AUGMENTED REALITY

Development

For a sense of location, we decided to choose a "night time" experience that captured the realm of Wonderland at its darkness. It was also reassuring to know that this idea had not been done in previous years. Of course, in order to execute this "night time" vibe, lighting had to be carefully selected but during my previous pitch; I mentioned the concept of neon lighting. Given that the response from our client was positive towards neon lights, we decided to place this idea as our main attraction. Knowing that no one else has used neon lights as well reassured our position within our project. We then decided on a low polygon mesh style due to its relatively low poly count for rendering. Another advantage of the low polygonal method, we can create and produce more visual features within our environment with the file size small. We drafted out the environment for a visual sense of the final product, we then assigned ourselves into certain areas to focus on.

The first drafted concept I had was creating a rock-formation archway that reflected the rocks surrounding the hole Alice had fallen into in Alice and Wonderland. At first, I was not satisfied with the simplicity of the rocks nor its stationary position in comparison to my other group member's animated concepts. In response, I broke up the arch way, placing enough animation to blend and accentuate the rest of the realm. Again, I was not completely happy with the idea and transformed the arch way into something completely different. The final product has a low poly appearance with the colour Cyan as the base, with a purple glow that illuminates the object. In the end, I was content and satisfied.

Focusing on colour, we needed a bright vibrant pallet to support the neon lighting effects. However, after previewing our models in neon lighting, we had the issue of our user's experiences falling short because of the default glow they receive. It was unnecessary for us to increase the glow effect as it already emits a different type glow when using the augmented reality app. In the end, I decided on the effect of a "vein" feature that has been extruded inwards and coloured differently to the surface, and this will contain the glow. The result received was a lot more effective than our first trial and had a better visual look with the Wonderland experience.

Also, in our first trial, we noticed our animation sizes. It seemed that the larger the animations in our models, the more unrealistic it looked. We concluded that the user might feel that this went beyond Wonderland; that it almost came across as a technical mistake on our part because it did not blend in well with our other elements. We resized and made our animations smaller and more subtle. This made the experience engage with the audience a lot more which was our main goal to start with.

Overall, I was happy with the end product. Minor alterations, however, could be made with the amount of work produced. I felt that our knowledge on Maya was limited which effected the idea of our project; it wasn't big as we hoped it would be. In the end, I hope I get to come back and add more ideas to the project to increase the interactivity and engagement of the user.

Inspiration & Concepts

Synopsis & Treatment

Our client, Augview Technologies, assigned my group the task of creating an immerse experience through augmented reality. Considering the numerous amount of ideas possible for our theme, we needed to fully express what Augmented reality is all about so we decided on the theme Wonderland; a subject familiar to everyone. I was given the task to design the entrance and the gate. I felt that I was under a lot of pressure as I had to design the first impression from the users but I accepted the challenge completely.

The user will be positioned in an open spaced area for easy mobility. When the user opens the augmented reality app, they will notice a large glowing archway and this will attract the user to its position. The user will observe the archway close up and admire the neon glow applied, the experience will be further enjoyed with the small animation. The user will move on to the rest of the experience.