RMIT UNIVERSITY

Cover sheet for submission of work for assessment

SCHOOL: Design

Program name	Master of Animation, Games and interactivity	Program code	MC232	Office use only
Course/unit name	Advanced Play Design	Course/unit code	GRAP2580	
TAFE National Module Unit of Competency (UOC) name		TAFE National Module Unit of Competency (UOC) ID		School date stamp

Assignment no.	Folio 2	Due date	11-10-2018	Name of lecturer/teacher	Matthew Riley
Campus	City	Class day/time		Tutor/marker's name	

STUDENT/S

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Advance Play Design Folio 2

Yuchen Wang

3699082

1. Observation

In the first week of the exercise, I produced a game idea by observing my own guitar and contacting the studio project.

It made me understand more about the virtual button attached to the object nearby. By operating the UI interface associated with the object, it can be a double-edged sword: it can be interesting, so that the player is willing to interact, but at the same time, it may seem too rigid, chaining the players to some limited number of buttons, they will feel a kind of experience that they only experience what we throw to them, rather than self-exploration, so the choice of virtual buttons, in the interactive experience development, is particularly important to consider.

2. Tinkering

In the second week of the exercise, I tried to make the sequence frame image into a short animation and added it to my AR project, while continuing to explore the problem of the influence of UI on the game experience which I was exploring in the first week.

Through the observation of the final performance, I think that the sequence frame animation as a pop-up role introduction panel, as well as some energy bars and other UI content with introduction and display functions, has a good performance, it can enrich the project content, add some surprises, plus it can't be operated, so there won't be any strong sense of guidance or some passive participation feelings.

3. Materiality

This week's theme is material. I made a paper box from an a4 paper and used its 3-dimensional characteristic of the paper box to find other expected effects, such as some surface that cannot be scanned or tracked (such as the back side of the objects). By using this, the back side can also pop up the desired special effects. With this method, I can make some functions that face the front, face toward us, such as some brush effects.

But my brush effect doesn't seem to achieve the effect that I expected at the end. Maybe because I just started to learn Vuforia, there are still some technical problems,

because they always seem to stick to the camera, instead of finally generating it in space, a 3D image which people can view around it.

4. Place

This week's theme is place, I made a video to show some of the effects I want to achieve, where I use some of the software's displacement, rotation tools, etc. to manipulate real-world objects.

This exercise gives me a deeper understanding of the objects in my project. People have different expectations for objects in a scene. For example, some people may expect the rotation of the chair in the classroom, the sliding of the door, the switch of the PC monitors etc. Physical location also has a very important position in AR field. In different environments where the audience is located, triggering different effects is a very reasonable development of the characteristics of AR itself.

5. Object

This week I thought and modified the theme object and the existing studio project. I will replace the object with the UI panel, and replace it with cubes. In order to improve the remaining problems of the third week, I chose to add trails to the cubes to represent the trajectory drawn of the object by using the trail left by the object. I am very satisfied with the initial effect. I am going to further realize the previous interactive experience about the tree growth idea. (The player grows as a tree branch in space, and in the process of moving, it will give birth to new branches and when stop moving, the tree finally died.)

6. Presentation

7. Character and Events

This week's theme is character and events. I watched the Notes on blindness VR in class and produced some new ideas for the studio project. I made a video, a process

in the dark space, move forward through collisions and memories to "observe" the surroundings and obstacles, and continue to move. I tried to add this process to the beginning of the tree experience, that is, the tree in the early stages of growth, as the saplings walked down the ground and eventually broke out. It seems that in terms of AR, there is no better performance than it is in VR, because it only focuses on a specific area in front of it, rather than the overall surrounding, so the idea is not added to the project.

8. Time

Method Context Response:

http://magistudio.net/work/apd-week-8

This week is time, speaking of time, in my personal case, I will think of loop first, so combined with my studio project, I thought, adding a small loop to a large object, what effect will it produce? So in the particle system, I used each particle as a loop, that is, in the process of the whole object, these particles are also performing their performances individually, they play their role at the same time separately. This week's connection is a good fit for my studio project. I used it to make a vine-manufacturer that was constantly generated around the main branch. It not only provided me with many new ideas but also enriched my work.

9. Force

Method Context Response:

http://magistudio.net/work/apd-week-9-3

This week, I made a demo video with heartbeat wave as the force to express what I expected. As seen in the video, each example of travel will use different frequency heartbeats as the route trail. When I add a variety of different colors and heartbeats with different fluctuation frequencies, they produce an aesthetic effect. It provided some new ideas for my studio work. For example, I can influence the tree branch and the path of the branches through some sounds or other factors. Or do the opposite, to influence the music in the game by the priority of the route.

10. Stillness

Method Context Response:

http://magistudio.net/work/apd-week-10-1

Through this week's theme, I made a simple flowchart to show my game idea, this is an AR game that two people play together by communication and cooperation. The mobile phone screen will randomly show these hollowed letters, shapes etc.or probably the outline of them, then the mobile Phone holder will need to

communicate with another player to make it conform to the shape, and keep it still, stick to a few seconds to match the graphic without borders, and it is a victory, at the same time the camera will shoot and store Photos with and without borders, upload, and store to the database, you can view the shapes or letters of different people through different postures, and it can be customized to use, to make some gifs or something like that.

Through the concept of this game, I have re-examined my studio project. It has provided new directions and potentials for my work. I may be able to combine these two. For example, I can draw some weird, strange shapes and graphics with Lines in the air through my studio project, rather than randomly generating letters or graphics that have already been developed, this may be more interesting.

Community of practise

I scored 13 out of 15 for my cop.
I took two points from the participation because I had 1-2 times in the semester absence because I was not feeling well, so I think one point might be taken for this.
Then, I did not do well of finishing exercises in class in the first weeks. In terms of doing it in the classroom, I am more accustomed and adapted to go back to my room to complete the weekly practice, because the software customization is more familiar and the environment is more private, but this may be just an excuse, so I think another one point taken for my class participation.
In other respects, I will actively discuss with my classmates and give suggestions and feedback on their work. At the same time, I will use my own skill set to help them solve some technical problems. Therefore, I may not be that prominent in terms of contribution, however, I am more willing to communicate and enjoy sharing.