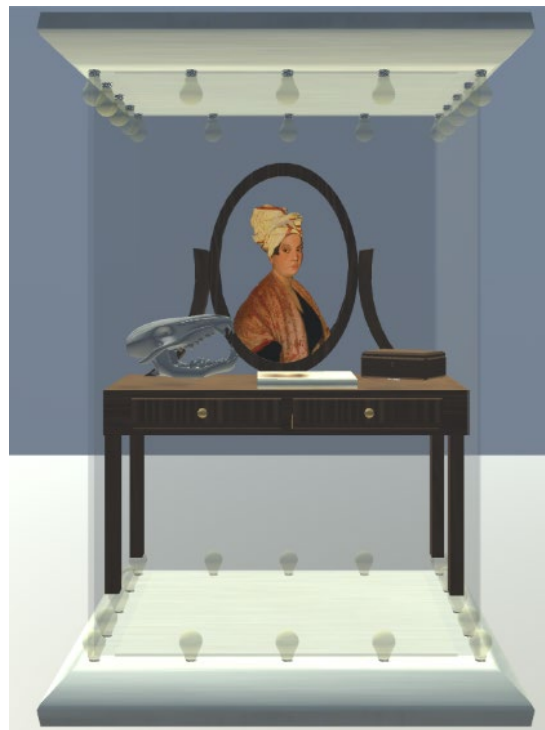


## Design for Interactive Media

### Submission 2

Carly Yee s2002596

The year is 2146 and the Meadowlark Tritium Museum has recently recovered several items from the Crescent Coast. Crescent Coasters believe that a Voodoo protection spell is what saved them from catastrophe, so they are intrigued by any item pertaining to this religion and its priestesses. When they uncovered a one of a kind music box that belonged to the Marie Laveau, the curators knew flocks of people would come visit the new exhibition. The Meadowlark Tritium Museum created a new three-dimensional user interface for people to explore the history of New Orleans and Voodoo with the recovered items. 3D allows visitors to explore these objects through sound, sight and touch without harming the actual artifacts.



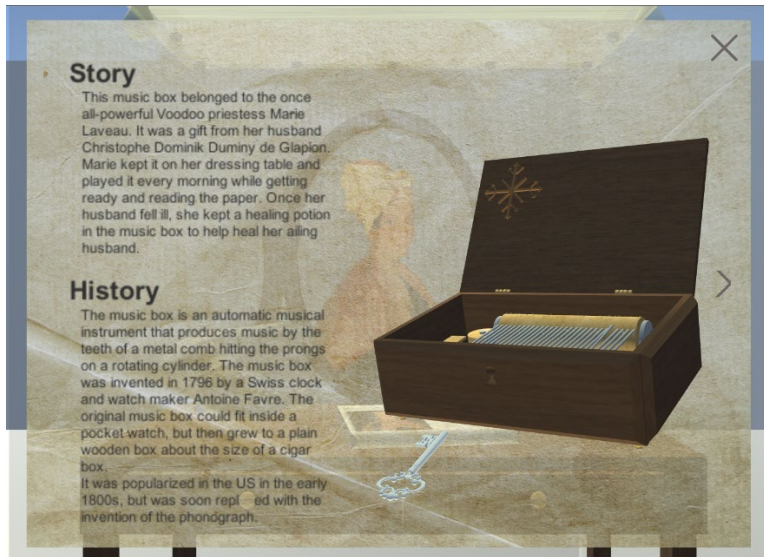
Starting with the creation of the UI, I began by animating everything in Maya in parts, for instance the music box lid opening and closing is in a separate file from the movement of the cylinder. With the music box, I had to remove several of the prongs on the cylinder because there were too many. Then I animated the comb's teeth to correlate with the prongs, which create notes of the song. I animated the lid opening and closing and the key that starts the music box. I animated the vanity to show Marie Laveau's image in the mirror and the drawers opening and closing. Next, I made the newspaper unfold. Incorporating some feedback regarding Voodoo representation, I created a Voodoo healing symbol that is beveled into the music box.



Once the Maya animations were completed, I moved them into Unity and animated the opening sequence of the UI. Once I figured this out, I examined the models submitted in the archives and chose some artifacts that would fit my interface and storyline. I selected a key to start my music box, a skull and clay figure to connect to Voodoo and a cassette and speaker to continue the storyline of New Orleans' legendary music. I edited these models to fit into my theme, for instance adding color to the cassette and transformed the clay figure into a Voodoo doll.

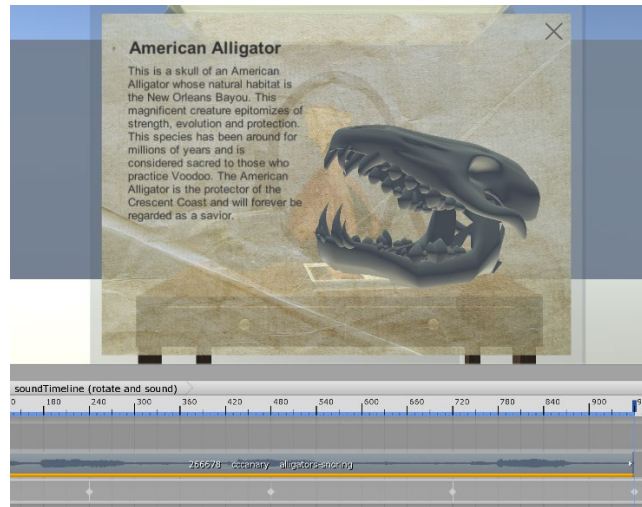


After all the components were chosen, I planned how to execute the three-dimensional interface step by step to create what I envisioned. When you click on Marie Laveau's image in the mirror you can learn more about her and the history of other Voodoo priestesses. When you click on the music box it details the history of the object and the story behind it. When you select the newspaper, it shows the archives of the city of New Orleans and its history. I had to research and write the synopsis for each scene depicting the objects' origins and how each item was invented as well as the stories of each Voodoo priestess.



Once all the components were ready, I began learning Unity to create a working user interface. Learning Unity required watching all the lectures on Learn, LinkedIn learning tutorials and a lot of Googling. I needed to figure out how to turn an object into a button, trigger a set of animations with a click, switch scenes and add music and sounds. Even with several tutorials, my limited knowledge of C# hindered what I could do, so I tried work arounds like making big buttons that covered an object but were not visible to do the task I wanted. However, with help I was able to add the script to the 3D object.

I managed to complete most of what I originally set out to do for this assessment. Once I finished animating opening scene, I moved on to the menu that each informational popup would go back to. Along the way I continued to check to see if there were any issues or glitches, which is where I spent most of my time figuring out where connections were failing or animations playing at the wrong place or time. I made the template for all the informational scenes, so I could just replace the content. The content includes other students' models and the correlating information which enhanced my project. When I completed the major tasks I went back through the UI to fix, edit and refine including the addition of sounds.



While I wanted to add a character or arm to represent how one would interact with the UI, I hit a few roadblocks in designing this. So, every click is meant to represent a person tapping a button or grabbing an object in three-dimensional space. Finally, this UI has room to expand as there is space within the drawers to add more items and correlating detailed information.

## References

Code-

TriggerMultiTimelines- Julian Rawlinson

TriggerScene- Julian Rawlinson

Images-

Paper- <https://www.flickr.com/photos/41904174@N06/5673239000>

Marie Laveau [https://commons.wikimedia.org/wiki/File:MarieLaveau\\_\(Frank\\_Schneider\).png](https://commons.wikimedia.org/wiki/File:MarieLaveau_(Frank_Schneider).png)

Delphine Lafebre- <https://search.creativecommons.org/photos/5bf2e84a-3dae-453c-a61e-eba4f9cfbcb>

Emile Bisset- <https://search.creativecommons.org/photos/cbf984e9-d352-46cf-96e0-b073a38e6c8c>

Hurricane Katrina- <https://www.flickr.com/photos/79521322@N00/39753548>

Princess and the Frog- <https://www.flickr.com/photos/133626128@N05/28475441090>

Disasters-<https://www.flickr.com/photos/99887996@N02/17255750261>

<https://www.flickr.com/photos/8702953@N06/533332378>

<https://www.flickr.com/photos/92024390@N00/3592184>

bourbon st- <https://www.flickr.com/photos/8759425@N04/535430401>

Models-Common Archive

Key-Jiayun Zhang

Cassette-Estela Ordóñez Medina

Speaker-Boyi Xu

Skull-Chengwen Sun

Dogu Ancient Clay Figurines- Yoshi Motomiya

Textures-

<https://cc0textures.com/view.php?tex=Metal01>

<https://cc0textures.com/view.php?tex=Metal07>

<https://cc0textures.com/view.php?tex=Wood13>

<https://cc0textures.com/view.php?tex=Wood27>

<https://cc0textures.com/view.php?tex=Metal09>

Sound-

Music box- Julian Rawlinson

Click- [https://freesound.org/people/florian\\_reinke/sounds/63531/](https://freesound.org/people/florian_reinke/sounds/63531/)

Jazz- <https://freesound.org/people/emirdemirel/sounds/416062/>

Rap beat- <https://freesound.org/people/decentyo/sounds/165087/>

Alligator snoring- <https://freesound.org/people/CCCanary/sounds/266678/>

Book turn-<https://freesound.org/people/flag2/sounds/63318/>

Box close-<https://freesound.org/people/Timmeh515/sounds/413274/>

Box open-<https://freesound.org/people/dr19/sounds/384984/>

Drawers opening and closing- <https://freesound.org/people/sportygurl37/sounds/120215/>

Base info

Marie Laveau (dates and names)- [https://en.wikipedia.org/wiki/Marie\\_Laveau](https://en.wikipedia.org/wiki/Marie_Laveau)

Louis Armstrong (dates and names)- [https://en.wikipedia.org/wiki/Louis\\_Armstrong](https://en.wikipedia.org/wiki/Louis_Armstrong)

Lil Wayne (dates and names)- [https://en.wikipedia.org/wiki/Lil\\_Wayne](https://en.wikipedia.org/wiki/Lil_Wayne)

Music box-<https://www.britannica.com/art/music-box>

Cassette-<https://qz.com/emails/quartz-obsession/1156672/>

Speaker-<https://en.wikipedia.org/wiki/Loudspeaker>

Hurricane Katrina- <https://www.nationalgeographic.com/environment/natural-disasters/reference/hurricane-katrina/>

Princess and the Frog (dates)- <https://www.google.com/search?q=the+princess+and+the+frog&ie=UTF-8&oe=UTF-8&hl=en-us&client=safari>