



CHARACTER INTROS

Characters Involved:

- 1. Jack & Jane
- 2. Turtle
- 3. Zebra
- 4. Cheetah, Monkey, Parrot

Audio files:

none

Experience overview:

Upon triggering the experience to begin:

Jack and Jane enter the scene, high-five, turn off gravity, and then exit

FBX for this sequence:

<https://www.dropbox.com/s/p0cu1quigb539dd/JACK%20%26%20JANE-3%20ISE.FBX?dl=0>

Upon the exit of Jack & Jane, the turtle enters on surfboard, spins on his back, and exits

FBX for this sequence:

<https://www.dropbox.com/s/7us5nseuywepyxy/TURTLE intro special exit.rar?dl=0>

during this sequence, the user has the ability to tap a pause/play button

Upon exit of the turtle, Zebra pops up into the scene and goes into an idle loop...x2 loops of standard idle, x1 backflip, repeats 2-1-2-1...

FBX files (intro, idle, backflip)

<https://www.dropbox.com/s/g5e1s9er0k6nhr8/zebra intro.FBX?dl=0>

<https://www.dropbox.com/s/dcg8oh1stan8sng/zebra idle.FBX?dl=0>

<https://www.dropbox.com/s/2kdgpjkc8t88ve2/zebra special.FBX?dl=0>

During Zebra idle, user is presented with three buttons/selections on the screen: A, B, C.

Based on the user input one of the follow charters follows:

(after the zebra exits): <https://www.dropbox.com/s/x96j2knnur7qesi/zebra exit.FBX?dl=0>

A: Cheetah

<https://www.dropbox.com/s/wn7iky2pj8hbra4/cheetah ISE.FBX?dl=0>

B: Monkey

<https://www.dropbox.com/s/dfv5z9bpfz6328k/monkey ISE V2.FBX?dl=0>

C: Owl

<https://www.dropbox.com/s/lpreyvvhhrplxqt/Parrot animation loop-de-loop.FBX?dl=0>

Note: The selection of the three models noted above cannot reference different scenes for the different options – all must all be contained within the same scene to work in our AR environment

DELIVERABLE

A single Unity file that has all of the above rigs/animations and logic programmed into it.
The VIVARRA dev team then ingests this into the AR lens.

