

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.

For every scene, both the tour guide and the visitor will start the scene position in the central position watching towards the image detailed in the front panel.

As a general rule, camera “default view” start by looking at where the visitor is watching. It is up to the second virtual visitor to stick to that view or move to a different direction. Per scene in the storyboard the default orientation will be mentioned.

Each of the scenes mentioned in this document are marked in the Script spreadsheet.

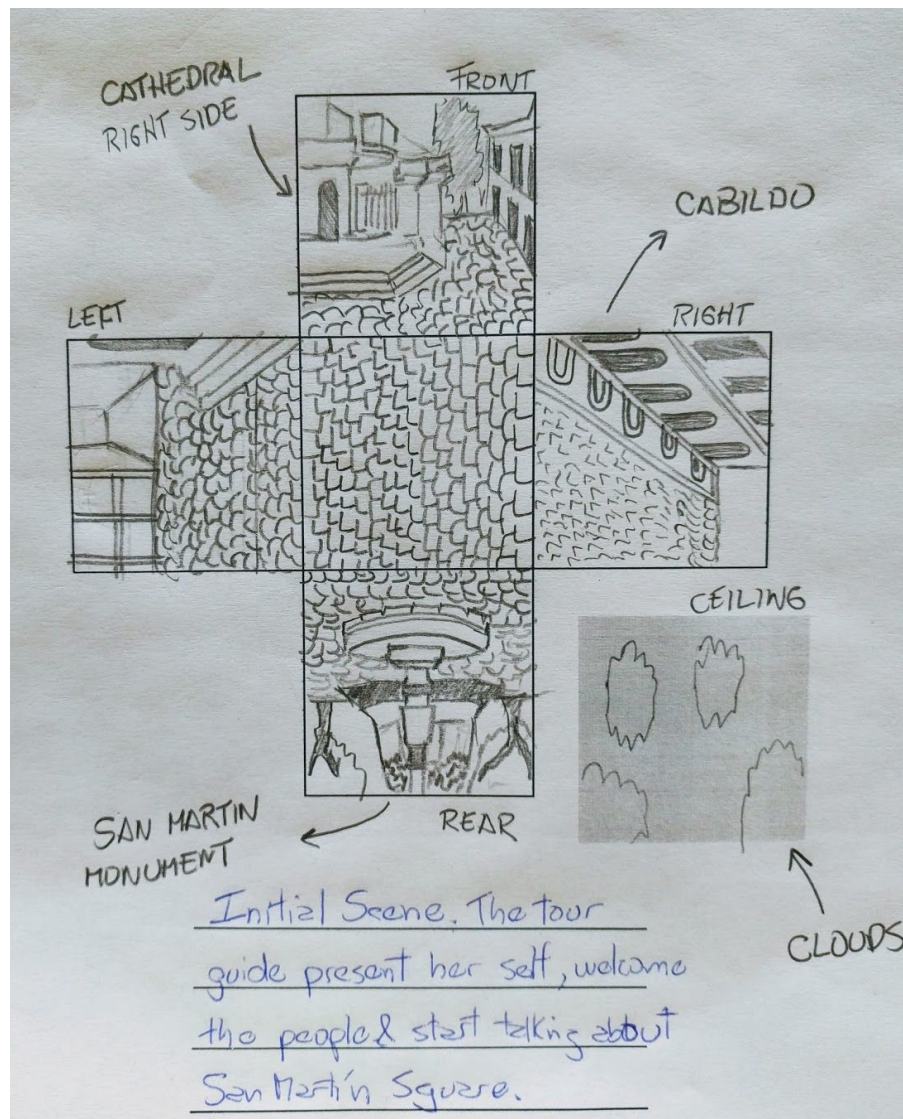
The Storyboard

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).

AUDIO: At this time of the day, there is not much noise in the square apart from some cars and buses in the street next to the Cathedral. After introduction, the visitor and the guide will move towards the rear view in the following drawing.

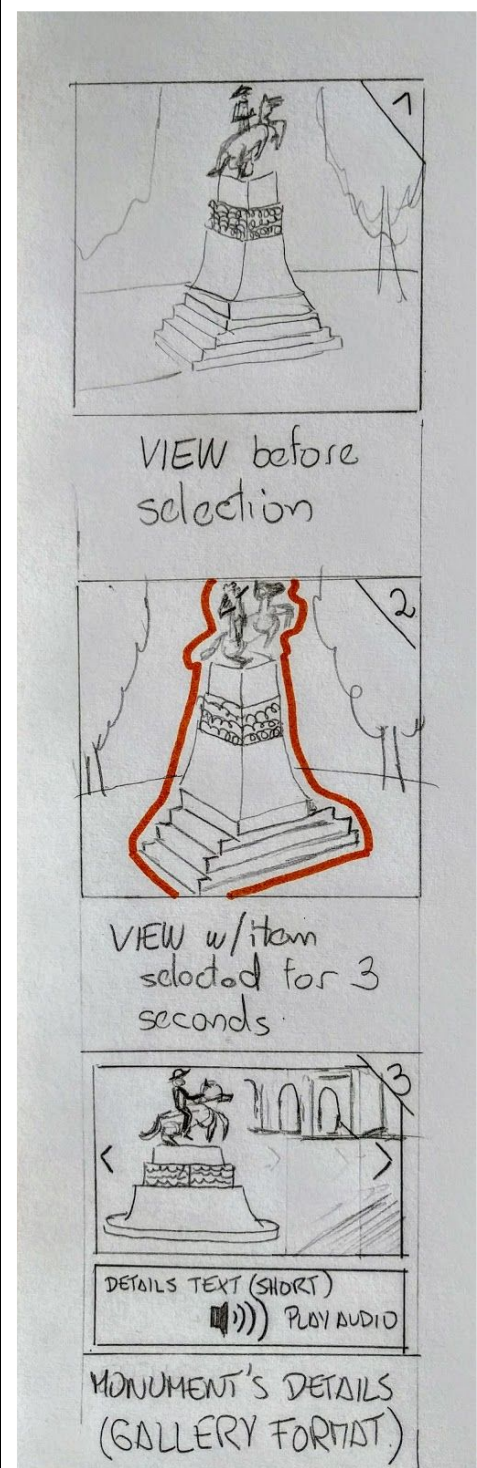
DEFAULT CAMERA VIEW: For this scene starts looking at the guide until they both meet. Once that happen and while the guide talks about the different location, the default view moves to Catedral once the guide points towards it, then moves to Cabildo and then to San Martín's monument. Both the tour guide and visitor are locating in the central square. The scene fades out when the explanation is completed.

LIGHTNING/ILLUMINATION: It's 10am. The day is partly cloudy.



(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.

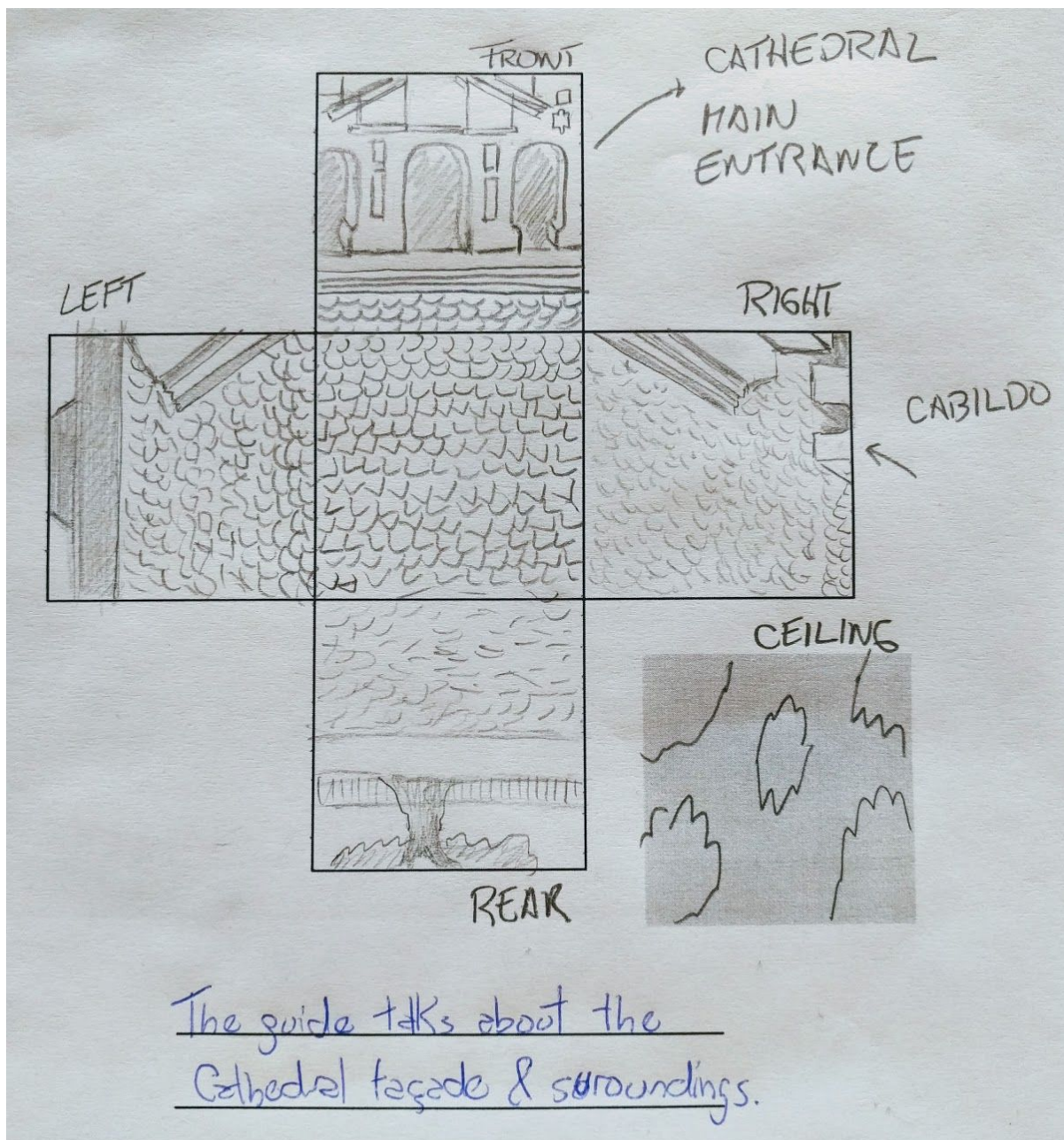
 <p>VIEW before selection</p> <p>VIEW w/item selected for 3 seconds</p> <p>DETAILS TEXT (SHORT) PLAY AUDIO</p> <p>MONUMENT'S DETAILS (GALLERY FORMAT)</p>	<p>At this point, we introduce in the film a new idea which is having INTERACTIVE points available during the film.</p> <p>The first one is San Martín 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.</p> <p>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..</p>
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(Scene 2: San Martín's Monument)

DEFAULT CAMERA VIEW: This scene was shown using a more traditional approach to explain not only the default camera view but the way interactivity should work. While watching to the monument, there are pigeons around and some people feeding them. The default view keep showing the monument at all times. After the explanation is completed the scene fades out.

AUDIO: You can hear the pigeons and peddlers.

ILLUMINATION/LIGHTNING: Same as previous scene, it is the morning with the sky partly cloudy.



(Scene 3: Cathedral)

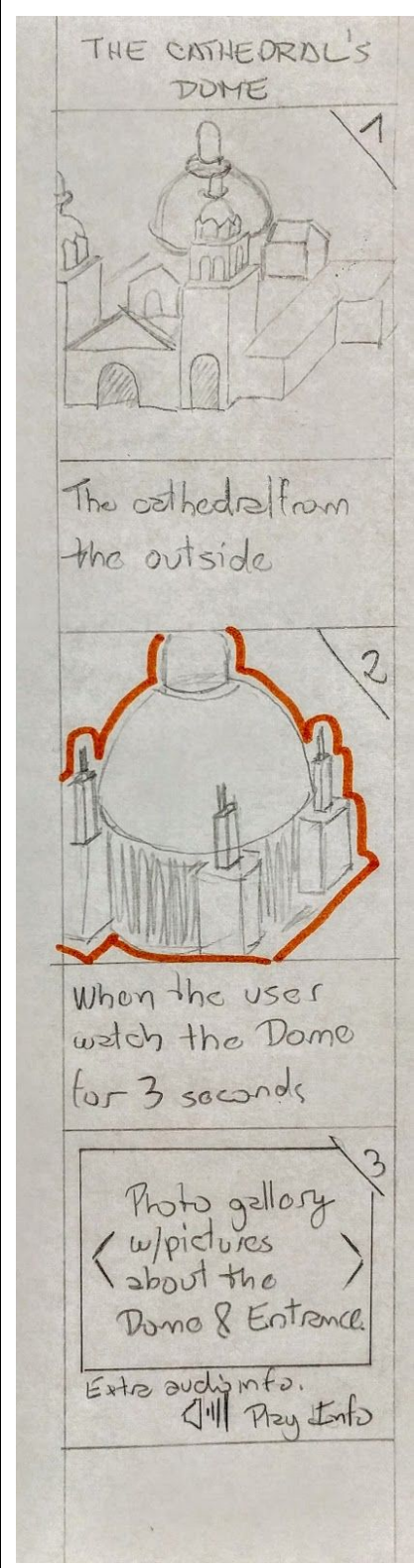
At the cathedral, we have the visitor and the tour guide in the floor door of the scene.

DEFAULT CAMERA VIEW: The visitor and the guide at looking at the cathedral. The scene fades out once the explanation is finished.

AUDIO: There are people passing next us and located in the front of the cathedral. There are some cars and buses noise. Nothing that is too loud to be annoying.

ILLUMINATION/LIGHTNING: Same as previous scene. We are still outside.

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

 <p>THE CATHEDRAL'S DOME</p> <p>1</p> <p>The cathedral from the outside</p> <p>2</p> <p>When the user watch the Dome for 3 seconds</p> <p>3</p> <p>Photo gallery w/pictures about the Dome & Entrance</p> <p>Extra audio info. Play Info</p>	<p>At this location we will offer other interactive points with the same dynamics as shown before.</p> <p>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.</p> <p>The gallery will present more pictures with details that cannot be seen from the outside. Extra audio material will also be presented.</p>
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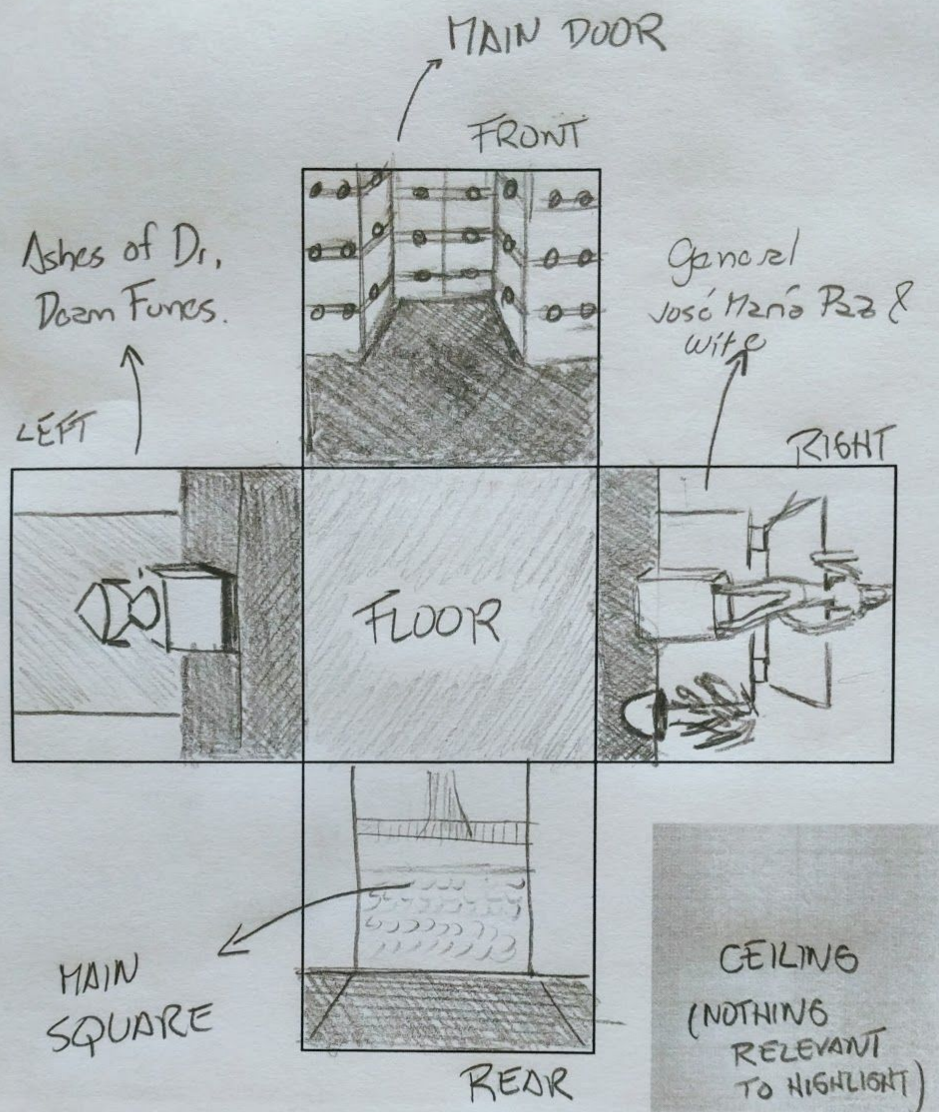
For the next scene, the viewer and the tour guide are located in the center of the drawing.

DEFAULT CAMERA VIEW: The visitor and the TG are looking at the main door. Once she starts talking about Dean Funes, they both walks to the left and the default camera view

points towards that direction. After that, they all move towards the monument presented in the RIGHT frame.

AUDIO: Now we are no longer in the square and the noise from cars are not as noise as when we were in the square.

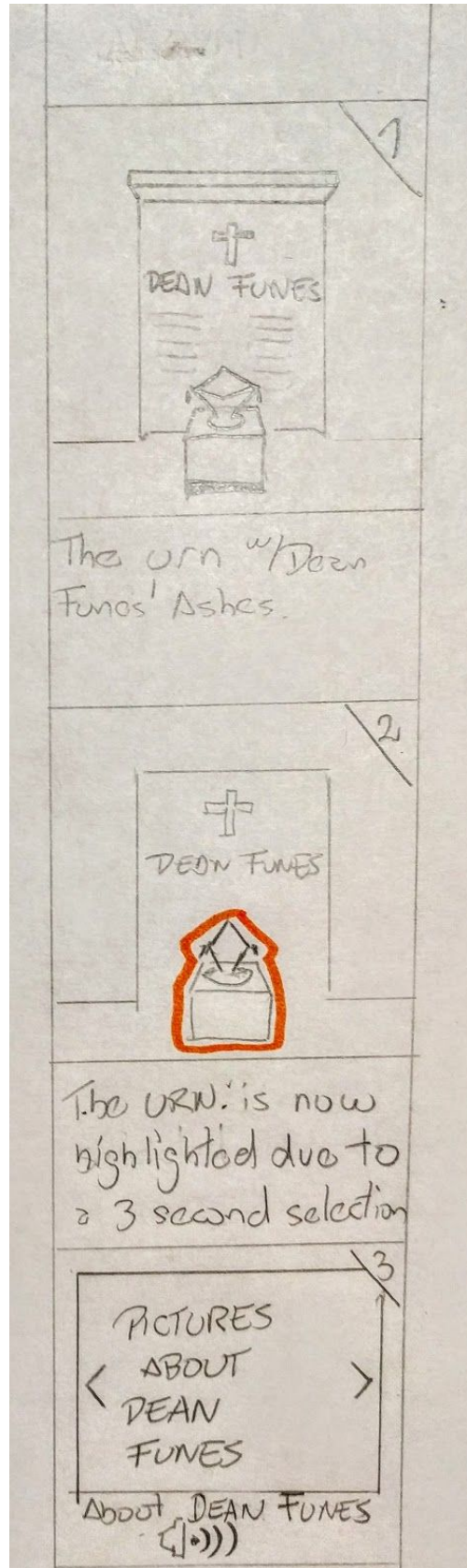
ILLUMINATION/LIGHTNING. It is almost noon so there is a lot of daylight coming fences that covers 2 out of 3 of the main entrances.



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

(Scene 4: 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.

For this next scene we are now inside the cathedral.

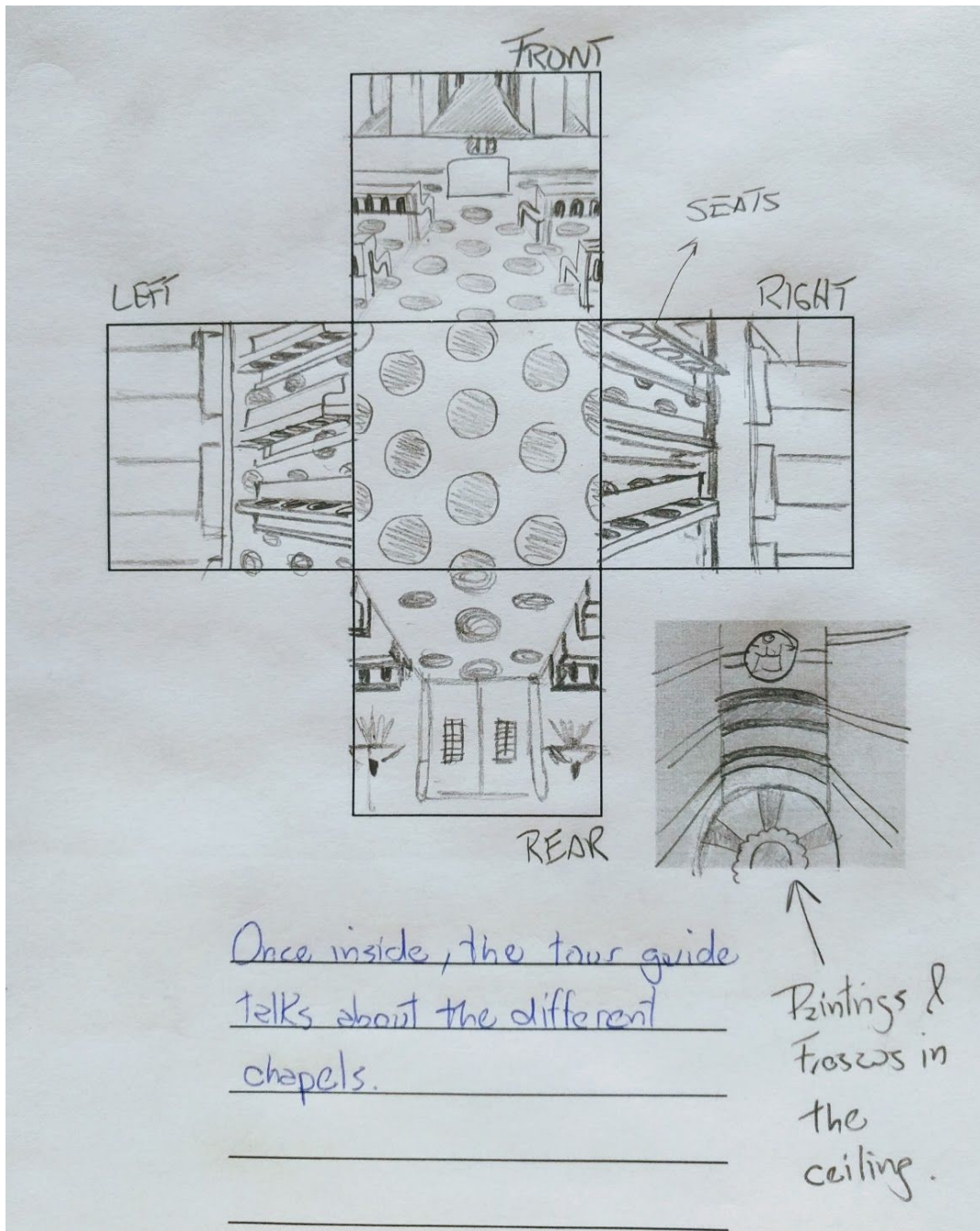
DEFAULT CAMERA VIEW: The scene starts from the main entrance while the tour guide and the visitor walks to the main altar shown in the FRONT scene. As mentioned before, you cannot see in the pictures the visitor since he is always in the center of the scene.

It is important mentioning that the drawing represents where the scene starts. The different chapels are located to the left and to the right of the main altar. The default view will be modified following the path the visitor and the TG walks inside the cathedral.

The scene fades out when the visitor start walking through the main door.

AUDIO: There is a song played in background with very low volume.

ILLUMINATION/LIGHTNING: Now we are inside the cathedral, there are some natural light coming from roof. This light is located at around 30m of height. There are a lot of incandescent bulbs on.



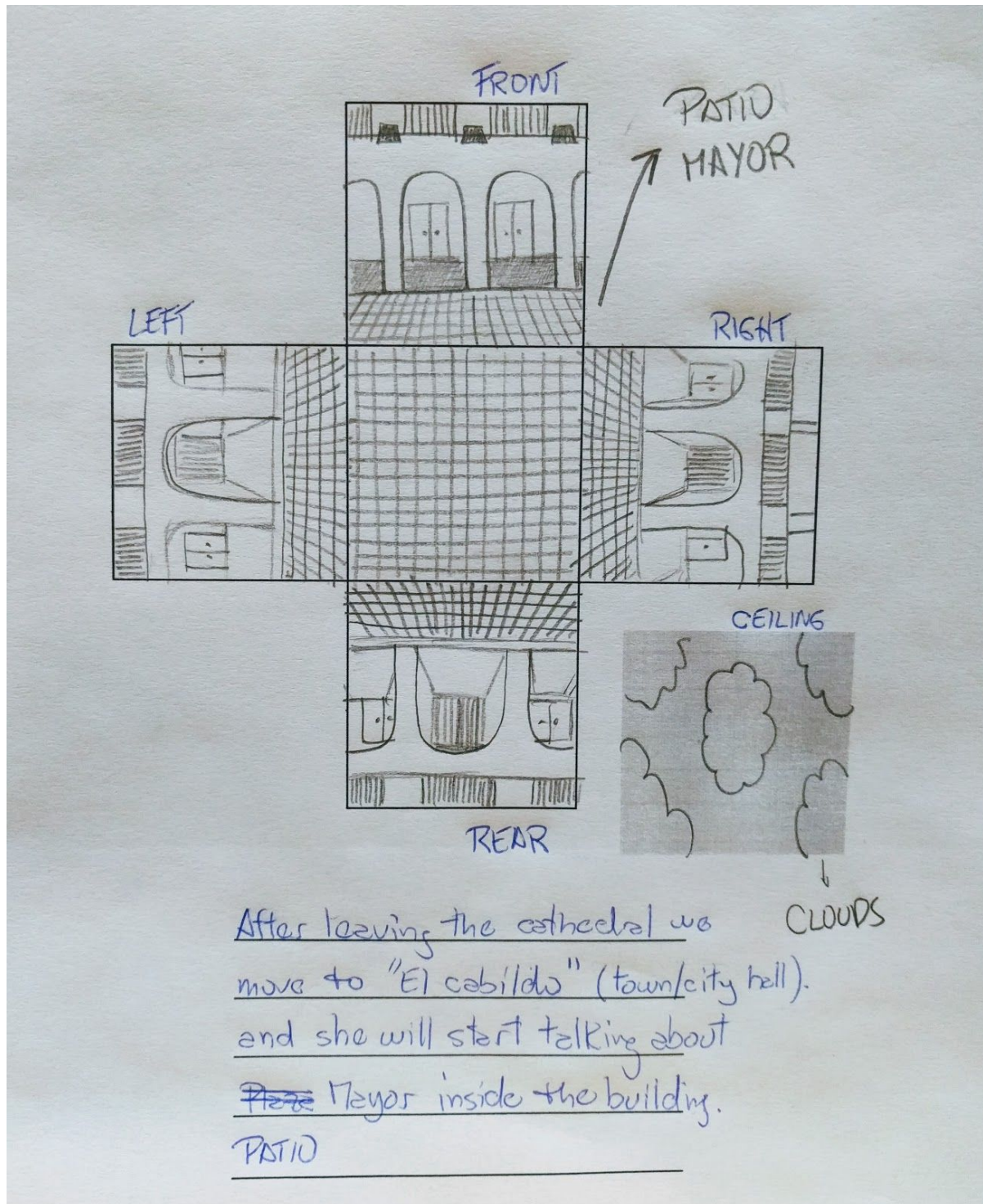
(Scene 5: The Cathedral's Main Altar)

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.

Now the next scene is inside Cabildo.

Once we enter Cabildo, we have Patio Mayor to the left, Patio Menor to the right and the

prison cells going down the stairs that are next to Patio Menor entrance.



(Scene 6: Cabildo - Patio Mayor)

DEFAULT CAMERA VIEW: We start the scene located in the center of Patio Mayor and then rotating slowly as the TG completes the explanation. Once the 360 rotation happen, the default view looks back to the TG. The scene fades out after the explanation is completed.

AUDIO: Quite environment since there are not a lot of people around.

ILLUMINATION/LIGHTNING: We have day light. There is no need of artificial bulbs.

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.

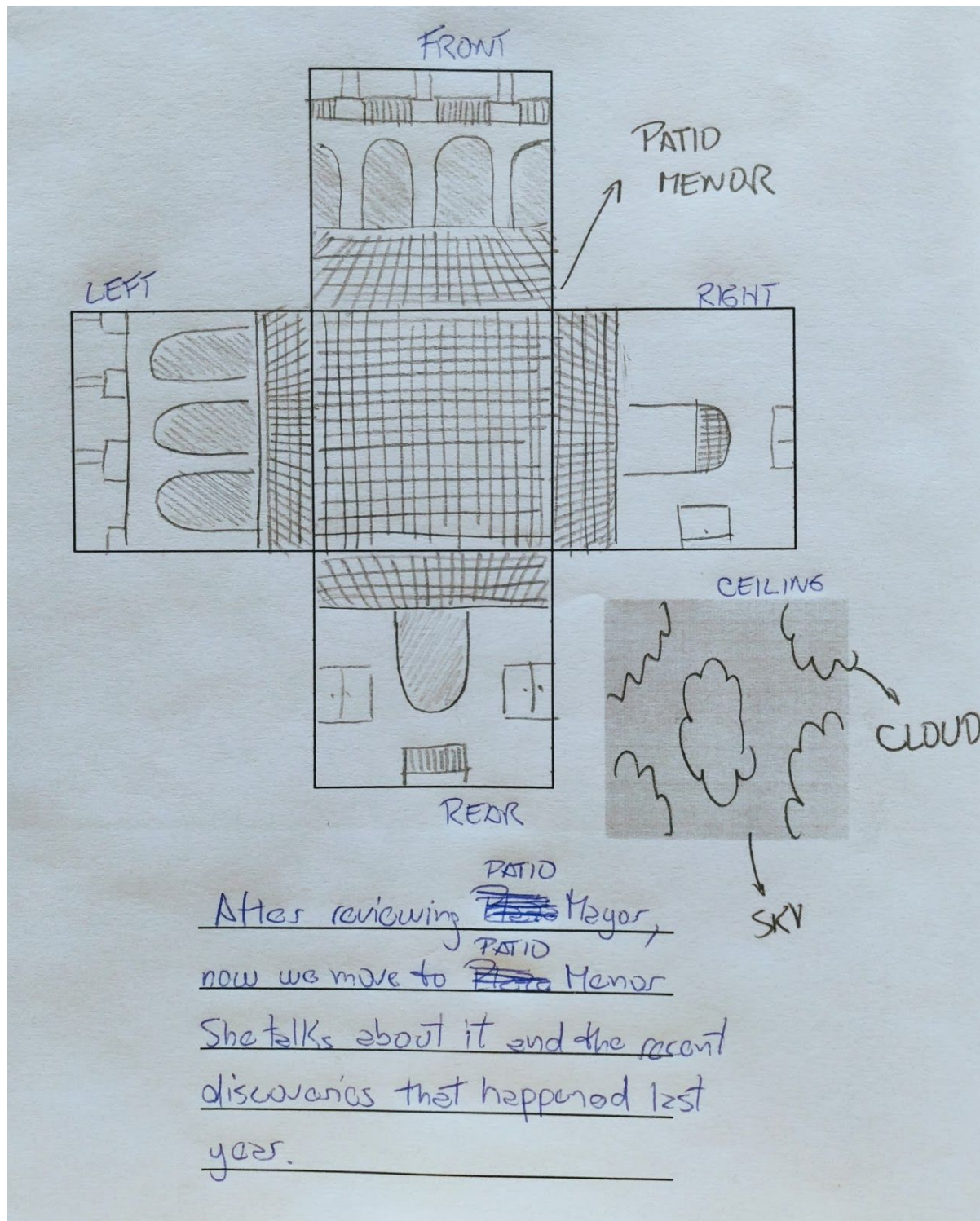
The next stop in the tour is Patio Menor.

DEFAULT CAMERA VIEW: The default view here starts looking at the architecture details, rotating the view while the tour guide make the explanations and then stops when she mentioned the big hole that there is in one corner of the patio.

The next stop is the cells. We walk towards the stairs to move to the prison cells. The scene fades out when the user start going down the stairs.

AUDIO: it is pretty quiet, all you can hear is other visitors talking with their tour guide.

LIGHTNING/ILLUMINATION: Daylight. No artificial illumination.



(Scene 7: Cabildo - Patio Menor)

We are now at the former prison.

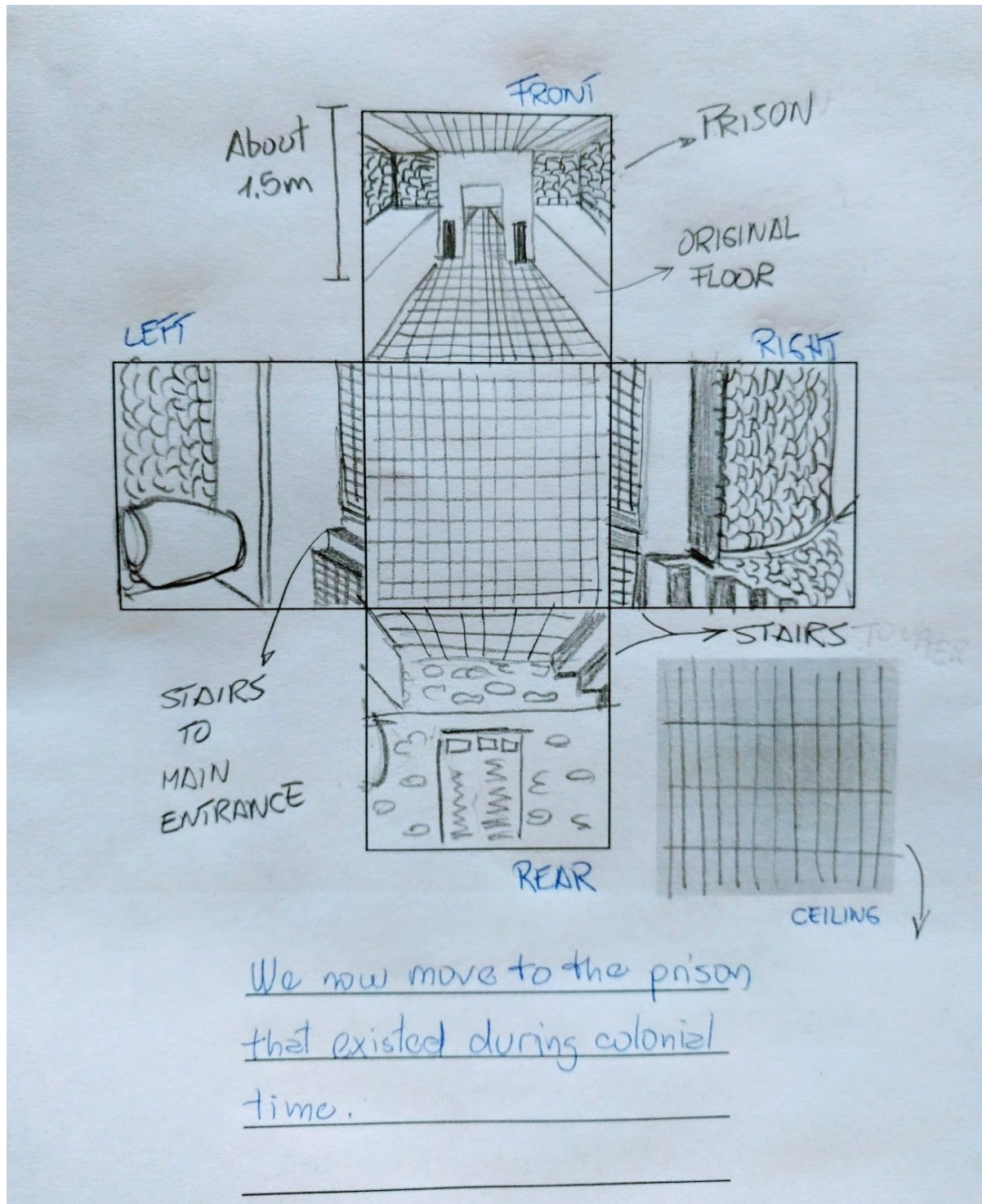
DEFAULT CAMERA VIEW: The scene starts almost after we leave the stairs.

AUDIO: It is very quiet since there is only 1 person reading posters with information. After a few minutes the same visitors there were in patio menor appears in the scene.

From here, the camera follow the visitor and climb the stairs and walk out of cabildo. The video fades outs when the visitor walks out the main door of cabildo.

ILLUMINATION: The place is fully bright, illuminated with white artificial light.

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 8: Cabildo - Prison)

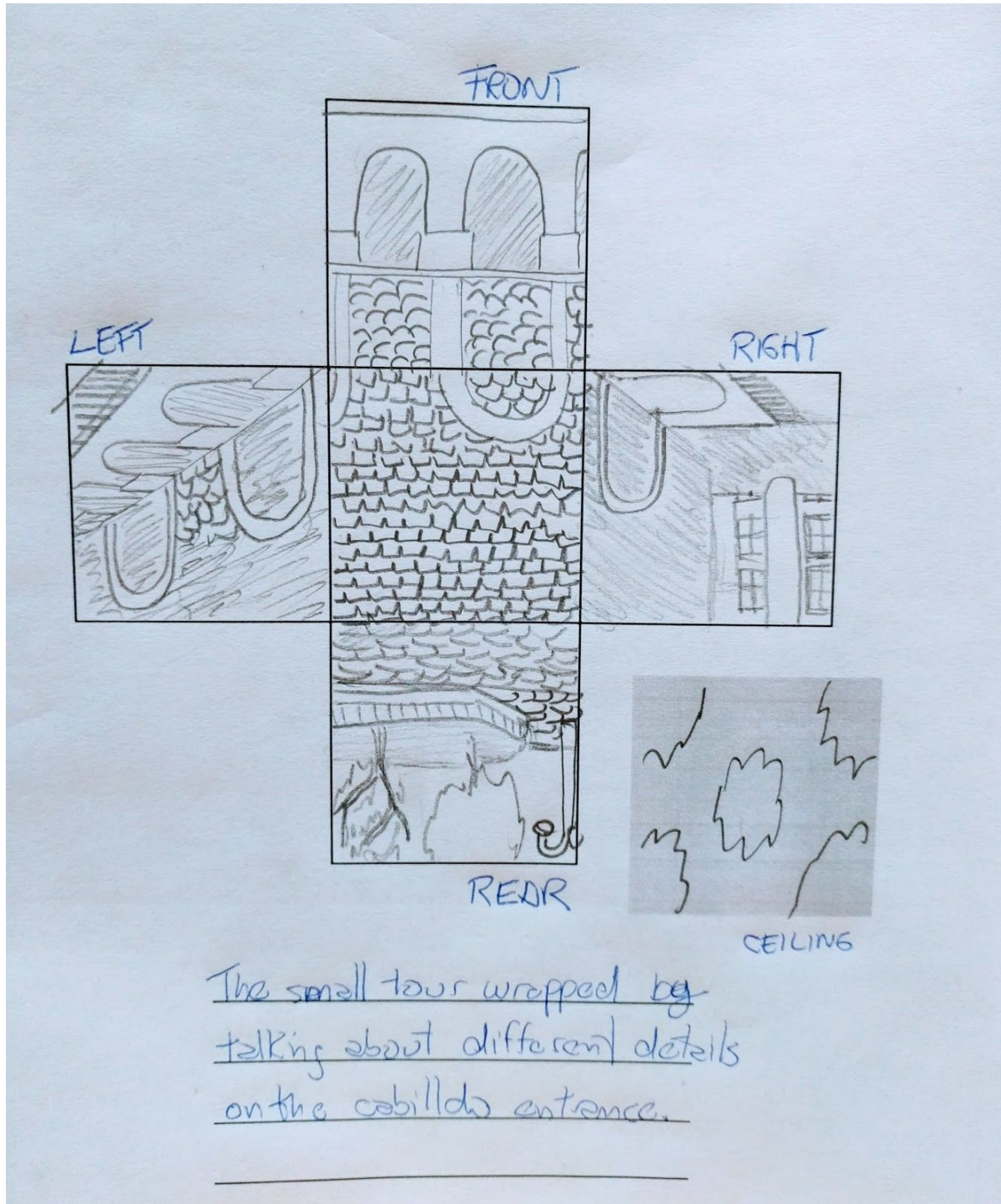
This final scene is Cabildo entrance and this where both visitor and TG wrap up the tour guide.

DEFAULT CAMERA VIEW. The scene starts with both participant located near the front door looking at Cabildo's façade. After the tour is wrap up, the scene fades out following the eyes of the visitor.

AUDIO: The environment is noisy. It is noon and the square is pretty crowded.

ILLUMINATION/LIGHTNING: Daylight.

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 9 - 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/jbmc3xxgggxexdw/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>

