

The Protagonist's Journey

Storyboard

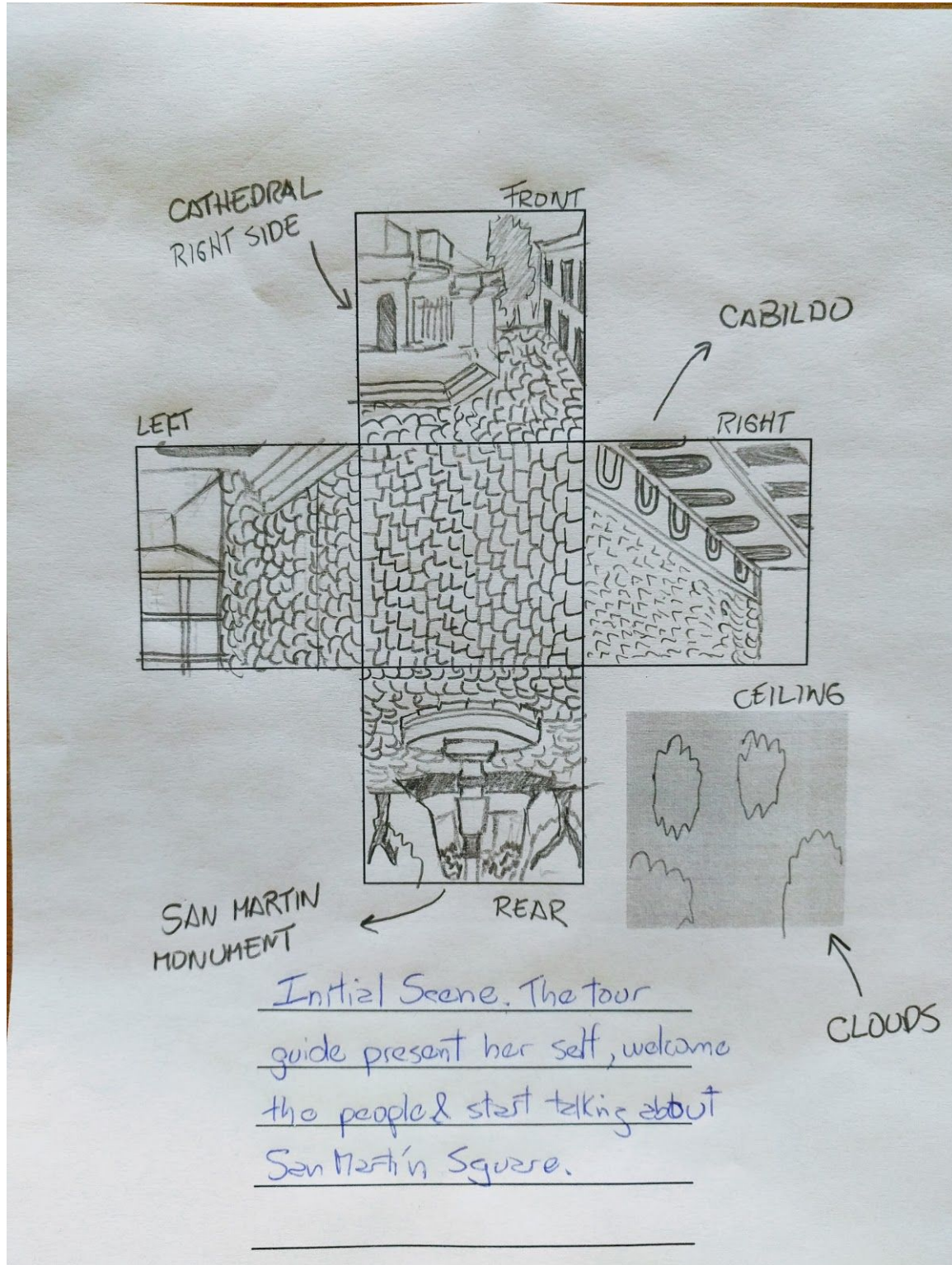
OVERVIEW

This document will present the storyboard material and will let the reader to understand how the shooting should occur.

The reader must take into consideration that the film will offer an interactive experience which means that the user can choose to play or interact with elements inside the video. When that happen, the user will be presented with extra material in the form of a gallery where the user can navigate between the items and listen to extra audio.

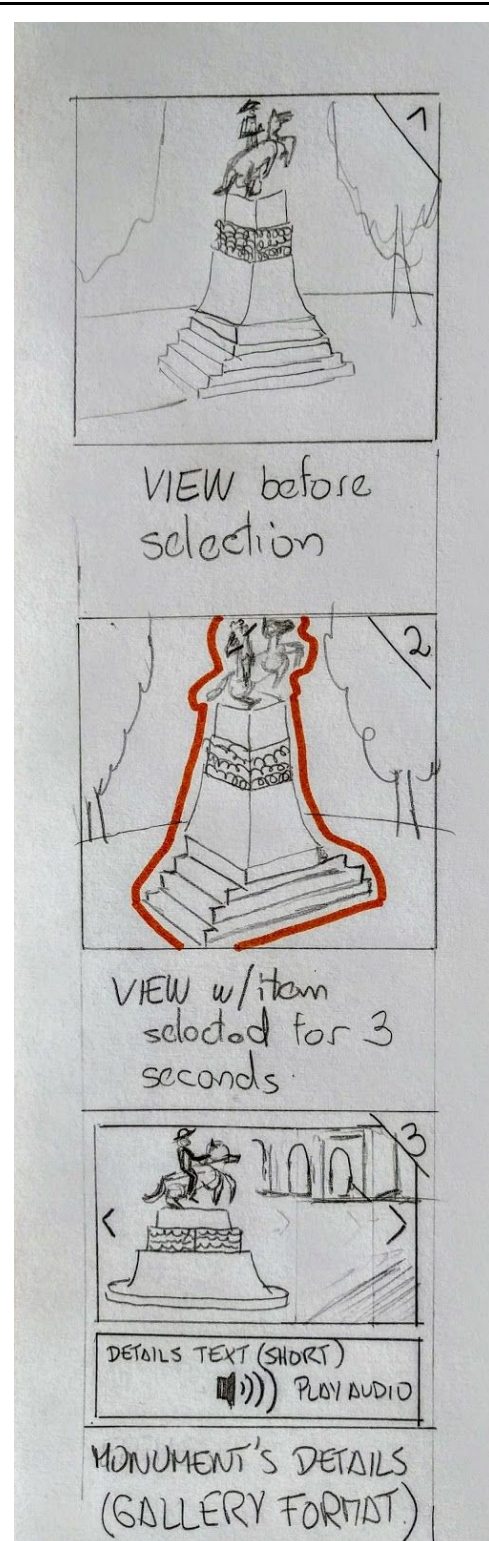
The Storyboard

The first scene is in a point of San Martín square that is at the same distance between the three main points (San Martín monument, Cathedral and Cabildo).



(Scene 1: Initial Scene)

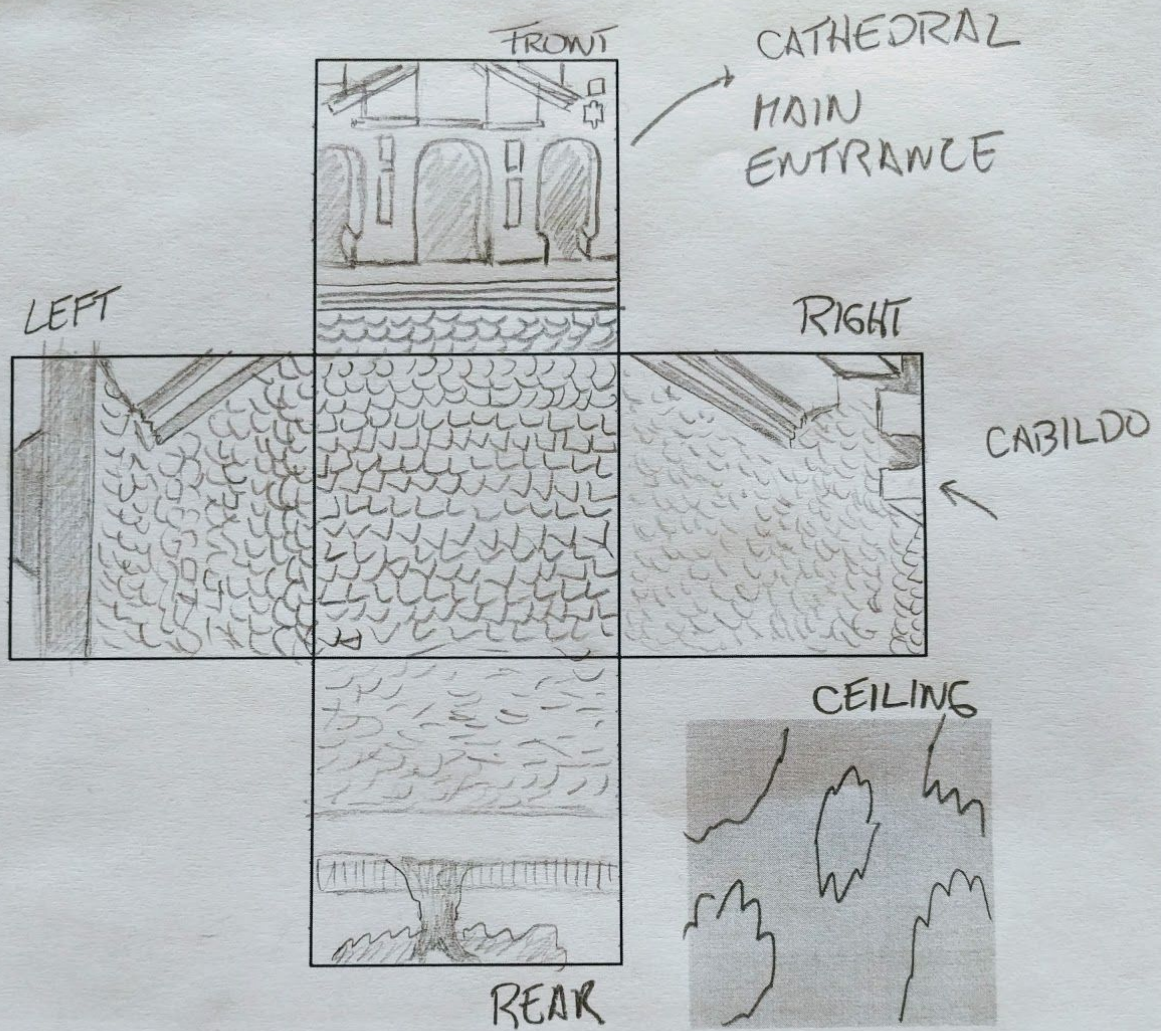
From this location, the visitor and the tour guide moves to San Martín monument (shown in the REAR side of the scene's one box. At this location, there is an interactive point that is triggered once the user stays looking at San Martín's monument. You will see that the contour of the monument will be highlighted.



At this point, we introduce in the film a new idea which is having INTERACTIVE points available during the film.

The first one is San Martín monument. When the user stays watching this monument for 3 seconds. The film will highlight the contour of the monument and if the user stays looking at it for 3 or more seconds, a gallery will be opened with pictures and extra audio material. The tour film will be paused at this time.

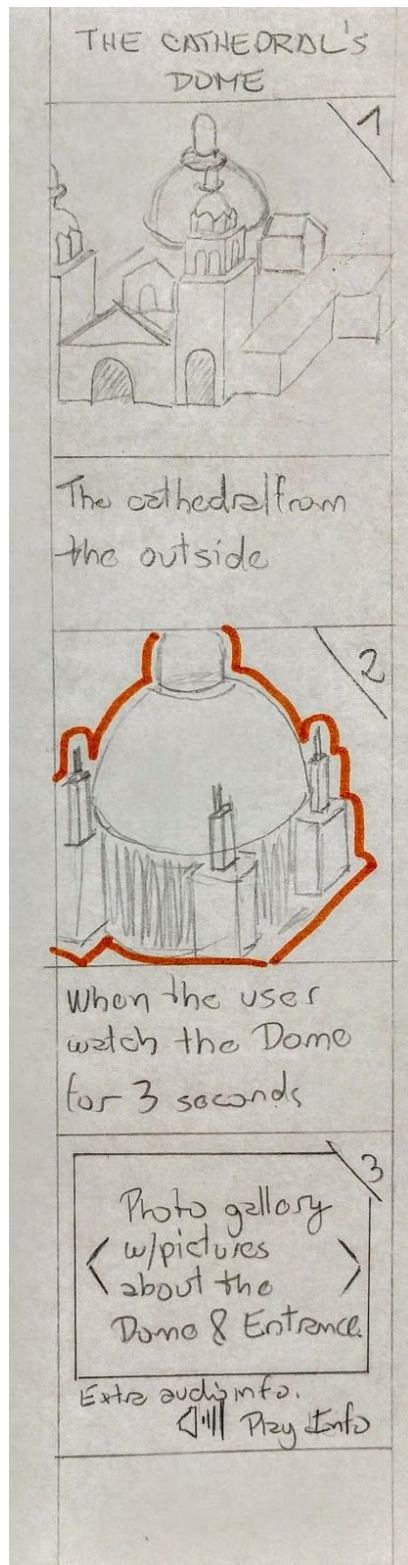
There will be a mechanism offered so the user can go back to the film. Once the gallery is closed, the tour will be automatically resumed..



The guide talks about the
Cathedral facade & surroundings.

(Scene 2: Cathedral)

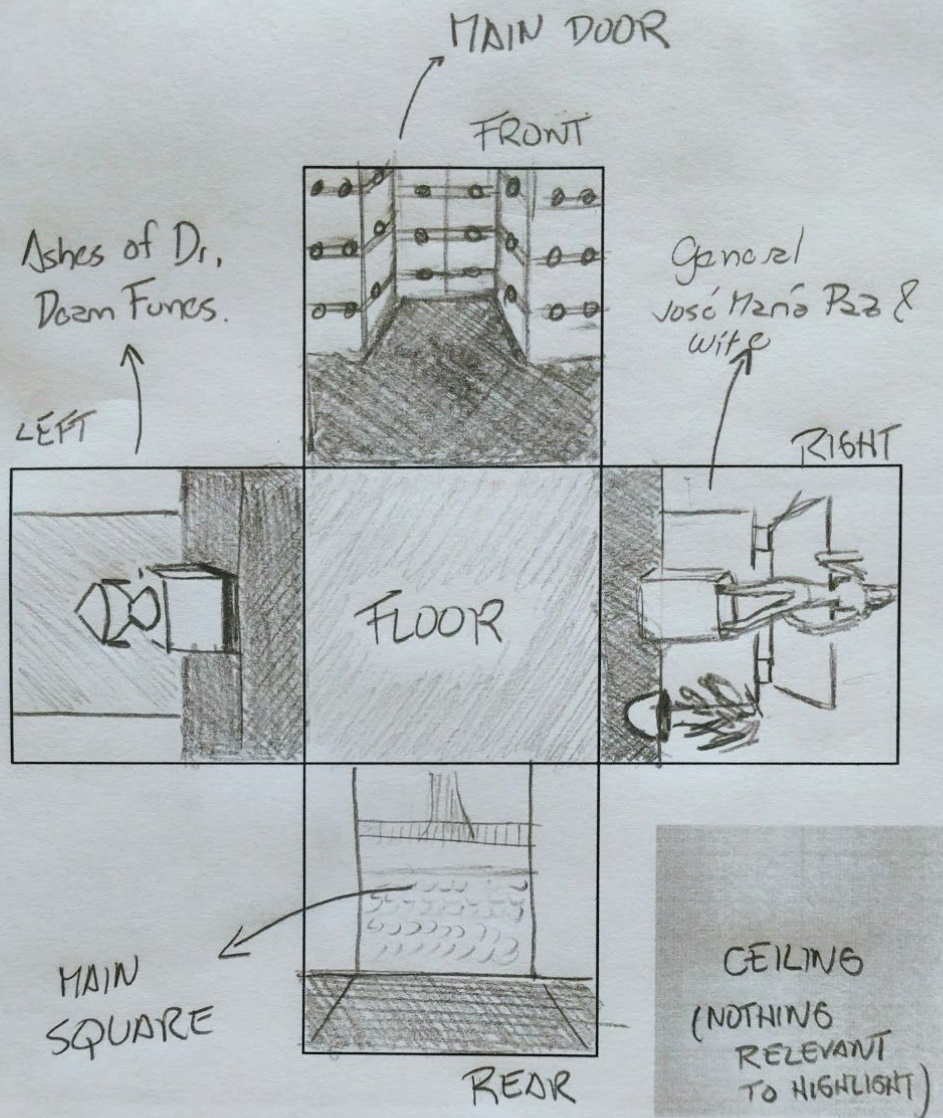
At this location, there will be another interactive point. It will be about the Cathedral's DOME and the front façade.



At this location we will offer other interactive points with the same dynamics as shown before.

In this case, when the user moves the pointer above the dome it will be highlighted and a gallery will be presented if the user remains for 3 seconds in it.

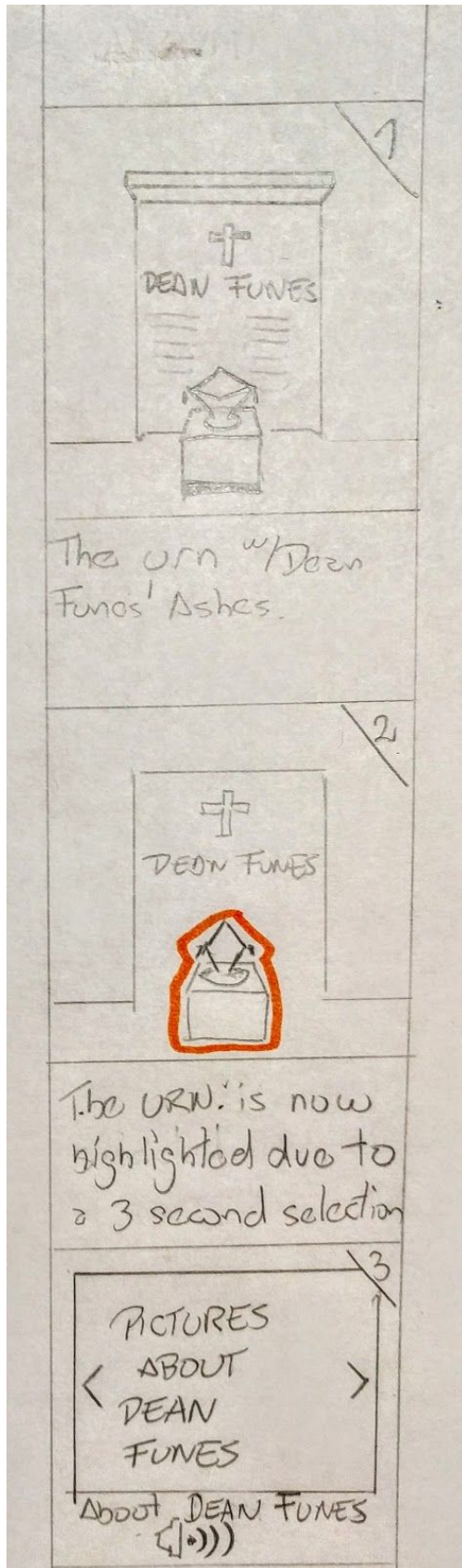
The gallery will present more pictures with details that cannot be seen from the outside. Extra audio material will also be presented.



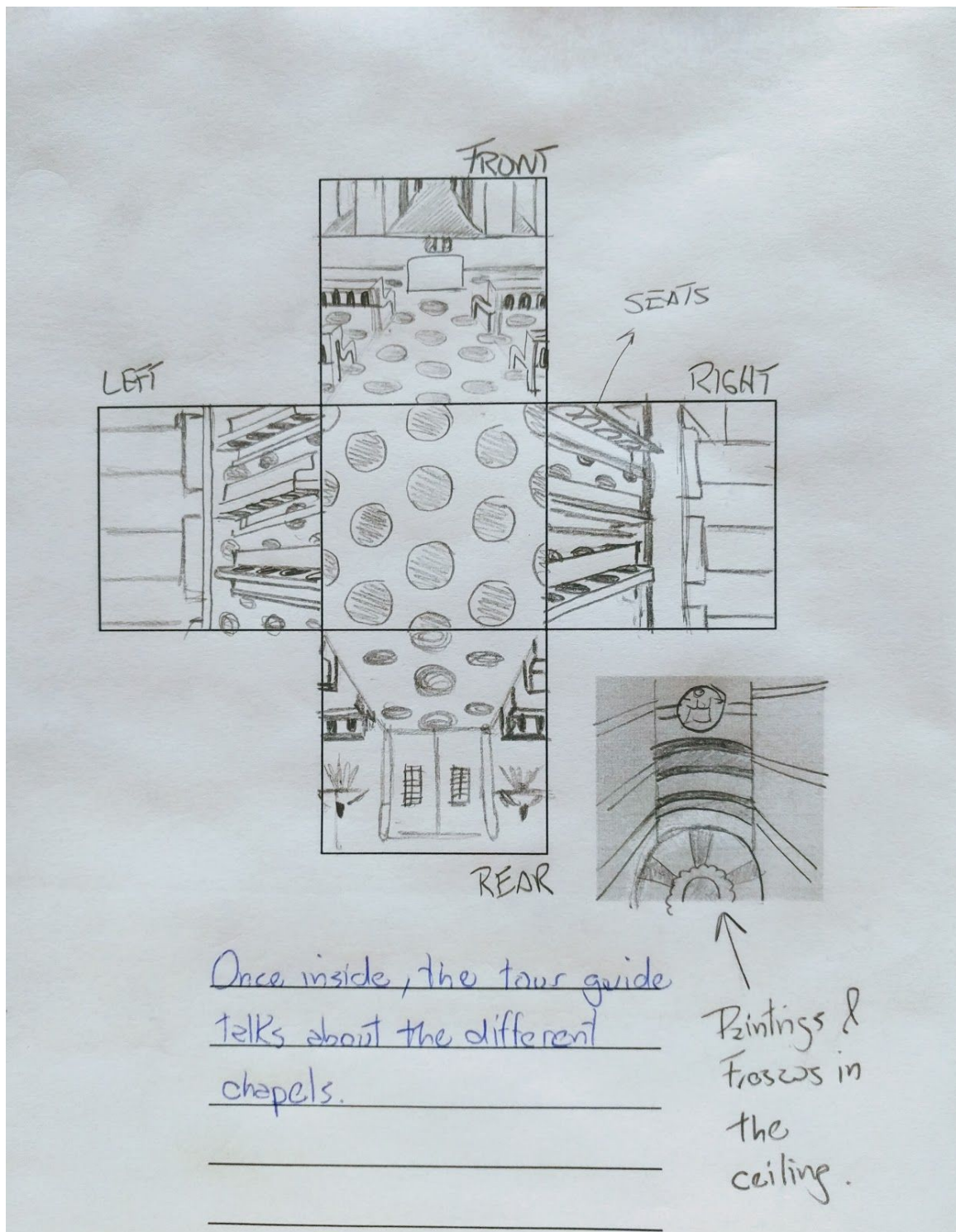
At the entrance of the Cathedral,
the tour guide talks about
the atrium and porch.

(Scene 3: The Cathedral's entrance)

At this location we also have another interactive point. The dynamics are consistent with the ones offered so far.

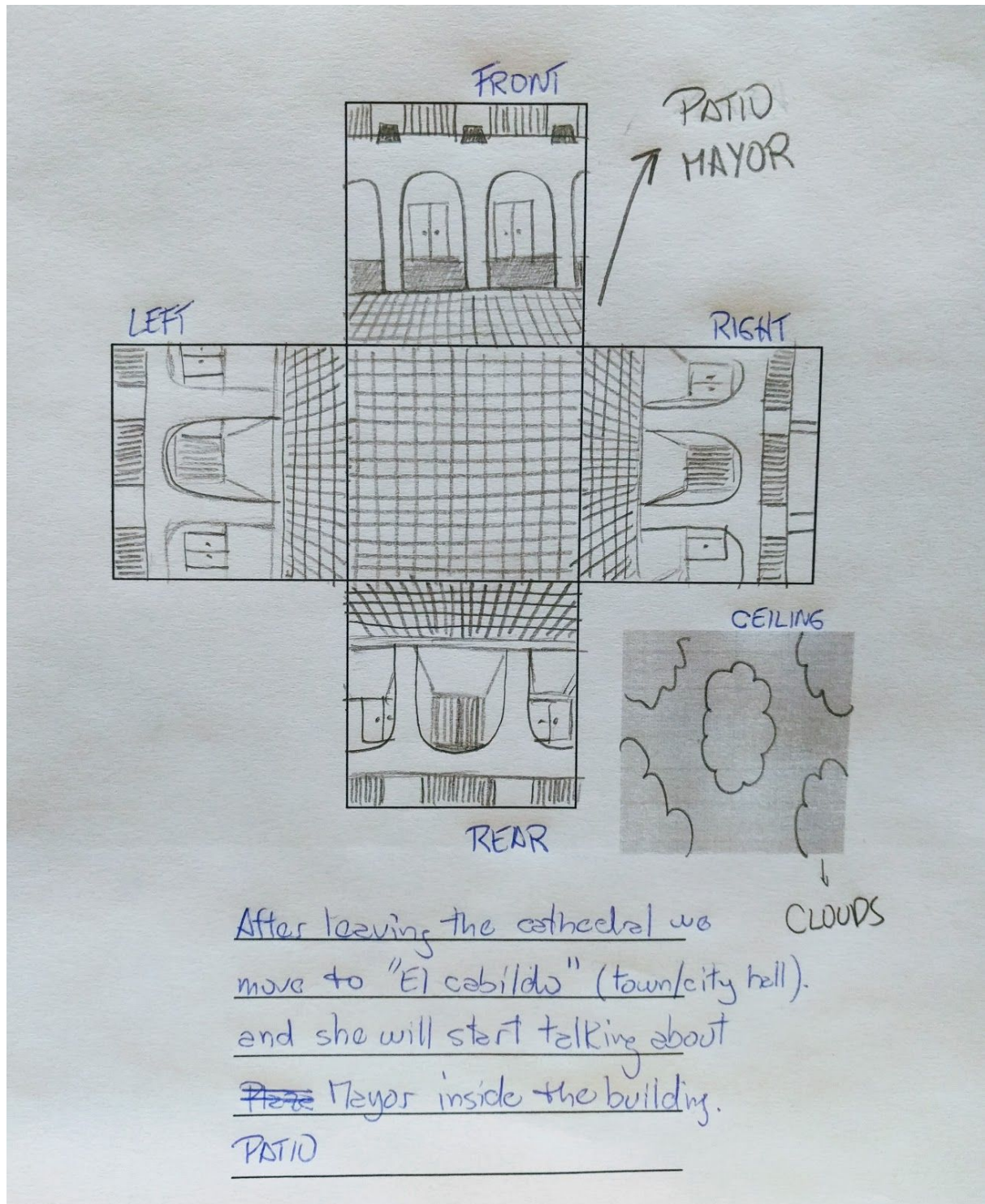


In this point, the URN will be the interactive point and when selected the gallery will present material about Dean Funes in the form of pictures and audio.



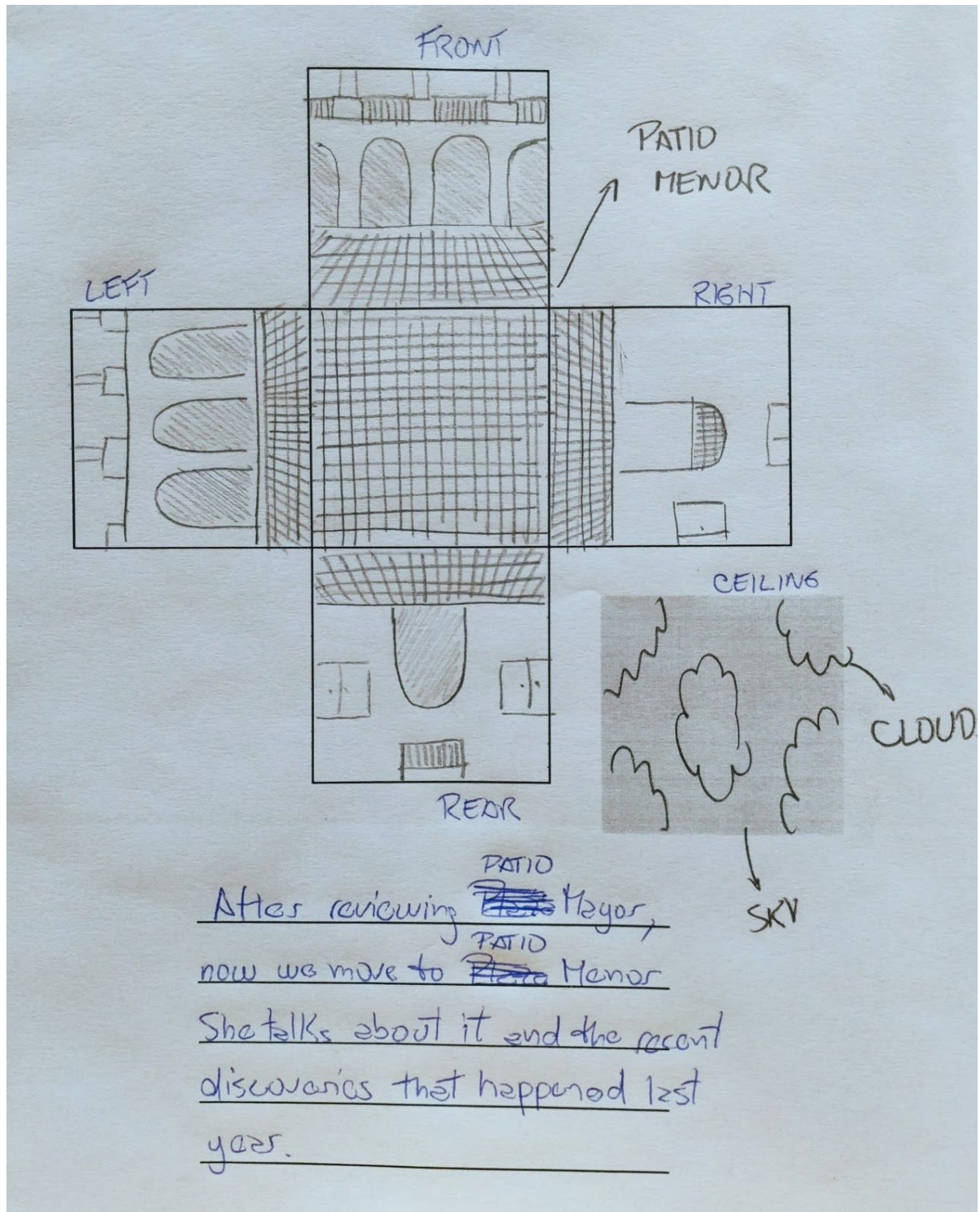
(Scene 4: The Cathedral's Main Chapels)

With the same dynamics as before, each chapel will present interactive points in each fresco, painting and monument inside the Cathedral. Due to the amount of items, they are not presented in the form of sketches since the experience is similar to the ones shown before.



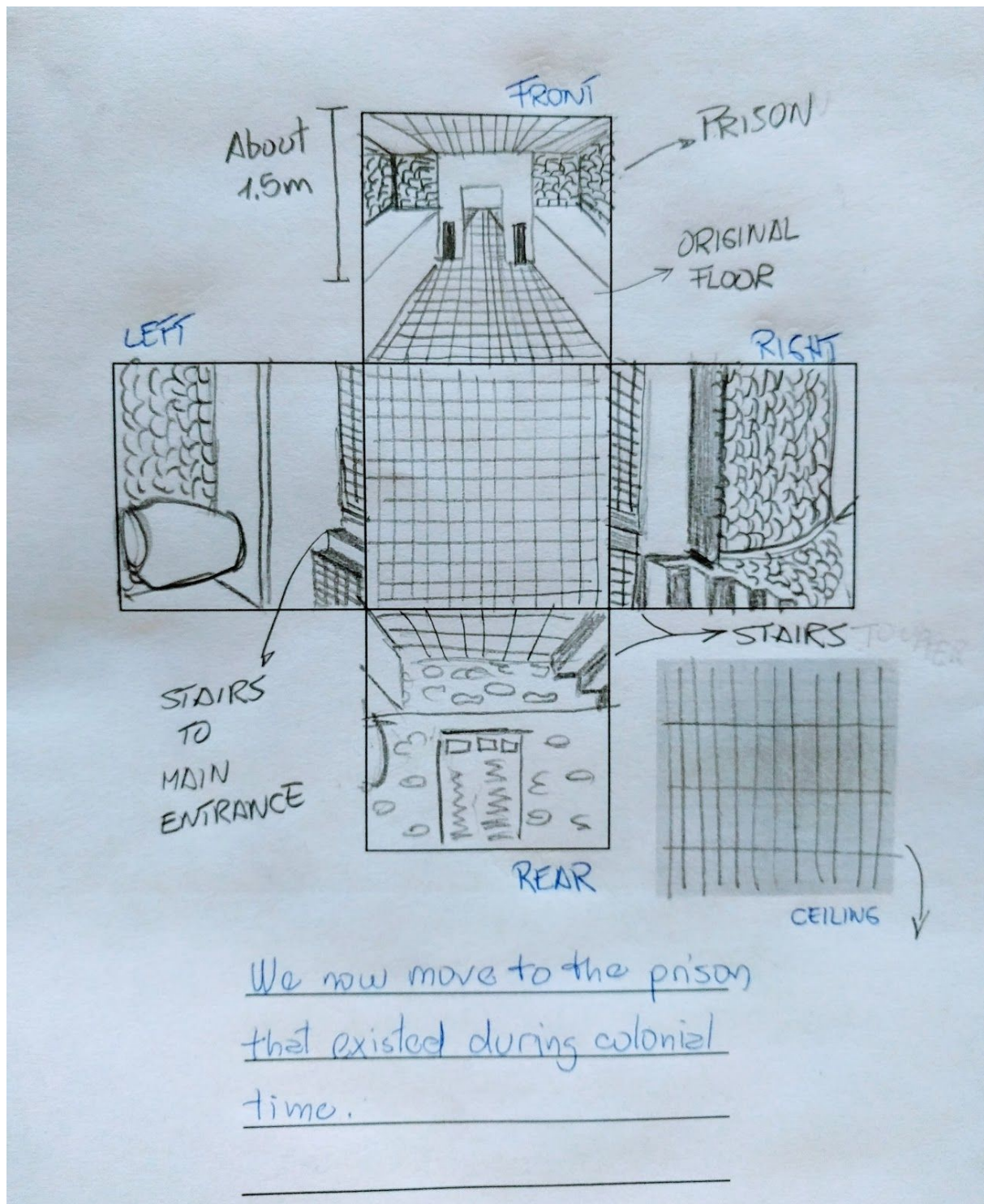
(Scene 5: Cabildo - Patio Mayor)

At this location the interactive points will let the user to learn about the architecture of the place. The dynamic is the same as before. When an item is selected, a gallery will be opened with extra pictures and audio.



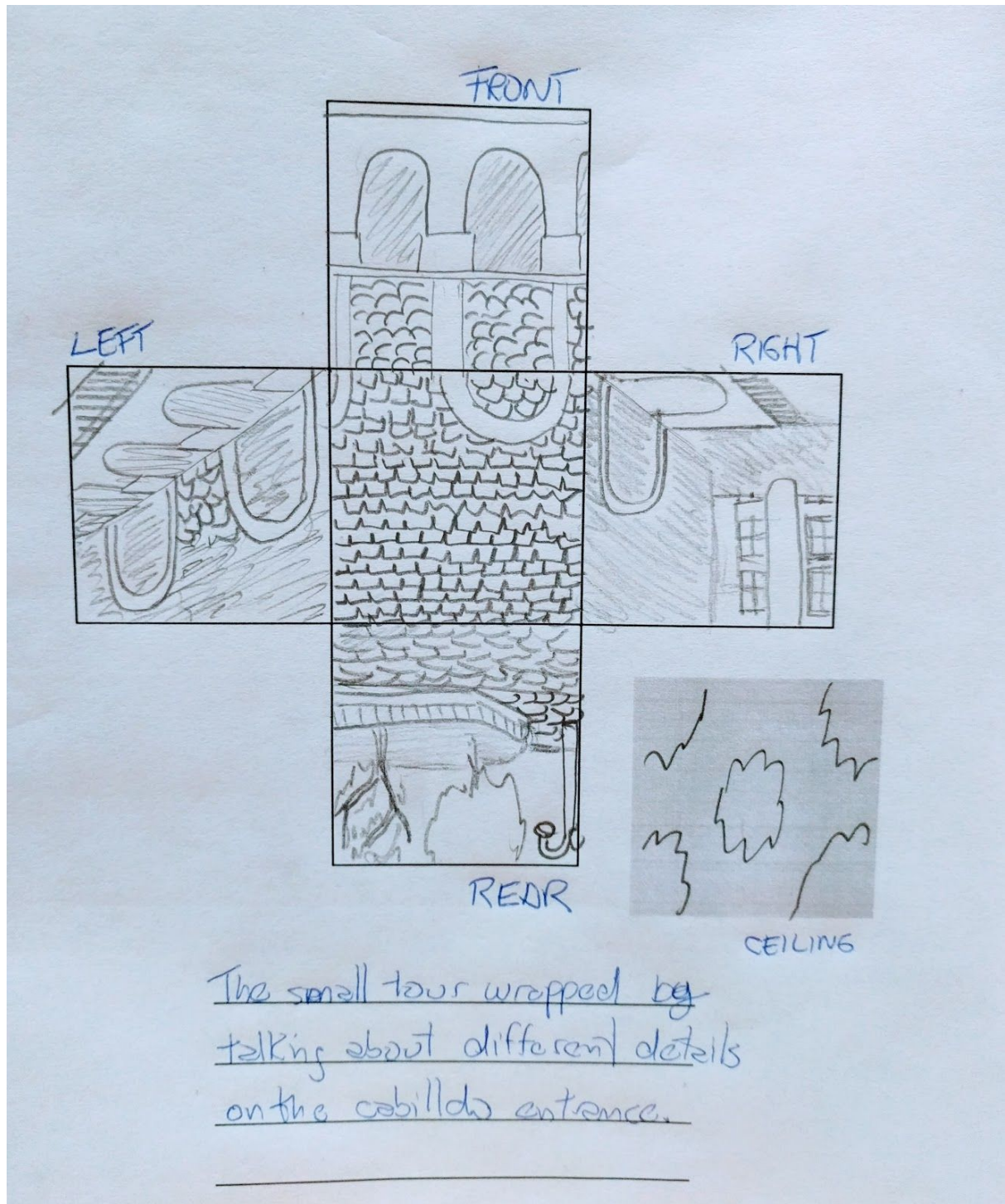
(Scene 6: Cabildo - Patio Menor)

At this location the interactive points will let the user to learn about the architecture of the place and the discovery found during 2016. The dynamic is the same as before. When an item is selected, a gallery will be opened with extra pictures and audio.



(Scene 7: Cabildo - Prison)

At this location the interactive points will let the user to learn about the elements available in the cell's posters. The dynamic is the same as before. When an item is selected, a gallery will be opened with extra pictures and audio.



(Scene 8 - Cabildo - Main Entrance)

At this location the interactive points will let the user to learn about the façade of Cabildo..
 The dynamic is the same as before. When an item is selected, a gallery will be opened with extra pictures and audio.

Extra Material

In order for the potential user to understand and get familiar with the ideas I shoot a home video 360 with a real tour guide so the ideas to present are clear. These videos are raw material (as taken from the cameras) and will be used as part of the experience in the next VR Nanodegree work.

Introduction	https://www.dropbox.com/s/jbmc3xxgggxdw/4-TOUR-INTRODUCTION.MP4?dl=0
Cathedral Outside	https://www.dropbox.com/s/o1md7bvcd10b9s5/5-LA-CATEDRAL-OUTSIDE.MP4?dl=0
Cathedral Main Entrance	https://www.dropbox.com/s/o1md7bvcd10b9s5/5-LA-CATEDRAL-OUTSIDE.MP4?dl=0
Cathedral Interior	https://www.dropbox.com/s/7krl1b9djowooz5/8-LA-CATEDRAL-FROM-INSIDE.MP4?dl=0 https://www.dropbox.com/s/zaqd1ri0jbyetln/9-LA-CATEDRAL-FROM-INSIDE-2.MP4?dl=0 https://www.dropbox.com/s/q7cv6eepa8k9n3f/10-LA-CATEDRAL-FROM-INSIDE-3.MP4?dl=0 https://www.dropbox.com/s/9tzeupq6qx86mxm/11-LA-CATEDRAL-FROM-INSIDE-4.MP4?dl=0
Cabildo - Patio Mayor	https://www.dropbox.com/s/6u2e64sm3mv9wx9/12-CABILDO-1-PATIO-MAYOR.MP4?dl=0

If you now want to explore the location of where this tour will be shoot, here is the google maps link:

<https://www.google.com.ar/maps/place/Plaza+San+Martin/@-31.3855001,-64.2685687,13.22z/data=!4m5!3m4!1s0x0:0x4382bb478dc6e982!8m2!3d-31.4168344!4d-64.1835988?hl=en>