























3D models



Guayasamin

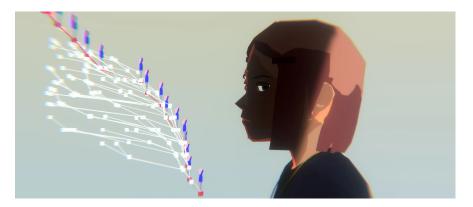


Expressionism

Sculpture





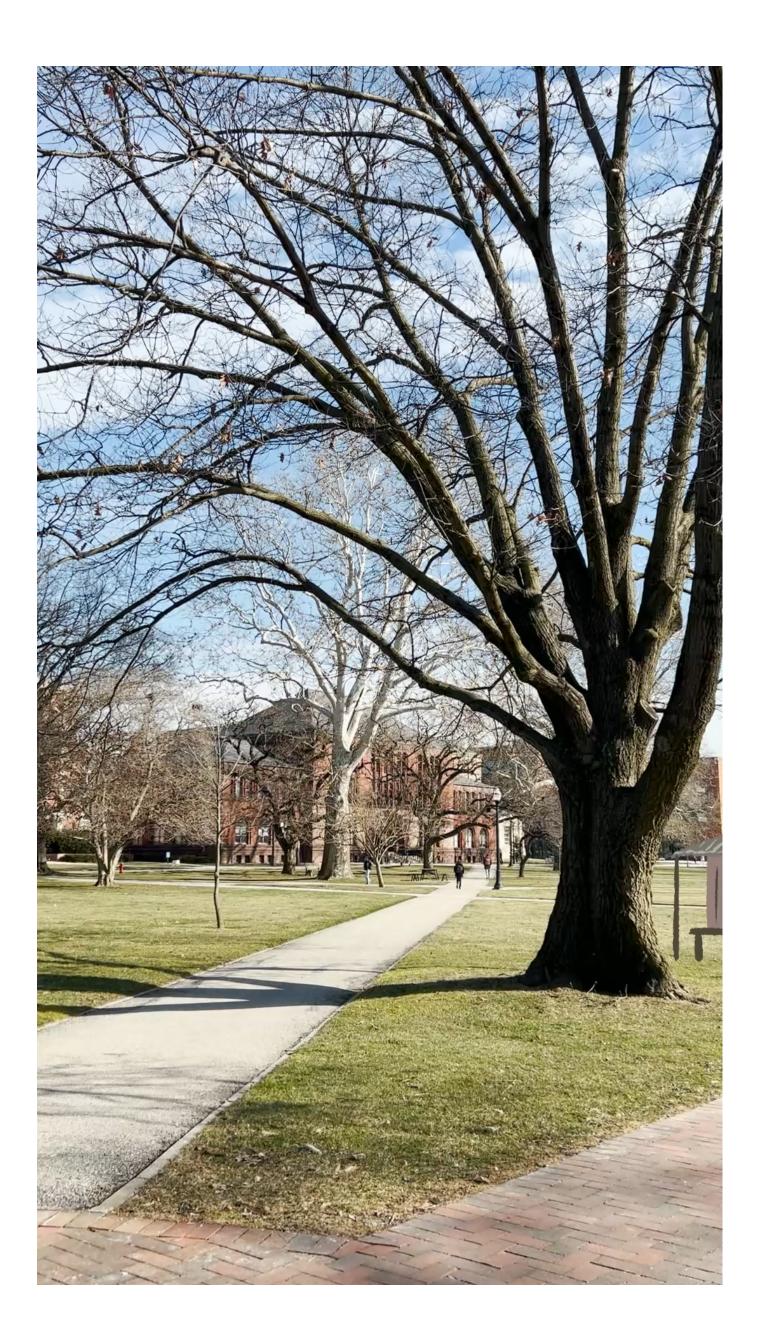




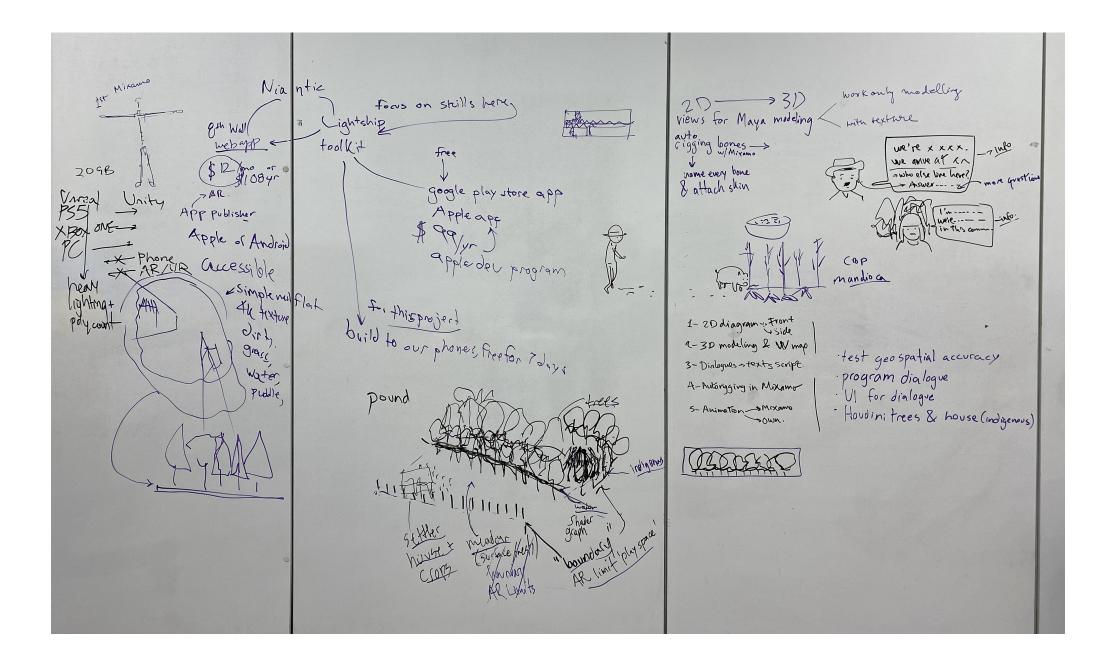








Study the movement Jigital signage of the onal, where do People travel the most Unity gride + documenti Assely CARS DK - N'aya - Rigging (character(4)) - that are moving Using the oval to geo locate familiarize Blender 20/30 - Model/UV/SP Fransform its elements - Unity AR/UR with the tools ASH paths sections) into test : build to Apple interactiv; ty Princ privacy -with characters a AR story that takes -Settlers - ** tell you something (via text or audio) it into another world place - You have to find them - tap on them or Step toward them as trigger And Ore K Environment Chavarters Burial gers locate Salonvilo & - based on geo location (trigger) (provinity) indigenous Atimtati folk tales boll of fire gros y one to test





GEOMETI







GEOMETR

















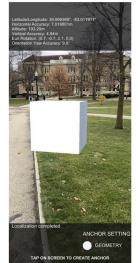


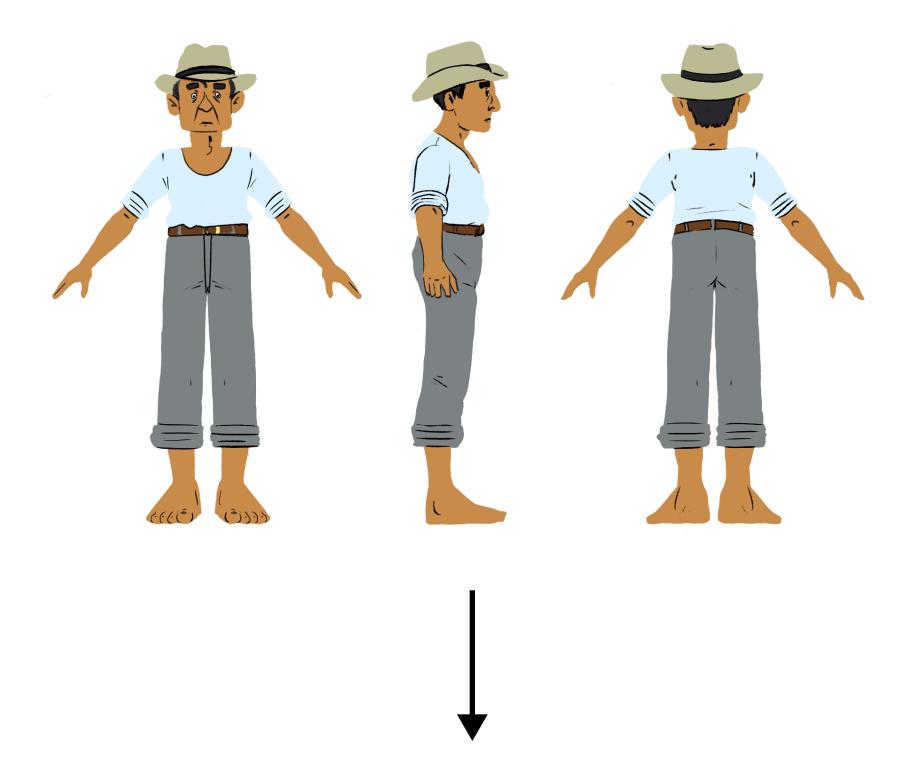


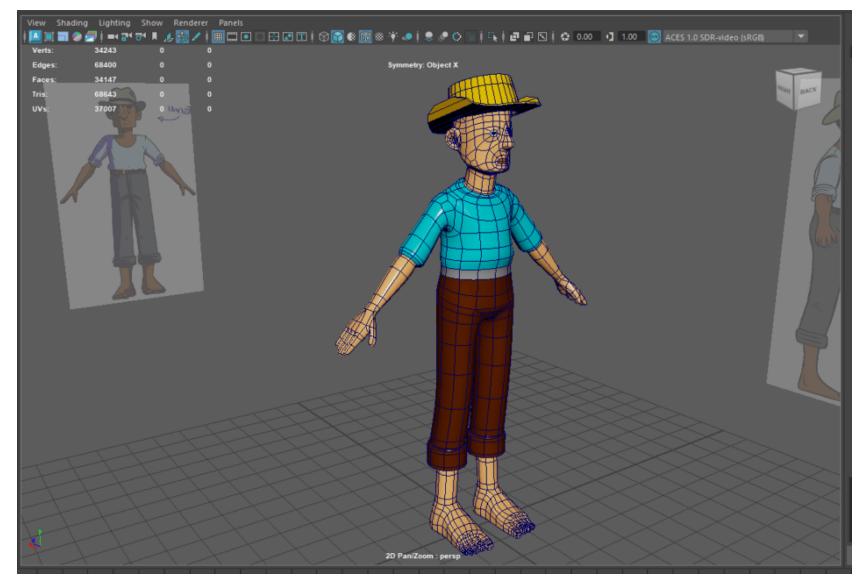






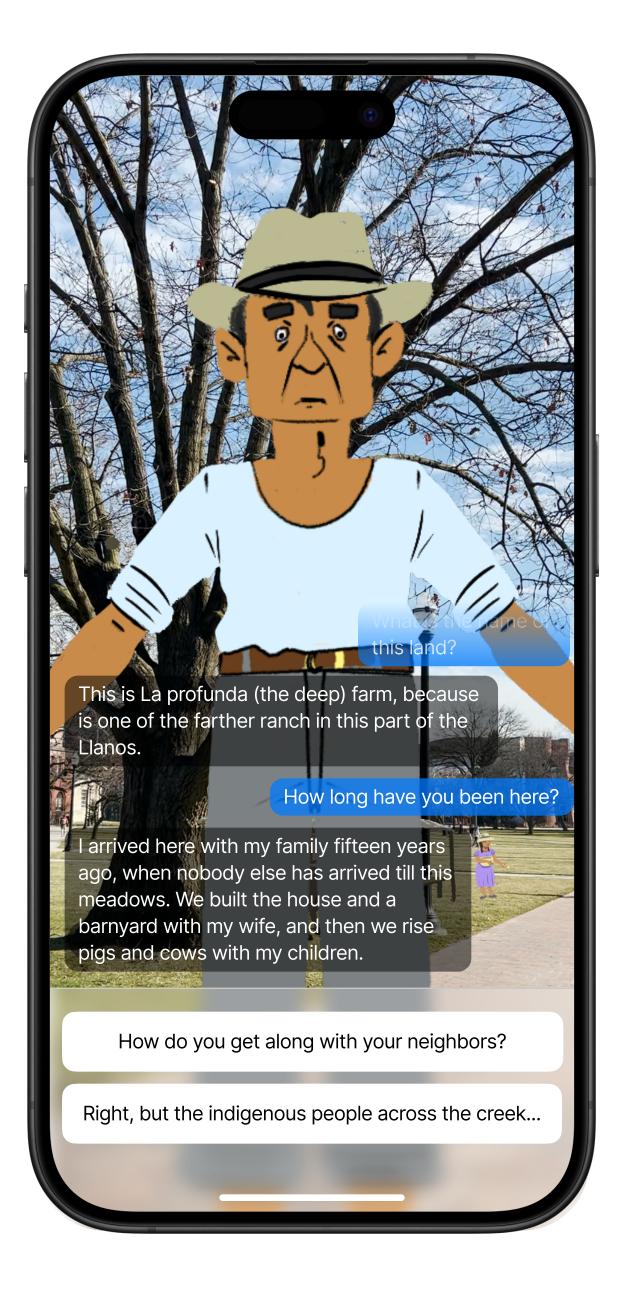


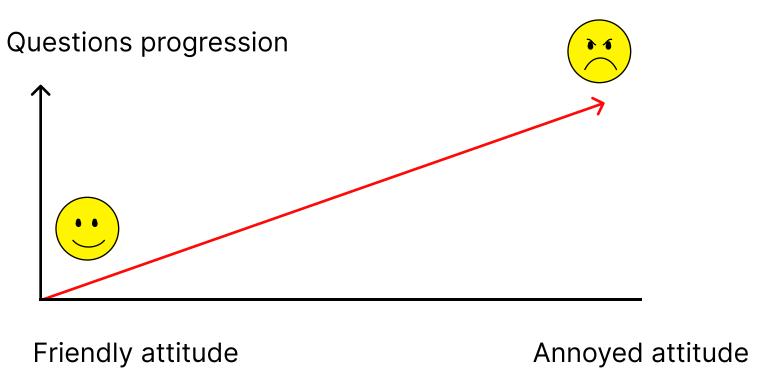












Friendly attitude

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How the you giel a ong with your neighbors?

What siths name of this area?

How long have you lived here?

tm just walking around, what's your name?

Right, but the indigenous people across the erective

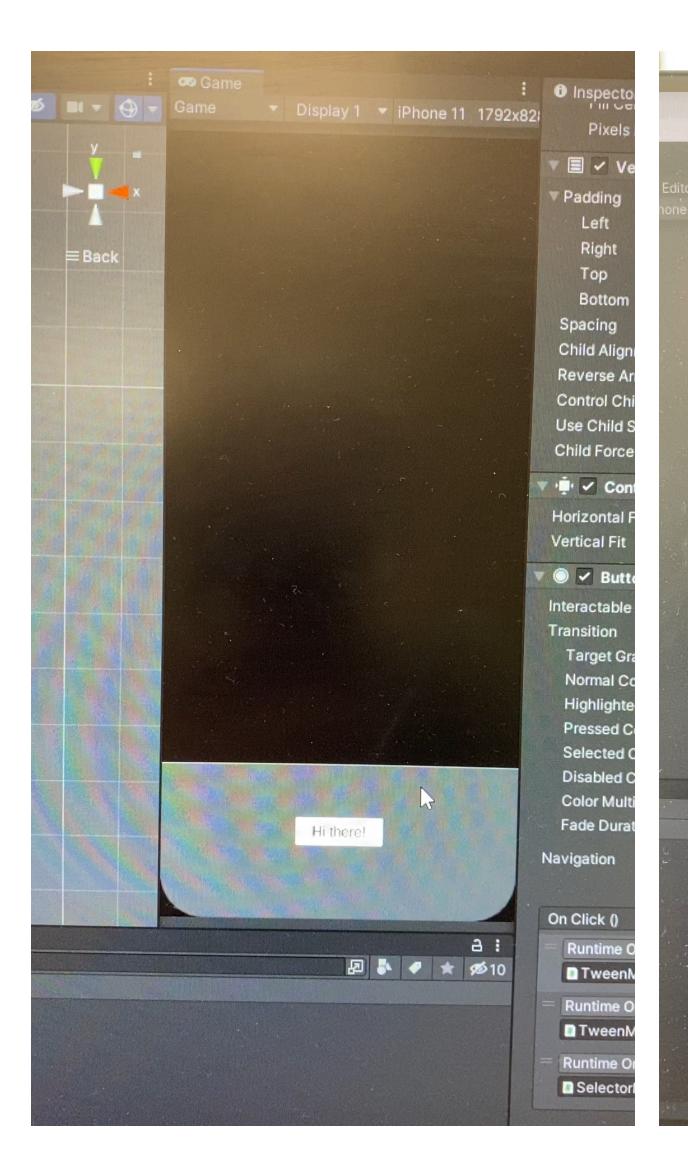
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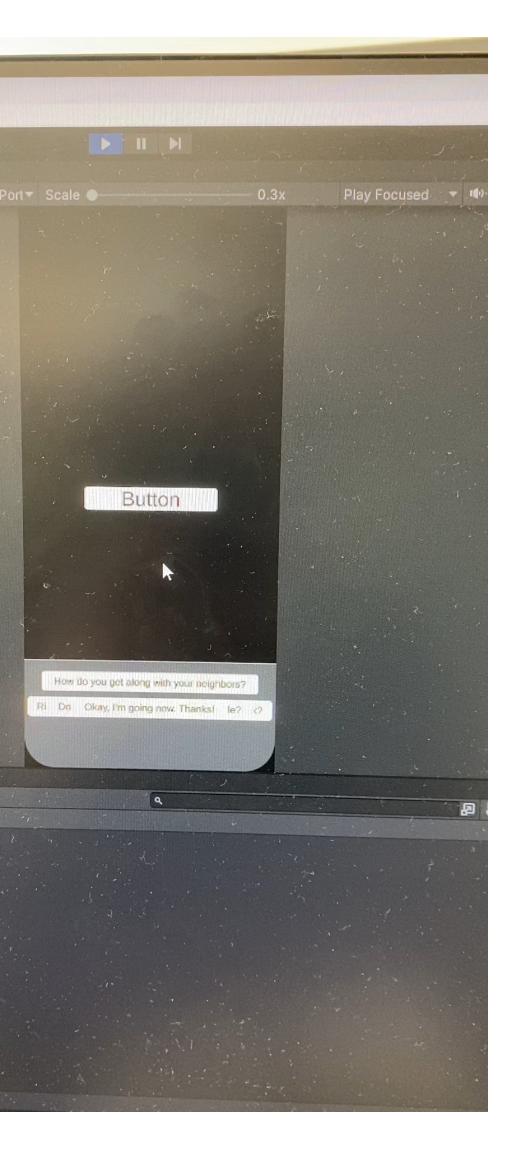
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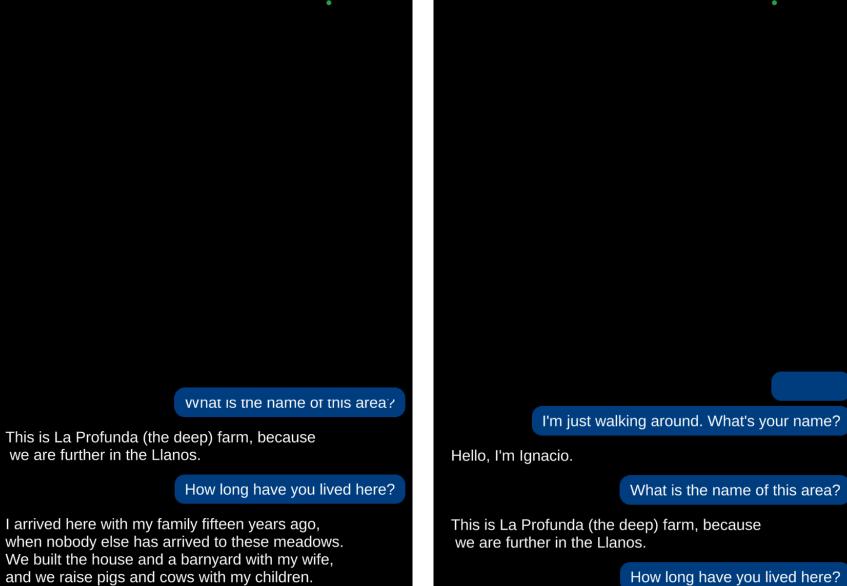
Okay, I'm going now, Thanks

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How do you get along with your neighbors?

Do you mean other settlers? Because the nearest are about two hours from here, and we just try to help each other. I see them on weekends when I go to the marketplace.

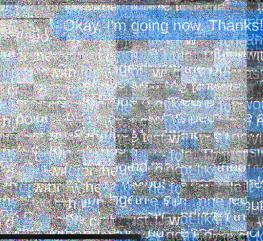
I see. Do you ever trade with them?

I arrived here with my family fifteen years ago, when nobody else has arrived to these meadows. We built the house and a barnyard with my wife, and we raise pigs and cows with my children.

Right, but the indigenous people across the creek?

KI A MARKA PRUK Real Dourselfantin Meter Skalig Ara Ite Awige nhim die Kiele street en alle Easw Von Synt Biele strette Whether voi **yeach** On the Guahbost Mmm. we have little business Eworses with them since they do not like to work with crops or with the cattle. They just want to hunt babase they can get in the forest. Easy! Without oc Right, but the indigenous people across the creek? whatever they can get in the forest. Easy Without or an any effort t don't understand how they are going with with with with any effort the thist WILLES

Do you think they are dangerous people . I don to hink so it have had troubles with them o rua n the past, but they are pacifists, However, it's and they are pacifists, However, it's and the particular to keep one eye on your back, because you by c to any the pungle.



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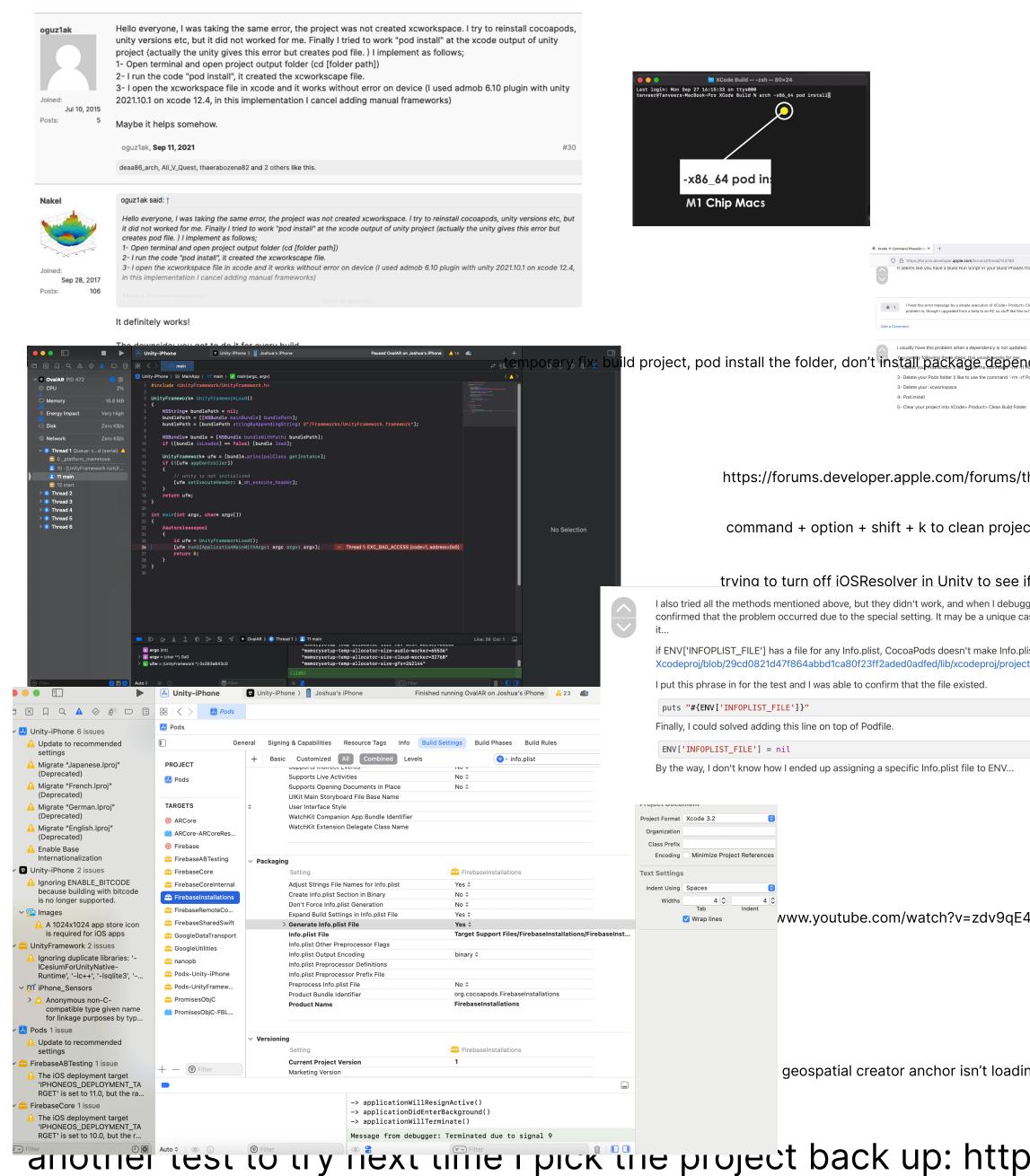
Moving on to GooglleARCore.

- 1. https://developers.google.com/ar/develop/unity-arf/getting-started-extensions#ios (setup ARCore extensions via tarball) 2. https://www.youtube.com/watch?v=MDcyG9MAMAo (tutorial)
- a. follow this exactly, don't download ARFoundations/ARKit before.

on cocoapods install

https://forum.unity.com/threads/ios-framework-addition-failed-due-to-a-cocoapods-installation-failure.483511/

http://shobhitsamar

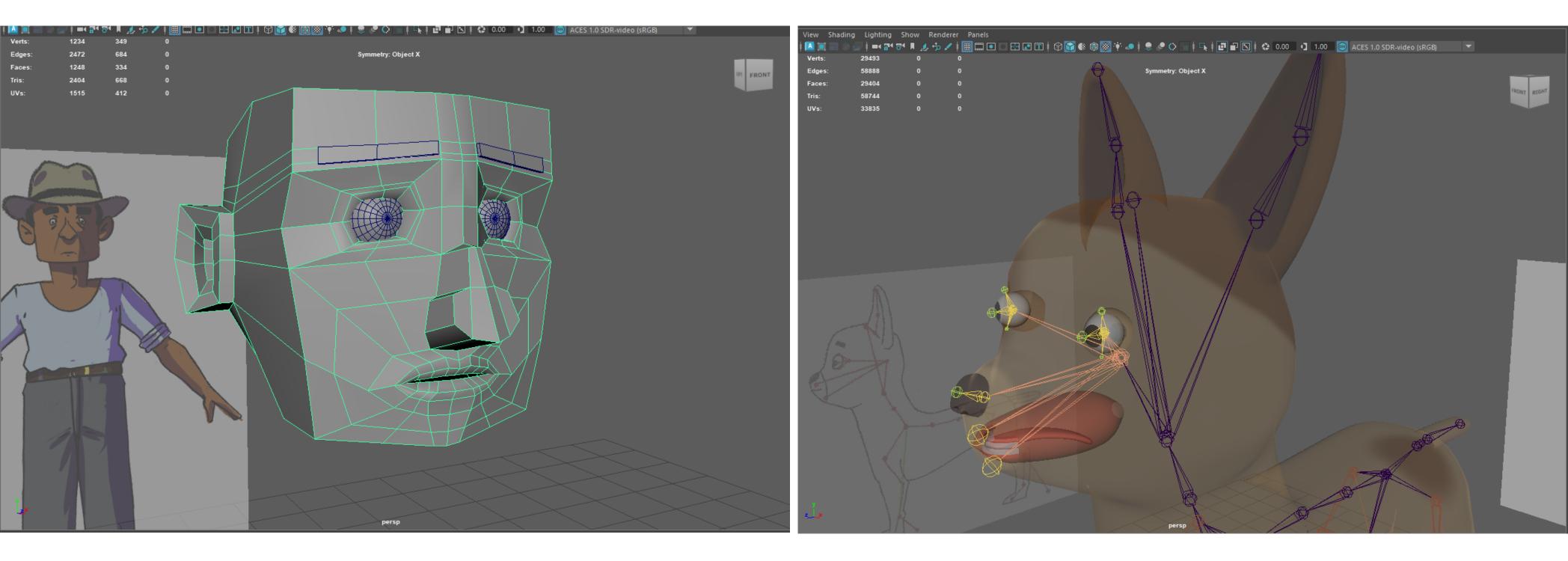


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Beto and I worked on on the 2D animation for facial expressions. Beto tried to import facial expressions into Unity, but we had issues with the mesh and the texture. As a result, I have decided to shift my focus to making only 3D animated facial expressions this week and next week.



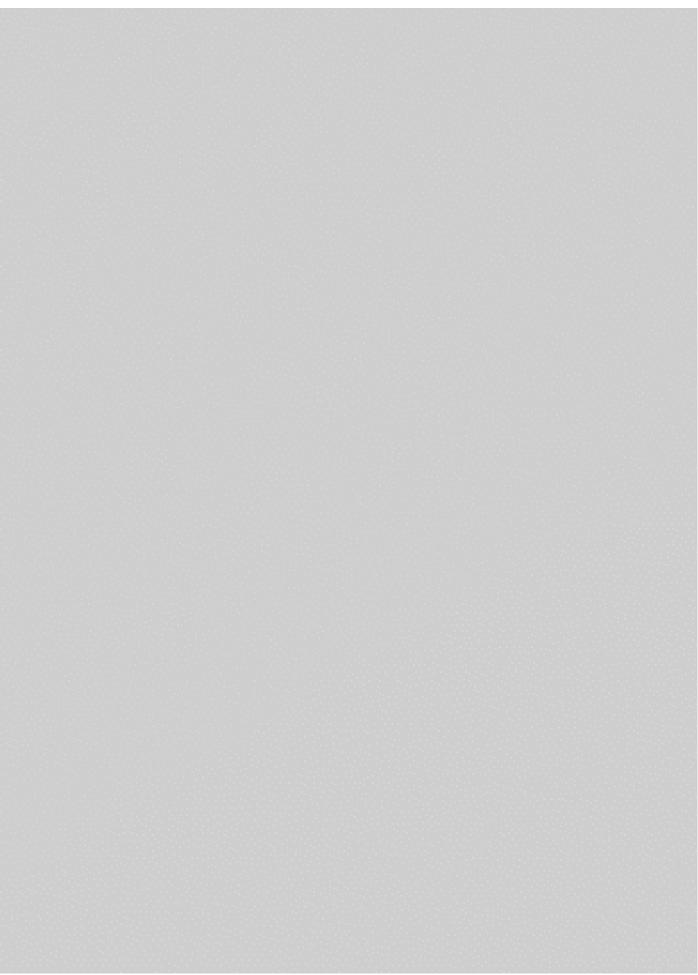
I am planning to work on improving facial expression and achieving smoother facial expression animations next week.

Last week, I worked on dog rig seven time, but I failed each time. I will try to work again.



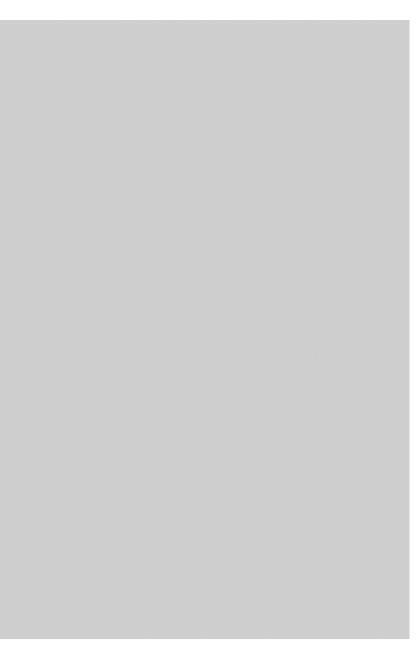
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Smoothness:	N/A
Instance:	N/A
Display Layer:	N/A
Distance From Camera:	N/A
Selected Objects:	











project 2 ⇒ project kickoff & Maya & UI prototype

- Precedent gathering
- Character illustrations
- After Effects prototype videos
- Whiteboarding
- Lightship / ARCore / Google Maps API / Cesium
- Photogrammetry of site for accurate placement
- Maya character with facial expression and body expression • 2D / 3D
- Script for dialogue draft
- Substance Painter texturing
- Interactive UI example
 - setting up buttons, tween management, programming
- Fist fighting Xcode
 - AR packages
 - Pod install
 - URP causing issues
- Basic AR programming (credits to Shared Worlds project)

project 3 \Rightarrow production, UI re-programming, Geospatial AR

- Script

• UI (Unity)

• Generate text & bubbles from list/dictionary instead of creating each text & bubble by hand.

• Tighten up design per programmed UI

- Round corners
- Correct proportions
- Font

• Refactor delivery (use index still? if so, rework indexing) • Refactor UI system (TweenManager/UIController/ SelectorManager)

• Program scrolling dialogue & resetting conversation • Modeling (Maya)

• Communities

- 3 other characters
- Static assets
- Non-interactive animated assets
- Maya to Unity mesh change?

• Translating

• Edits for intent (talk more about intent)

• AR (Unity) further placement testing

• Track Object? Less accurate placement (rotation?)

• Track Geospatially? Start further away (position?)

• System diagram

• AR algorithm implementation

• Occlusion, segmentation, etc.

• User discovery diagram

you have been formally invited to SIM Lab 1 for

DEMO TIME