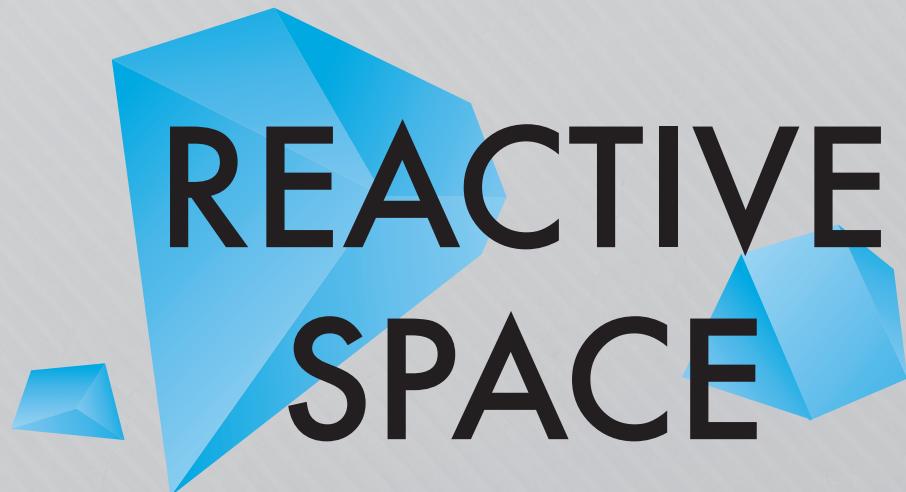




PRESENTS

A graphic element consisting of several blue, translucent, three-dimensional geometric shapes (triangles and a hexagon) arranged in a dynamic, overlapping composition.

# REACTIVE SPACE

# UI SPECIFICATION

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IMD 3901 B - Design Studio 3

James Acres

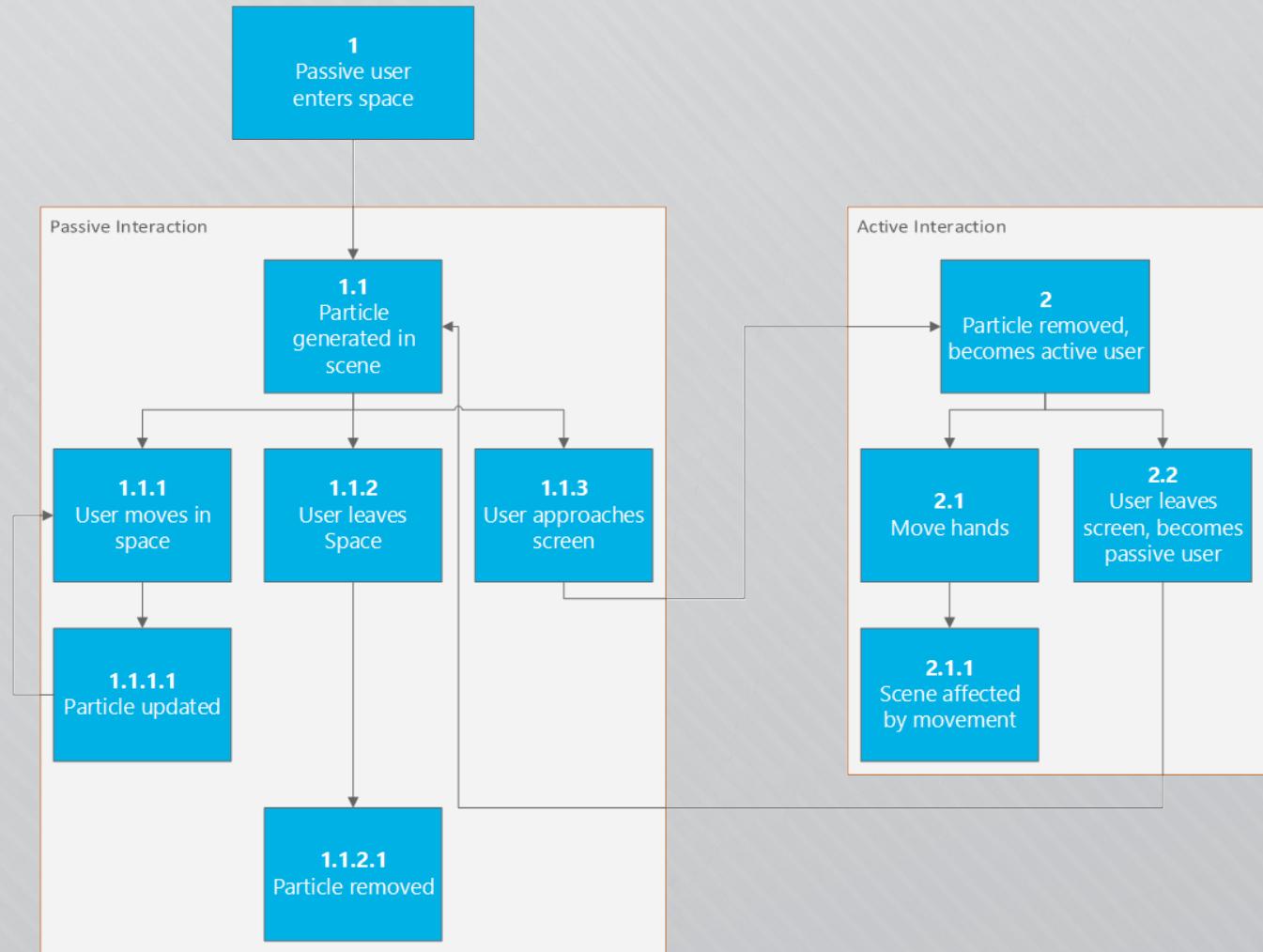
Friday January 24, 2014

Ryan | Zara | Marco | Matthew

# TABLE OF CONTENTS

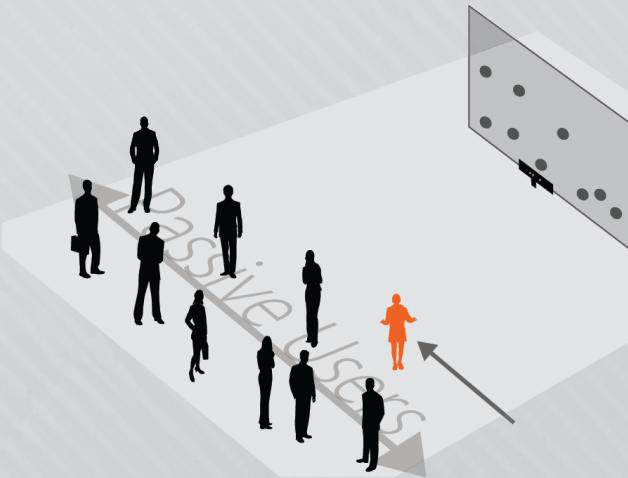
Architecture	1
Wireframes	2
Diagrams & Physical Layout	4
Design Comps	5

# ARCHITECTURE

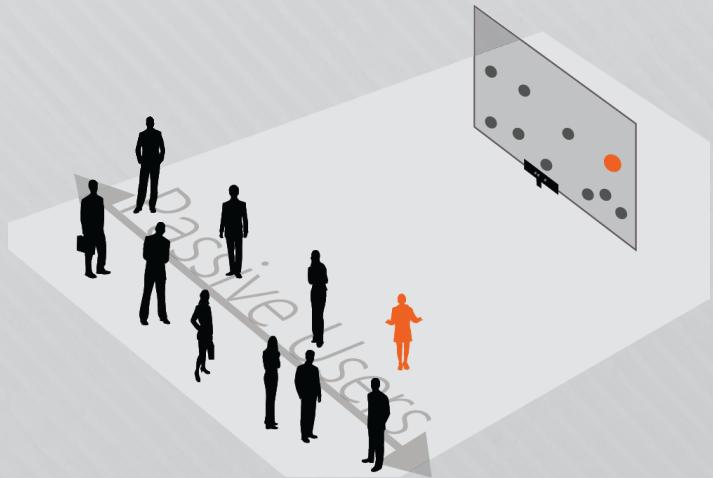


# WIREFRAMES

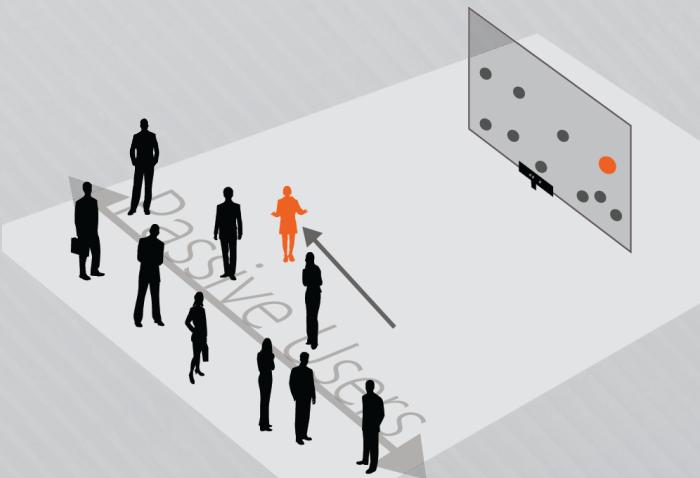
1.0 - Passive user enters space



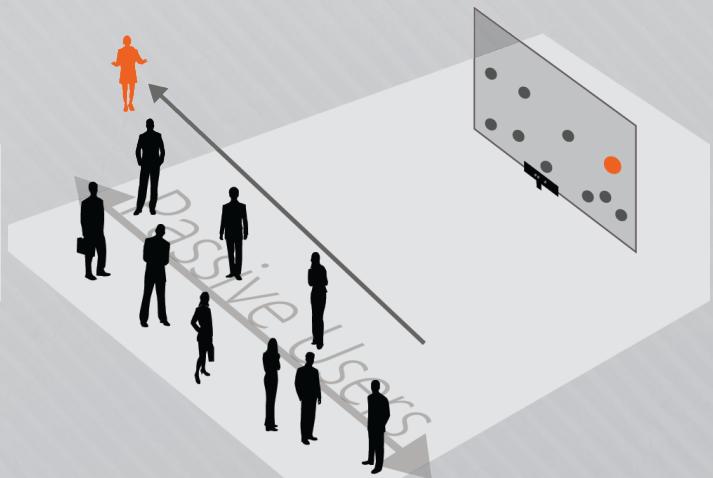
1.1 - Particle generated in scene



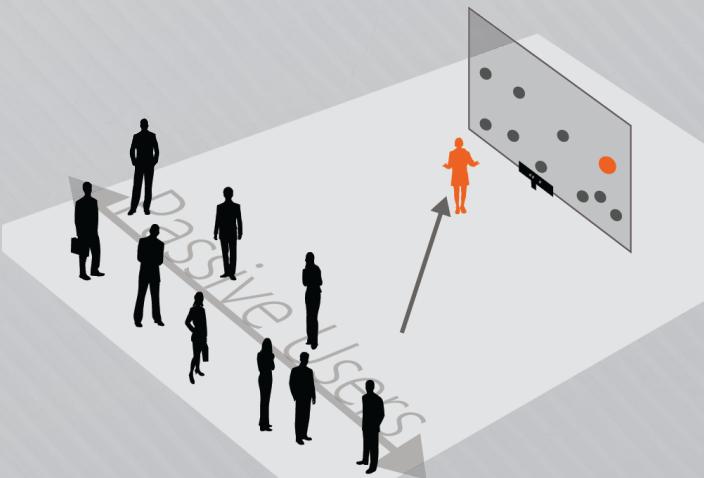
1.1.1 - User moves in space



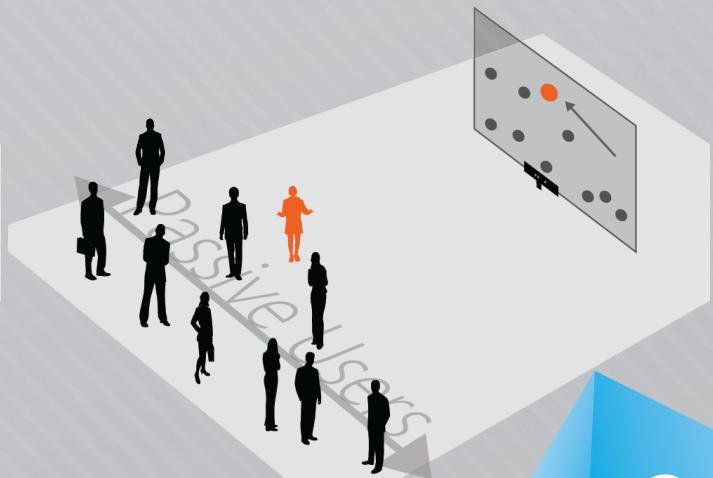
1.1.2 - User leaves space



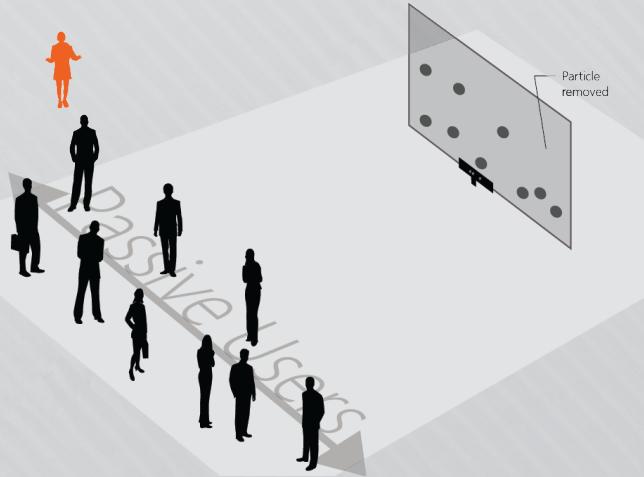
1.1.3 - User approaches screen



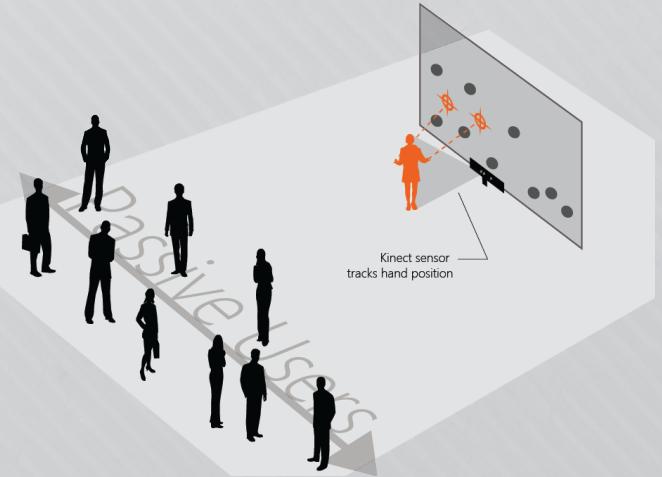
1.1.1.1 - Particle updated



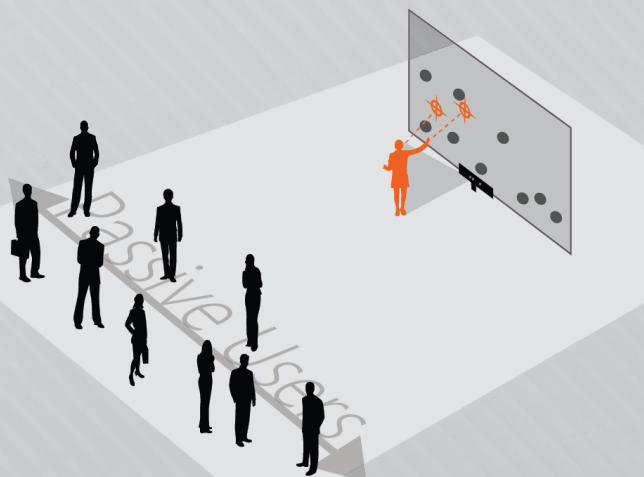
### 1.1.2.1 - Particle removed



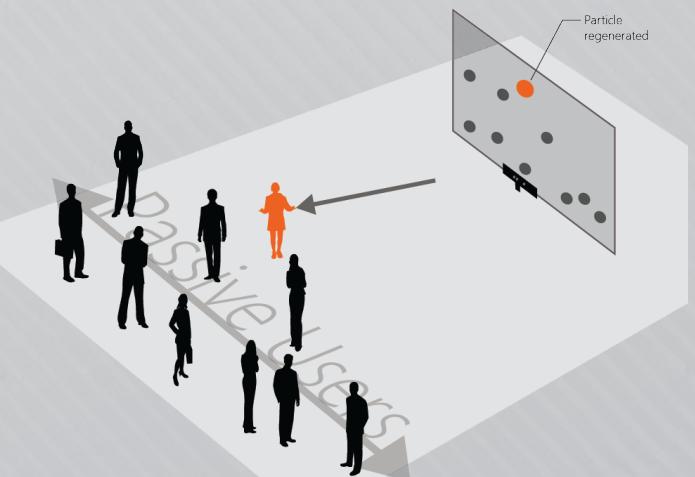
### 2.0 - Becomes active user (particle removed)



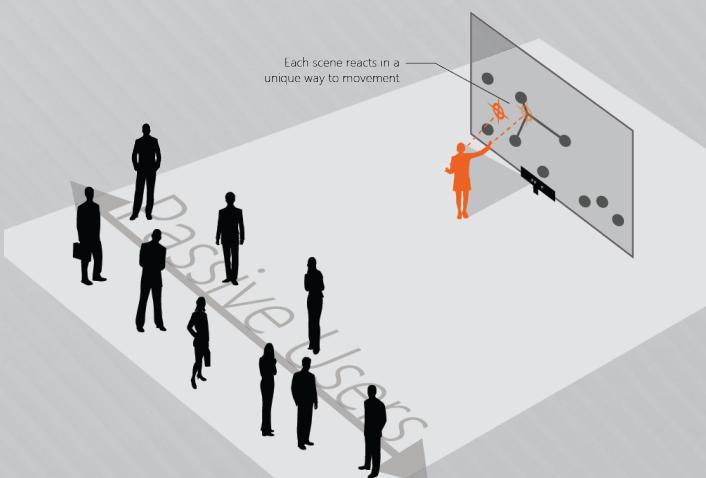
### 2.1 - Move hands



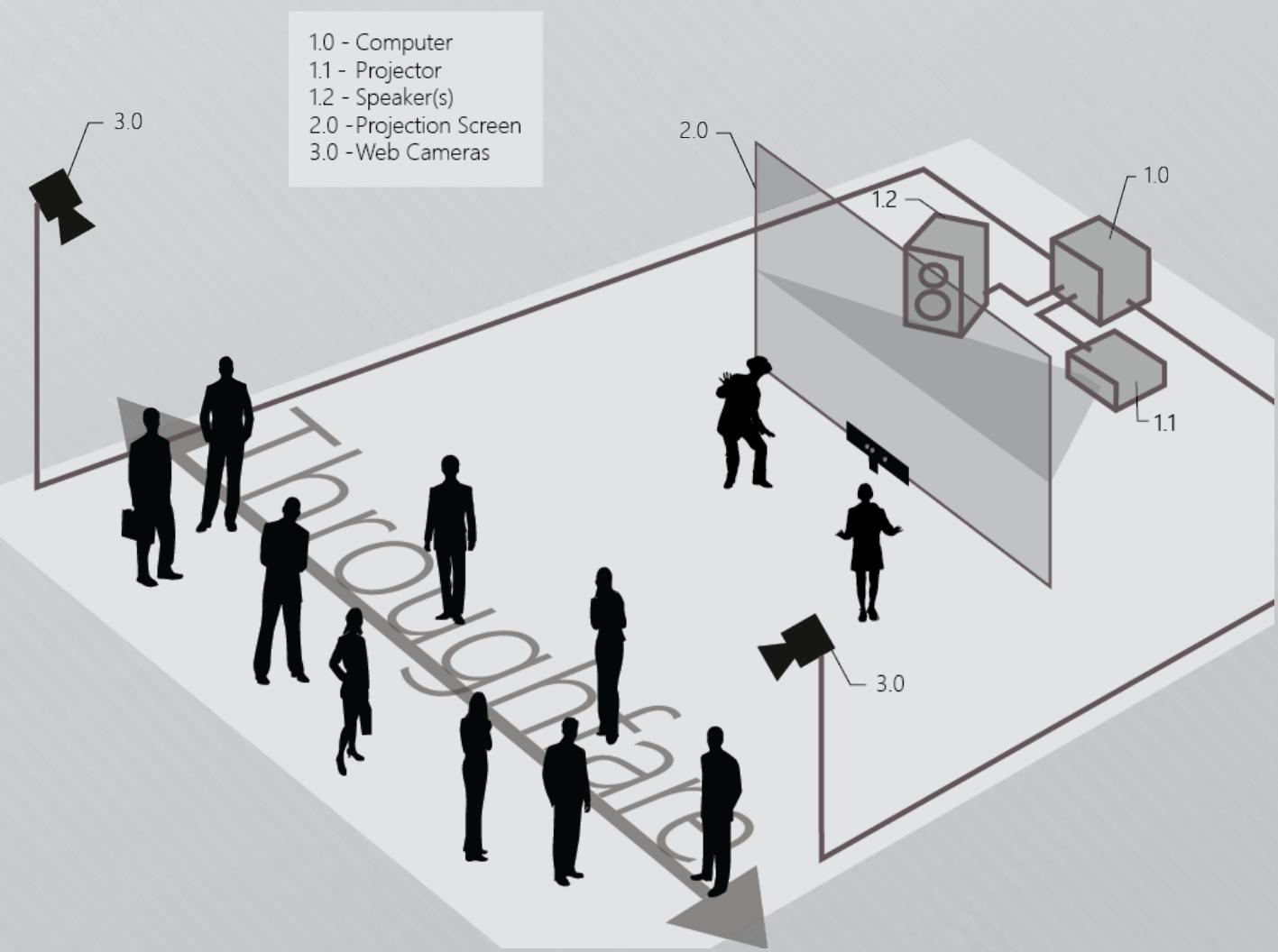
### 2.2 - Leaves screen (becomes passive user)



### 2.1.1 - Scene affected by movement

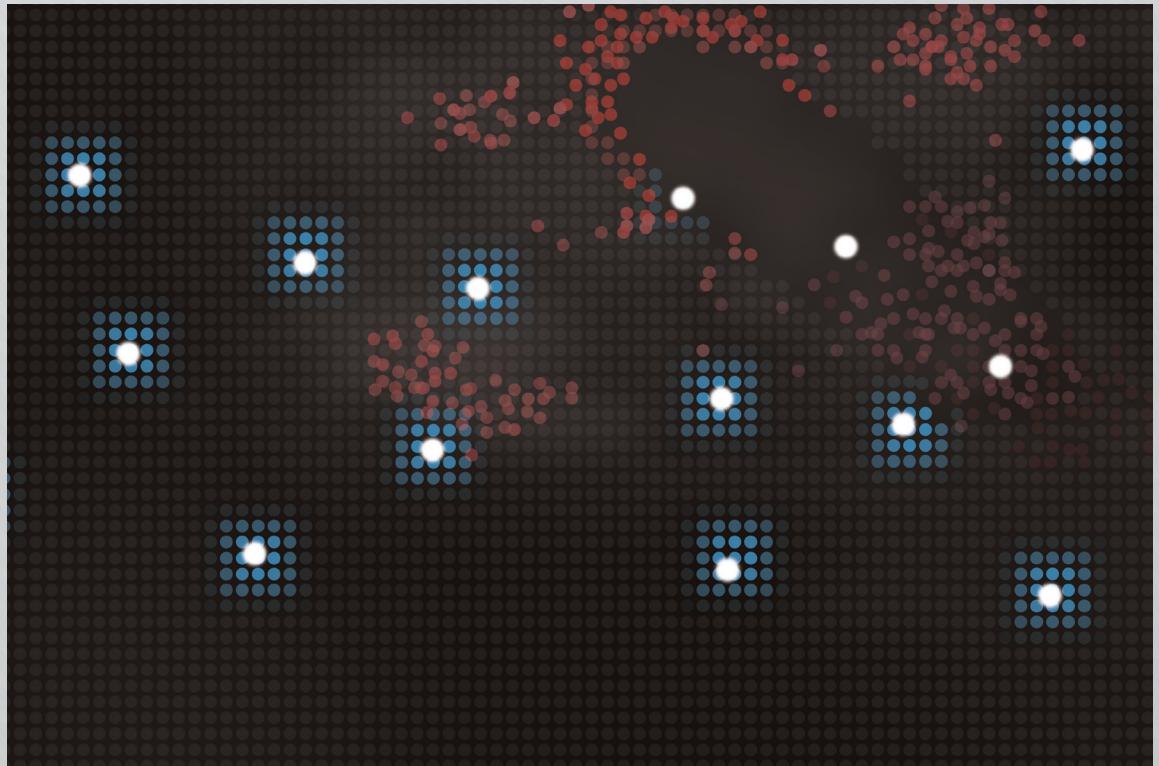
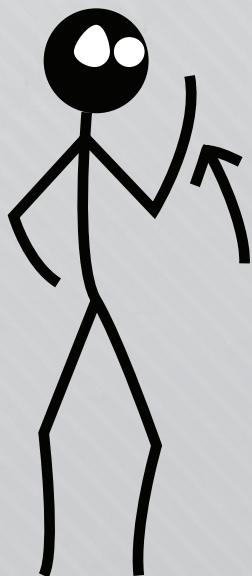


# PHYSICAL LAYOUT



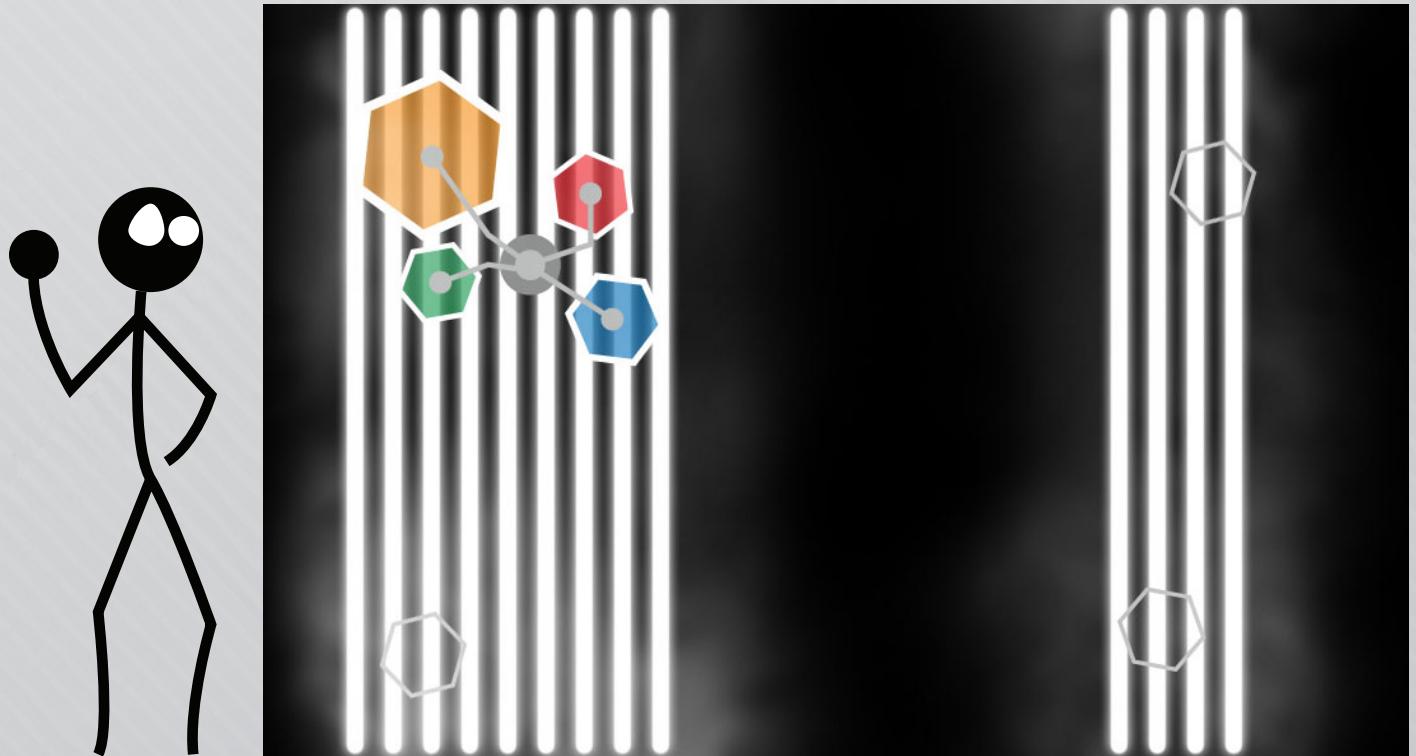
# DESIGN COMPS

## LEVEL DESIGN #1



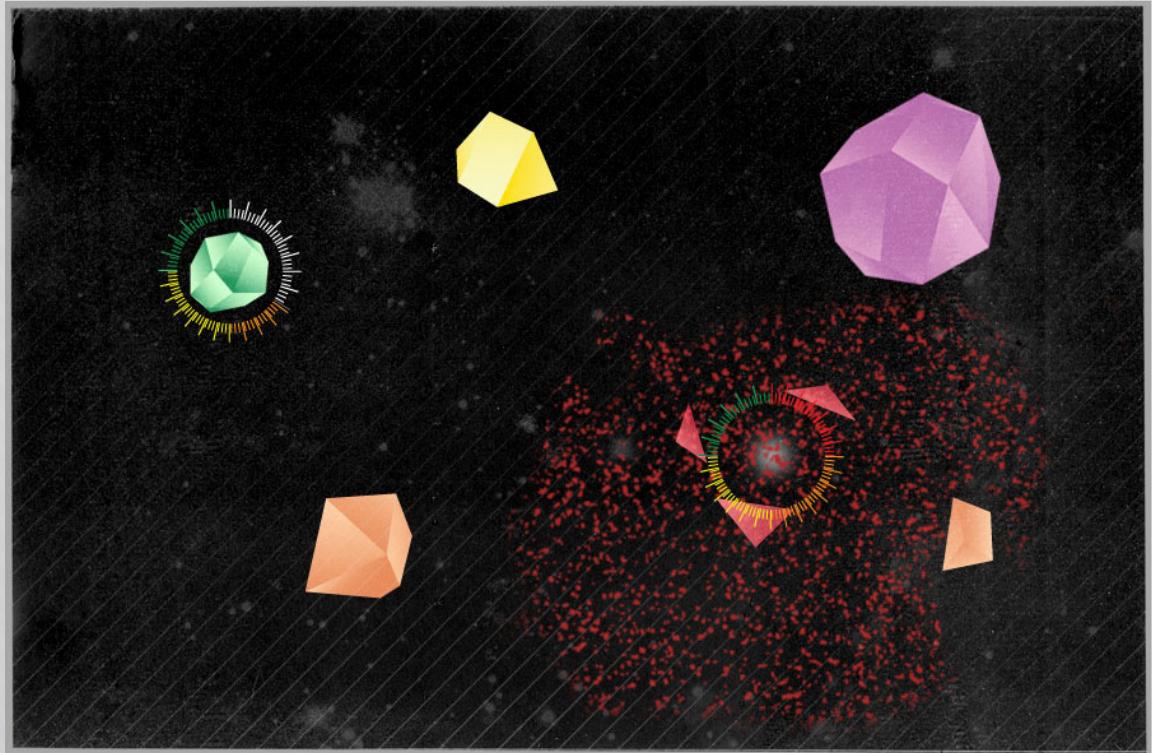
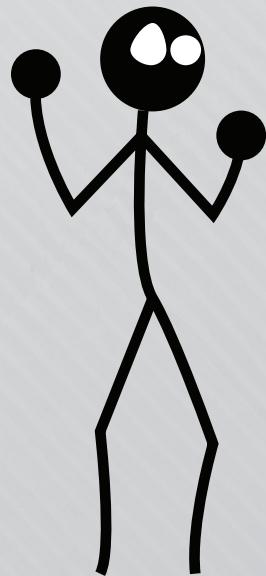
When a passive user enters the space a white particle is created and moves according to their position in the space. There is a grid of system-generated particles in the background. They turn blue and act “happy” when the white particle moves passed. When the active user moves their hands the background particles get “angry” and fly away. After a certain amount of time these particles try to return to their previous position.

# LEVEL DESIGN #2



When a passive user enters the space a small white hexagon is created. When they pass over the lights in the back ground the lights turn on. When an active user moves their hands across the screen the hexagons connect to the hands and the user can move them around as a group. The hexagons also grow larger and change colour when the active user moves their hands over them.

# LEVEL DESIGN #3



When a passive user enters the space a geometric shape is created. When an active user puts their hands over the screen, a “dial” appears. The user can hold the dial over the geometric shape to trap it. The dial then starts to turn red and then the shape explodes.