

Sun, Moon and seasons - AR test

The first thing I think about is to find a way to make my project work in Spark AR. Because you know, this will impact the outcome of the output. I have tested out a range of objects that is most viable in Spark AR

Stage 1: Test with earrings

So because this is a project when I try to use 2D animation to beautify physical objects (like earrings), I of course try to use earrings as the trigger command in Spark AR. I tried to take pictures of them on green screen, erase the green screen in After Effect, edit them out in Photoshop, etc. but the output turn out very badly. In fact, nothing happen at all



As it turn out, there are so many details in an earring that it is hard to keep them statics. And in AR project like this, you need the trigger object as still as possible. Well I asked myself, why don't switch to something else like a ring? But first of all, I don't have the resources to make a ring, especially the type of ring that can stay statics. Second of all, not only do I want to deliver the concept with the digital aspect, I also want to deliver it with the physical aspects also. So I want to make the earring from scratch instead of using something already made by other people. Thirdly, I want this project to open new doors for me, like that designer who create animation that accentuate her earrings design.

So here we go, I try to move on by using other objects

Stage 2: Test with stand

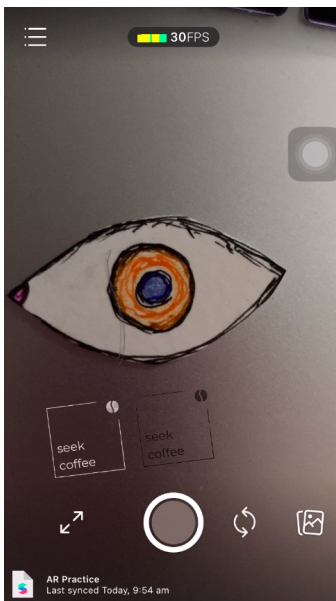
I decided to move on by testing with the stand with the hope that with a bigger surface, Spark AR will be able to detect the target. But the same problem occurs

The next logical step is trying to use the stand. Hopefully the bigger surface will help Spark AR recognize my trigger object. BUT it didn't happen



Stage 3: Test with a cut out graphic

I decided to make it easy for Spark AR by making something from hard paper. And it finally works. Please check out the video AR test 1



With the AR finally worked, I moved on to create my artefact. Here is roughly how it look

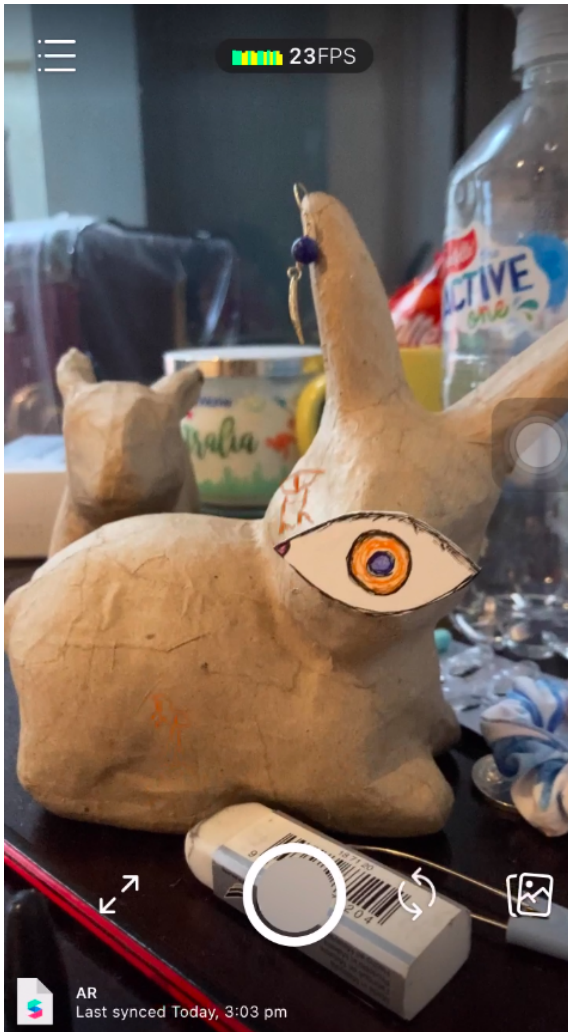


Even though I like the wacky look of my rabbit and I think it turned out well, my final work will probably be different from this. I haven't decided on the design of my earrings yet, and I also need to do some more research in order to find out the right placement for each element on the stand, or how the cut out graphic is going to look like

I tried to test to see if the AR is going to work this way also. Please refer to AR test 2.



Here is the AR application after the animation effect was added. Please watch the video AR test 3



Please pardon me for this very low fidelity prototype. This is also the part when I'm most worry about. I have basically zero animation experience. I did take Illusion of Life before this class, but my final project didn't come out really well. This is the biggest challenge I have for this project. Because not only do I need to execute the animation very well, I also need to make it blend in with the physical objects as it is also my main intention for this project