



Bi-Weekly Report 10

AR Portal for GOSH DRIVE

Team 36

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Overview:

We've completed the 2D web application, and have made considerable progress on the 3D web application. The 3D editor web app can upload models (only newer .fbx files, older ones can't be supported due to the library used), 360 videos can be uploaded and works with the phone app. Over the final weeks, we will talk to the client about our progress, as well as refine, test and debug both applications so it's ready for submission.

Tasks Completed:

- Integrate the 3D editor into the original web app
- Integrate 360 videos from Youtube in the 2D web application
- Refine web application, e.g. allow the user to create new worlds
- Set up AWS EC2 server for web app

Planned tasks:

- Finish the project website, videos, presentation for 23rd April
- The code walkthrough with the client
- Make documentation of the applications' code
- Adding analytics to measure e.g. how many times a certain model has been interacted with, etc.
- Refining UI
- Adding more interactions with objects, refining the 360 video UX, add 3D text

Client Meeting:

22/3/19 - Had a face-to-face meeting with Nadia. We discussed the current progress of the app and how we can improve the UI as well as refine the current features. We discussed adding more interactions with objects in the AR portal as well as more configurations if time allows.

We arranged to meet again before the final presentation to walk through our code with her, as well as receive feedback for our presentation.

Personal Reports

Yin Long Ho

I relocated the web server to Amazon AWS EC2, which allows creation of AssetBundle at the server end. The script for creating AssetBundles is now integrated into the web app. I am going to add features that improve the clarity of our web app (e.g. better UI design) and AR app (e.g. add visual indication to trigger object interactions).

Chirag Hegde

Continued work on the 3D world editor. Transferred world management and login functionality from the 2D world editor. Added back-end functionality to allow interfacing with the mobile app. I worked with Yin to transfer the application to AWS to streamline deployment and operation. Finalised file model upload logistics and completed the majority of work on the PHP code for the same.

Haonan Zhang

We met with the client to discuss the progress made and any final changes. After helping to finish the basic functionalities of the new 3D world editor, I'm starting to refine the editor's UI in accordance with our feedback from this week's demo, e.g. putting upload with the asset list, highlighting selected models, etc.