keep everything neat and tidy.

As we knew we wanted to make the app more intuitive, I went on After effect to quickly do some mock up videos to show Chad the UI guy and see what could possibly work.

1.09

Today was spent designing icons for the app including the lock icon instead of a key icon, so rather than thinking it was already unlocked with the key icon showing. The lock icon would depict more that the image is locked and you need to scan it to unlock it.

So I used dribbble to get some inspiration for the icons as I usually do if I just want to see either how the current market of app design is going or if I hit a creative block and need something to start the spark again.

2.09

We had a new client coming into the office so we had to make sure everything was clean in the morning. So we vacuumed and polished everything and made sure that we had everything ready to go and in an impressive way so that we could persuade them in that way.

Also today for me it was important to get the icons I made yesterday into the XD so I could visualise how it would look and get some feedback from the other UI guys, and from there we could scrap whatever we didn't think fitted.

3.09

So now that we had some new icons to test out and decide what would be the right fit, it was time to update the XD fully and make sure it was flawless going forward as we would be having a test group here next week to test out Vileon. I had already done almost all of the mobile version of the app so it wasn't long before that was updated to its fullest.

Now I had to re-do the whole task as an Ipad aspect ratio as we were also making the app applicable for Ipad.

This wasn't a hard task but it was a tedious one. As chad the UI guy sent me screenshots of all the pages of the Ipads version of the app and I had to painstakingly put everything together so we had both versions all laid out in the XD in case we wanted to change just something on Ipad or change the layout with having more room to play with on screen.

4.09

In the morning I finished off the XD for the ipad and made sure everything was as it was supposed to be. Then as it was Friday we had a bit of fun, and Chad got out the VR headsets and the games and we got to play pistol whip, which is a VR game where you are slowly being transported forward and people keep popping out and you have to shoot them and dodge their bullets, it's a really fun game and I tried at least 10 times. It's nice that i'm currently working in a place where we have the facilities to do this kind of stuff.
After this and after lunch I had the arduous task of linking all of the artboards and features in the XD so it made sense and you could navigate around it just as if you were in the app itself. In the afternoon I had to prepare the different design alterations I would be presenting to our focus group next week.

WEEK 3

7.09

In the morning I was briefed with Ingrid the UI/UX girl and we discussed the ins and outs of what the testing on Tuesday would include. She had prepared a few tests, including a card sorting test as well as some instructions on how the participants would do the test. The basics of the testing would be that we would have everyone on a zoom meeting, and give them the access to a new user profile so they could complete the tasks we had set them. Then we would provide them with the card sorting and get them to rate the app in a kind of keyword way. So for example for each category like 'the navigation', we have 10 words, 5 good and 5 bad to describe their experience. From that they can choose 3 things out of the 10 words to describe the experience.
Then after they had done this, the zoom call would start and I would show my new designs and what I think I should change, as they had now seent he app 'as is' so they would also see that maybe it could have been better and more intuitive if we had used my new UI designs instead of the ones we have now. Then they could rate which ones they think would be best as I had made a few different designs for each thing I wanted to change in the app.
After that we would have an open discussion on zoom and each person could say what they thought about the app and what they would have liked to see or what they would like to see improved in some way.

8.09

Today was the testing day, so we had to finalise all the things we were going to do and also get some practice in and test out zoom and make sure our screen sharing works and there are no slips ups during the actual test, so we don't waste people's time or delay the test too much. We had already sent out the tasks last night so we were ready to go basically, but the testing would be done in the evening around 19/20 as people were back from work and settled down a bit and have more time to do the tasks we had set them, and there's no rush and pressure on the participants. After all, the main thing that we want from them is not to pressure them into anything and get a clear idea of what everyone is thinking about the app and its useability. So in the open discussion part at the end of the testing we have an honest experience of the app and not a pressured one if we were breathing down their necks the whole time.

I came up with a sort of script so I can fall back on some notes if I need to when i'm talking about my designs. Furthermore I made a bullet point doc of all the things I want to keep an eye out for while the testing is going on. So I can see if the participants have the same trouble as I think they will have after having extended use of the app.

Then after we had tested the zoom call and had lunch, I made the designs for the website that we needed for the upload function of our Vileon app that can be managed online too. It needed a few extra features and a bit of a re-arrangement. There was no option for the new map feature that Vileon had integrated into its app, which would allow users to put a geotag on their image just like in the app itself.

In the evening we had the testing to do. Around 19:30 we got everyone together and my colleague Ingrid introduced everything and got the participants to do the card sorting, as they had already been sent everything prior to the meeting and a lot of them had actually completed all the tasks so it was perfect time to just discuss everything we had laid out and wanted to inquire about.

The participants were very vocal and it was nice that they were not shy and really spoke about what they felt the problems and positives of the app were, so we had a lot of open discussion where everyone got their say, covering all the topics we had set out to. When I had to present my new design proposals, I just shared my screen and showed them the presentation I had prepared with the original app as is, and then my new design alterations and asked for feedback, which again was lovely as everyone was very vocal and speaking their mind.
We had written everything down so tomorrow we could get all the notes together and really discuss and make the random assortment of notes into something more manageable to go through with the bosses.

9.09

Today was all about collecting all the data and laying it out so we had something that we could really analyze and make into possibly some data visualisations, as we had a meeting scheduled with the bosses tomorrow about what we had discovered and what people thought about the

app. One of the main problems is the identity of the app, and who its for, like is it for personal use, or companies or what is its use more tailored for. We had asked this in the focus group and had some really cool insights to present and have (with the dataViz) something to back it up too.

For the card sorting results I made some card sorting mapping using a radar graph with all the different categories we had made and then how much of each of the top 6 words in that particular category had received. This was to visualise the card sorting a bit more clearly for the bosses so they had something they could analyse with minimal effort.
In the evening me and Ingrid utilised the free time we had to analyse the data more and more and get it structured ready for our meeting with the bosses tomorrow.
The other data was hard to put into dataviz images as it was more of a general discussion and not so much of something that can be counted, unlike the card sorting where we had a certain number for the amount of a certain word that we had received.
So instead of doing the dataViz for this we did a long documentation of the entire testing and then basically laid it out in an easy to read and understand and in the order that we did the testing.

10.09

Today was the day when we were supposed to be having a meeting with the bosses, but unfortunately Ingrid was sick so we had to postpone. This was mainly because as we had done it together we both had our 'areas of expertise' and hers was more the actual testing, so to not have her there to explain the testing would have been slightly pointless. So now we had rescheduled for next Wednesday.

So as she wasn't here my plans for the day and the preceding days, which were based around what they said about the testing and what we should do from there had changed. I spoke with the boss briefly and he told me to talk with the SoMe and marketing guy about if he needed my help with anything at all. He showed me the website and said if I could actually take a look at that and see if i had any ideas of what would look better or if maybe I could just make it look a bit more fresh as it hadn't been updated in a few years. So some of the companies we had worked with hadn't been updated in ages and it was very outdated.
I looked at the FAQ area too as now we had updated the app and had a maps feature we needed some frequently asked questions for the maps. So I made some of those and then did a detailed XD design with how I wanted the FAQ to be laid out instead of how it was now, as it was looking very drab and outdated.

Also I took a look at the gallery as we had 'scannable images' on the web page. But because they were so close together it could only scan one image at a time, and then if you actually scanned one of them then you couldn't scan anymore after that as it was stuck on one of them. So I wanted to design a gallery type layout, to not only give it a much needed refurbish but to also make sure that you could scan every image. This was because it was the first thing that

potential clients looked at before they even downloaded the app itself. So if they saw that maybe it wasn't working and didn't understand it was because of the closeness of the images then it might turn them away and lose the company potential clientele.

11.09

Today both of the bosses were gone so it was more of a chill Friday, and thanks to the extra hours I did on tuesday I was able to leave today at 14:30 which was nice! Also in regards to work that I had to do today it was kind of limited as we had the big day on Wednesday with the meeting that would decide for us what kind of work we would be doing in the coming weeks. So today I was finishing off some old projects and things I had to just get finished ready for next week.
I had again to continue with the redesigning of the Vileon website and work with the layouts. It was an easy day.

WEEK 4

14.09

Today we would have the morning meeting with all of the guys and then me and Ingrid would have our own meeting which was now pushed to Monday so we could get started on the UI changes we need to do for Vileon. As there were a lot of ideas in the air about the identity of the app itself too, this meant that it could be a good idea to discuss these first as well so we know in what kind of vein the app would be heading down in the future.
So we had the normal morning meeting as we always do on a Monday and discussed what everyone would be doing in the week to come and then the bigger picture of how the coming weeks would look as the one boss would be gone for two weeks as of next week. So we wanted to make sure we had a lot planned for the coming weeks and alot of work that had to be done would be done. It was discussed that after the UI changes and all that I would be doing some content and videos for some clients which would be a nice change again from the UI and designing and more time spent practicing my video editing skills and so on, and my understanding of the market and dealing with clients.

Then me and Ingrid had our UI meeting that we had been waiting to have for a while now as she was sick last week and we had to postpone. We had all the finding up on the screen in the meeting room with Joachim and lukas who is the marketing manager and also stand in for the other boss Tobias who is off as he just became a dad.
We also showed them the graph I made which they really were impressed with which was really nice to hear. And we spoke and discussed for over an hour how we would do certain things in the days and weeks to come and I got a big idea of how my weeks would look.
As we concluded the meeting they said good job guys and me and Ingrid discussed our next steps.

I got to work with all of the quick fixes we had for the design of the app on the XD, such as taking away certain icons or words and moving some stuff around. This didn't take very long, and then it was easy to get going with the next tasks which were a lot more demanding as I had to actually design things from scratch and completely change some concepts. For example the maps page, the newest feature of the app is constantly under scrutiny by the bosses and requires a lot of effort in regards to them wanting something and then after two days not wanting it anymore. So after some research I made some mock ups and when the boss came by to check on me he was happy with the results so I was happy.

15.09

I started the day earlier today for the first time as I was up early so just decided to come and leave earlier this afternoon. It was a really nice morning as it was just us early birds here and it was nice with some open convos about UI with coffee.
I started with making the new icons as neat as I could and then putting them on the XD and on the drive and sorting out my local folders.
Then the boss asked me if I could work on making a gif animation with the VRDk logo and the Vileon app logo in one, as he wanted something cool to sign off with emails and so on. So I had some new after effects stuff to do as I already had some ideas of what I wanted it to look like. I wanted the Vileon logo to 'scan' the VRDk logo in a quick and clean animation and then have some text about downloading Vileon or something like that.

I started to look at some youtube tutorials for the Scan effect, but found out that I would need to spend money on plugins if I wanted to do this so I decided to just go on after effects and try out some stuff. After a while figuring out where to start it was easy to get what I wanted and I was really happy with the result as a nice short video. Then as the gif maker on after effects also costs money now, I just took the video and opened it on photoshop and then from there I exported it as a gif so the file weight went from 150MB to less than 1MB.

16.09

I started the day with doing a replica of the gif/video with some added text at the end and some buttons for the app store and google play, and neatened everything up.
This was more for something to send to a client where they can see that it's on the iphone and android devices and they can look it up on there.

After this I looked at my trello board and what I had in my to do list and from that I had something I hadn't finished which was to make a crosshair for the maps page where you could from there, place a geotag if you wanted to do it somewhere that you weren't actually at at that moment.

After doing these and adding them to the XD I was able to continue with my focus for the day which was to talk with the UI guys and the developer Jake. We went into the meeting room and told them about all the bugs our focus group had encountered and then did user stories to rate how hard each task was to complete. For example 'As a user i want my profile picture to be on the maps page' and then giving it either a 1 for easy 3 for medium and a 5 for hard. As it was mostly developer stuff it was more up to Chad and Jake to rate it rather than me, but it was good to try as we had done scrums at uni but not with the rating system.

This was good practice that I would take into my life for future jobs and something that I had learnt only here on the job, so that was a really cool feeling. Once we made and rated all the user stories we took them into the main office and put them up on the kanban chart.

17.09

As we spoke about it in the meeting with the UI and Jake yesterday, today I would be completing some of the tasks for them. This included making a nice loader for Vileon, when you scan images and it loads before the video comes up. At the moment it's an ugly pixelated mess that spins around in a circle. It's worked up until now but it's all agreed that it needs to be changed now that the app has a more clean cut look.

I was doing this until my boss came and asked me to do a specific video gif for him and we spoke quickly on what he wanted so back onto After Effects I go!
But I like going on After Effects every now and again so I don't start to go rusty because I really do love it, and I'm enjoying finding out new things and experiencing new plugins and shortcuts and everything really. So i started to make what the boss wanted but then as I was the only one with a Mac computer they needed to use to update the new build on Unity for the app Vileon and suddenly it took 2 hours for it to work. So in the afternoon I was just not able to use the computer but I helped clean the office and met a client who was nice and we chatted about Copenahgen and stuff.

18.09

Today the boss had to go and sort something out as he had to put a screen up for something they were displaying in the city, and as he had a holiday coming for the next two weeks it was very necessary to get everything done before that. So in the office we just had to finish up all the tasks we had with him specifically, so I had to finish the video GIF the way he wanted it. As I had everything kind of ready it didn't take too long, as I only had to make a hand in Illustrator and that was it in regards to making stuff from scratch, the rest we already had as PNGs so it was very chill.

And then with true Friday vibes the whole office started sharing their best jokes on Slack during lunch which was really fun. Then we had to talk amongst ourselves while the boss was in a

meeting with a new client, and discuss what our plan was for next week. Mine seemed to be more on helping on the actual Vileon website, as Simon had been sick all week so he hadn't done anything for it.

WEEK 5

21.09

Today was the first day of the week where the bosses would be gone all week, so it was actually going to be quite chill in that regard as sometimes I can feel a little bit anxious when they are hovering about, even though I am doing good work.
Anyway, Lucas who is in charge of the marketing team was the guy who was to be in charge this week, and he was a really nice guy so I was quite excited to have that this whole week with him in charge. The day was spent just going through the wordpress and trying to learn how to use the editor plug in we have called Elementor. It's not the most fun thing in the world in my opinion. But it was good to try something new and get out of my comfort zone in that respect, as I hadn't done anything like that for a while.

22.09

Today unfortunately I couldn't go in as a friend of a friend had contracted coronavirus and I had to get tested asap so I actually had booked a test for that evening and then I was self quarantining until then. So from home I was working on new designs that I would implement in the coming days.

23.09

Still self quarantining I had a teamviewer meeting in the morning and a call with Chad the UI guy on what I could possibly do on wordpress from home. Mainly my first job would be to use the elementor editing software and try and improve the overall look of it as it was very old school and only text which was very boring.
Also as we now had the maps function added into the app we had to come up with FAQ for that as it wasn't included yet. So I came up with some for that and added that into my XD design that I would use as my template for what I was going to actually do on the wordpress site.
When it came to implementing them though it was extremely difficult as this Elementor editing software wasn't very good in my opinion and whoever had made the wordpress site in the first place had kind of fucked everything up in the way that they had added settings in (which remotely I wasn't allowed to touch by order of my boss) so I was stuck with adding certain things in. For example an image carousel which should have been an easy job turned out to be a real pain and because of some polaroid background that was implemented on a page I

couldn't touch, every time I added the images in the carousel they had that same stupid effect. Not all days can be good I suppose.

24.09

Today I went to tackle the FAQ page again, which today was painstaking but I managed to get it done before the end of the day and send it to the UI guy and also the stand in boss. They both approved so all the hard annoying work navigating someone else's mind who had set up the wordpress and all the plugins, wasn't a total failure. So I atleast had something I could be proud of out of this.

25.09

Today was a slow day. I just had a task of designing the other pages of the Vileon website so it was very chill, and a good way to start the weekend. I first researched using dribbble and then I drew a few mock-ups and designing everything on XD to refer to later. Chad didn't have time to look into the settings so I couldn't do any wordpress today, so this would have to do and I could take my time with it.

WEEK 6

28.09

The boss was still away so there was a calm and chill feeling in the air around the office so it was gonna be a nice day. The meeting was short and we got underway with our tasks. I unfortunately was still on finishing up the wordpress from last week now Chad had got the settings sorted so I had to focus on that today. But after talking with the other boss Tobias I explained about wanting to do other stuff and he said that it was perfectly fine and I could start on doing some cleaning up on the app from tomorrow. The afternoon was spent doing the finishing touches to the wordpress.

29.09

Today I finally got to start doing more of the stuff that I was doing towards the start of the internship which I had really enjoyed. Which was to be more involved in the actual designing of the UI features such as the icons and general navigating option around the app and how intuitive it all was. Before I got to start on that, I had a task of going to see if one of the posters we had out there worked or not. It was a poster for a KIA commercial about the new car they had. First I had to quickly edit the video advert they had on to make the aspect ratio fit that of the poster and then go out and actually find it.
When I had edited the pic I was ready to go out and find it, which would turn out to be a much harder task than I originally thought it would be as Norrebro is a bit of a jungle and it was in the

'general area' as they had said. So I went on a bit of a journey to find this poster and when I got there I couldn't even scan it with the app because there was roadworks all in front of it. So I called the boss and had to go on a long walk to find the next one, which I luckily randomly found as it was down a side street. Luckily when I finally scanned it, it did actually work and I told the boss, and started my long walk back to the office, so I had to get a durum on the way. In the afternoon I started researching some different icon styles in a more simplistic style on dribbble and reading about some UI/UX best practices.

30.09

An easy day was made even easier as the office was pretty much empty and only 3 of us were there, so after sending each other memes for around 2 hours and casually looking into what we had to do for the day, we started with our tasks. I had a lot to update on my trello to keep myself all synced up with what I was doing, so I did that first so I was on top of things. Then I went on to start on my tasks after lunch. I was sketching out some ideas on paper first as this always helps me when it comes to actually going onto adobe and actually starting something. It saves me time in the long run and it's definitely something that I have learnt about myself as the semesters have been and gone, that this is the best way for me to get started with designs and so on. It was a nice chilled one for the so-called 'Hump Day' that is Wednesday.

1.10

Pinch, punch first day of the month. September had flown by and now we were already in October.. wow. The feeling of the office hadn't changed as we were still one boss down. The office had resisted the urge to send people to work from home amid all the current COVID fluctuations and increases so we were all still at the office doing our work. By all, I mean 3 of us, as the others were out fixing up a live stream for a wedding, as now that groups of people are forbidden together in certain areas we had the option to live stream weddings outside the chapel so more people could watch the ceremony, which I thought was very cute actually. Today I was actually given a fun task, which was to come up with some ideas for the identity of the Vileon app. As it was now focusing more on the new feature of adding content to the maps and then seeing where you can scan other peoples images and see the videos they put up, it made me think of using Vileon as something to do with travel. For example someone could make a video of their experience at a restaurant or something and then add that to a picture or scannable image somewhere in or around the restaurant and then the user can see if they like how the video looks and get more of an idea of the experience that the place provides. Something far in the future that could also maybe be involved with big companies such as yelp and trip advisor.

2.10

Got that friday feeling today, and by that I mean the memes are flying about in slack. I feel like this has become an office tradition and I love it. Really makes it feel like the weekend is coming. I was just making visualisations of my ideas for what I think Vileon should be for so I could show it to the bosses on Monday. I also spoke with the dev team to see how long it would take to actually make something like this a reality as we have the issue of the similar images. Meaning that only one video can be on a certain image, so to actually make this so there could be like a reel when you scan an image is something that would take a while. Nevertheless with all the current travel restrictions looking to stay that way for the foreseeable future, by the time something could be developed like that and added into the update, there could possibly be a boom in travel again if we hit the market right. This was all something to take in consideration. Now bring on the weekend I need sleep, and lots of it!

WEEK 7

5.10

After the morning meeting I had to leave for a doctors appointment and then after that I had to go and have a blood test and heart scan, as I had been having trouble with anxiety I wanted to check if my physical health was okay before I proceeded to try and sort out my mental health. So I had to spend the evening and night to actually do my work which was to just check up on some of the VRDK websites (the company name) header images and so on, and make some new ones as they were outdated. So I was on Illustrator all night making some new header images which was fun and chill while I sat at my desk with 54 pieces of sushi.

6.10

Had a long meeting with the bosses to talk about everything I had come up with for Vileon last week and we had some great back and forth and they were really intrigued by my ideas and wanted to set up some meetings with the dev team to see how realistic the idea of a travel app it was. As was predicted it would possibly take a while as we had a lot of different projects on and to cut costs from outsourcing we tried to do as much as we could in office, which with 2 devs wasn't always the fastest.
So the idea was put into the mix to be considered again later as we didn't have the time or resources to do it right now unfortunately. In the afternoon I was editing a few videos for the Vileon SoMe accounts.

7.10

Wednesday spells out SoMe maintenance day. Meaning that we were editing a lot of footage and getting it ready for next week so we don't have to do it on the days and then rush it. This was a new thing that we had started doing as I just told it was straight up stupid to have to rush it each day if we had time and had ther footage to do it now. Obviously not in a rude way or

anything and it was taken on board and now this is how we do it if we can as it makes the whole process just so much better.

So the whole day I just spent it doing videos and listening to podcasts, as this was just a very easy and nice way to do it. I listen to old history podcasts and learn all sorts of stuff that I can say to my friends later to bore and annoy them. Yay me.

8.10

Jake (one of the devs) asked me to do some more loaders for him. As he wanted them to be a bit more detailed so they could replicate them more easily in Unity without me looking over their backs the whole time. So I jumped onto After Effects and got into re-making some of the loaders and then also adding a few extra ideas, some more personalized for Vileon. This included a version where I added the outline of the chameleon which is also the main logo or 'mascot' as well of the Vileon app. This was done by using trim paths and then changing the starting points of the dashed lines so that it was a different colour in each dash as it moved around the silhouette, which I think ended up looking really cool.

9.10

Another Friday, these weeks go so fast! (not as fast as the weekends though..) and we were out sending memes again. Some of the guys have such an awful sense of humour but it's okay, it's all fun and games. The bosses were off, out and about again, and my task was to help the devs visualise my loaders. I don't know Unity as well as I would like to, but it was so cool helping the guys make my creations using the software and it was a nice chill day with a lot of food and laughs. Then we had to just clean the office and tidy up, and we all left at 15:00. Perfect.

WEEK 8

12.10

So now we had got the app up and working, updated with all the new loaders and so on, it was time to revert back and again, add to the content on the maps. We were missing an abundance of geotags in Odense compared to everywhere else so it was the place that needed to be concentrated on more at the moment.

This was good to be back on the videos as I had enjoyed it so much last time and I was learning so many new things with after effects, so I was really happy to be back on it again.

13.10

I started the day off with looking at all the locations we needed to geotag and wrote down all my ideas for them, so I wouldn't be sitting there wondering what I could do with each image when I got them onto After Effects.

There were some that I flagged as possibly hard to scan images as they weren't so much images as real life objects, which the app has trouble recognising as a scannable object. Once this was done I got to work making my ideas into videos, blasting Smooth radio in my ears while I did my work. Perfect.

14.10

I had started to incorporate a lot of my own feelings that I was experiencing these days onto my work as my anxiety was getting pretty bad and I had been to see the doc and trying to book therapy and so on.
It was actually one of the only times I wasn't feeling anxious when I was in front of my computer, making these videos and expressing myself with no boundaries (as long as it wasn't rude or copyright).
So doing all of these videos was actually helping my mental state funnily enough.

15.10

I was making some funny videos today as I had some weird graffiti to work with. One with a tiger in it I transformed into an old school tekken fight in the playstation one or in the old arcades in the UK. I think it would make people smile if they scanned it and that's why I'm making funny videos today, also I want to laugh so I mean it goes hand in hand. Envato elements wes becoming a really helpful tool when we needed to bash out some videos quickly, as it took some of the pressure of animating off, although I prefer to do it myself. But it's good to know that sometimes in the industry some things need to be done quickly and there are ways of succeeding in that.

16.10

It's Friday again damn, these weeks are going so quickly. Someone in the office has COVID so we all have to go and get tested again which is a pain but there you go. So it was a shortened day as we all had to now go get our tests done. I would book my test and then go home and stay in my room and order pizza and watch films.

WEEK 9

19.10

So everyone had miraculously tested negative, but we were all going to work from home until second tests were done on the ones who wanted them. So as of last week I was back on the videos again, but this time to make them a bit more detailed and longer as it wasn't a rush at this point.

So I started doing more research for my videos, for example there was a picture of a pub door in Odnese and I had looked into different beer glasses and where they had originated and made some graphics of the glasses in illustrator to add to the video. Things like this I find really fun and interesting to do. And the 30 second clip was born and added to the maps. The feeling of getting a video up and working on the maps is a nice feeling to be fair.

20.10

I was working from home again as anxiety had gotten the best of me, but Toby (one of the bosses) was a really understanding guy and as I was doing the videos, I can easily do it from home and it was not an issue at all. So that made me feel a lot better and again I had a lot of time to come up with more ideas. As I wasn't feeling 100% at all today, I was a lot slower making the videos but it was just nice to have something to do. Also it was miserable outside so I got a candle going and it was cosy. Hygge.

21.10

Being at home does make it a bit harder to get an idea of what the bosses want from me but luckily they are very good at replying on slack and I wasn't stuck for nothing to do. Looking at the new images I had left to make videos for, a lot of them had bad scanning capabilities as they were not so much pictures as real life sculptures which were hard to include because if for example its a rainy dark day or the sculpture is dirty or something then the scan is gonna maybe not notice it and it won't work, so actual pictures are always better. So I sorted which ones would work and which would possibly be an issue so I knew which ones I could use that wouldn't waste my time if they didn't work possibly. Then I stuck a podcast on and got to working, as I had done the other days of the week.

22.10

I had a cool idea for a video today with one of the images, being this graffiti of these cartoon hills made with lines and these letters spelling out NIELS along the landscape. So I took the image into photoshop and separated every hill with the pen tool and made it its own layer. Doing the same with the letters and removing any signs of it with the spot healing brush on their background image. Then I did the same with a car as I wanted it to drive across the hills. When I took the psd image on after effects, I got the wave warp effect on different hills and made them slightly wave in a kind of psychedelic way as this was the vibe of the graffiti in the first place and it looked really cool and trippy.
Then I had the car move between the hills like it was driving in more than a 2D landscape which was looking great. Then using the animation composer Mr horse, I added a jumping effect on the letters so as the hills were waving and the car driving, the niels letters were jumping.

The cherry on top of the psychedelic cake was a nice royalty free 60s sounding tune, which capped it all off. I love making these videos.

23.10

Friday was back again. Next week would be the final week of the internship! It's gone so quickly it's crazy. I would finish the week as I had started it, making videos. Nevertheless today there would also be a bit of a change as I would actually upload everything and add the geotags in so I could look at all the work I've done the last 2 weeks laid out into just simple numbers. This was satisfying as much as it was a relief to finally have the videos up, as they eat up so much memory being on my computer. So after uploading them and testing them with the Vileon app hovering over the images on the computer to see if they all worked, I started to move everything from my computer to the company drive and clear out my memory a bit as my poor laptop was struggling with the heavy files, used by some of the pre-made animations on envato elements that we use when we wanna be a bit quicker.
The afternoon was chill and I caught up on my diary here as I had neglected the last few days to write, so it was nice to be on top of things here too.

WEEK 10

26.10

This week, as I needed to write the report for the internship, they were nice enough to let me primarily focus on that and just do bits and bobs when I could have the time to help them. It was a chill week with them having already done a Vileon update and having the UI already sorted by me before the update. As the company itself (VRDK) was still somewhat of a start-up company they rely heavily on internships, so they already had a new guy to take my place now that I would be going, as they wanted to get him used to everything before I was completely gone. This gave me a great opportunity to get everything sorted for the report with less stress, which right now I really appreciated as I need it to be as smooth as possible.
Other than sending a few messages to the new guy on where to find stuff I was mainly able to focus on the report today.

27.10/28.10/29.10

Again today I was writing my report and organizing everything I had to do ready for hand over. I am going to hand in my report and the diary on Thursday, so now I will make sure I have everything in order for VRDK, and then Friday I will celebrate a great internship! It's been a pleasure.