

# Explore Mars with Curiosity

ROSALIE MANGENOT

## CONCEPT

TON: enfantin, amusant, ludique, poétique

OBJECTIF: faire découvrir de façon immersive les photos prises sur Mars et le fonctionnement d'un rover à un enfant. (choix de la caméra ou choix des photos par date.)

API: Mars Rover Photos

### PRINCIPE DE VISUALISATIONS:

- galerie
- radio, champ de texte
- popup
- monde virtuel (style jeu vidéo) guidé par un personnage

### INTERACTION:

- direction de l'avatar (curiosity) avec les flèches du clavier
- clique provoquant un zoom dans l'image
- choix de la date
- choix de la caméra
- quelques pages d'information sur la mission
- musique de fond

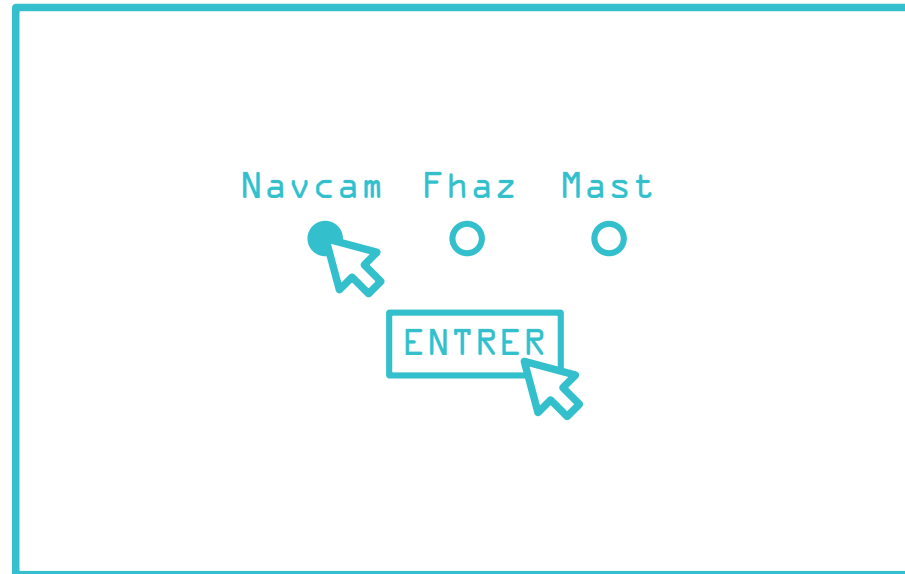
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## WIREFRAME

### CHOISIR UNE CAMERA

①



Navcam    Phaz    Mast

ENTRER

This wireframe shows a selection interface for cameras. It features three radio button options: 'Navcam', 'Phaz', and 'Mast'. The 'Navcam' option is selected, indicated by a blue dot and a mouse cursor. Below the options is a rectangular button labeled 'ENTRER' with a mouse cursor pointing at it.

### CHOISIR UNE DATE MARSIENNE

②



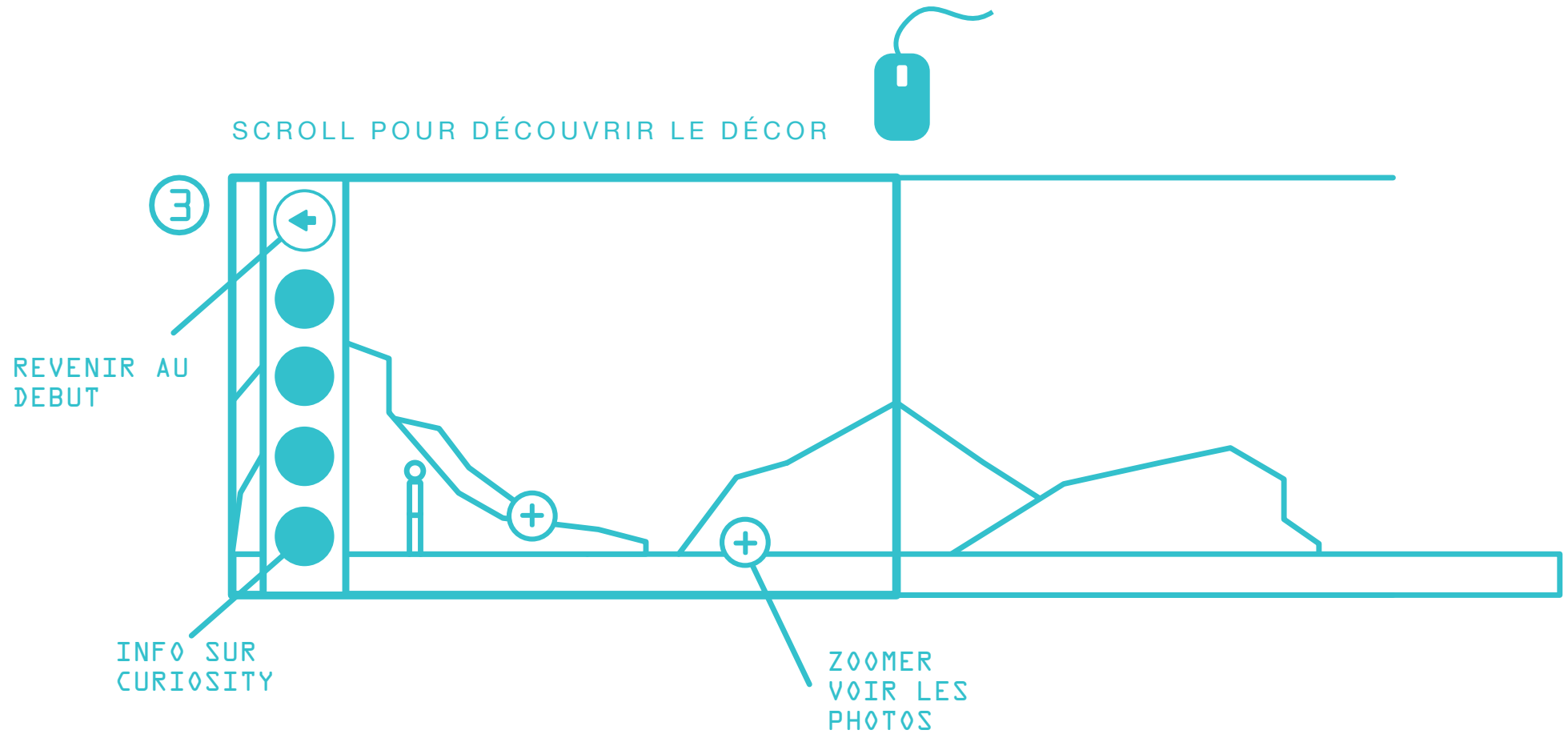
entre 1 et 1132

VALIDER

This wireframe shows a date selection interface. It features a text input field containing the placeholder text 'entre 1 et 1132'. Below the input field is a rectangular button labeled 'VALIDER' with a mouse cursor pointing at it.

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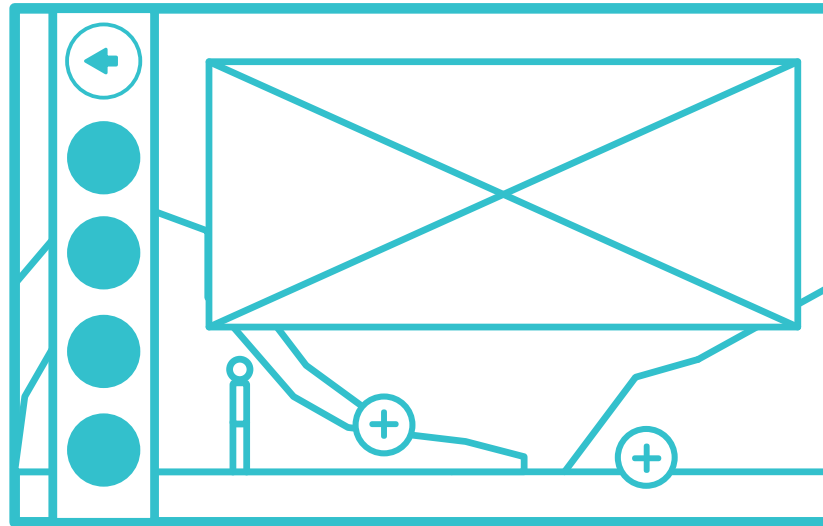
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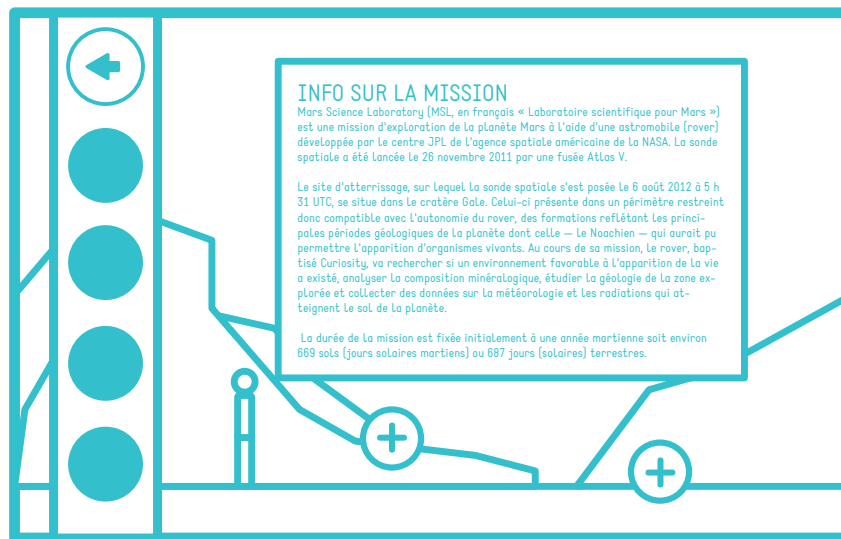
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CLIC



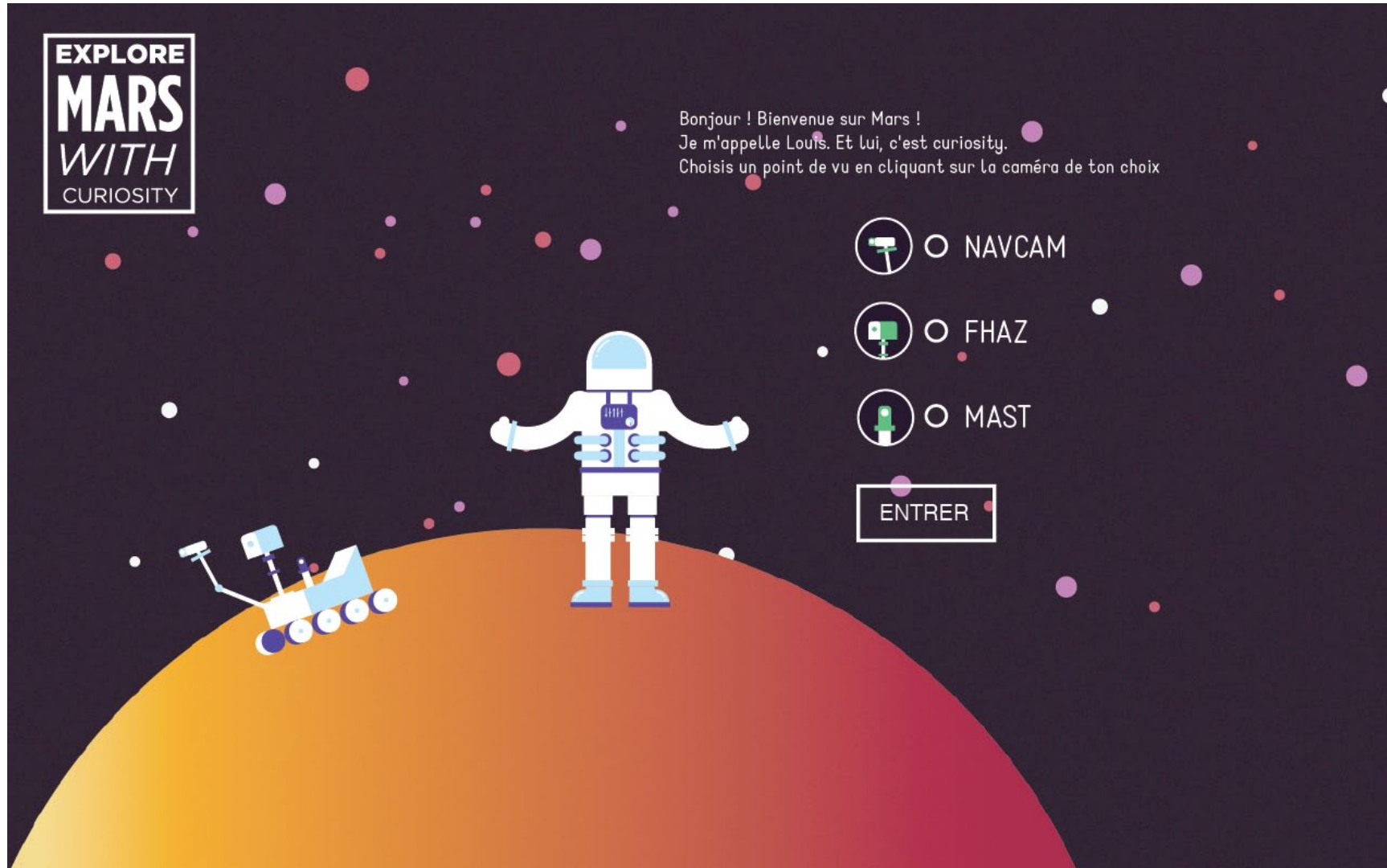
CLIC



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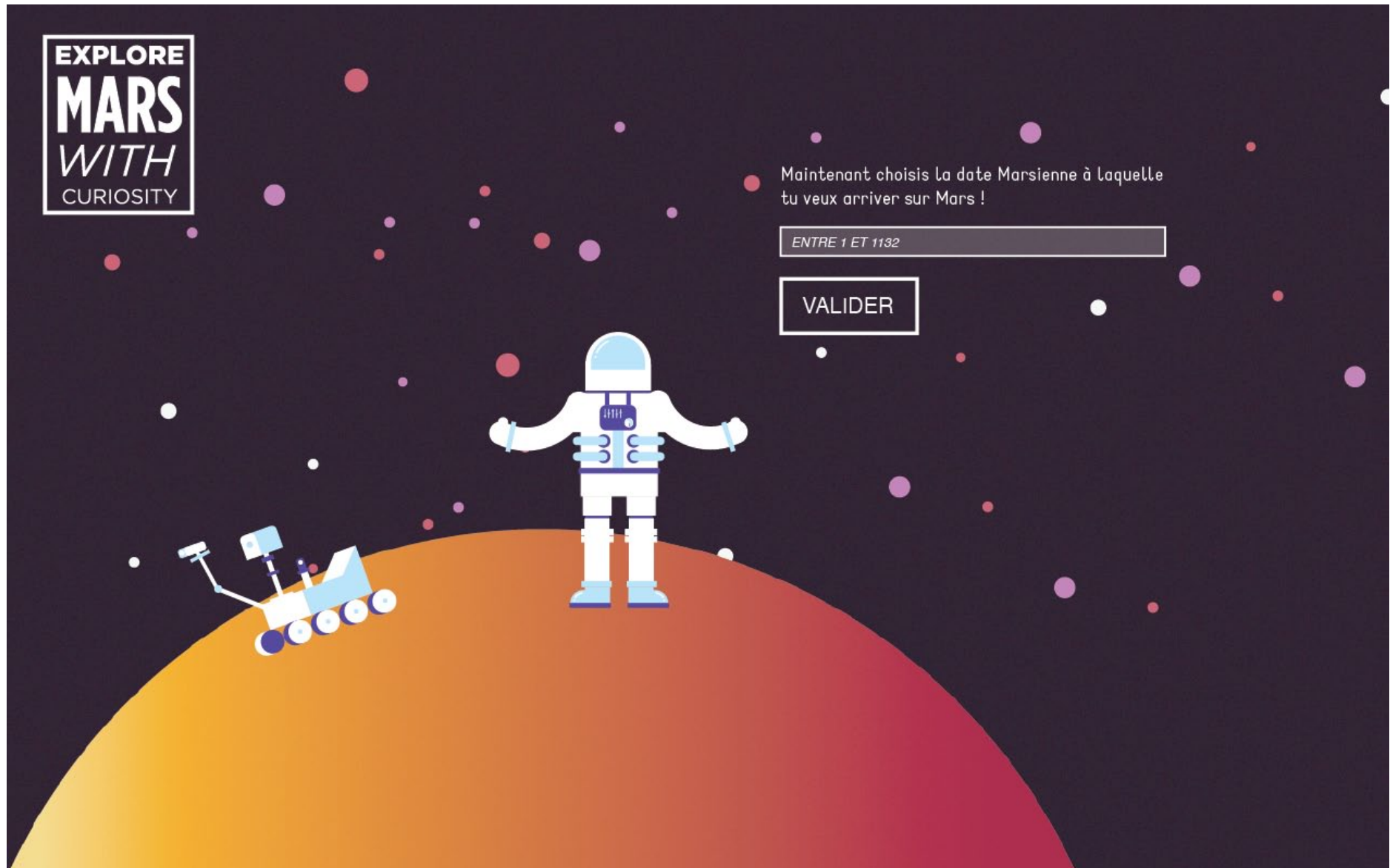
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## VISUALISATION



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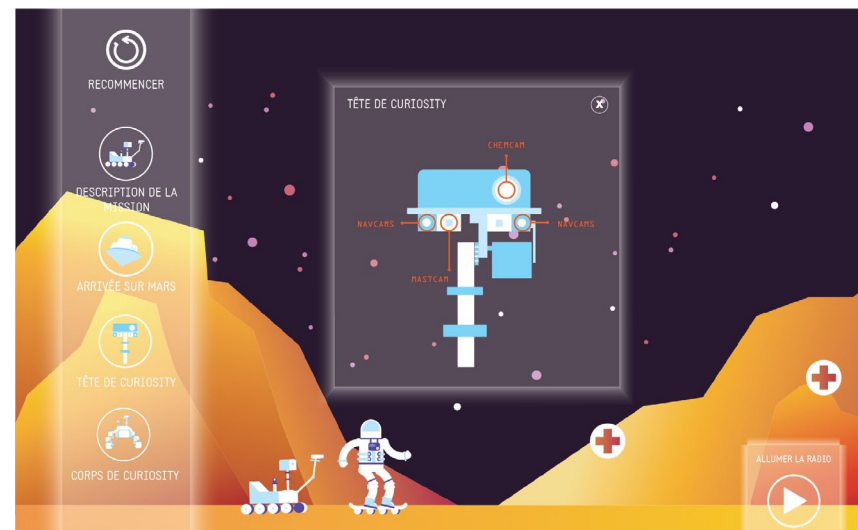
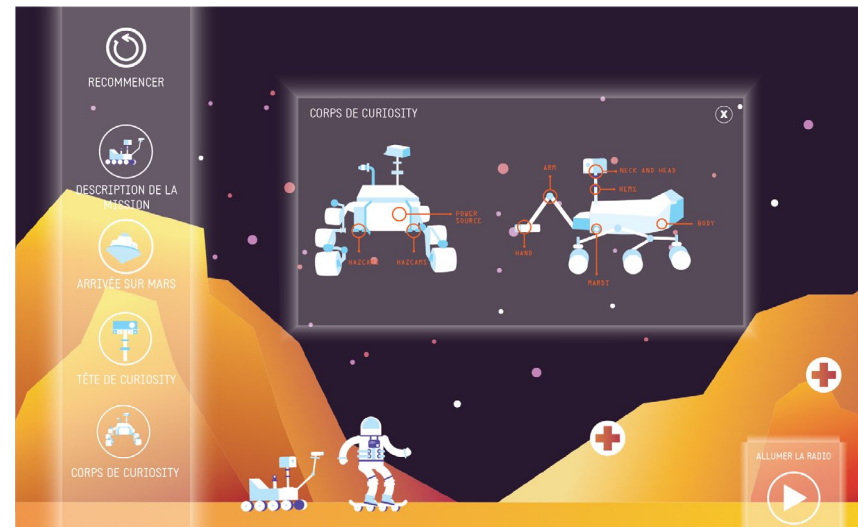


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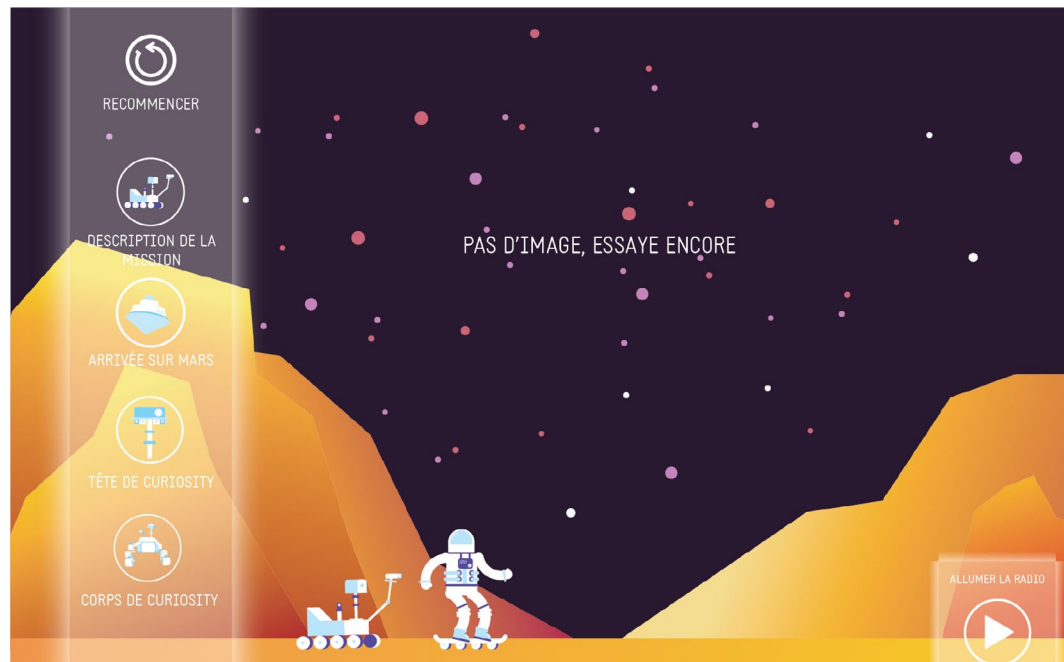
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SI DES PHOTOS SONT  
DISPONIBLES



SI IL N'Y A PAS DE  
PHOTOS DISPONIBLES

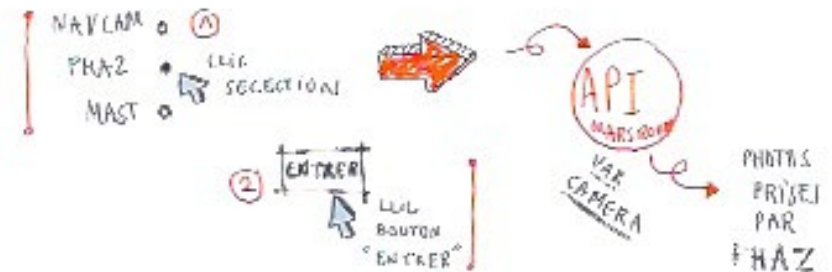
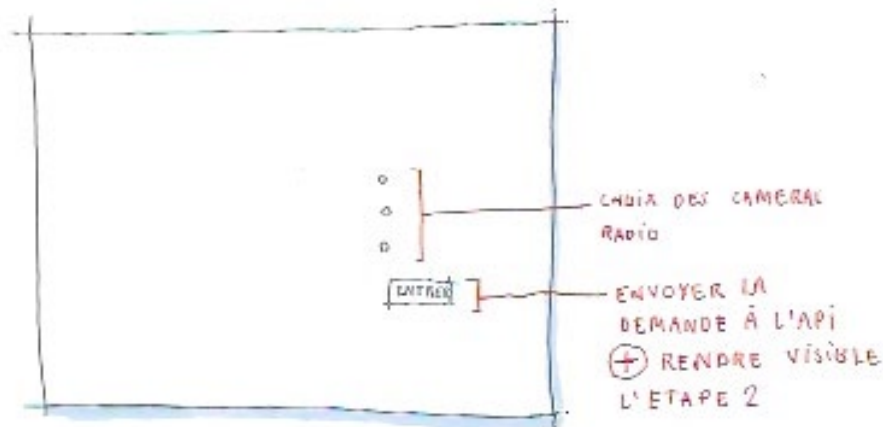


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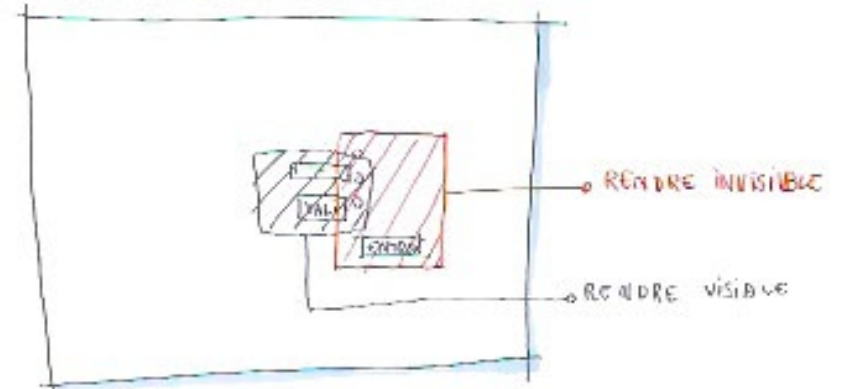
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## ARCHITECTURE LOGICIELLE DU PROGRAMME

etape 1



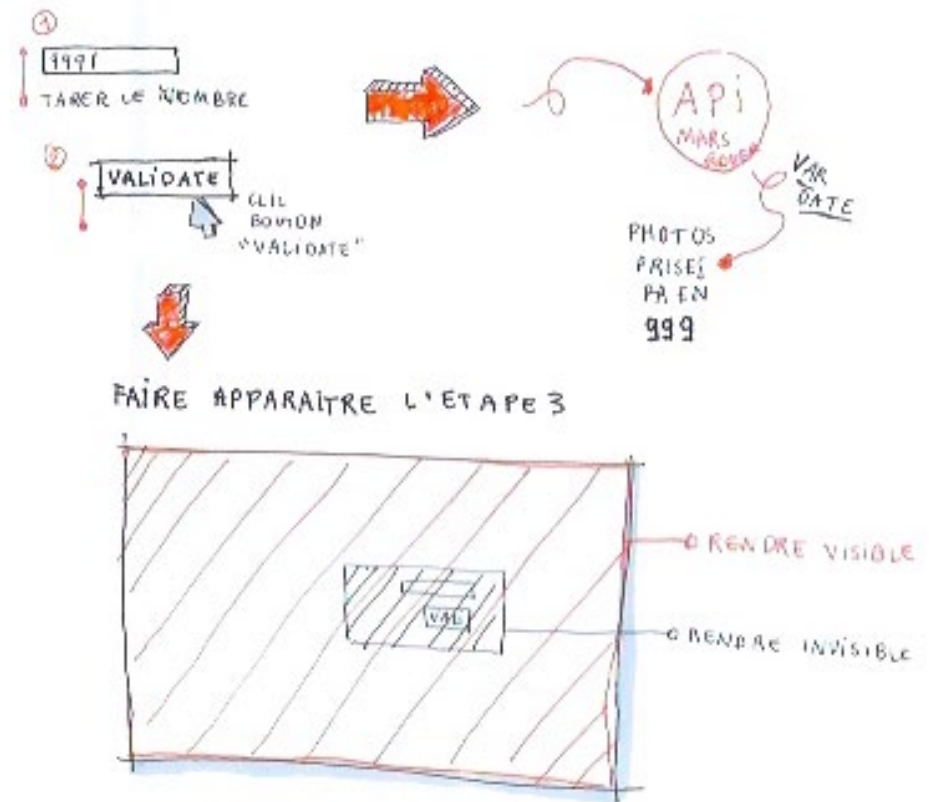
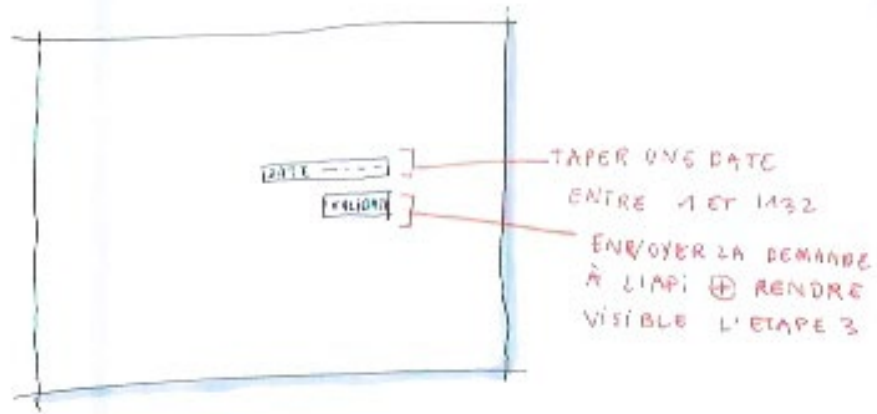
FAIRE APPARAÎTRE L'ETAPE 2



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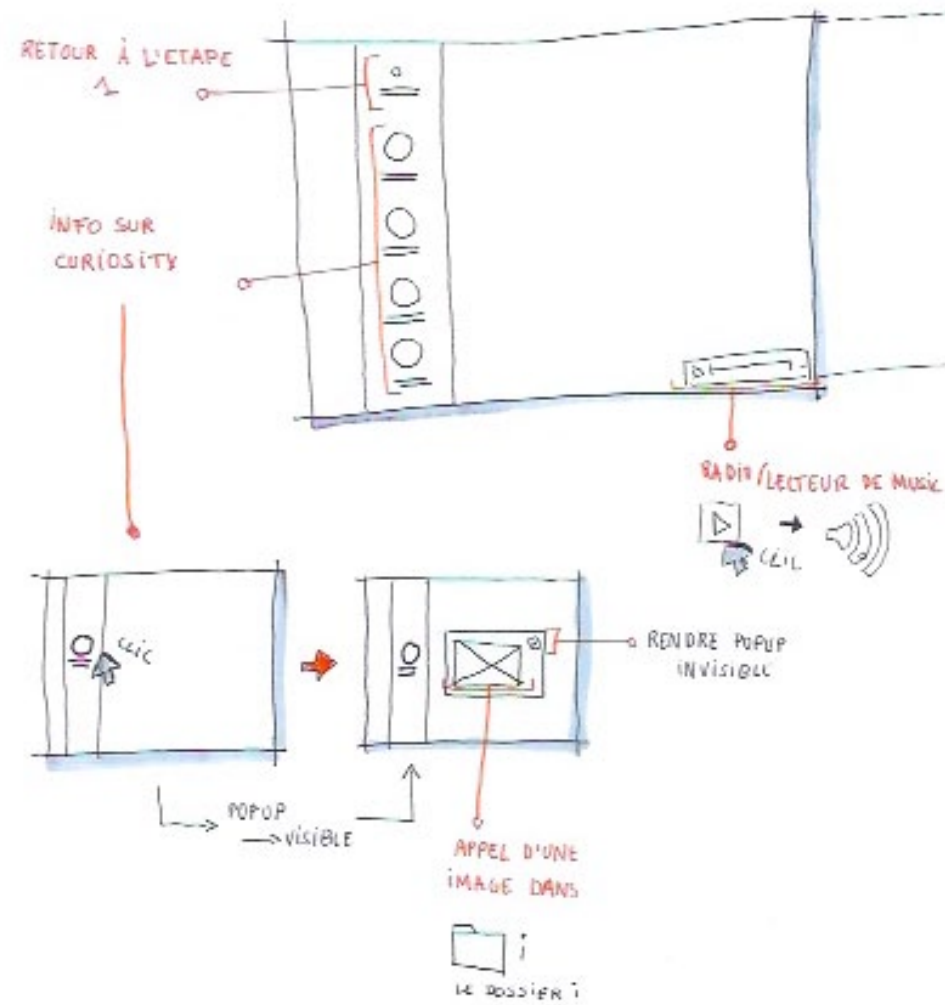
etape 2



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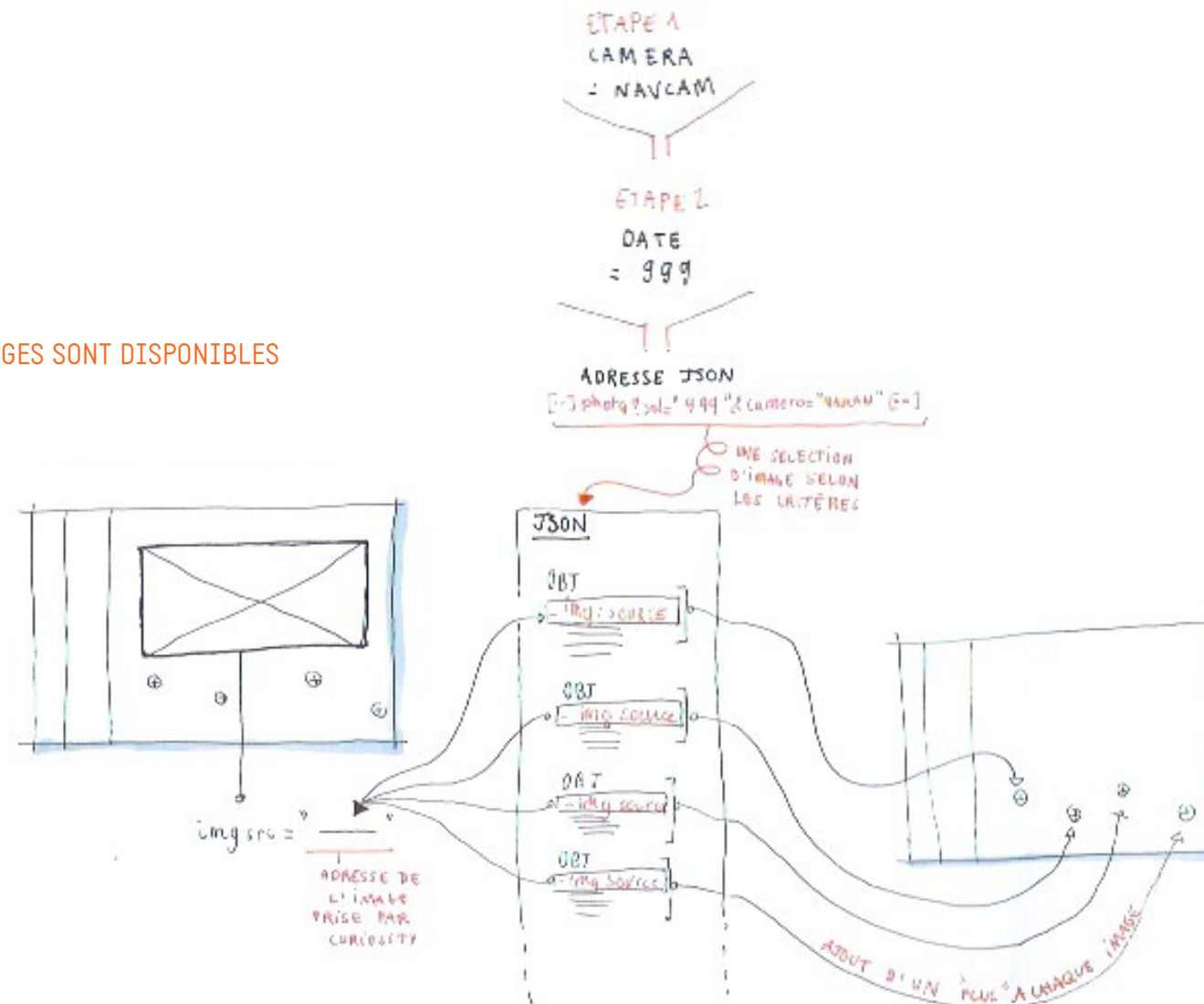
## etape 3 - BASE DE LA PAGE



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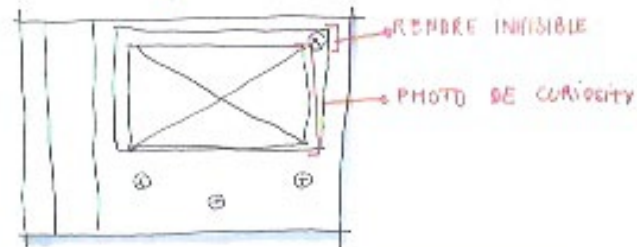
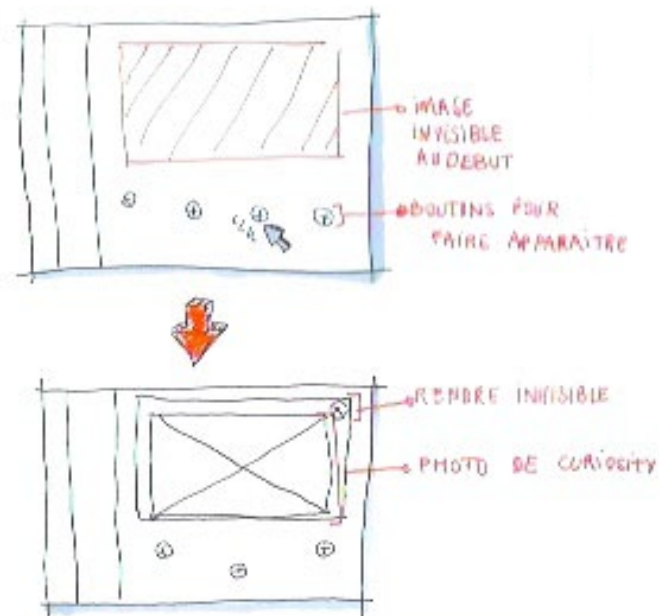
etape 3 - SI DES IMAGES SONT DISPONIBLES



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## etape 3 - DÉCOUVRIR LES PHOTOS



## etape 3 - SI IL N'Y A PAS DE PHOTOS

