



3D models



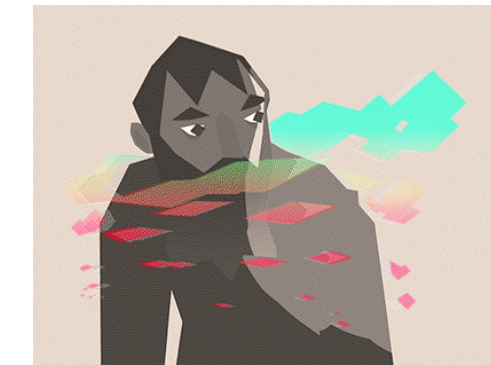
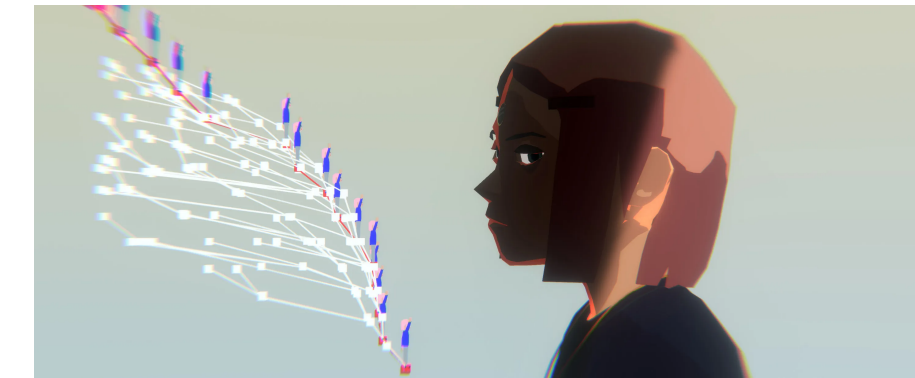
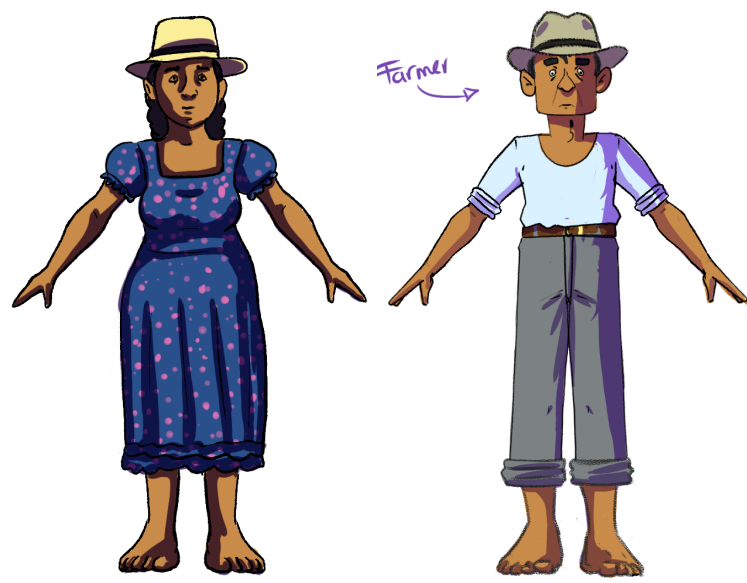
Guayasamin



Expressionism



Sculpture





Study the movement of the oval, where do people travel the most

Assets

- Maya
- Rigging (characters) → characters that are moving
- Model/UV/SP
- Unity AR/VR

using the oval to transform its elements (paths, sections) into a AR story that takes it into another world/place

Blender 2D/3D
ASH

digital signage
Unity
guide + documents
Lightship AR SDK
geo locate
familiarize with the tools

Prinic digital privacy

test: build to Apple

Settlers moony

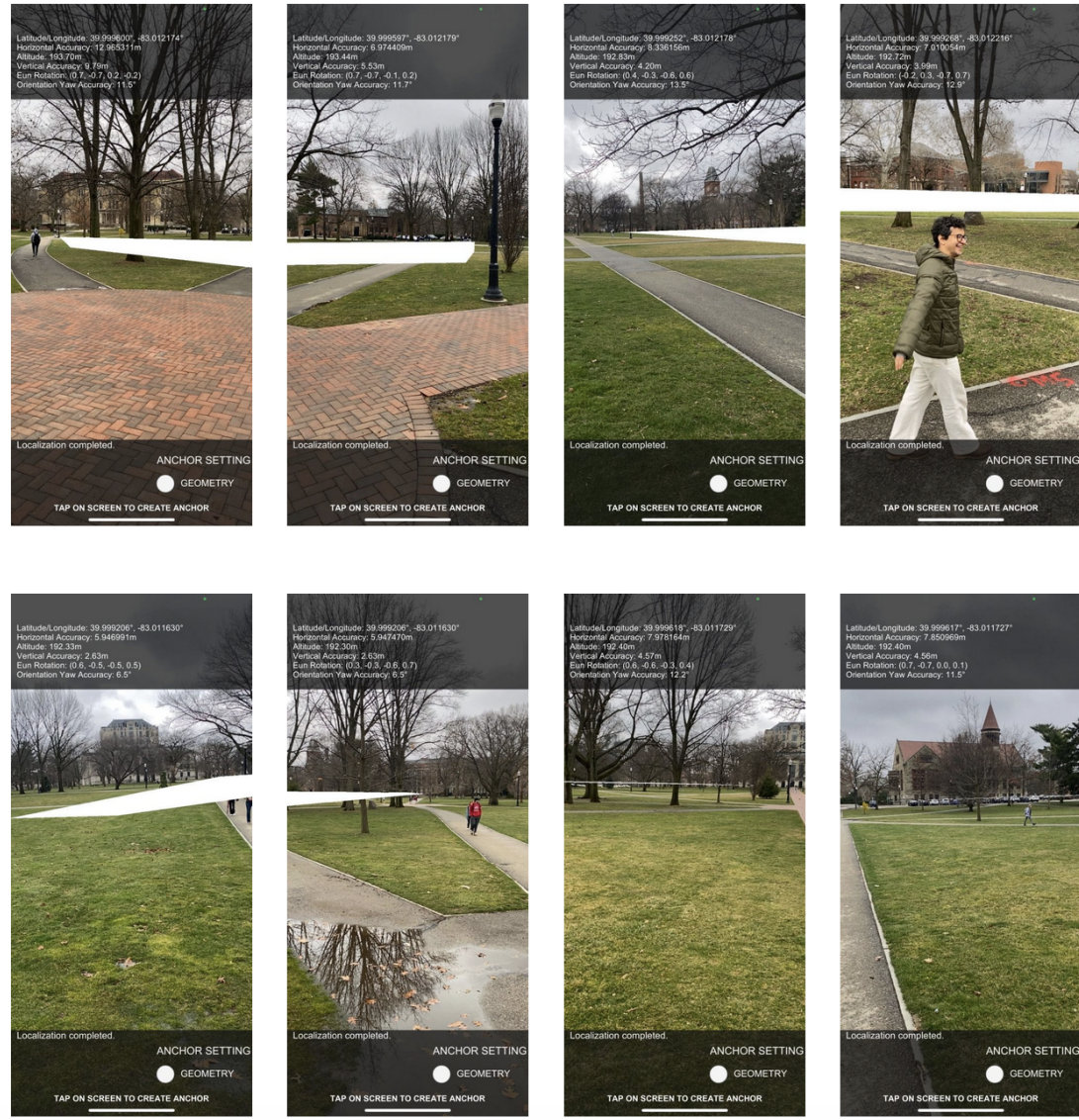
Burial geo locate

folk tales
ball of fire
start with one to test

Environment + Characters

interactivity

- with characters
- tell you something (via text or audio)
 - you have to find them
 - tap on them or
 - step toward them as trigger
 - based on geo location (trigger) (proximity)



Niantic

focus on skills here

Lightship toolkit

free

google play store app

Apple app

apple dev program

for this project build to our phones, free for devs

2D → 3D

work only modelling with texture

Views for Maya modeling

auto rigging bones w/ Mixamo

name every bone & attach skin

we're x x x x - we are at x x - info

who else has here? - Answer - info

max question

Cap manduca

1- 2D diagram - front side

2- 3D modeling & UV map

3- Dialogues → texts script

4- Rigging in Mixamo

5- Animation → Mixamo own.

test geospatial accuracy

program dialogue

UI for dialogue

Houdini trees & house (indigenous)

209B

Virtual PSE

XBOX ONE

PC

heavy lighting + poly count

simple flat

texture

Dirb

grass

water

puddle

Settler house + camp

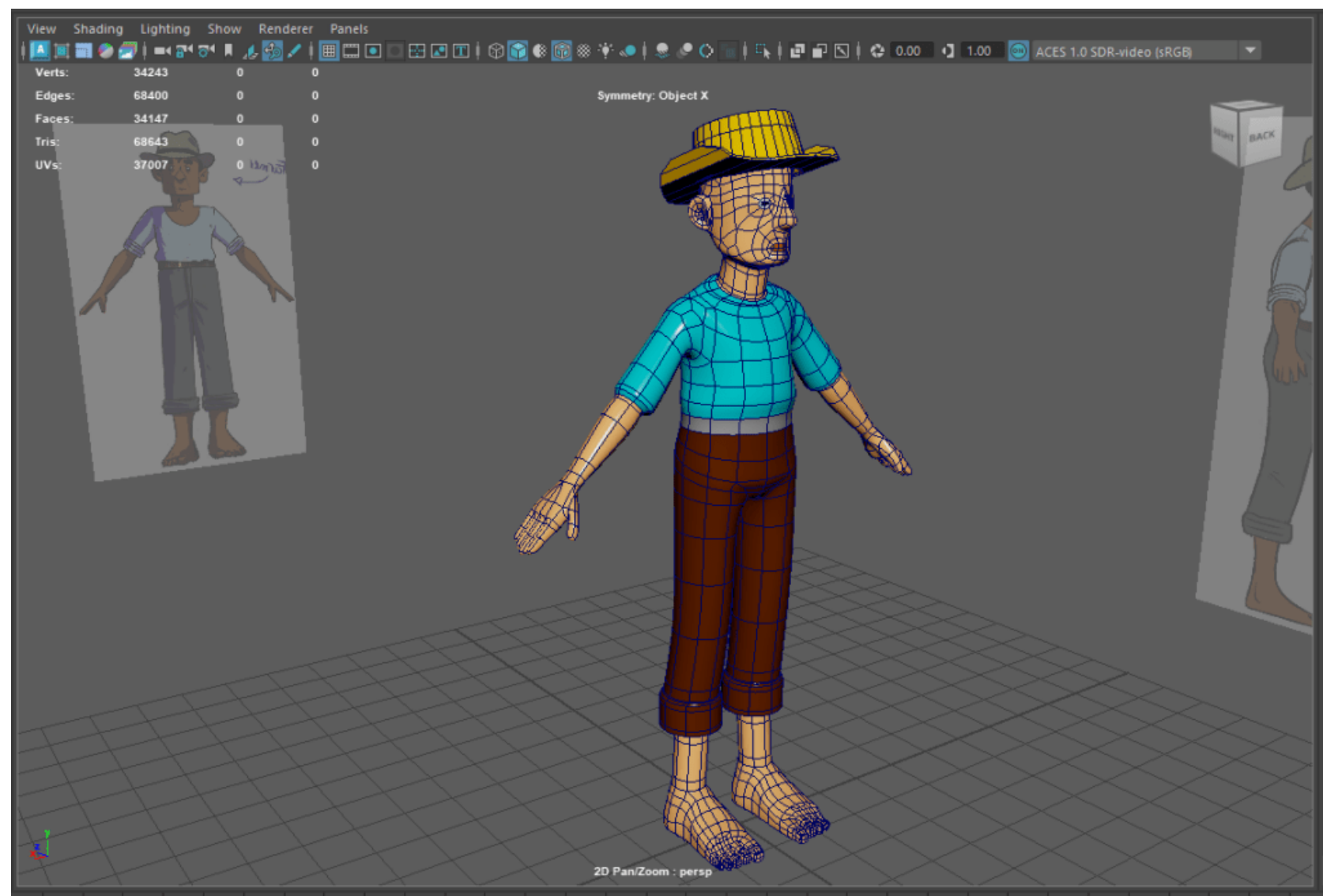
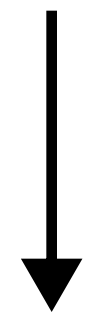
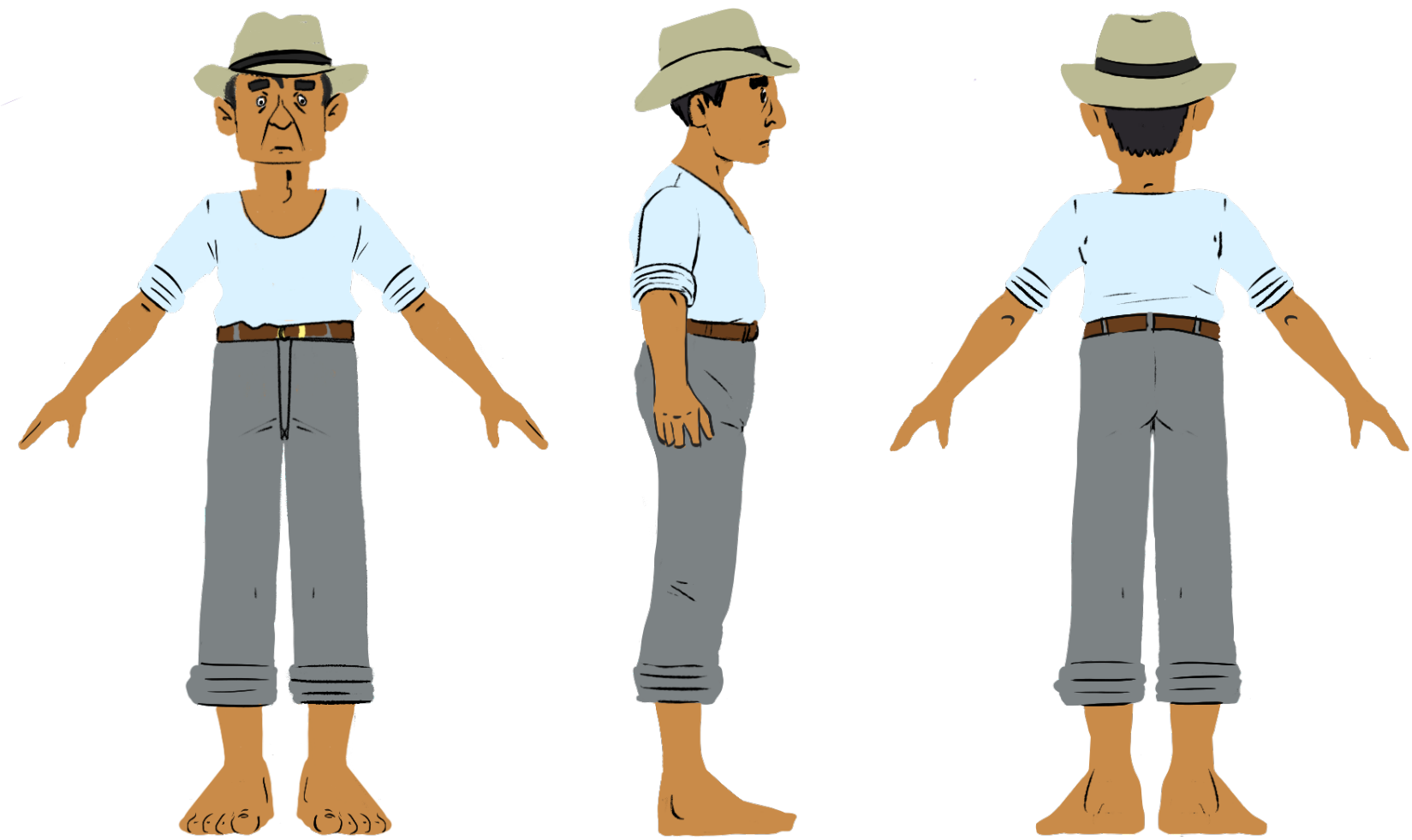
meadow (surrounding)

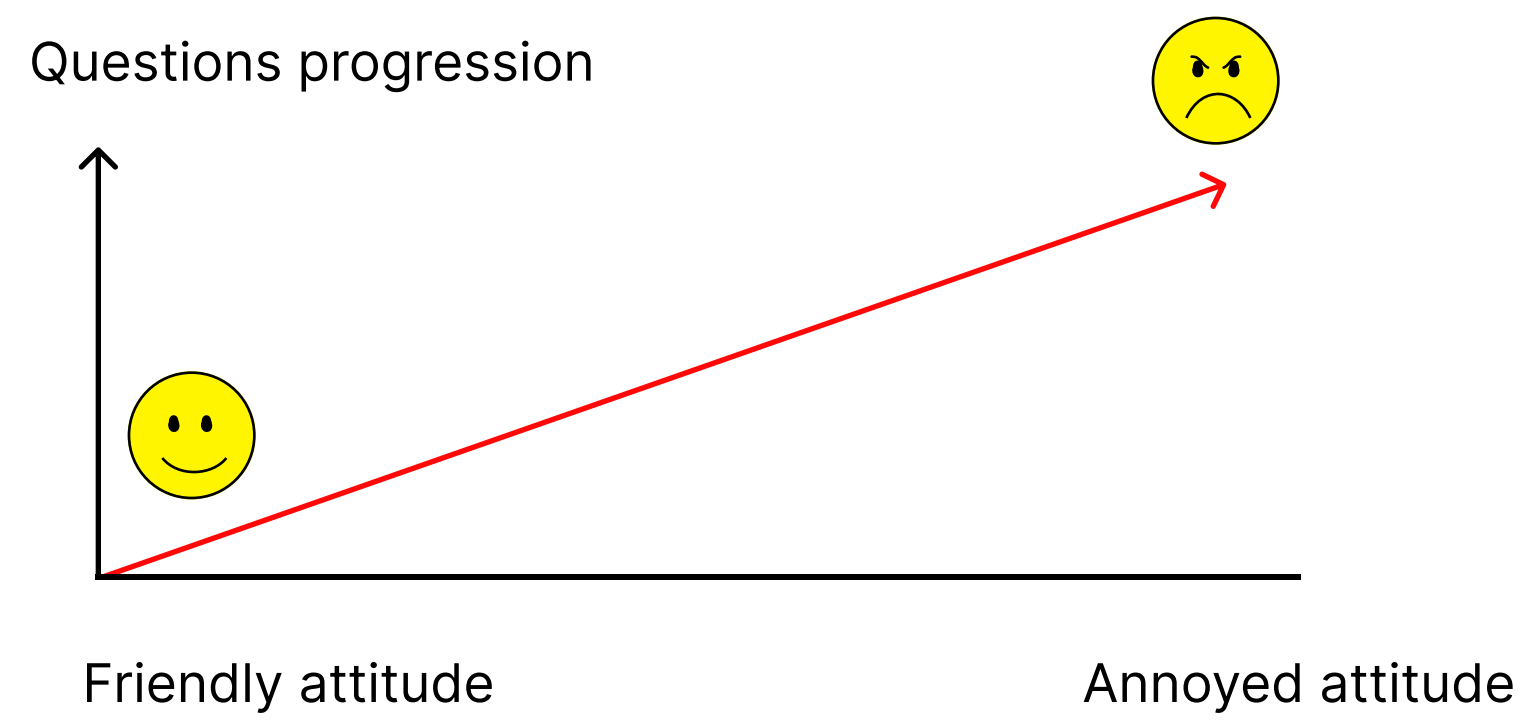
boundary AR limit play space

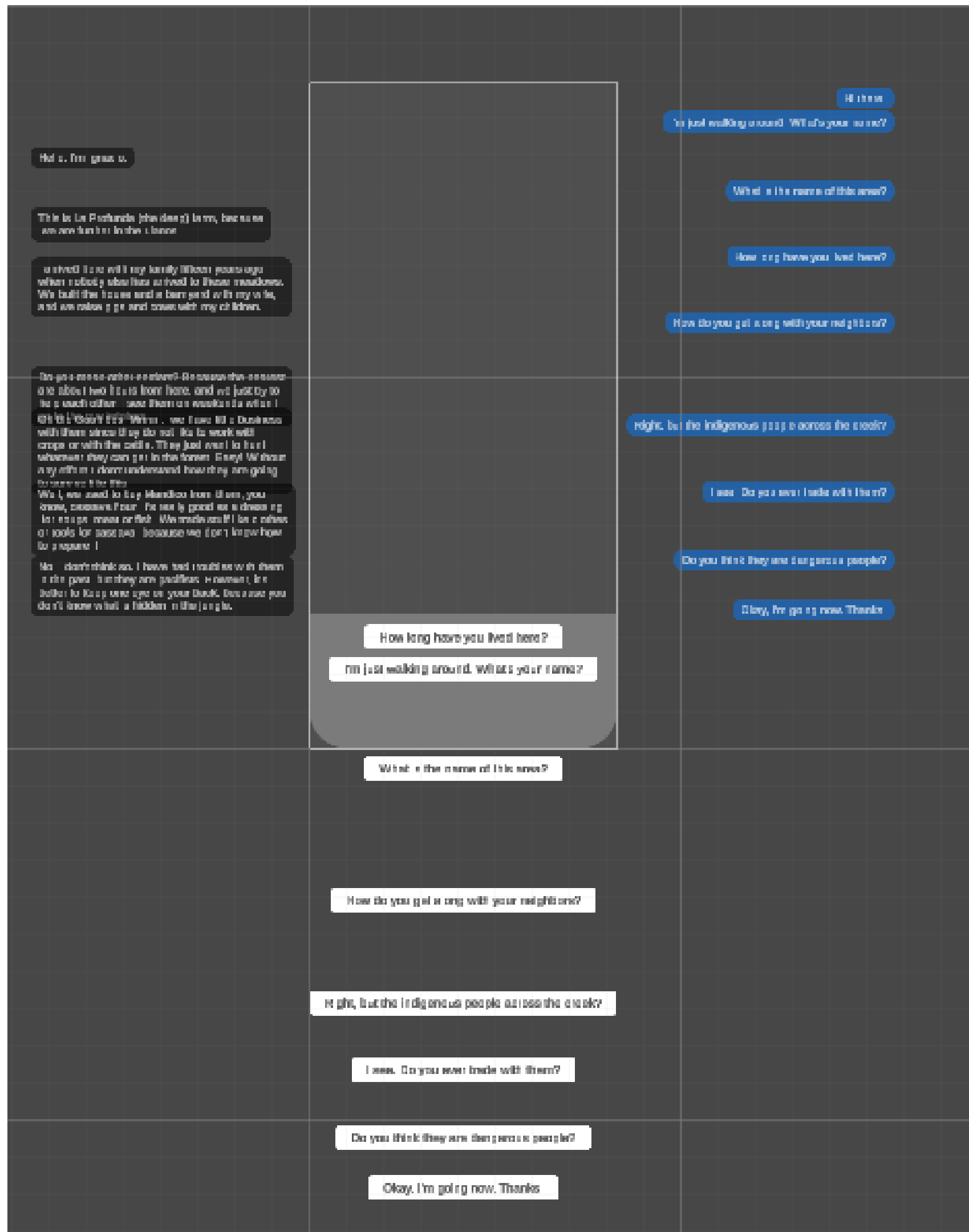
shaded graph

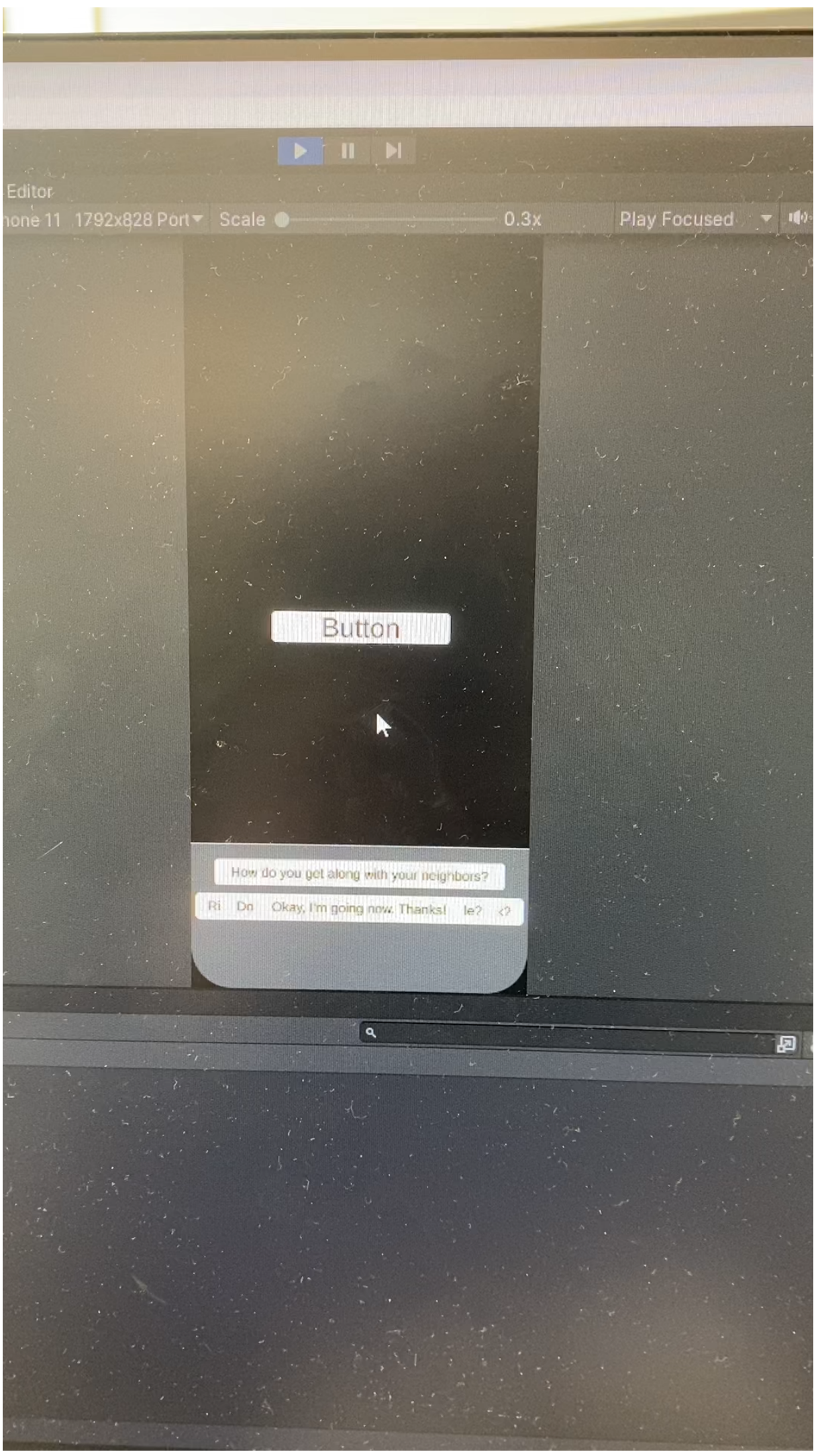
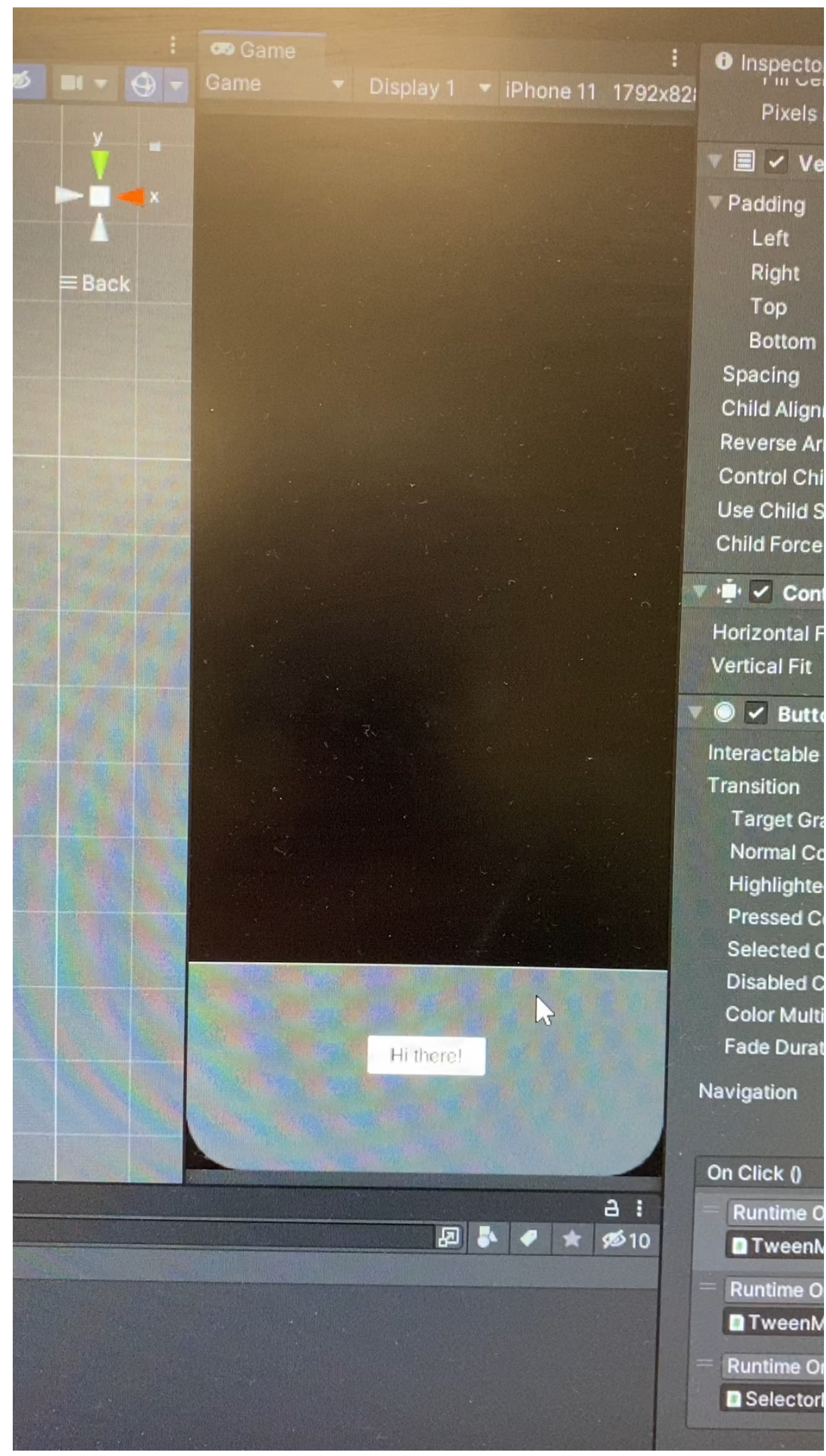
AR limits

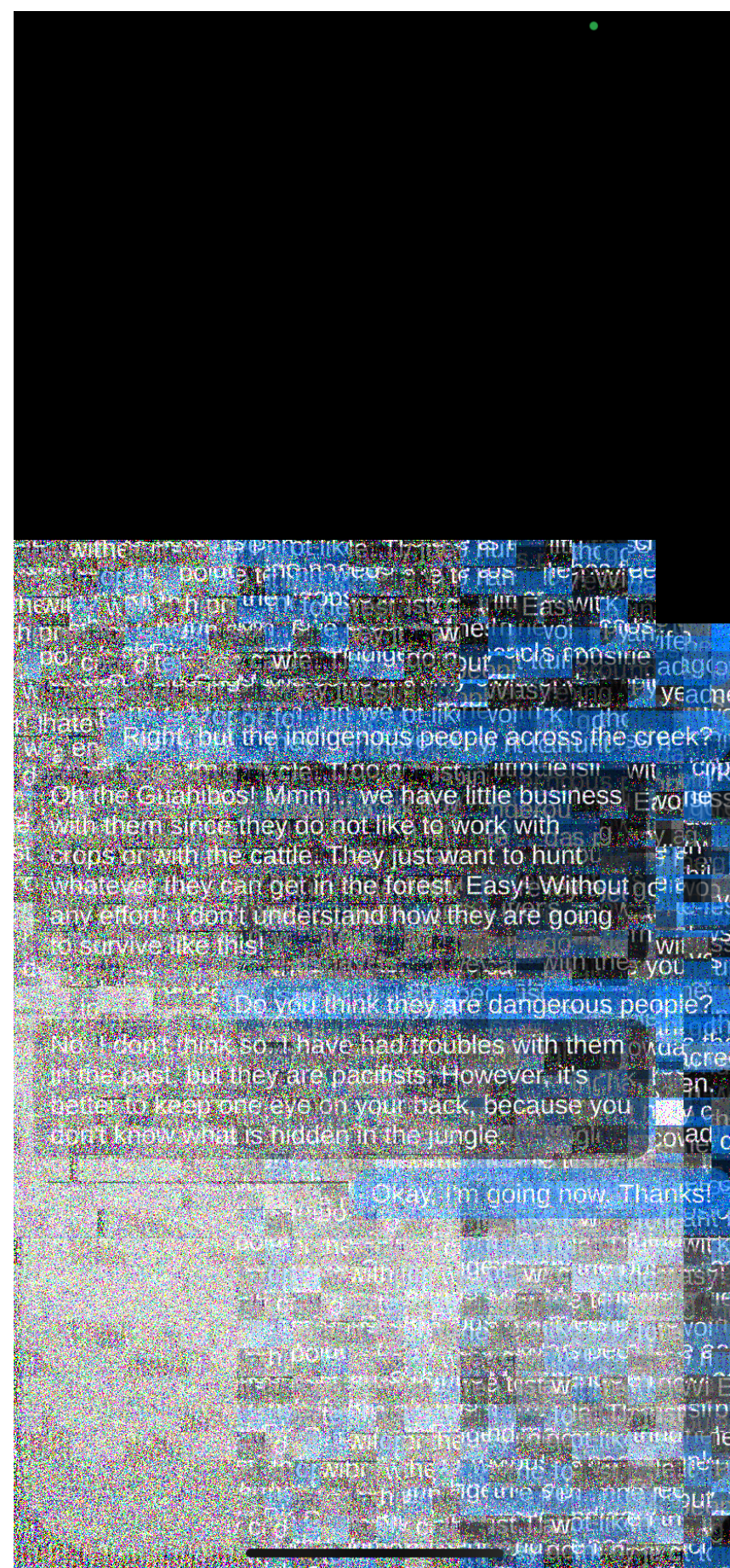
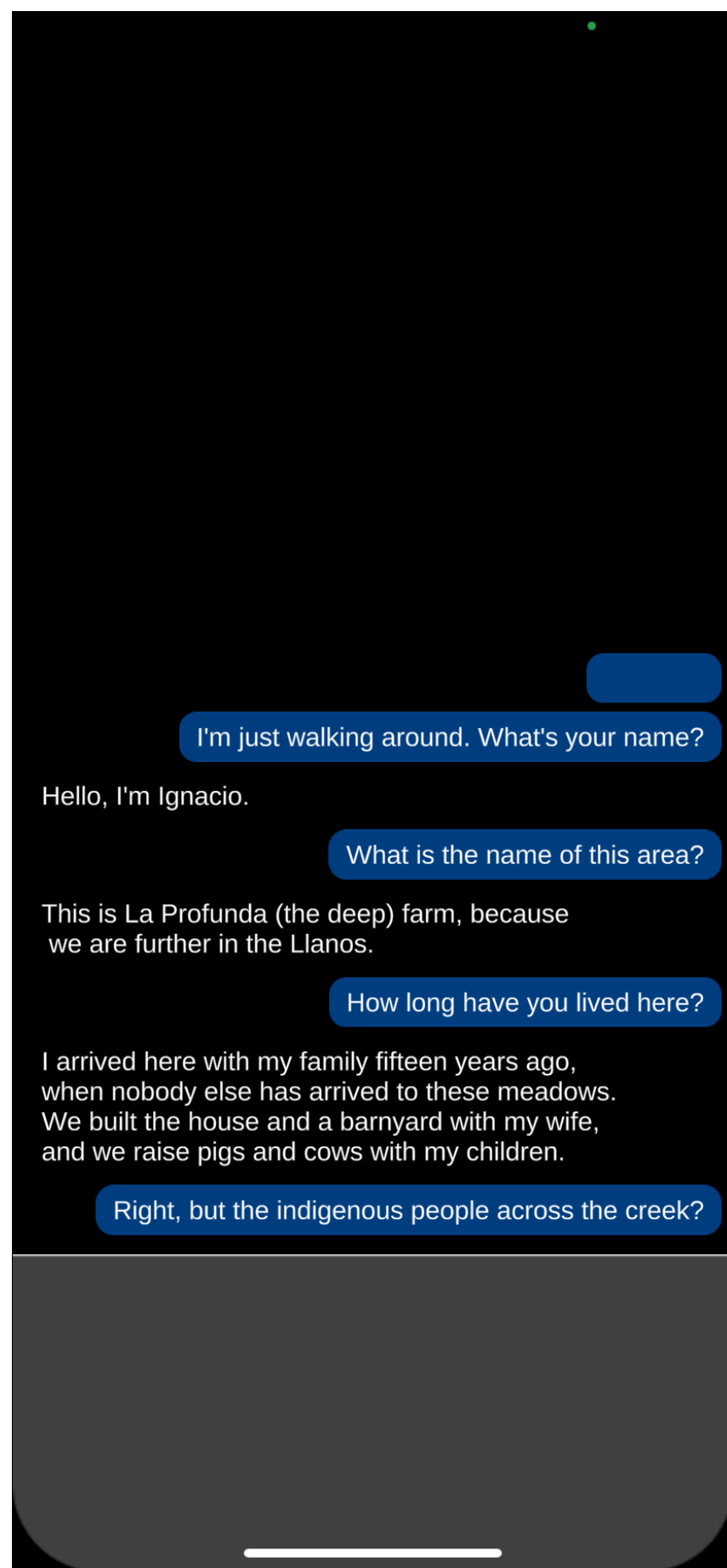
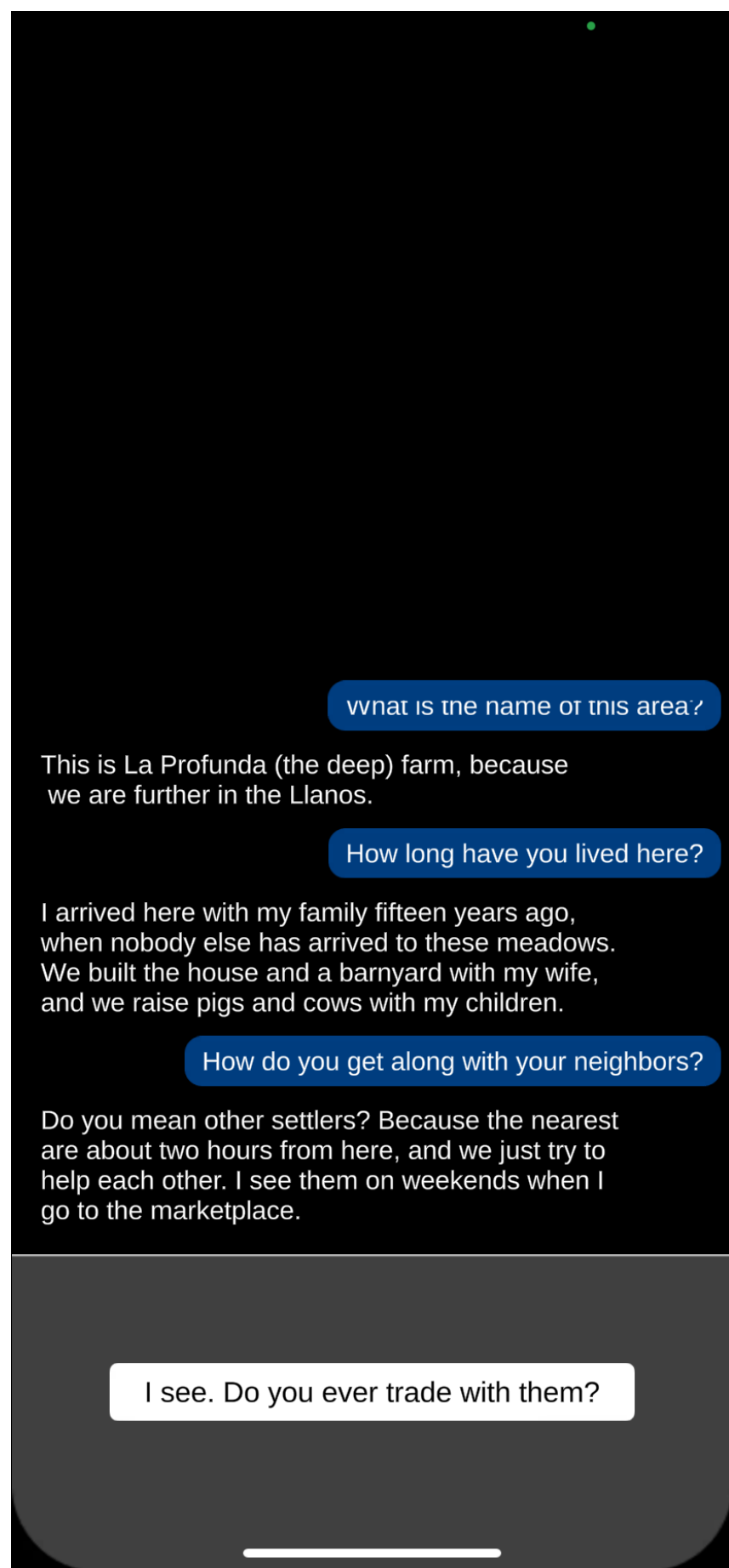












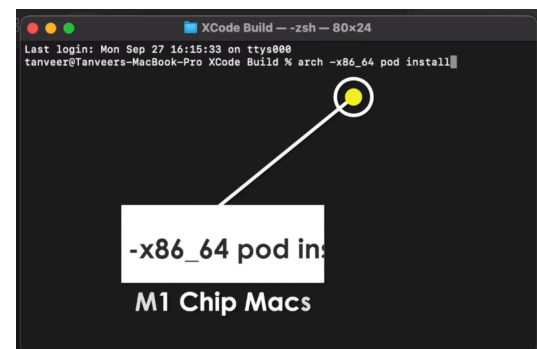
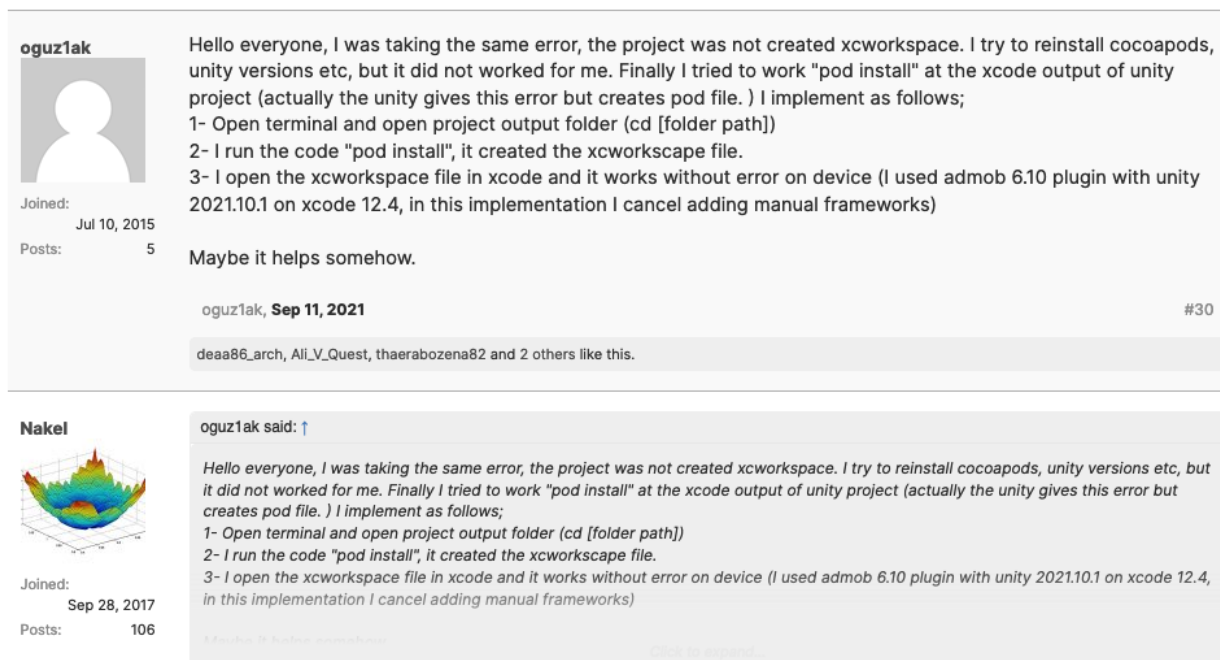
XCODE AND BUGS AND COCOAPODS AND POD INSTALL AND TERMINAL AND ARCORE PACKAGES AND AND AND AND AND AND BUGS!

Moving on to GoogleARCore.

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.

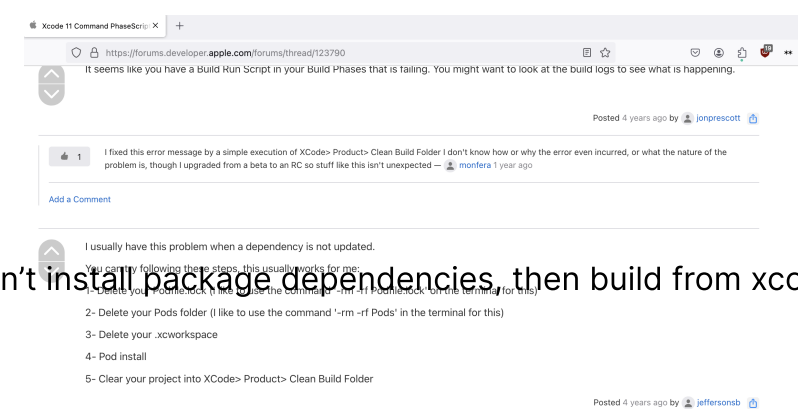
on cocoapods install

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

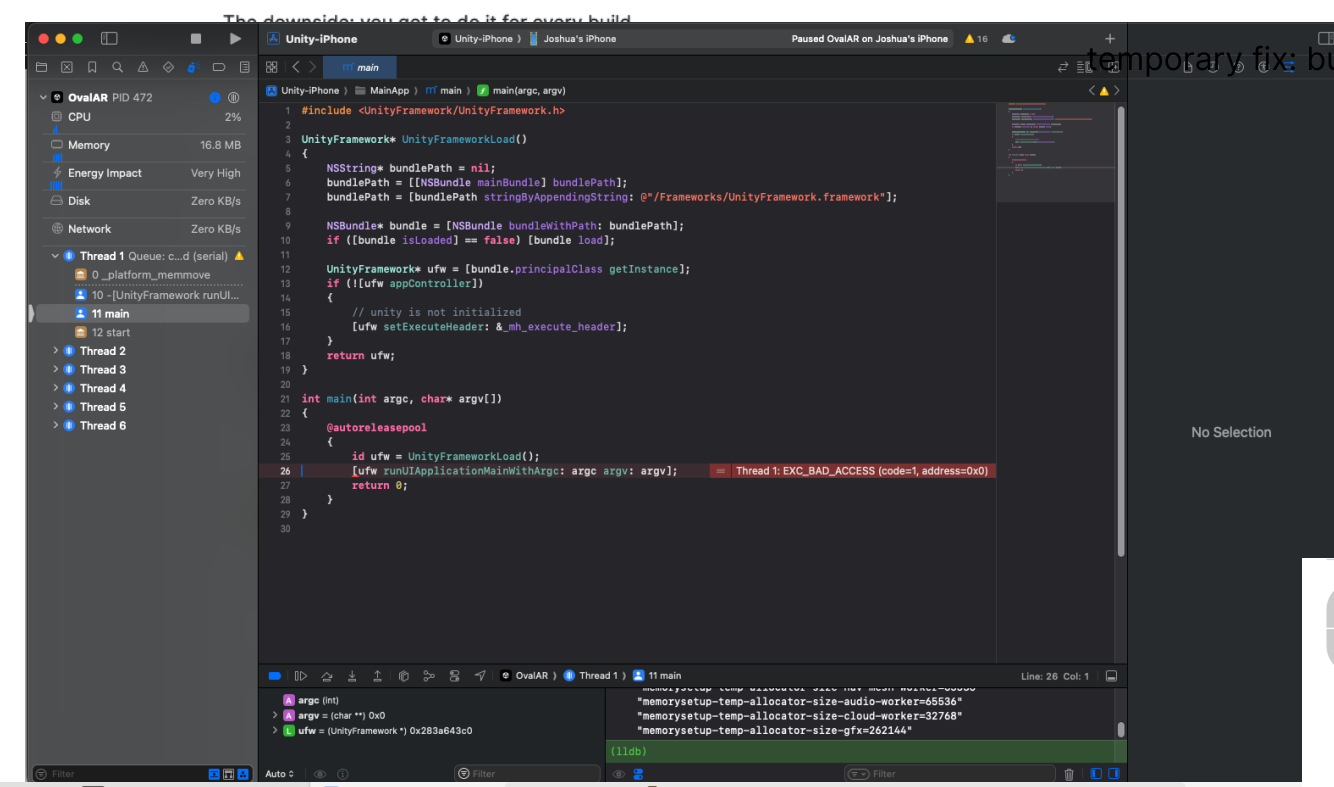


<http://shobhitsamaria.com/cocoapods-installation-failure-while-creating-unity-project-for-ios/>

Unable to Install "Oval_AR"
Domain: IUserPresentableErrorDomain
Code: 1
Recovery Suggestion: Failed to load Info.plist from bundle at path /var/installd/Library/Caches/com.apple.mobile.installd.staging/temp.c2Dckl/extracted/Payload/OvalAR.app/Frameworks/ARCoreGARSession.framework; Extra info about "/var/installd/Library/Caches/com.apple.mobile.installd.staging/temp.c2Dckl/extracted/Payload/OvalAR.app/Frameworks/ARCoreGARSession.framework/Info.plist": Couldn't stat /var/installd/Library/Caches/com.apple.mobile.installd.staging/temp.c2Dckl/extracted/Payload/OvalAR.app/Frameworks/ARCoreGARSession.framework/Info.plist: No such file or directory
User Info: {
 "key": "2024-09-09-09:45:00",
 "value": "geospatial rig?"
 "key": "2024-09-09-09:45:00",
 "value": "IDErrorOperationFailingWorker = IDInstallCoreDeviceWorker;"
}



maybe something with this (below)
Unable to Install "Oval_AR"
Domain: IUserPresentableErrorDomain
Code: 1
Recovery Suggestion: Failed to load Info.plist from bundle at path /var/installd/Library/Caches/com.apple.mobile.installd.staging/temp.c2Dckl/extracted/Payload/OvalAR.app/Frameworks/ARCoreGARSession.framework; Extra info about "/var/installd/Library/Caches/com.apple.mobile.installd.staging/temp.c2Dckl/extracted/Payload/OvalAR.app/Frameworks/ARCoreGARSession.framework/Info.plist": Couldn't stat /var/installd/Library/Caches/com.apple.mobile.installd.staging/temp.c2Dckl/extracted/Payload/OvalAR.app/Frameworks/ARCoreGARSession.framework/Info.plist: No such file or directory
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}



temporary fix: build project, pod install the folder, don't install package dependencies, then build from xcode

<https://forums.developer.apple.com/forums/thread/123790>

command + option + shift + k to clean project

trvina to turn off iOSResolver in Unityv to see if that helps

I also tried all the methods mentioned above, but they didn't work, and when I debugged all the CocoaPod and XcodeProj in Ruby, it was confirmed that the problem occurred due to the special setting. It may be a unique case, but it is very simple to check, so I recommend you do it...

if ENV['INFOPLIST_FILE'] has a file for any Info.plist, CocoaPods doesn't make Info.plist for Pod targets. reference: https://github.com/CocoaPods/CocoaPods/blob/29cd0821d47f864abbd1ca80f23ff2aded0afed/lib/xcodeproj/project/object/build_configuration.rb#L115

I put this phrase in for the test and I was able to confirm that the file existed.

```
puts "#{ENV['INFOPLIST_FILE']}"
```

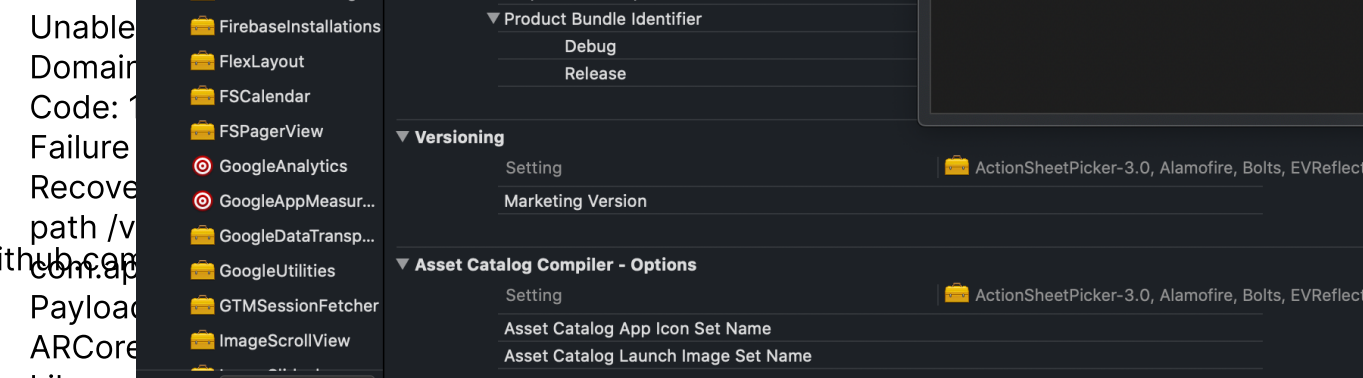
Finally, I could solved adding this line on top of Podfile.

```
ENV['INFOPLIST_FILE'] = nil
```

By the way, I don't know how I ended up assigning a specific Info.plist file to ENV...

www.youtube.com/watch?v=zdv9qE4j-VU&t=2s

<https://github.com/naivey>



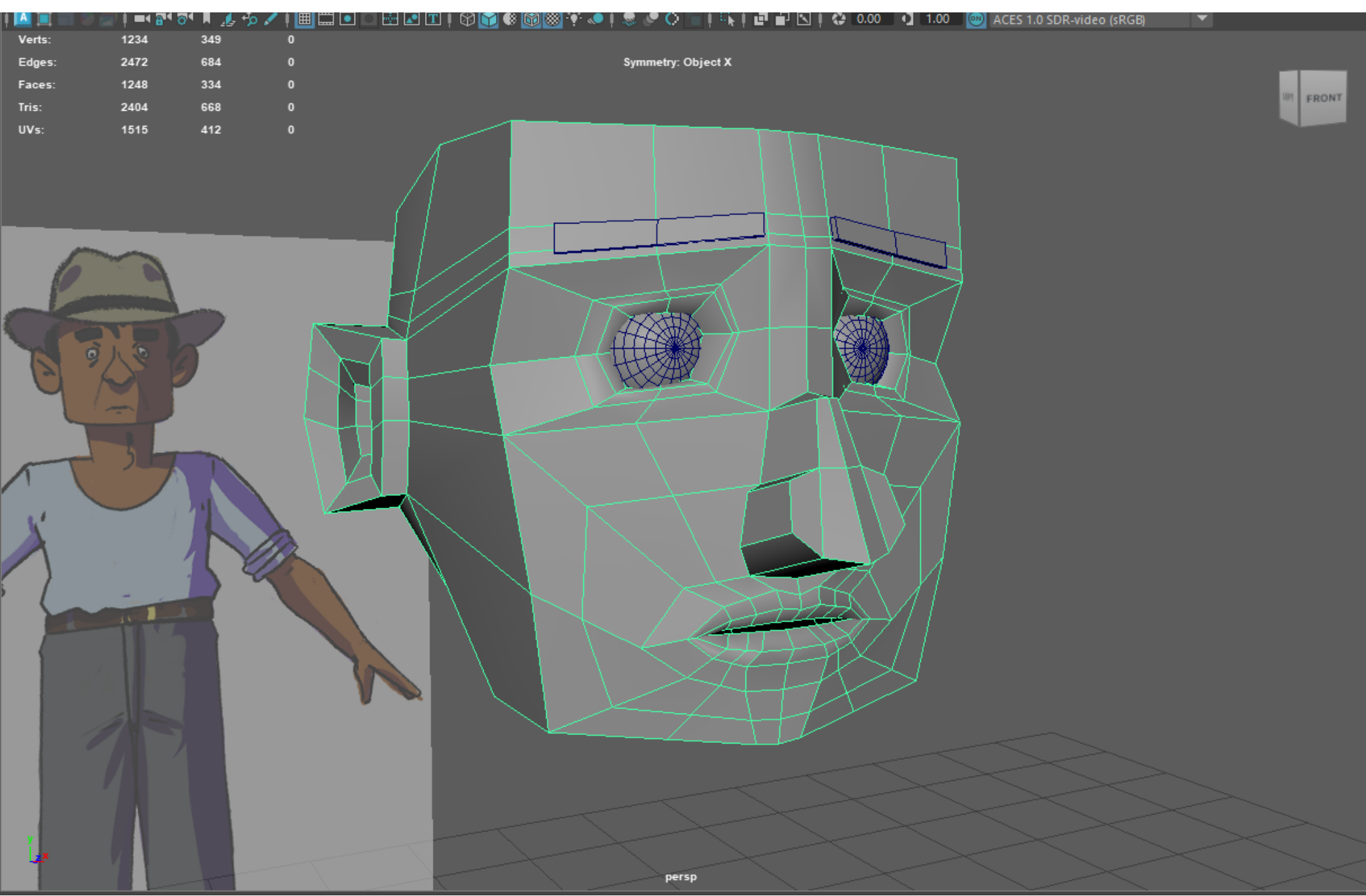
Unable to Install "Oval_AR"
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Recovery Suggestion: Failed to load Info.plist from bundle at path /var/installd/Library/Caches/com.apple.mobile.installd.staging/temp.c2Dckl/extracted/Payload/OvalAR.app/Frameworks/ARCoreGARSession.framework; Extra info about "/var/installd/Library/Caches/com.apple.mobile.installd.staging/temp.c2Dckl/extracted/Payload/OvalAR.app/Frameworks/ARCoreGARSession.framework/Info.plist": Couldn't stat /var/installd/Library/Caches/com.apple.mobile.installd.staging/temp.c2Dckl/extracted/Payload/OvalAR.app/Frameworks/ARCoreGARSession.framework/Info.plist: No such file or directory
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}

geospatial creator anchor isn't loading, chekck to see if build settings is set to iOS

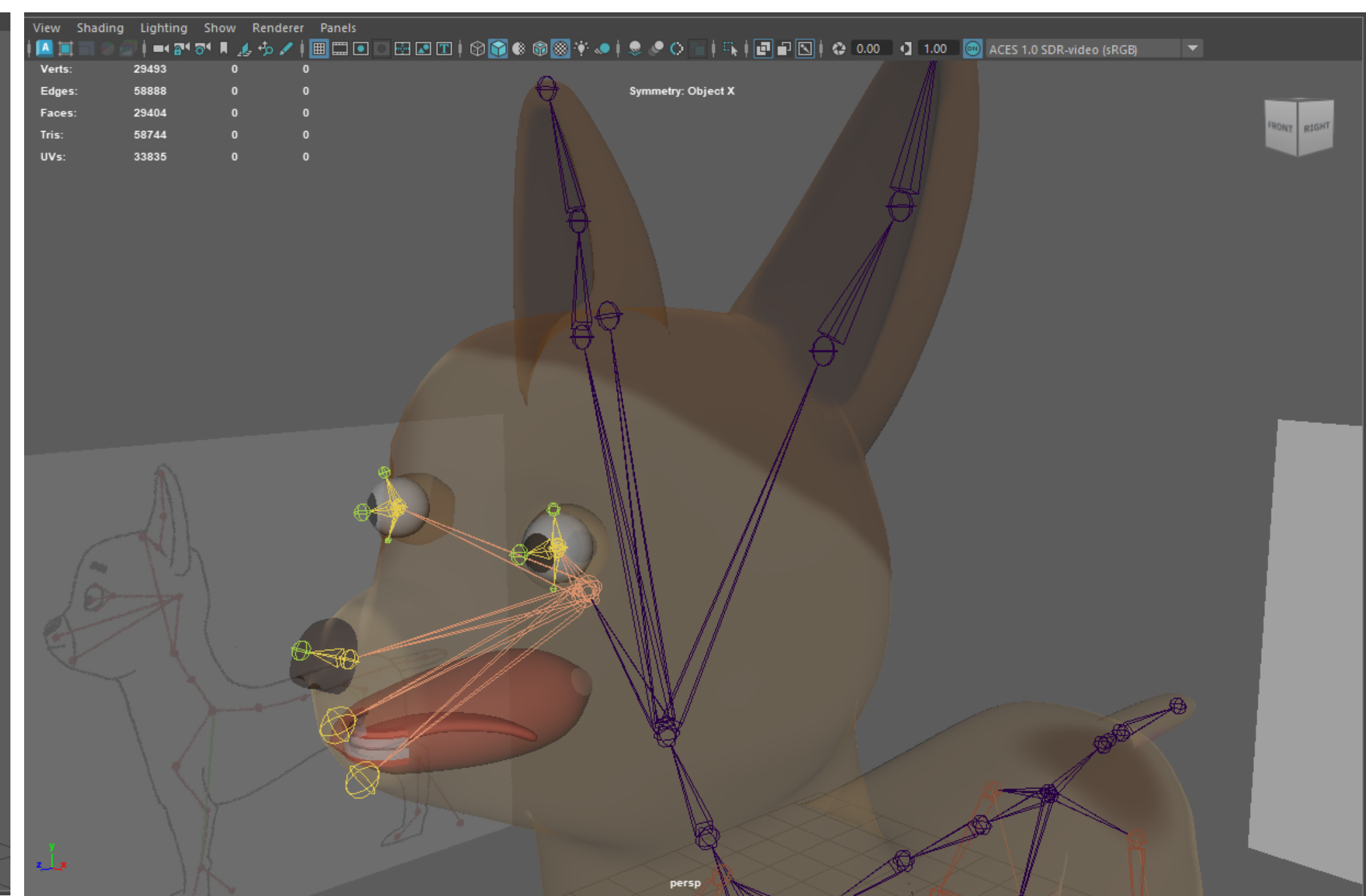
another test to try next time i pick the project back up: <https://forums.developer.apple.com/forums/thread>



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.







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 ⇒ production, UI re-programming, Geospatial AR

- 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?
- Script
 - 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