5. Feedback during prototype day

Intro

During the prototype day, after setting up our stand, we had two monitors where our clips were playing. One was the “how-to” video showing the whole process in a two-minute clip, going from taking the pictures to processing them, refining the output, and finally importing everything into Unreal. On the other screen there were several cinematics made in Unreal, combined into a 40-second clip that included two meshes produced in Meshroom and Scaniverse, as well as a Gaussian Splat render. We also had a laptop with a Gaussian Splat imported in Unreal so people could interact with it using the mouse or the WASD keys.

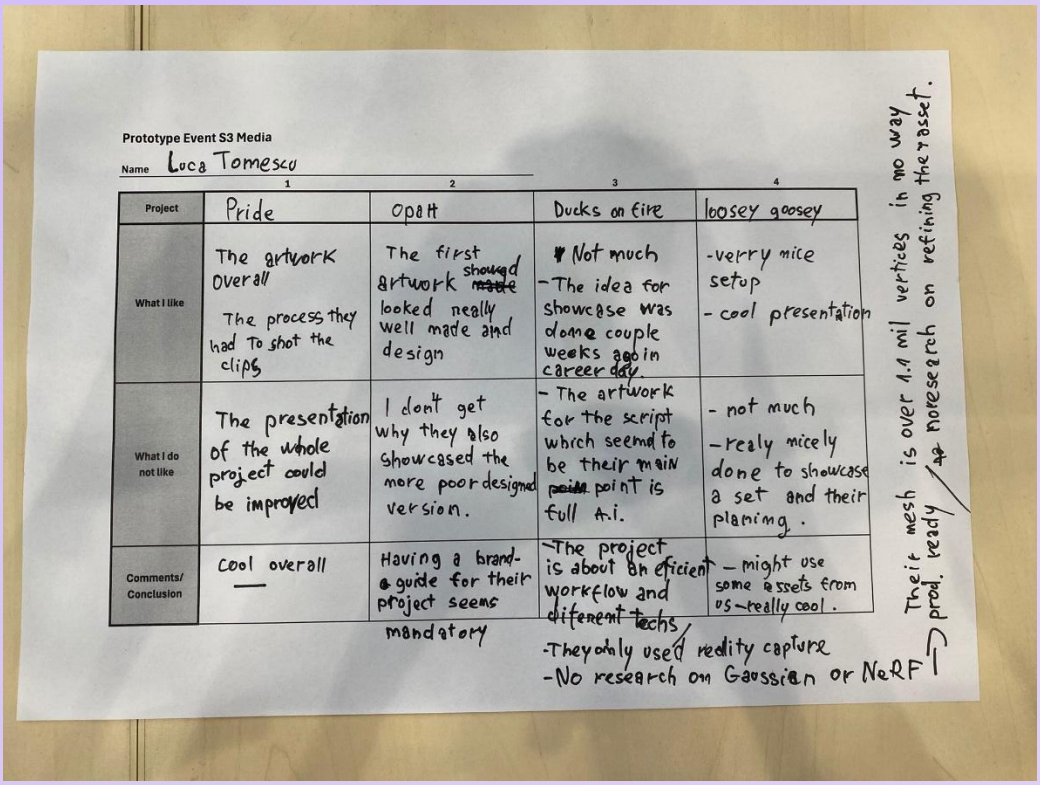
Process & Feedback

Almost the entire time I was there, I was presenting our workflow and explaining as clearly as possible what our project is about, what we tried to achieve so far, and what we planned to do next. I also explained, using simple language, the difference between Gaussian Splats and photogrammetry. For example, I described how meshes from photogrammetry are made from polygons (triangles), while Gaussians are blobs, and how this makes Gaussians much faster to render than traditional meshes.

The feedback we received was positive. Most people asked a few questions and then spent time looking at the assets and the cinematics. Some of the most common questions were about our next steps, whether we planned to have a platform to showcase all the work, and if there would be a way to edit the scenes or integrate them into new productions.

I also went to check out other projects to give feedback. One project I really liked was from team Loosey Goosey. Their scene was impressive, and the way they presented their initial prototype was very solid. We even discussed the possibility of sharing assets with them to use in the Pixel Playground. The Pride event project had strong visuals, and I liked how they showed their preparation process for the interviews, already visualising how the recordings should play out.

As for team Ducks on Fire and their 3D scanning project, because we had similar project goals, I was able to form a more technical opinion. I felt their project did not fully meet the client's requirements or the expectations we discussed in earlier meetings. Their main prototype felt familiar because I had already seen almost the exact same example from one of my teachers during career day. Their artwork relied fully on AI, and the only scan they had was a mesh created in RealityScan with over 1.1 million vertices, which is far above the 100–200k limit needed for production-ready assets. I was under the impression that the assignment was about researching and comparing multiple technologies and creating an efficient workflow, but from what I saw they only used photogrammetry and did not explore alternatives or optimisation at all.



Prototype Event S3 Media

Name Luca Tomescu

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Project	Pride	Opalt	Ducks on fire	loosey goosey
What I like	The artwork overall The process they had to shot the clips	The first artwork showcased looked really well made and design	Not much - The idea for showcase was done couple weeks ago in career day.	-verry nice setup - cool presentation
What I do not like	The presentation of the whole project could be improved	I don't get why they also showcased the more poor designed version.	- The artwork for the script which seemed to be their main point is full A.i.	- not much - realy nicely done to showcase a set and their planing.
Comments/ Conclusion	Cool overall	Having a brand-guide for their project seems mandatory	-The project is about an eficient workflow and diferent techs -They only used reality capture -No research on Gaussian or NeRF	- might use some assets from us - really cool.

Their mesh is over 1.1 mil vertices in no way prod. ready → more research on refining the asset.

Reflection

Prototype day helped me understand how important stakeholder communication is in a professional environment. Presenting our workflow to teachers, other students, and visitors forced me to explain technical concepts in a way that anyone could understand. This showed me how much clarity and structure matter when talking about complex subjects like photogrammetry and Gaussian Splatting.

Listening to the questions people asked also helped me refine the project goals. When multiple visitors asked whether we planned to create a platform or method to share our assets, it made me realise that accessibility and transparency are important professional standards. A workflow is only useful if others can use it, understand it, and build on top of it.

Overall, this prototype day showed me that applying a professional methodology goes beyond just the technical work. It involves presenting clearly, making informed judgments, considering sustainability (like using open-source tools), respecting diverse workflows, and making sure the decisions we make align with the expectations of the client and the broader professional field.

Presentation videos:

howto-v1.mp4

loop-cinematic.mp4

Feedback:

Feedback – document