

PROJECT FOUR

Explore

GOALS

Combining your previous class knowledge design and create augmented content linked to a physical piece.

SKILLS

- Planning and development of augmented content
- Be able to critically analyze and research new technologies in preparation for implementing and designing with them.
- Solving complex problems through ideation and critical thinking.
- Apply graphic design principles and fundamentals of User Experience (UX) design to a augmented environment.
- Apply your digital literacy skills to move between multiple programs and trouble shoot.

EXAMPLES

- Design a product package and add augmented content.
- Create a poster or 2D artwork and add augmented content.
- Create a 3D printed piece or sculpture/ceramic work and add augmented content.
- Take an existing project from another design or art class and augmented it.

REQUIREMENTS

[_] AR: Use augmented reality (zapAR, Aurasma, or other) to add digital content to a physical piece (poster, artwork, packaging, photo, magazine, book, any design, 3D artwork, ceramic, sculpture, 3D printed object, final paper or report, other....)

[_] Digital Content: You may wish to link additional information, small animations, music, videos, other...)

[_] Process PDF: Create a process book documenting your ideation, sketches, visual research and design steps. Summarize your initial idea and final product in a concept statement to explain how your design changed or evolved.

[_] Video: Create a concept video documenting the use of your augmented or virtual design. Post to youtube and link to process book.

DELIVERABLES

Turn in the process PDF and link to your video on google classroom. Bring your physical object to the final and demo your augmented content.

Project Due: Thursday June 7th at 4:00pm