

ADP - Week 1 - AR TV Jay Chou - Tornado

week1 - Observe

Theme: Play - Self Observation

<http://www.magistudio.net/work/ar-tv-jay-chou-tornado>

Description:

From these practices, I use Unity3D and Xcode 10 to develop a number of projects using C# and Swift 4.2 to implement my ideas. Week 1 I create a AR TV and it can play music with lyrics so people do not have to buy a real tv to see and play. They are able to place the proper space and watch virtual TV. This will affect how to detect plane and place the object to see. However, sometimes you cannot get a suitable place for your object so you spend a lot of time detecting a plane. I find rough places to place my object and work well.

Theme:Tinkering

ADP - Tinkering week 2

<http://www.magistudio.net/work/adp-tinkering-week-2>

Description: I design this game because I want players to flip and try many times if they made mistakes. Also, they will see different results each times. You might remember wrong cards because you thought the card is right. This is inspired by flipping-card game. The game gives players to test their memory and examine their accuracy within time. For next semester, I would like to design a game using Unity3D tool and create a number of level of game design for players to challenge it.

APD - week 3

Theme Play and Materiality

<http://www.magistudio.net/work/apd-week-3>

Description: For this project, I use voice and speech to control input. Language could be recognised and then input into context. Moreover, the application can be shared with their friends on the social media. From this experience, I will combine sharing function and unique voice input function for unique experience for my next semester project. Could people use eyes detection to operate app? This could be interesting.

APD Week4 - AR Pets

Theme: Place

<http://www.magistudio.net/work/apd-week4-ar-pets>

Description: You can imagine if you have a virtual pets in the real world and what if pets are summoned in anywhere. This could save time and be convenience for people to bring anyplace. In the future, this idea might develop more process because I will make people to feed pets and increase relationship between

them. For instance, people use their smart phone to see pets each other. In the AR application, sharing experience could be future so I might do it next semester.

APD WEEK 5 Play and Object

Theme: Play and object

<http://www.magistudio.net/work/apd-week-5-play-and-object-1>

Description: In the game, I want to express that object could have different status in the physical world so you can see clearly that the object will not stand or jump normally. It will rotate or jump the other side to generate different unexpected result. I use Unity3D to develop it but I might change my idea because I want to use Xcode 10 to develop an app for next semester to let players have various interactions.