

# Planning For XR


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**COLORADO STATE UNIVERSITY**




**How Do You Get To the Final Product?**



Path visualizes climate change issues and their long term impact

**Path VR**



Orillas Del Ebro is a VR visualization of a poem sharing the same name

**Orillas Del Ebro VR**

**X  
A  
M  
V**  
**XR?**

**XR Review**

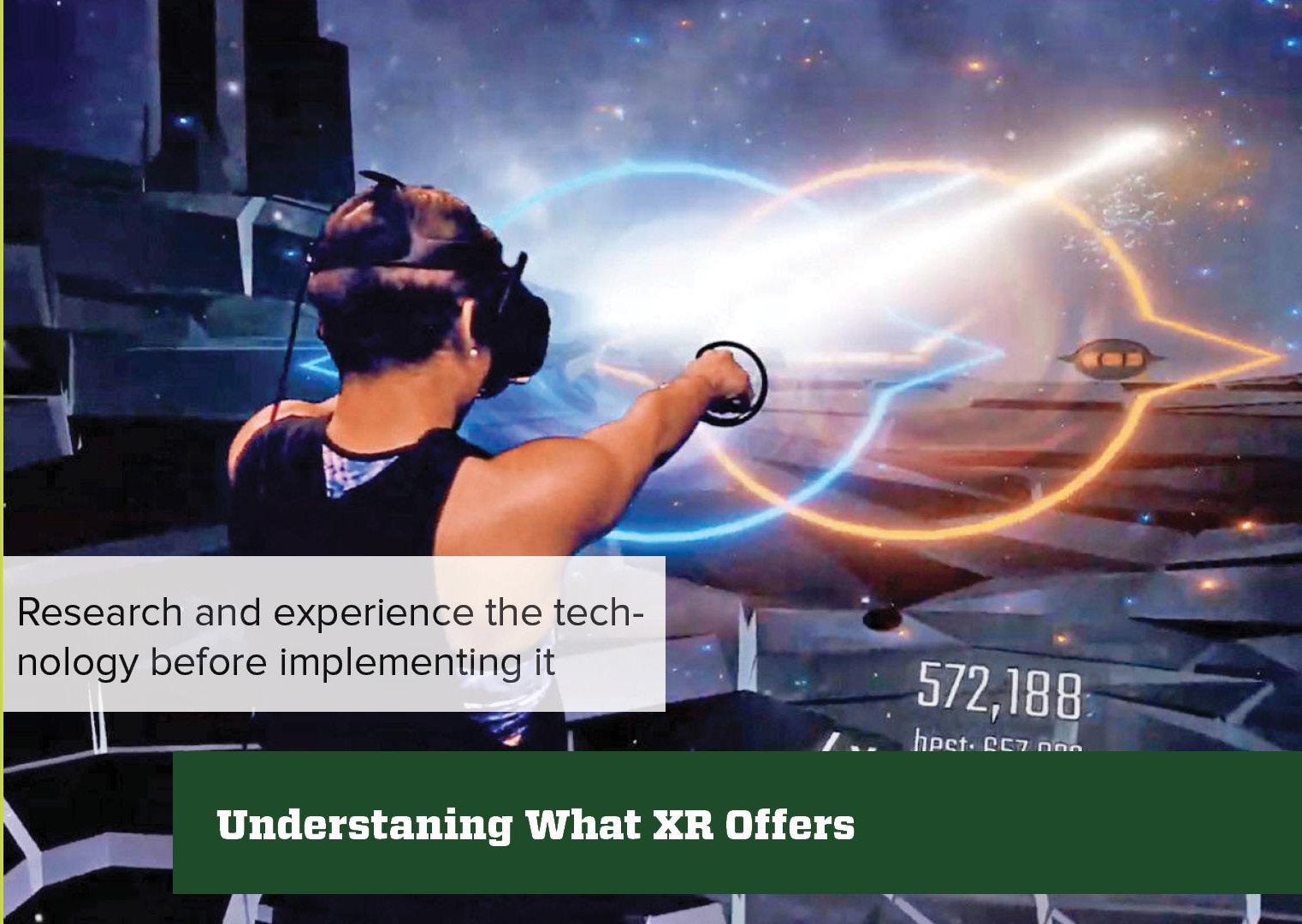


# Getting Started



XR provides greater immersion, user interaction, and impact

**Why Use XR?**



Research and experience the technology before implementing it

**Understanding What XR Offers**



Virtual Reality Lab | Johnson Hall 120A | Mon-Thurs 10AM-2PM

CSU AR/VR Club | Meeting times TBD

Planning for XR | SEPT 12th, OCT 10th 5:30-6:30PM

Introduction to Unity | SEPT 19th, OCT 17th 5:30-6:30PM

Implementing XR into Unity | SEPT 26th, OCT 24th 5:30-6:30PM

FCMoD Dome Lab | [facebook.com/groups/DomeLab/](https://facebook.com/groups/DomeLab/)

**XR Workshops & Workspaces**

HIFF AR/VR/Dome Films & Gala | SEPT 6, 2019

XR RamReality Symposium | OCT 18, 2019

XR RamHack | OCT 18-20, 2019

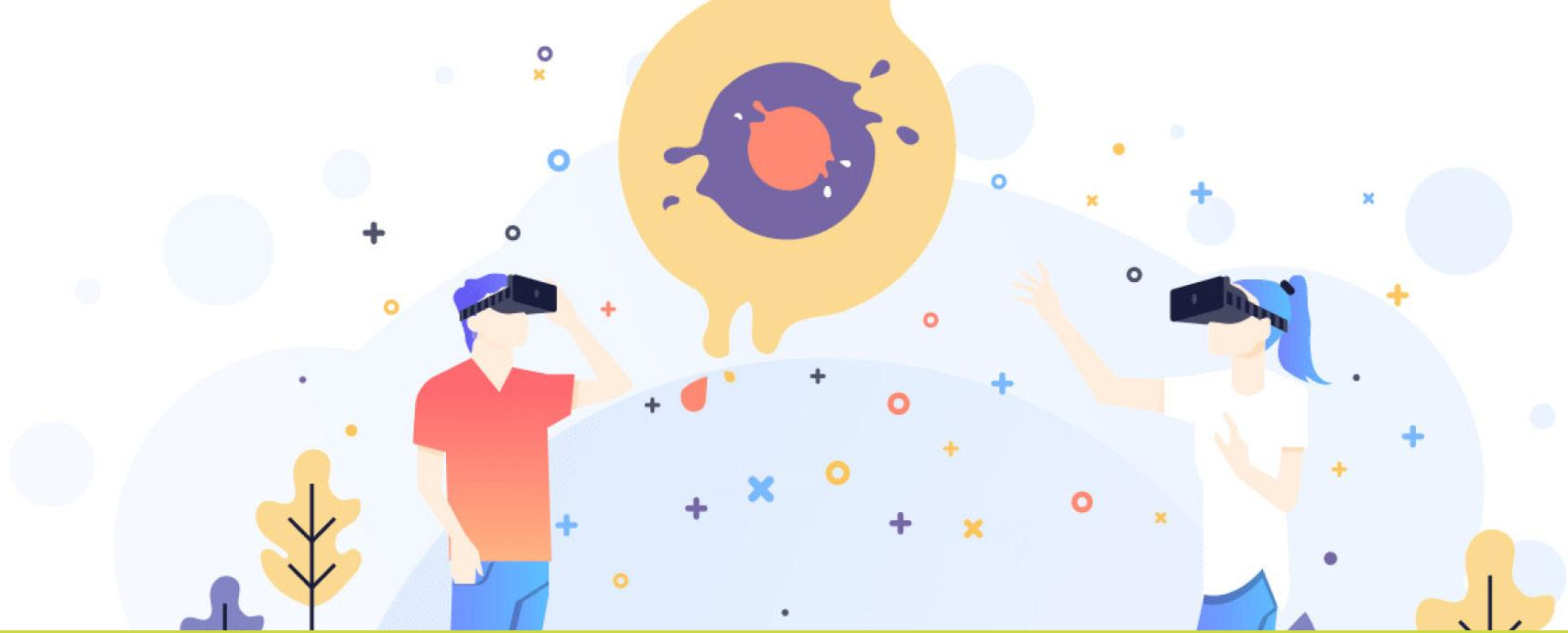
## **Upcoming Events**

The background features a dark, industrial aesthetic with a blue grid pattern. On the right side, there is a close-up of a metallic, mechanical component, possibly a robot's head or a piece of machinery. On the left side, there are faint blue wireframe outlines of various mechanical parts and tools. The title 'Fallout 4 VR' is prominently displayed in the center, with 'Fallout 4' in a stylized, italicized font and 'VR' in a bold, blocky font, all contained within a white, rounded rectangular frame.

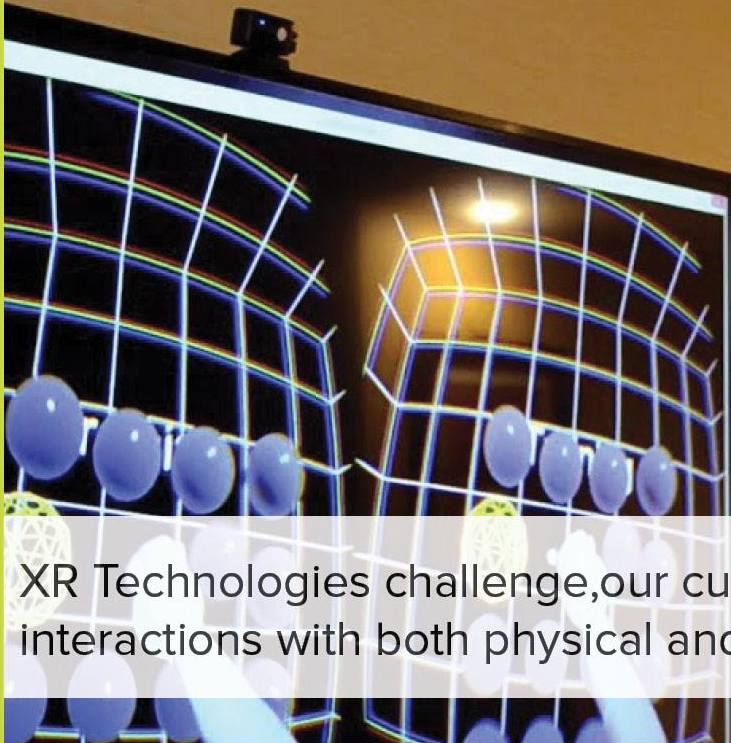
# *Fallout 4* VR

Not all experiences, concepts, or ideas are right for XR, and that's OK

**Avoid Gimmicks**



## What Does XR Provide?



XR Technologies challenge,our current methods of interactions with both physical and virtual spaces

**Fundamental Shift in Interactions**





## CSU VR Anatomy



Until XR technologies became prevalent most of our media was consumed through 2D rectangular planes

**“The Rectangle”**



XR, especially AR, allows content creators to add in extra layers of experiential information

**Extra Layers of Information**






**Keep In Mind...**



The first commercial headset came out in 2016. Before the Oculus Rift CV1 XR was primarily limited to research purposes.

**XR Tech is Still Developing**



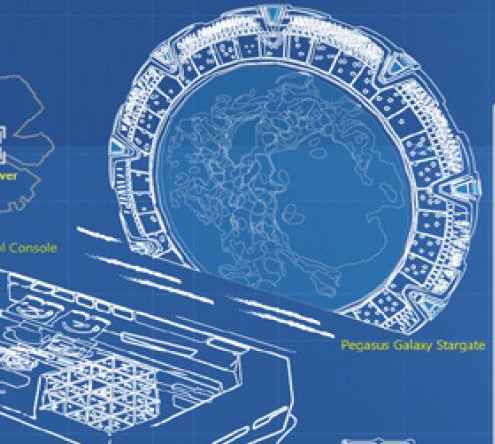
XR is more physically demanding than other media, which can hinder a user's experiences.

**Higher Physical Demand**



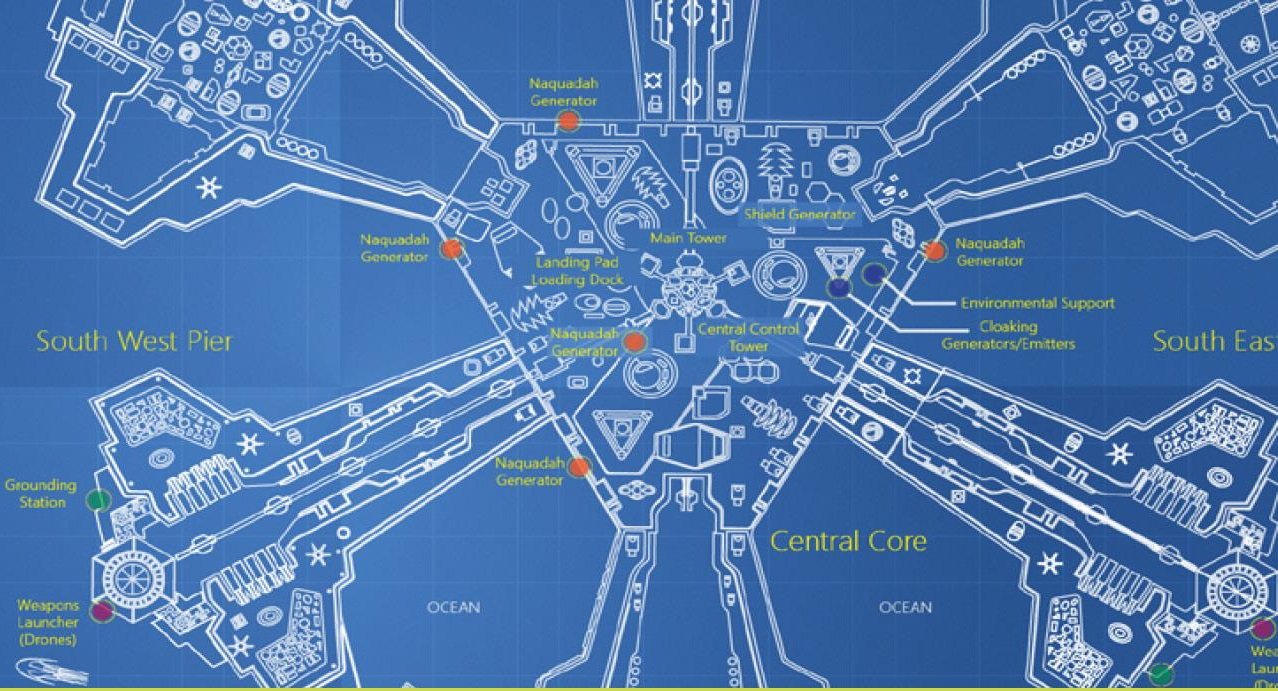
## GATE OPERATIONS

Operations is control center of Atlantis, located in the main tower. It houses the Stargate, Main Tower and the conference room. All gate activity is controlled from here.



ver  
Console

Pegasus Galaxy Stargate



South West Pier

Central Core

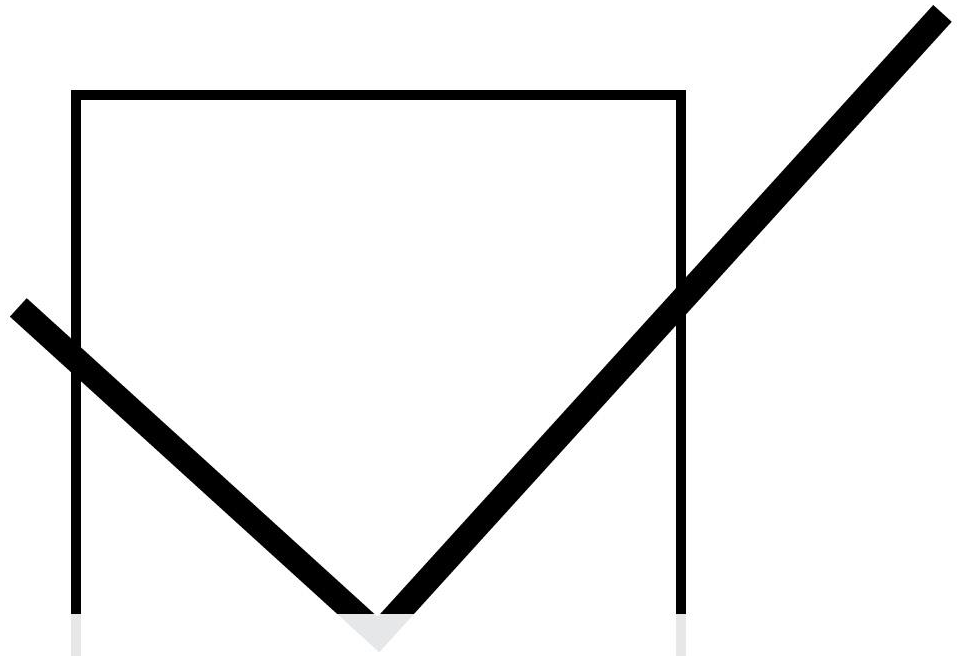
South East

# Begin Planning



Ideas are the first place to start a project, whether big, small, complex, or simple all end products start here

**Start With An Idea**



It is important to constantly assess your concept or idea for validity. Some concepts aren't suited for XR.

**Assess Your Concept**



# Your Toolbox



## MOOD BOARD

Various inspirations taken from other media, particularly games, that invoke the same stylistic or atmospheric elements that *Orillas Del Ebro* works with. Concepts like isolation, peace, quiet, and nature.

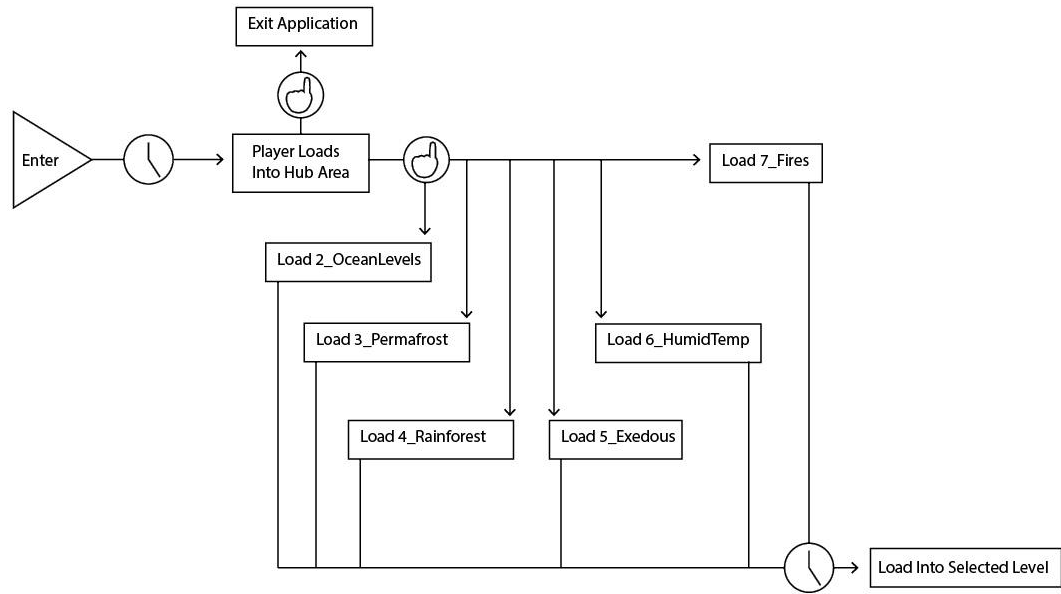
While some aspects from each inspiration may be used not every detail shown will necessarily be used in informing the final product.

Moodboard's are used to get a sense of “the feel” of a project. Look for other projects, whether XR or not that provide a similar sense of presence.



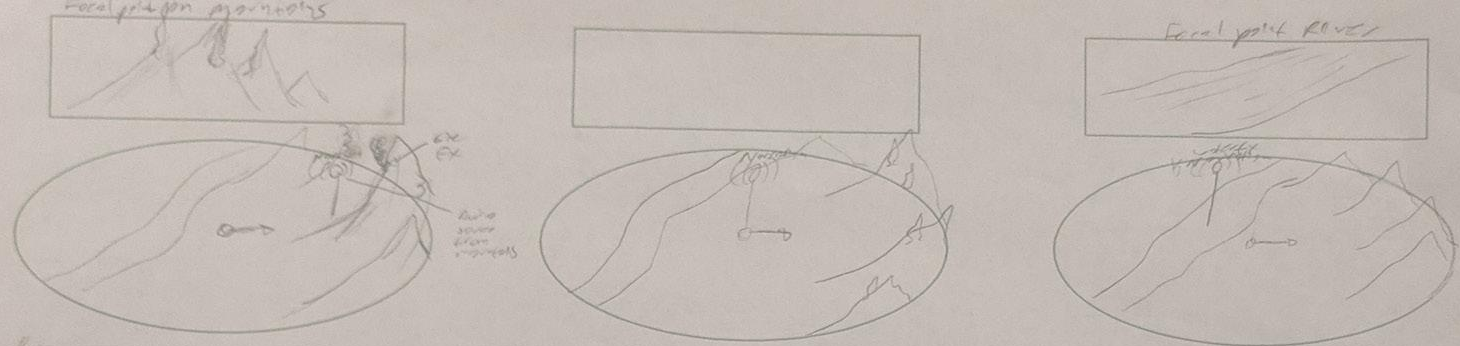
# Moodboard





Flow Charts map the user experience, providing a road map for the final product.

## Flow Chart & Wireframes



"So we simulate the high mountains  
some also use brackets"

pic by parallel begin

pic square near mountains

"making them in the dark  
appear very close, although  
they were far"

fx intensity?

water fx begin

"the only interruption to  
the great silence"

water sound begins

water fx change intensity

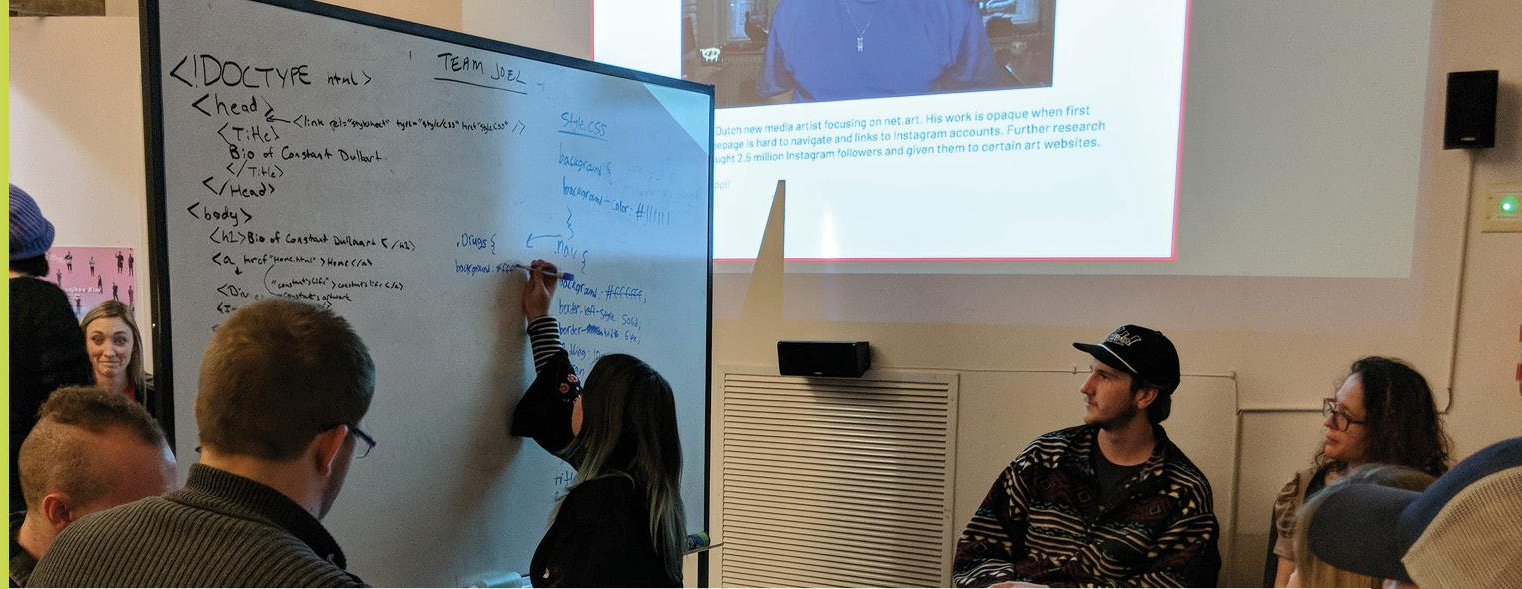
Storyboarding is especially useful for 360 video content. These visualize the progression, focal points, and world view of the final product.

## Storyboarding



Working with other people is incredibly important, they may not be in the same field, but their input should be considered. Seek out feedback from people both within and outside your field.

## Collaboration & Feedback



Nothing is absolute, even while using planning tools ideas still change. Depending on user feedback, technical limitations, and a slew of other potential problems you may need to change your concept or approach.

**Re-evaluate, Iterate, and Evolve**

Department in LSC Excursion last project  
work a part

PE - story  
entire nation put up w/ military stationed in mid East

- unit - Division
- unit - Squad (Battalions)
- unit - platoon (companies)
- unit - company (battalions)
- unit - platoon - Battalion (2-6 companies)
- unit - regiment (4 battalions)

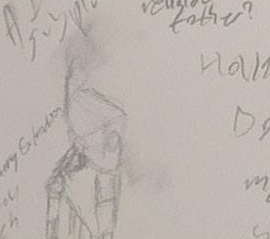
Hollie placed  
with corrupt  
Regiment  
Regiment selling  
weapons to insurgent  
groups not affiliated  
w/ terror organizations  
Colonel - Captain getting  
cuts of profit

He ranked as sergeant  
at Charles Westworth made as Captain  
insurgent group attacks camp located w/ US military  
took a

Charles "Charlie" Westworth - Central overlord dubbed  
Doug Hayes - Injured in Iraq mission - employed by  
write worth & cybernetically altered/enhanced  
to continue serve to write worth  
part discharge ~27 years old

Heas Boyd - Kinkworth illegitimate daughter ~25  
works in his prosthetic plan ring Hollie love  
interest

Michael (Mike) Henry - Hollie's partner young kid  
Dating? was w/ Hollie  
~22



Hollie Suzanne Go  
Doug Hayes was the  
means that exist as  
son of Hollie

Injured & discharged during Iraq  
Sold to  
you sold continue  
used all insurgent  
extremist  
captives possible not recall

# Other Tools



**Questions?**