



El Matatodo Graphic Novel

(Interactive AR Graphic Novel)

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School of Web Design & New Media

Midpoint Review Proposal

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Personal Introduction



Hello. I'm Scott Cooper.

I'm a college professor, graphic designer, illustrator and artist. I love to draw and tell stories. I practice drawing every day at least 2 hours a day. I've worked in graphic design since 1989 and beta tested much of the Adobe Creative Suite as the programs were introduced. Classically trained in competitive entry art schools from elementary school through college, I graduated BFA from The School of Visual Arts in New York City with concentrations in Animation, Cartooning and Illustration. I earned my MFA in Illustration from AAU in 2009 and am returned to earn my MFA in Web Design and New Media. I'm dedicated to life long learning, teaching, and creating. I was recently invited to beta test a new software for Adobe and while I can't discuss it, I can say it's very exciting and will be extremely useful to me in future projects.

<http://www.scottdcooper.com/>

Mission/ Proposal Abstract

WHAT IS IT?

I'm creating an Interactive AR graphic novel that will appeal to viewers primarily in the Sci-Fi and Fantasy communities using characters steeped in the Luchador wrestling culture and traditions.

HOW?

The viewer will choose how to experience the graphic novel- either as a standard graphic novel they read in the traditional way or as an Augmented Reality event where the story is read to the viewer by a narrator, and the action scenes are viewed as animated sequences. Eventually, I hope to make the scenes holographic projections.

WHY?

The interactive, Augmented Reality, Virtual Reality and holographic projection are the next step for graphic novels and looking ahead I think that holographic projection will be the next evolutionary step for graphic novels. As the devices we use daily grow more sophisticated and technologically advanced, viewers can choose how to view, read, or experience the material.

I think my proposed project is a necessary step in the evolution of graphic novels-and entertainment in general. Consumers are already accustomed to continually advancing technology and self identified fans of science fiction and fantasy want their entertainment to be as sophisticated in presentation as possible fundamentally because of the element of competition in owning the latest, greatest, newest, fastest technology on the market- one upmanship geek style!

story synopsis

El Matatodo

Male character picks up mask (finds the mask in the alley, back door of the small arena where El Matatodo was supposed to wrestle) and finds out that his favorite luchador is missing without his mask. He takes it home and on the first night he puts the mask on but does not remember what happens or what actions he took. He just wakes up in his apartment in a different spot. He knows something went on but he cannot remember what it is (he looks up on all the social media sites to see any news about the missing luchador). What happens he puts the mask on and becomes El Matatodo and the mask takes over his body and he goes and fights crime but very brutally (because he does not know his own strength). This happens a few times over a couple of weeks. He sees on social media and local newspapers that a masked vigilantly has been fighting crime then he puts 2 and 2 together and realizes that this is him. Then one day he learns how to control the mask and starts to remember everything. Then the male character goes to all the wrestling show to see if he can find the TRUE El Matatodo and return the mask to him (he goes to shows to see if he can find clues and goes to wrestling gyms to see if he can find out news as well, also to learn more about wrestling). But he cannot find him, then the male character hears and reads on his favorite social media and pro wrestling websites that they (wrestling company) are putting up the championship belt up because the TRUE El Matatodo has not or cannot be found. So, they (wrestling company) are starting a competition to see who will win the belt and become the new super world heavy weight champion. The male character does not like this and goes out to win the belt back for his idol the TRUE El Matatodo. Because when he put the mask on he would transform in to a muscle-bound luchador, not his normal skinny geeky self. As he goes along in the competition he realizes that he can control more of the mask.

As he goes around looking for his idol and return the mask he runs into this sleazy wrestling promoter who picks on him and yells at him. But he does not know that this kid is the champion when not wearing the mask.

After he wins the belt he realizes that if he keeps wrestling as this New champion the second coming of El Matatodo he can go around and look to give back his mask to the wright full owner his idol. As he goes around and defends the belt he finds out the belt is also a time warp machine it goes through time and different dimensions. This allows his to travel through time and space to wrestle and look for his idol.

As he goes through all these different galaxy's all the wrestlers are always trying to pick a fight or match to beat him up. But he is so strong he does not his own strength. He just wants to find the original El Matatodo and return the mask and the belt so everythinmg will be and go back into place in his world. But little does he know he is on an adventure to return the mask and a adventure in love.

Inspirational Project



Masters of the Sun

produced by Marvel and presented by the Black Eyed Peas specifically brings some of Black history to new life in the new format of Augmented Reality.

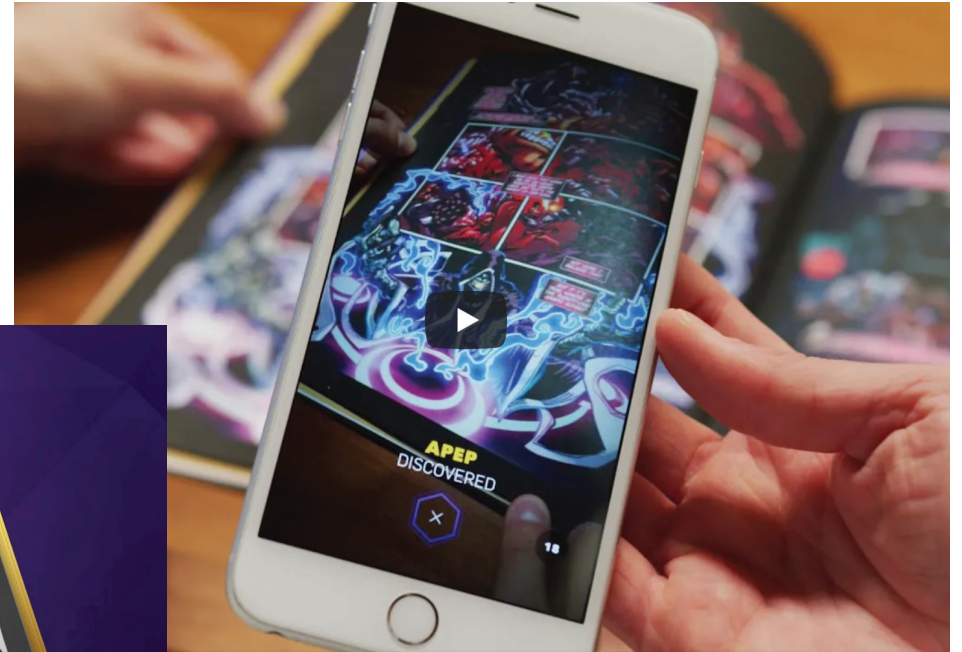
After reading and researching this graphic novel I was intrigued by how Triggerglobal used both traditional print and modern technology to create a different user experience. I think Augmented Reality is the future of graphic novels and comic books, followed by holographic projection.

Conceptually and technically this paradigm shift attracts me. Creating a graphic novel in multiple mediums simultaneously is a challenge I want to engage, and I intend to use the AR technique to produce my thesis, preparing for the next step of projection.

<https://www.youtube.com/watch?v=OB7oAts0GR4>

<https://www.youtube.com/watch?v=CbldarLxe3Y>

Scott Cooper MFA Thesis Project Interactive AR Graphic Novel "EL Matatodo"



inspirational material

Rationale

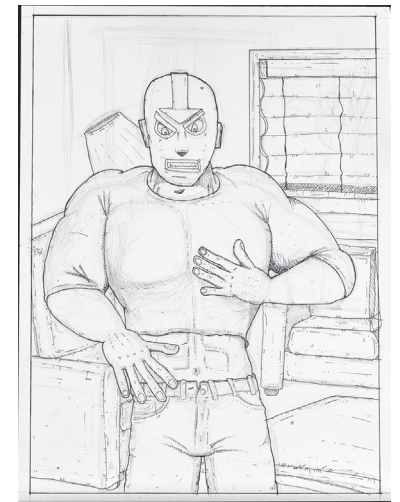
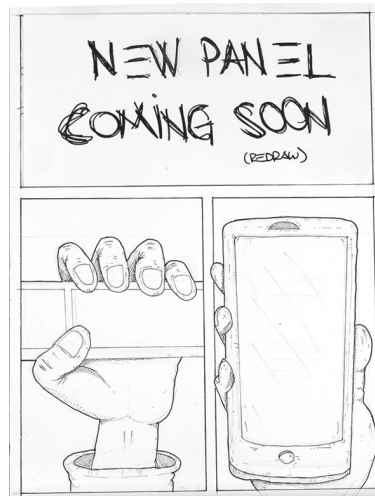
Consumers are already accustomed to chasing continually advancing technology. I've seen a lot of science fiction and fantasy in televisions and movies, and heard writer friends talk about future developments of various devices and industries. A good example of AR/VR is the scene in Star Wars Return of the Jedi where Obi wan Kenobi pushes a button on R2D2, and a holographic projection of Princess Leia clearly states " You're our only hope, Obi Wan Kenobi." That movie was released in 1983. Blade Runner, released in 1982 showed many scenes of AR/VR intrusions into daily life. Around the same time, William Gibson was starting to write his Blue Ant Trilogy, wherein both AR and VR are daily intrusions in life.

While most AR/VR usage seems to be going into advertising and movies, graphic novels are an excellent product to deliver entertainment too, and have a devoted corp of avid fans continuously searching for media to consume, and I intend to make a product to fit that niche demand- although I don't think it will be a niche market for long; I think its likely to become a very large entertainment industry.

Unique Positioning

"El Matatodo" uses a new delivery format for traditional storytelling. Delivering the graphic novel in traditional, Virtual and Augmented Reality makes the story more compelling and dramatic. Delivering product traditionally printed and digitally reaches a wider target audience. This project will be distinctly different from most other digital graphic novels available because it will contain both Virtual and Augmented Reality options allowing the viewer to choose how they interact with the story.

Sample of in progress graphic novel pages: pg1, pg6, pg7



Consultant /Expert

My Team



Nick Grossman

Occupation:
Freelance Web Designer and Freelance Graphic Designer and Data Base Programmer.

Lives in San Francisco, CA



Freddy Lopez

Occupation:
Application System Architect at Biobridge Global, Software Project Manager at Jon Wayne Service Company,

Illustrator/ Upper Deck/ Walking Dead/Marvel

Lives in San Antonio, TX



Greg Passmore

Occupation:
Owner PassmoreVR Virtual Reality software development and content creation.

Lives in Austin, TX



Paul Vaughn

Occupation:
Senior Vice President at Source Strategies, Chief Technologist at Fotoseptiembre USA, Freelance Graphic Designer, Freelance Web Designer

Lives in San Antonio, TX



MergeVR
<https://mergevr.com/>

Develop award-winning augmented and virtual reality products that enable experiential learning and content creation at home, in the classroom and in the workplace. Our products transform learning in schools, libraries, museums, universities, healthcare, environmental science, and other industries around the world.

Location: San Antonio, TX

Scott Cooper MFA Thesis Project Interactive AR Graphic Novel "EL Matatodo"

Competitors

Triggerglobal and Jasoren are two companies that produce entertainment using AR/VR, and both produce content similar to what I want to produce- both use traditional print and either AR or VR components, but to my knowledge neither is working on a Luchador based project. While both are my competitors they are also my inspiration, and potential collaborators. Many graphic novel and comic book publishers, both large and independent are now digitizing their libraries so as to be competitive in the e-reader market. They have yet to enter the AR/VR market yet other than via webtoons graphic novels created digitally and intended to be read on-line.

The logo for Jasoren features the word "Jasoren" in a blue, sans-serif font. A small green square is positioned to the left of the letter "J".

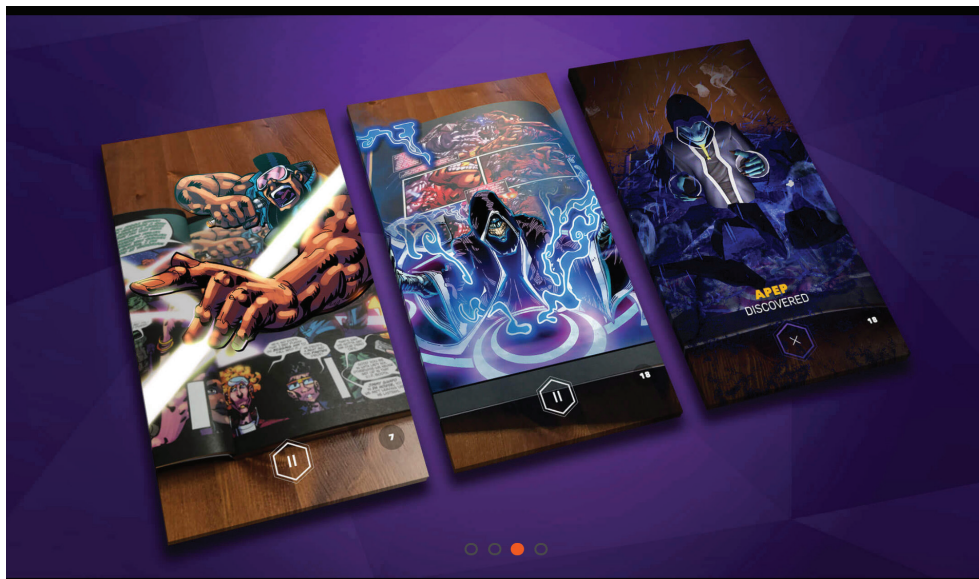
Jasoren

Look on the bright side

The logo for Trigger features the word "Trigger" in a stylized, italicized font. The letter "T" is orange, and the rest of the letters are grey. A horizontal orange line is positioned above the letters "rigger".

Trigger™

THE MIXED REALITY AGENCY™



<https://www.youtube.com/watch?v=OB7oAts0GR4>

<https://www.youtube.com/watch?v=CblDarLxe3Y>

<https://jasoren.com/augmented-reality-development/>

in direct competitors

Entertainment

The entertainment industry uses the benefits of augmented reality and virtual reality to the maximum.

Games are not the only application of AR and VR in the entertainment sector. Cinema, events, shows, museums - all of them can leverage the advantages of AR and VR to promote their product and attract more customers.

We meet the demand for experts in emerging technologies

Jasoren focuses on innovative technologies such as augmented reality, virtual reality, and chatbots. We believe these technologies add value to businesses.

in direct competitors

Target Audience

I expect the primary target audience for *El Matatodo* will be Science Fiction and Fantasy fans/consumers of 25-65, if not older. Target audience is computer literate, probably a college graduate, with strong tech skills, stable employment, and actively involved in attending comic and science fiction/fantasy conventions. I suspect most will be single, and willing to spend their disposable income on feeding their entertainment media habit; its likely that early adopters will probably work in tech industries.

I have spoken with at least 30 fen (the plural of fan) at various conventions, giving them a short synopsis of the project including concept, characters and projected story arc, and received enthusiastic support from many, and curiosity from the others—“I’ll buy that book and definitely read it, is it out yet? If not, please let me know when so I can buy it.”

Secondary audience is likely to be readers intrigued with the addition of AR/VR to the print/digital format who are usually more interested in Action/Adventure/Time Travel/Superhero genres. I know some artists who work in the four primary genres are interested in my project as well, since I know them socially and have discussed the project with them.

Target Audience Research



Corey



Glenn



Italo

user story



Corey is a father of 1 son and a full time Graphic Design Student going for his BFA in Graphic and Web Design. Corey loves to draw and be able to create design both traditionally and digitally as well. Corey has a very good understanding of technology and uses it on a daily basis for his degree and his personal life. Corey is very active member in social media and follows design and comic and graphic novel trends and technology.

name: Corey

age: 32 years old

location: San Antonio, Texas

education level: BFA student

job: College Student (graphic and web design)

exposure to the project: Shown the images of the main character El Matatodo and was told the story. Shown other characters that will be in the graphic novel. Also shown is the POC interface and how the graphic novel will work with the AR component

motivations for using the project: Always interested in where and how the graphic novel industry is moving forward with technology. So both father and son can read together and have family activities together.



Corey Livingston
age: 32 years old
location: San Antonio, Texas
education level: BFA Graphic Design and Web Student

What Benefits (if any) do you see from this project? Can you identify at least 3 ways a project like this could benefit you?

- 1) Taking this type of format delivery to the next level and using modern technology to push this type of format delivery
- 2) Making Comics and Graphic Novels more interesting and appealing to all generations
- 3) Let's me see another industry and job opportunities that could be in my future

What features would you expect from a project like this? Can you identify at least 3 features, and rank which ones are the most important?

- 1) Being able to use it on my iPad
- 2) Having interaction with the characters
- 3) The function in how AR plays a part in the storytelling

Have you used any projects similar to this? Do you see any features that are different in this project as compared to others you have seen?

Nope, I have not, I seen many comics but nothing like this or even this character and artwork. I have seen and read plenty of graphic novels, traditional print and digital, but this takes comic books and graphic novels to another level with the use of this technology

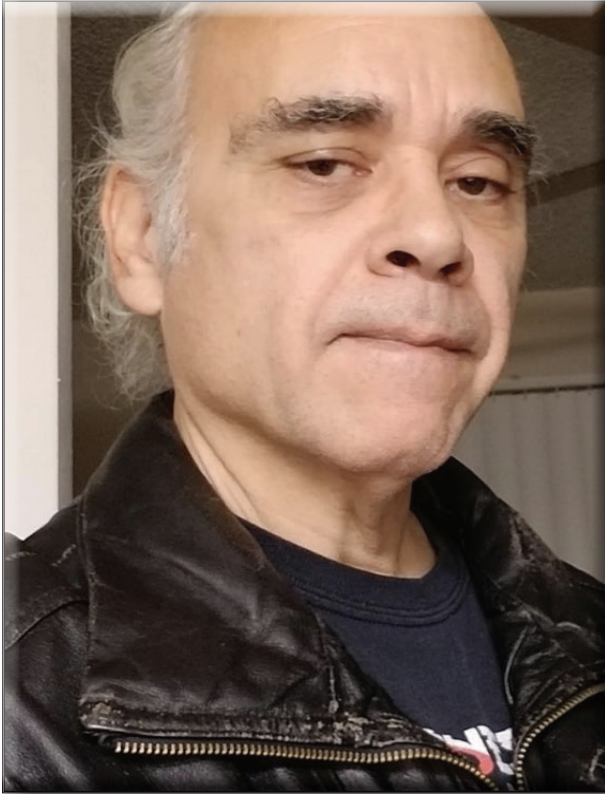
Do you see any problems with this project? Can you identify at least one problem that you think should be taken care of?

No because I can get it both in a printed version if I wanted and also get a digital version for my iPad. I understand there might be a holographic version in the future too.

Any final recommendations for the project?

I really like the artwork and the character looks super cool, I can't wait to read the story and find out what happens to him and read this story and share it with my son.

user story



Glen is very active in the Sci-Fi and Fantasy community. Glen has gone to many comic book and other conventions dealing with this topic. Glen is very knowledgeable about technology and is very active with all the social media platforms.

name: Glen Rodriguez

age: 55 years old

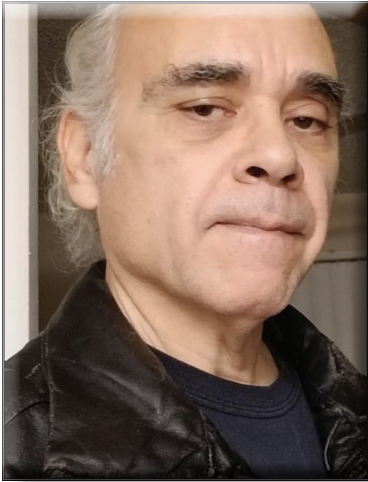
location: San Antonio, Texas

education level: BFA Graphic Design

job: Data Entry Operator

exposure to the project: Shown the images of the main character El Matatodo and was told the story. Shown other characters that will be in the graphic novel. Also shown is the POC interface and how the graphic novel will work with the AR component

motivations for using the project: Always looking for new artist to follow and new stories to read. Also likes the use of modern technology and bridging both platforms (traditional and digital comic books).



Glen
age: 55 years old
location: San Antonio, Texas
education level: AA, BFA

What Benefits (if any) do you see from this project? Can you identify at least 3 ways a project like this could benefit you?

- 1) Learning more about Luchador Wrestling culture
- 2) Making reading easier to read on the way to work
- 3) Taking this type of storytelling and putting a whole new spin and using modern and future technology

What features would you expect from a project like this? Can you identify at least 3 features, and rank which ones are the most important?

- 1) Being able to use it on my iPad, iPhone, laptop to view/read/interact this story
- 2) Having interaction with the characters with the use of AR
- 3) Also having access to the printed version of this graphic novel

Have you used any projects similar to this? Do you see any features that are different in this project as compared to others you have seen?

I have seen and read digital graphic novels and they are just digitized versions of each page. I have not seen this type of different formats being used to deliver a story in the comic book and graphic novel format.

Do you see any problems with this project? Can you identify at least one problem that you think should be taken care of?

No because I feel that Scott can execute this project and get everything he was shown and spoken to me about this project.

Any final recommendations for the project?

I really think this is going to be a great project and when it is completed, I feel it will change the way comic books and graphic novels will be delivered to this and future comic and graphic novel readers.

user story



Italo is a self confessed NERD or GEEK in two languages- he's natively bi-lingual (Spanish and English) and holds dual citizenship in the United States and Mexico. Italo's fiancée Pham Mi Lam is Vietnamese, and both are practicing Buddhists.

Italo's tech background is user heavy as he's owned a cell phone and computer since his teens. Italo is also very active in commonly used social media platforms-in fact, he met his fiancée through social media. Italo has all the modern software devices, cell phone, Playstation, laptop, and desktop. Italo also still plays hard core board games like Monopoly and card games like Magic as well as LARP-Dungeons and Dragons with his gaming group and attends comic book and other conventions related to viewing, reading and gaming.

name: Italo Samano

age: 40 years old

location: San Antonio, Texas

education level: MFA in History

job: College History Professor

exposure to the project: Shown the images of the main character El Matatodo and was told the story. Shown other characters that will be in the graphic novel. Also shown the POC interface and how the graphic novel will work with the AR component

motivations for using the project: Italo likes to follow the Luchador Culture, growing up with this culture in his grandmothers household. Italo also likes to read and find new stories and artists that are pushing the boundaries and are willing to take chances on subject matter that is not widely known in Texas.



Italo

age: 40 years old

location: San Antonio, Texas

education level: MFA from UTSA

What Benefits (if any) do you see from this project? Can you identify at least 3 ways a project like this could benefit you?

- 1) Getting to play with AR application
- 2) Great project to show my students
- 3) Making it available on mobile devices

What features would you expect from a project like this? Can you identify at least 3 features, and rank which ones are the most important?

- 1) Being able to read and use it on my mobile devices
- 2) Character being able to interact with the reader
- 3) Great artwork and the use of current technology trends

Have you used any projects similar to this? Do you see any features that are different in this project as compared to others you have seen?

I have seen digital comic books and bought some, but not the amount of interaction that will be used in this story and this project.

Do you see any problems with this project? Can you identify at least one problem that you think should be taken care of?

The only problem I can see with this project that it might get lost in the shuffle with all the other apps. and digital content out there and being made right now and being developed as well. But I feel this project will stand out because of the story and how it will be delivered.

Any final recommendations for the project?

The only recommendation I could make is "please hurry up and get this done, I want to read it and see it". If you need any beta testers for this project I will gladly help you out with this project.

User Story/ Task Flow

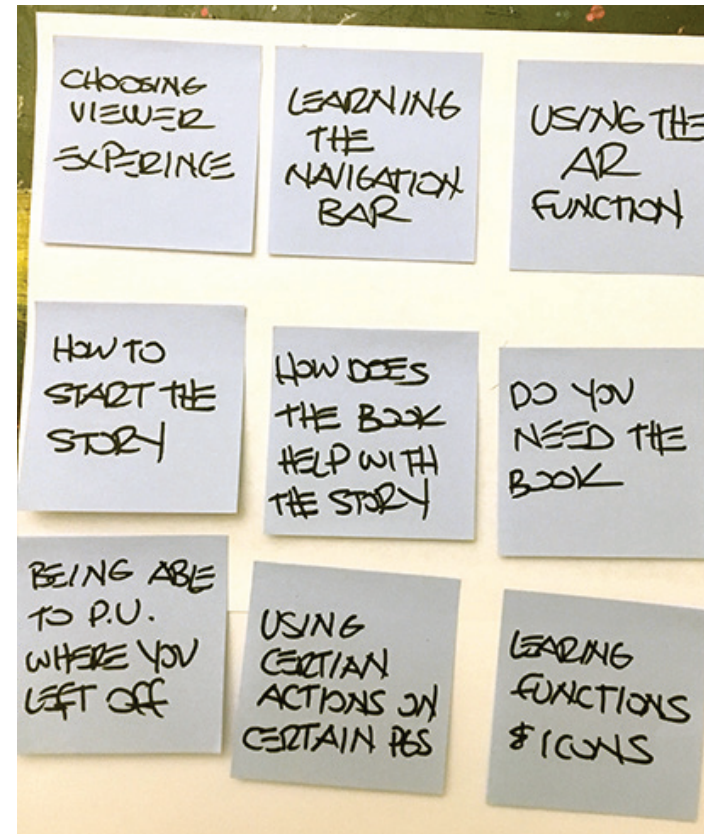


Glenn is a 55 year old Hispanic Texan, and was born with Asperger's; he's a very detailed oriented and the most organized man I know. He's also an avid reader and uses traditional print and e-books. Glen's favorite reading areas are Manga and Science Fiction. Glen also likes to watch animation and animé on one of his favorite social media sites "Crunchy Roll". Glen also goes to sci-fi, animé and comic-cons when he can; he uses mobile devices to watch or read his media while he travels to work, which is his favorite thing to do while using public transportation to and from his day job.

At home, Glen likes to stream media onto a larger screen, either laptop or television while he plays with his cat Pazu- he rescued Pazu from a tree and an angry pair of mockingbirds one spring about 4 years ago. Glen is an accomplished bassist, and likes to project art from his current viewing or reading material as a focus when he practices his bass.

Glens mom passed recently after a long hospitalization; he visited his mom every weekend, and frequently streamed animé and movies with her, or read quietly if she napped.

Card Sort



TOP SELECTIONS:

- Choosing viewer experience
- Learning the navigation bar
- Using the AR function

task flow

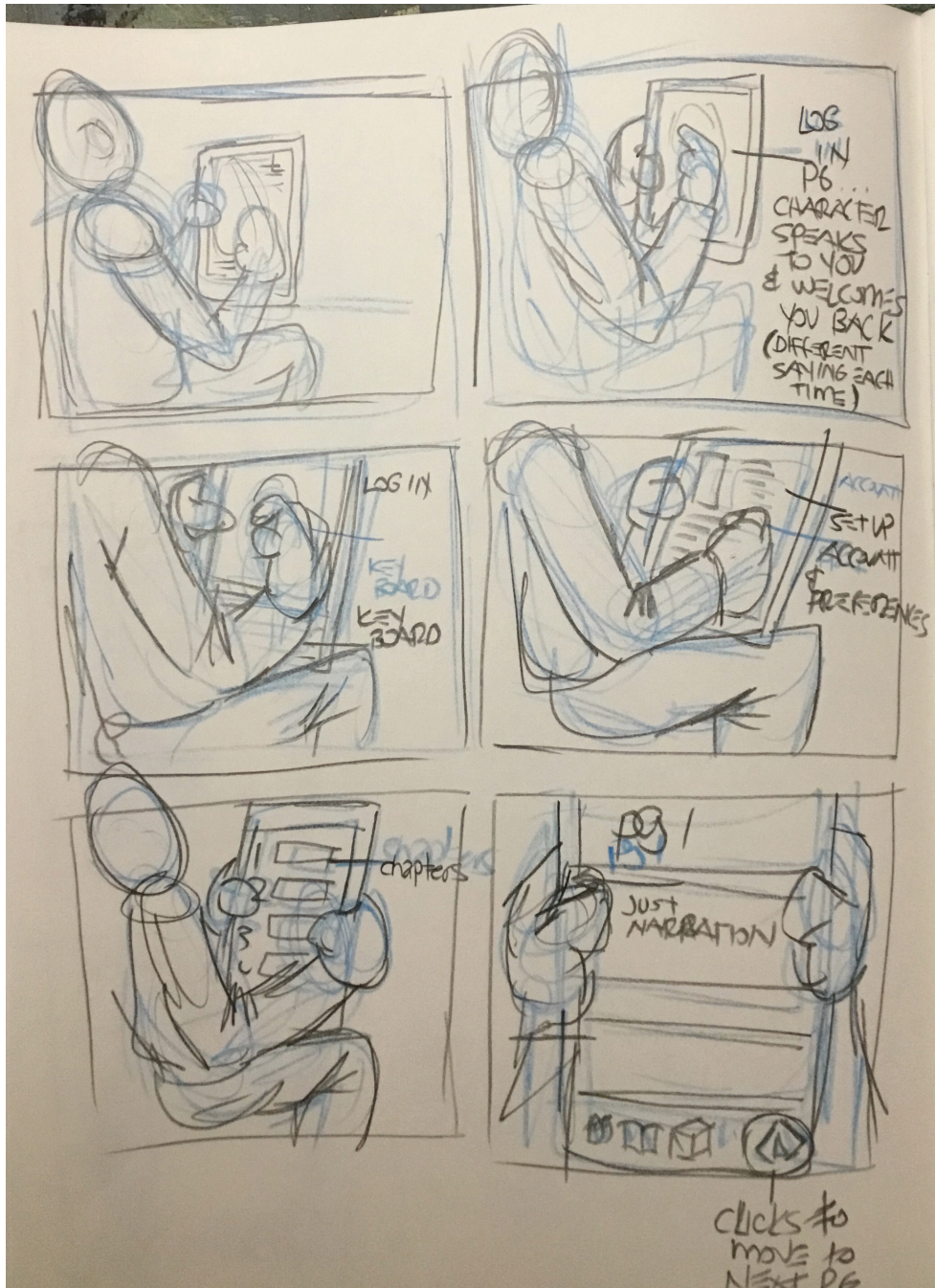
User logs back in with ID they already have set up, the MC (main character) greets the viewer each time and with a new greeting each time (there will be at least 25 greetings and will also be translated into other languages)

User uses the keyboard that pops up from the bottom of the screen to log in.

If User is a first time user they will set up their profile and preferences for the graphic novel.

After User logs in they will move/click by using the bottom navigation bar to the "Chapters Page", once User is on the "Chapters Page" they can either start from the beginning or pick up where they left off from the last time they logged in and read the graphic novel.

User clicks on "Chapter 1" and begins the story, User will use the bottom navigation bar to see what happens on the page, from narration to animation to AR.



task flow

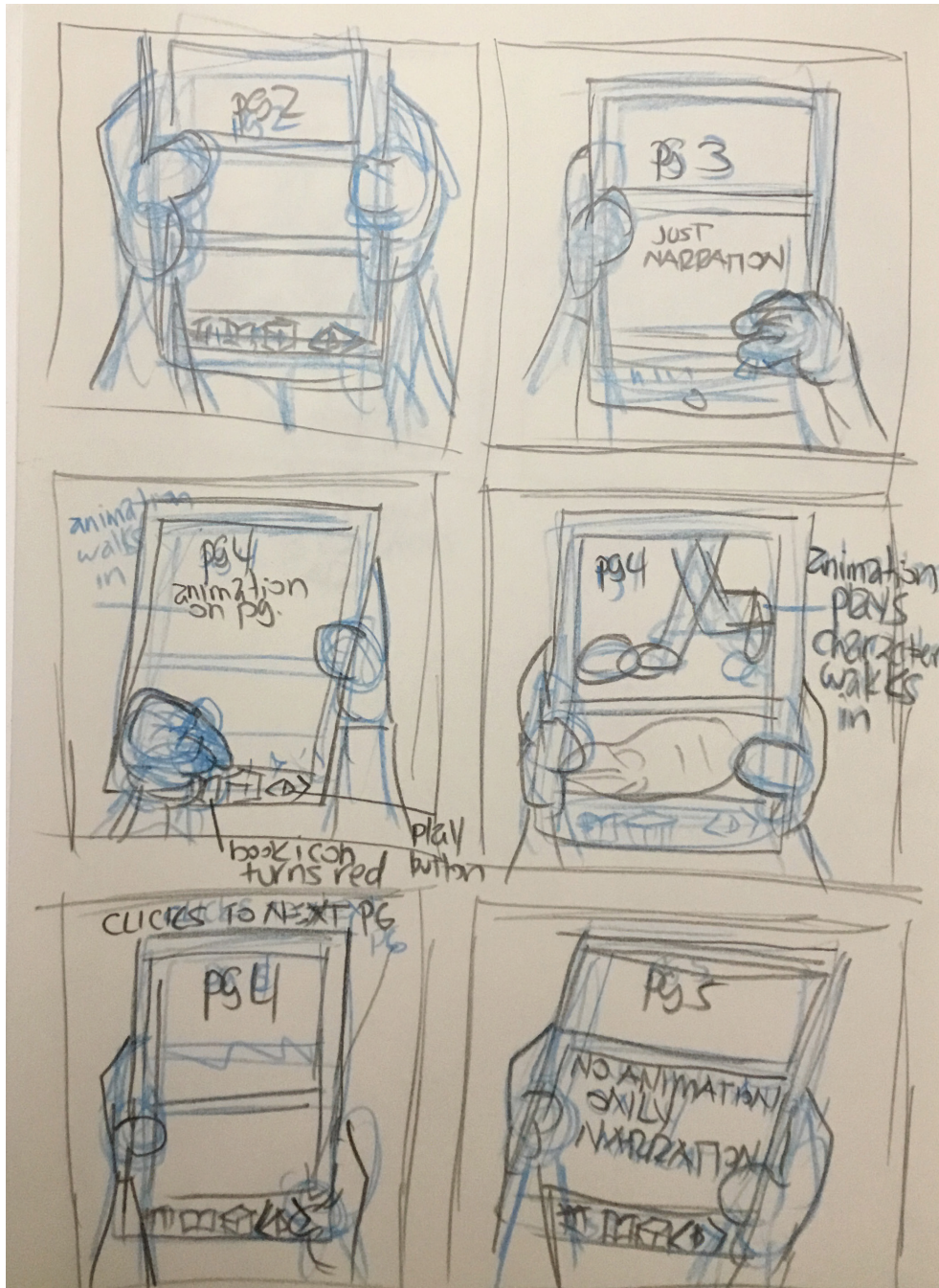
If there is no action on the page the User will view and listen to the story narrator. User clicks on lower right symbol to move to the next page.

On this page the “book” icon on navigation bar turns “red” indicating that there is animation on this page. The User clicks on the PLAY (triangle) icon to activate the animation on the page.

User also has the option on not to click the “PLAY” icon for animation to be played on this page.

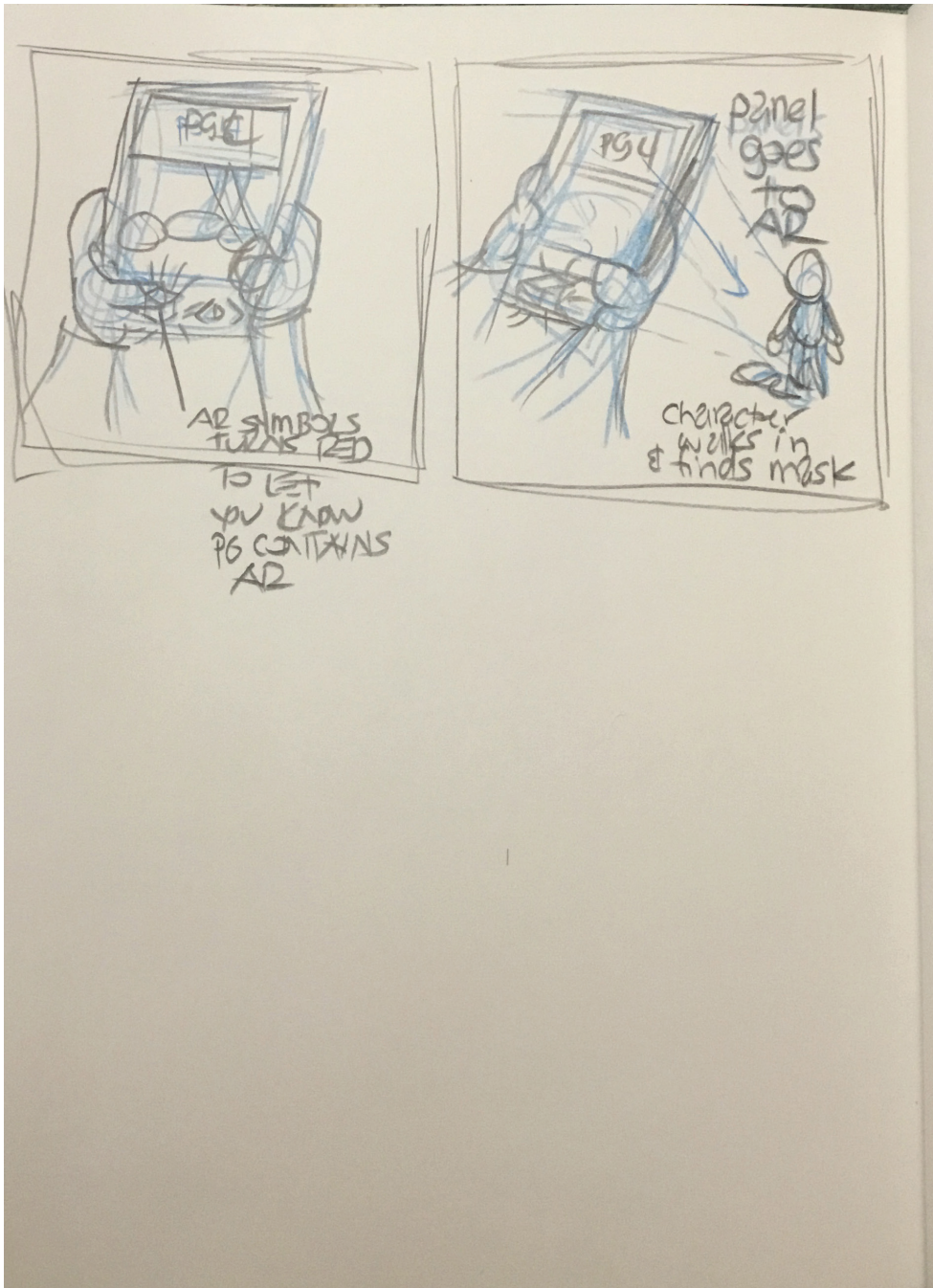
After User watches or does not use the animation option the User clicks on the lower right red icon to move to the next page. User moves to the next page.

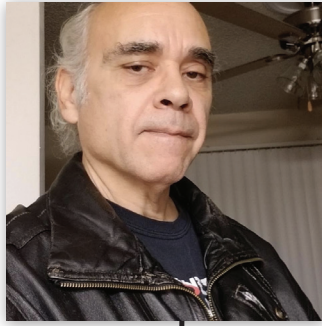
User cont. to use these action and task flows through out the book.



task flow

On certain pages the AR icon will turn "red" to indicate that this page has AR function and technology. The User clicks on the AR icon (either phone or tablet device) and points the device towards the floor and the AR action comes to life and acts out that certain page and the story.

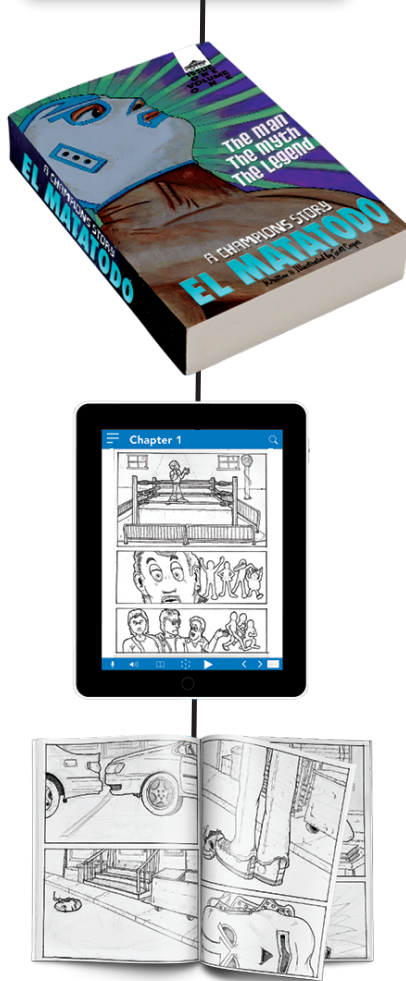




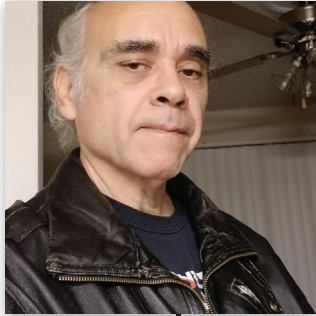
task flow

Glen: will be able to use this product in multi formats from printed book to iPad.

With the printed book Glen can use as a read only book or use his/her iPad to activate the AR aspects built into the book. To help tell the story line and interact with the story and characters.

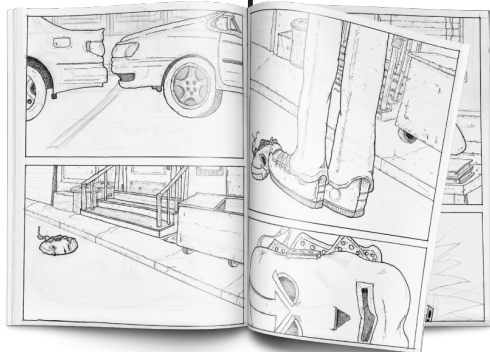
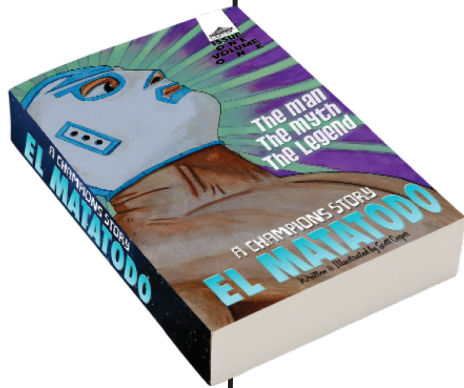


task flow

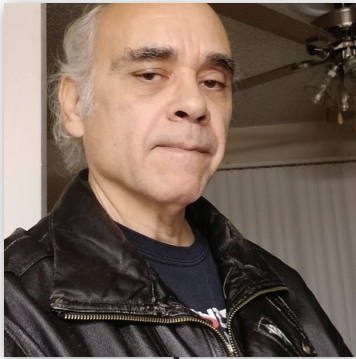


Glen: can read the printed graphic novel without any digital help telling the story, if he does not want to use his iPad

The printed graphic novel allows Glen and other users the choice of how they want to read the story.

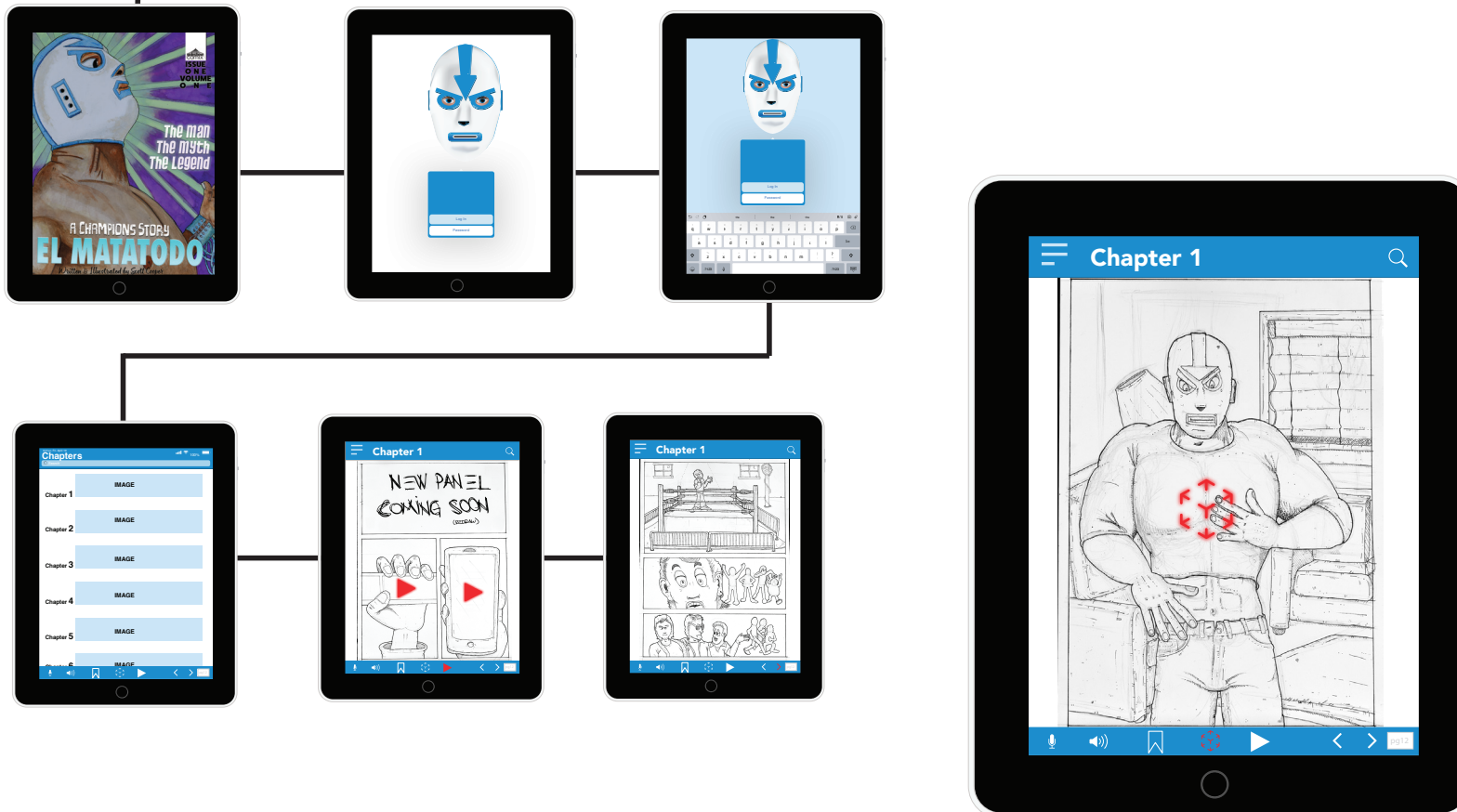


task flow

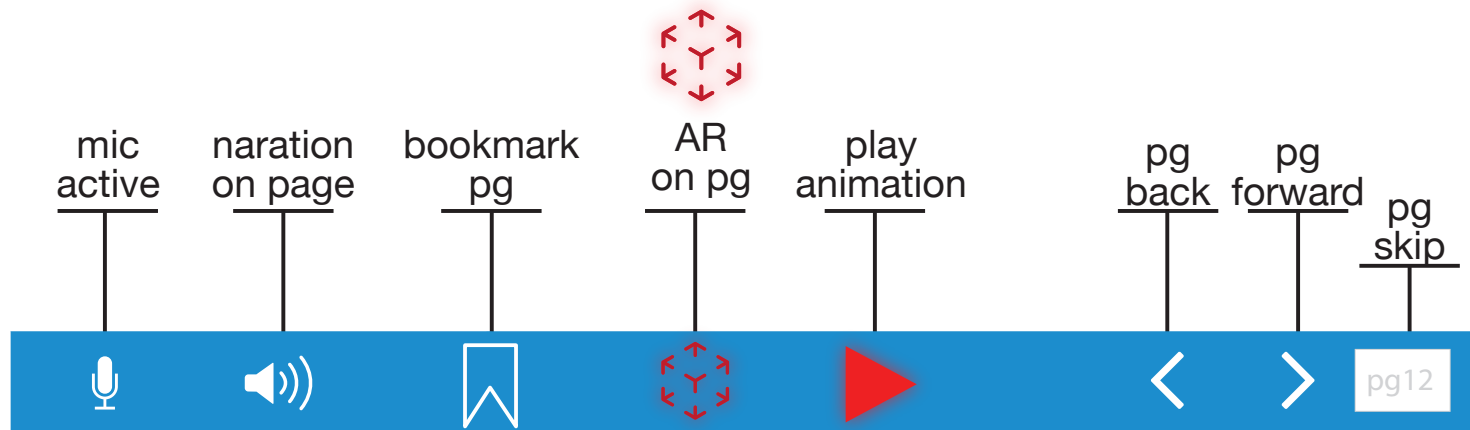
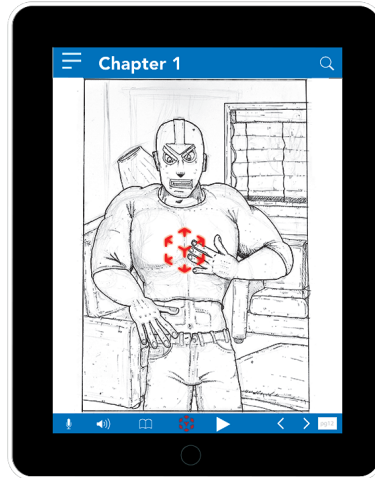


Glen: can read the digital graphic novel without the printed version as well, this allows Glen or user still be able to read the graphic novel if they leave or don't want to take the printed version of the graphic novel with them.

This shows how Glen and other user how they can move through the digital graphic novel and what pages and panels will have certain actions set to them.



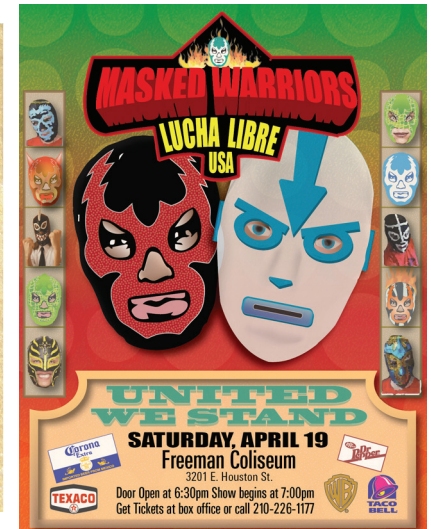
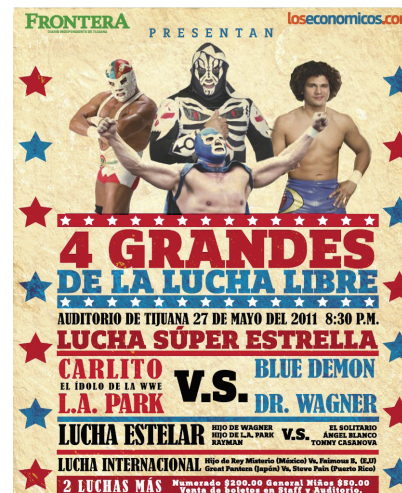
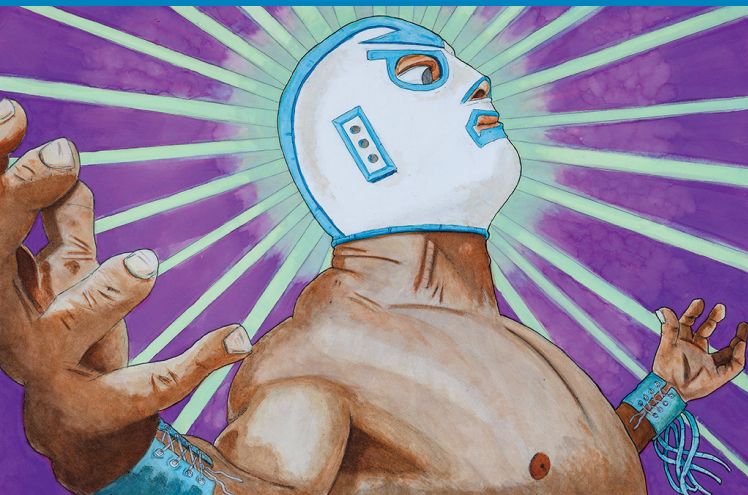
NEW navigation bar

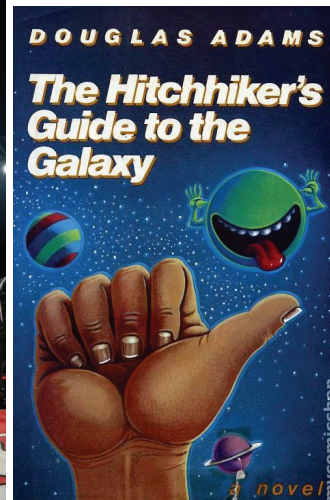


AR symbol appears on page that will have AR action, viewer will touch the screen/icon and point the device to the floor to activate the AR action

Mood Board

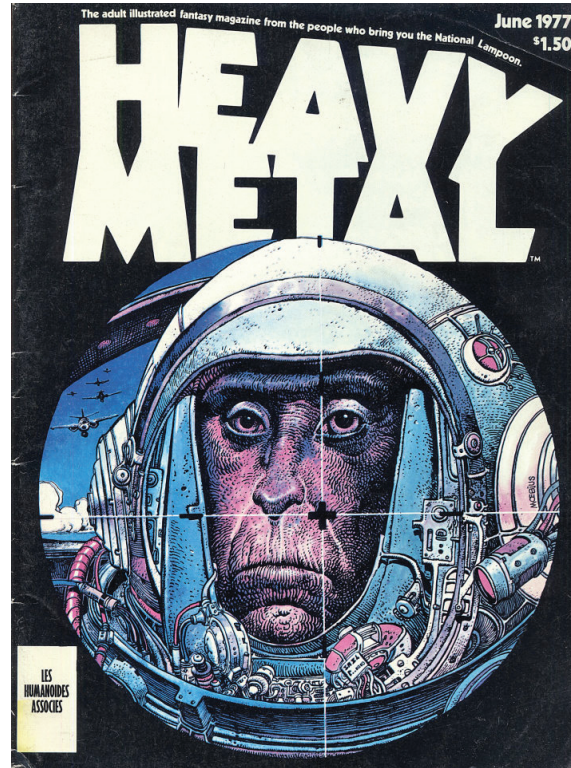
CHARACTER STUDY



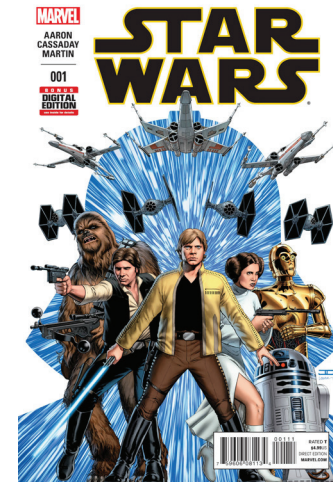
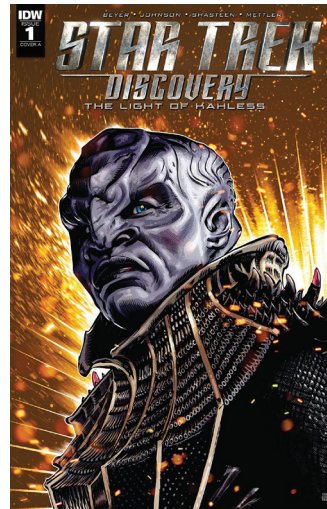
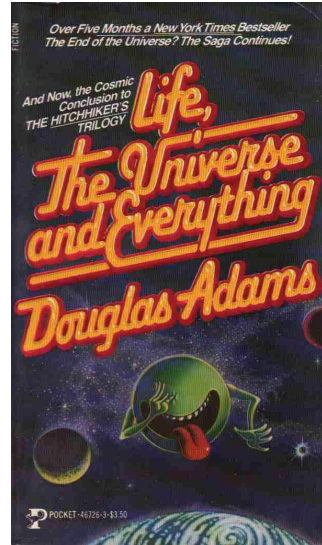


mood board

Scott Cooper MFA Thesis Project Interactive AR Graphic Novel "EL Matatodo"



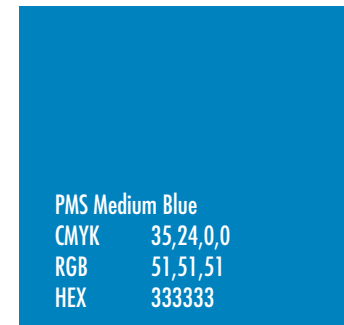
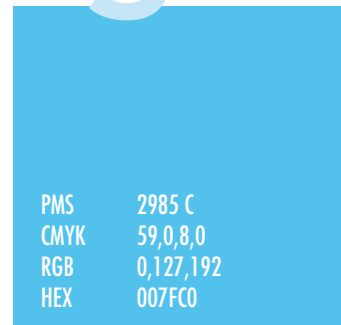
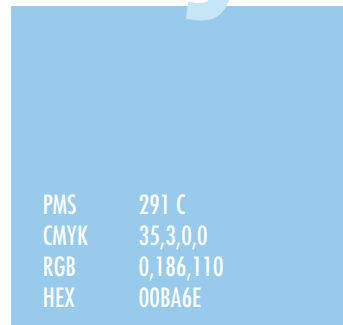
mood
board



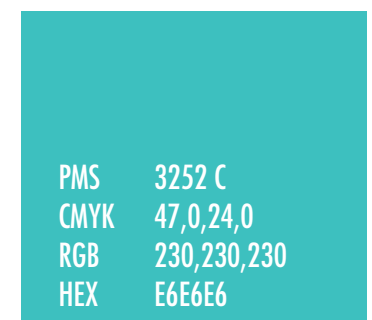
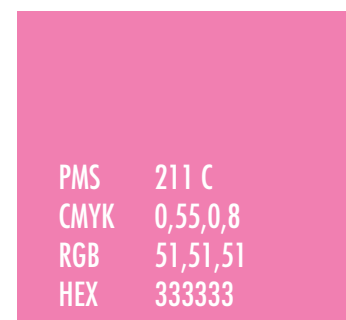
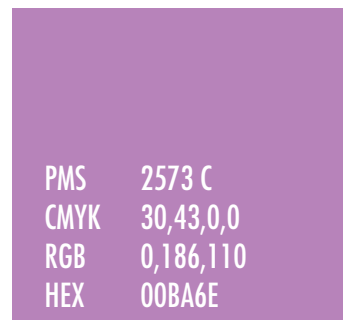
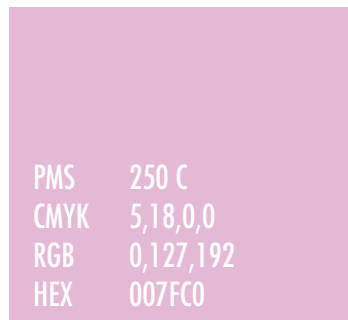
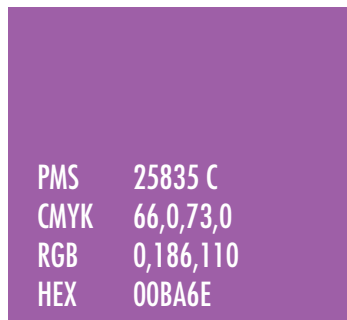
mood board

visual style guide

Primary Colors



Secondary Colors



Type Choices

Futura Std Medium

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
0123456789 !@#\$%&*(){}[]-_=+,.?/:;'"

Frutiger Lt Std 77 Black Condensed

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
0123456789 !@#\$%&*(){}[]-_=+,.?/:;'"

Futura Std Medium Condensed

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
0123456789 !@#\$%&*(){}[]-_=+,.?/:;'"

Futura Std Light Condensed

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
0123456789 !@#\$%&*(){}[]-_=+,.?/:;'"

Scope

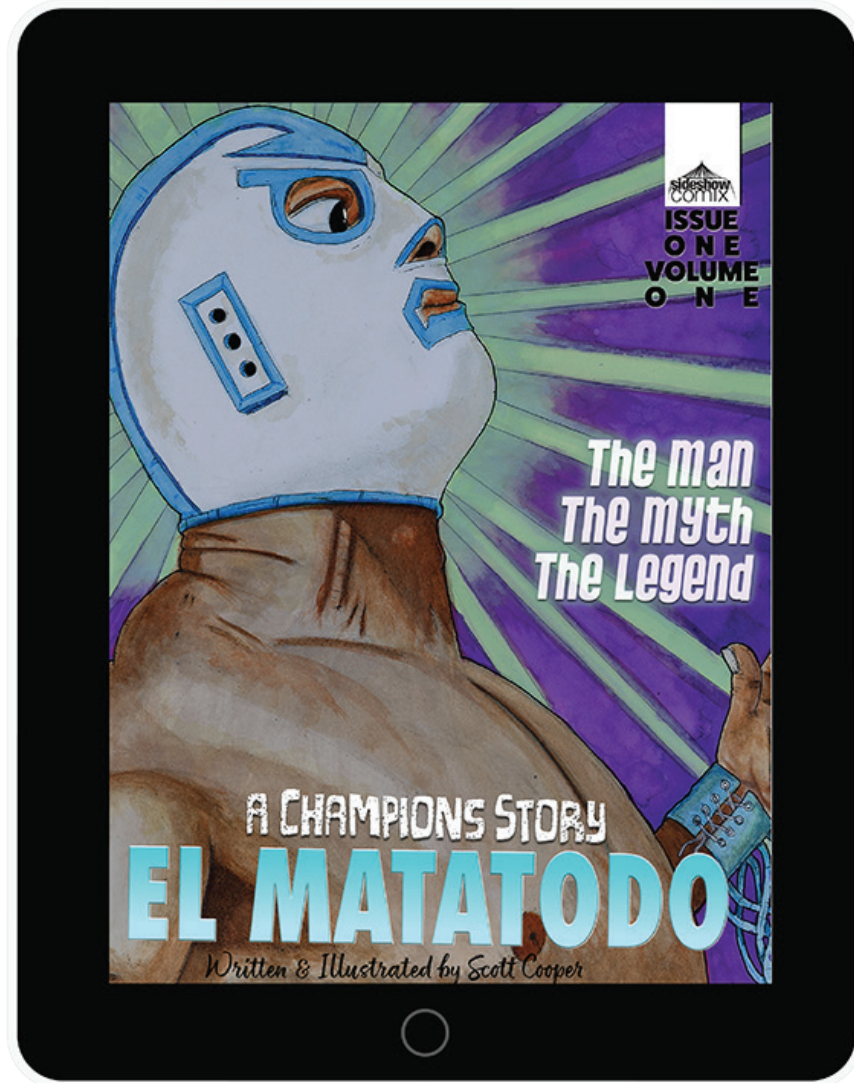
Ideally, my product would...

Move the graphic novel and comic book industry to the next level, giving the user a new reading experience by bringing their favorite superheros and characters to the interactive and AR zone.

Realistically, I can:

I can draw and digitally color the first ten pages and create the 3D characters for the graphic novel and prepare the animation and AR components for those ten pages completing this part of the project. This includes designing the UI, layout, and the many components needed to produce the project I envision.

Proof of Concept

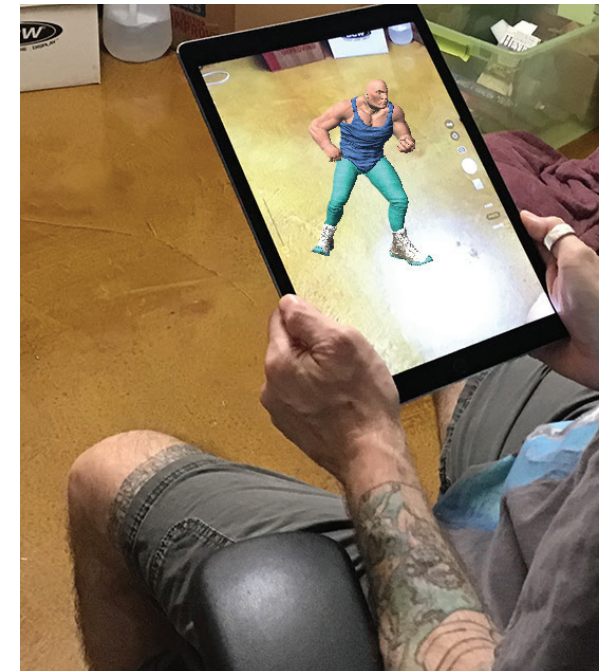
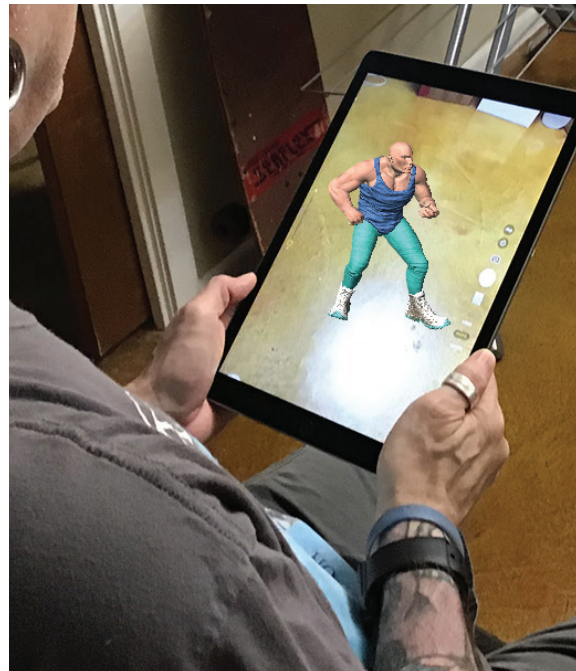


Scott Cooper MFA Thesis Project Interactive AR Graphic Novel "EL Matatodo"



user story tasks

This interface of this graphic novel will be very simple design, a bottom navigation bar that will run through out the graphic novel. The navigation bar will be simple and have few icons, the only icons that will be on the navigation bar will be: Microphone, Speaker (for narration), Book (for animation), AR, Backwards page button, Play button (for animation), Forward page button. As the user goes through the story these icon will turn red and let the user know that this certain page of graphic novel will have certain items (animation, narration, AR) attached to them and has the choice to activate them or not (this will be set up on their account/preferences). User click on the RED forward arrow to move forward on the story. If the user does not click on the forward arrow the graphic novel will not proceed. Some pages will have 1 or more actions attached to the page. The only design change per page will be the design of the graphic novel panels.



user tasks

TASK 1

- ♦ Glen holds iPad over the printed graphic novel
- ♦ The red “AR” symbol glows in the middle of the panel, and Glen decides to activate the AR sequence

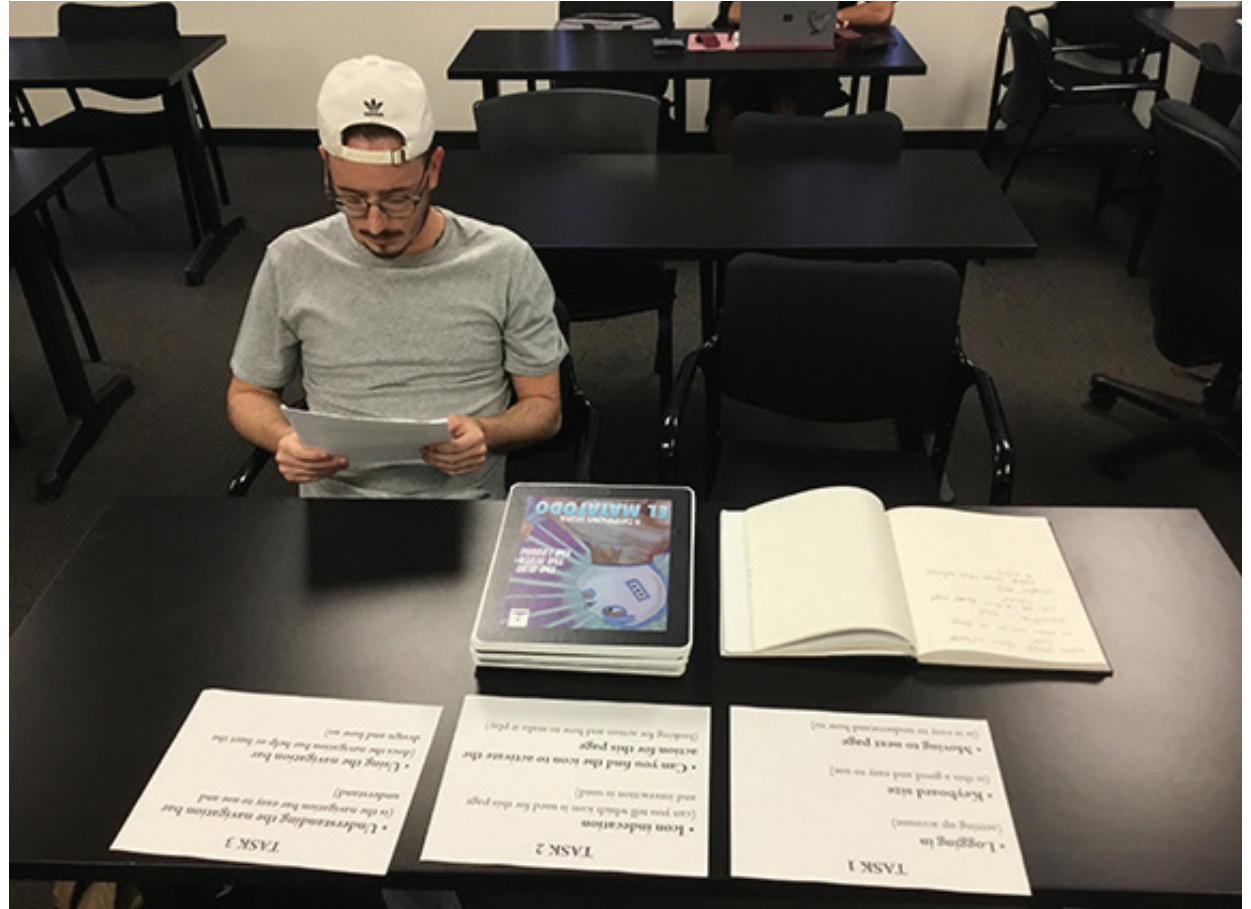
TASK 2

- ♦ Locating the navigation bar, found at screen bottom, Glen reviews the symbols- MIC for voice commands, Speaker for narration, Ribbon for Bookmark, AR for augmented reality, Red Triangle for animation, Guillamets left and right for page back or forward, Box for skip to page.

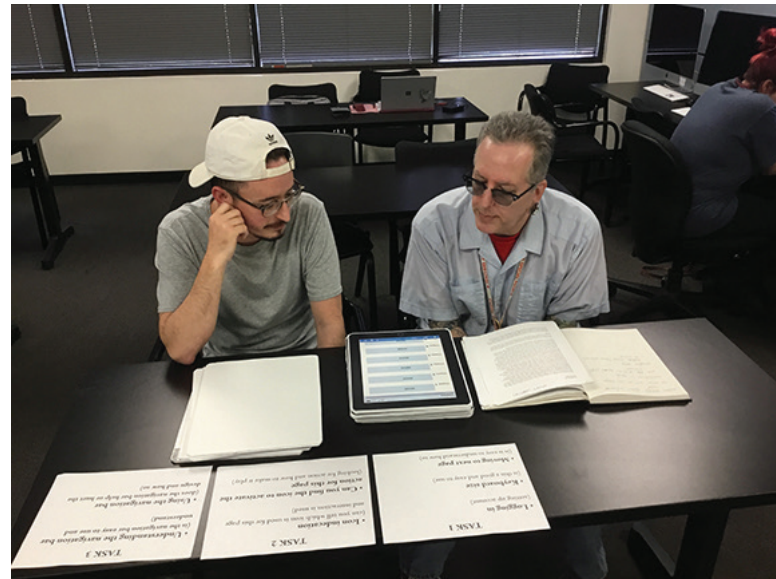
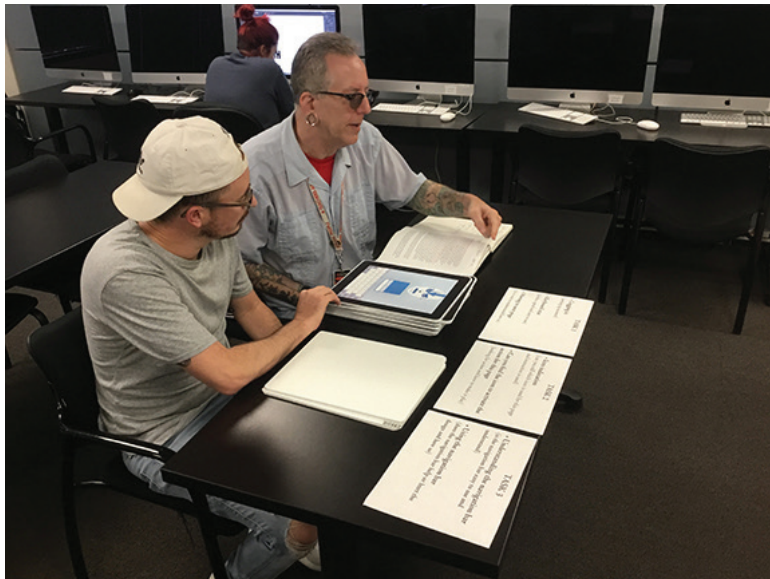
TASK 3

- ♦ Glen chooses the Guillamet right to move forward one page in the graphic novel. On the new page, Glen sees a glowing AR symbol, and clicks it, beginning the Augmented Reality segment of that page or panel.

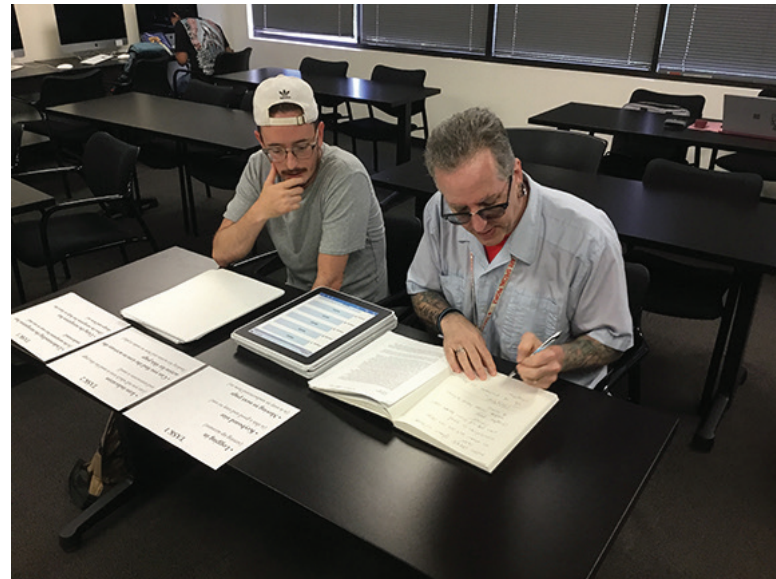
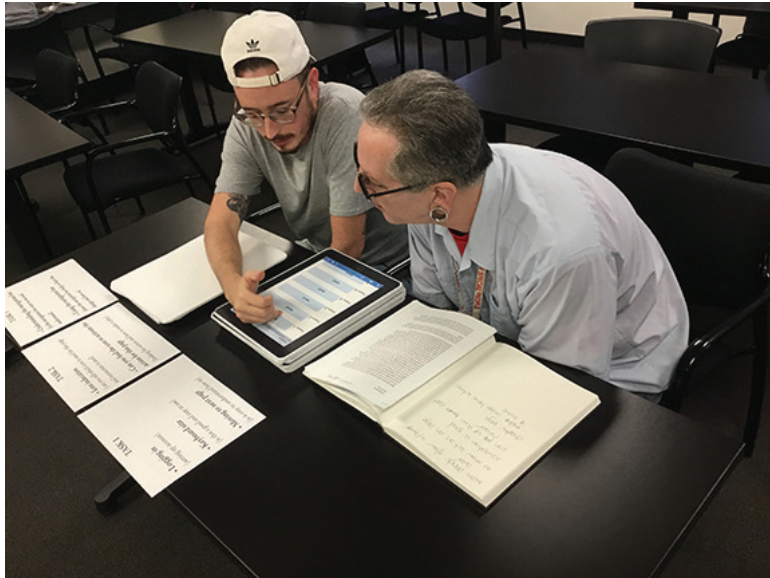
Paper POC



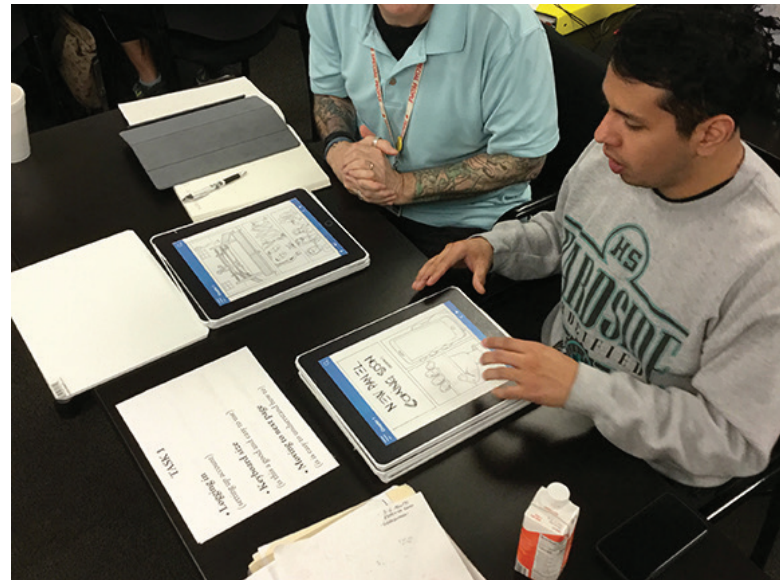
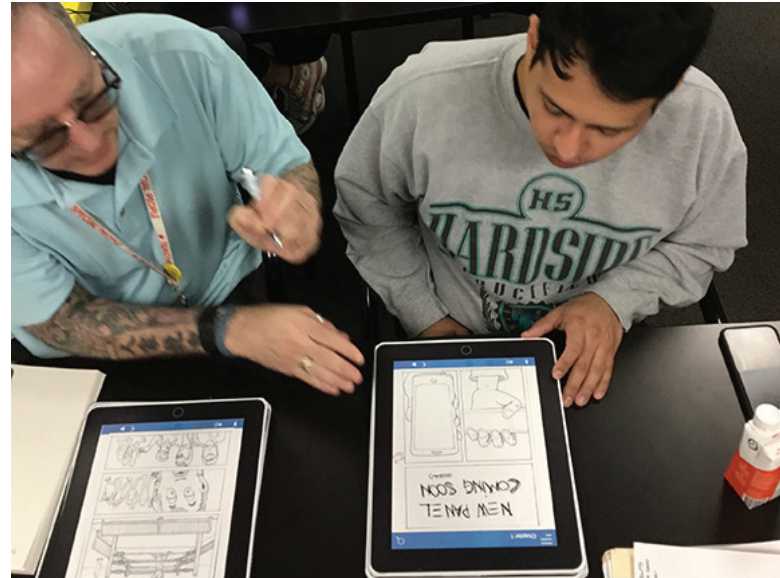
Scott Cooper MFA Thesis Project Interactive AR Graphic Novel "EL Matatodo"



Scott Cooper MFA Thesis Project Interactive AR Graphic Novel "EL Matatodo"

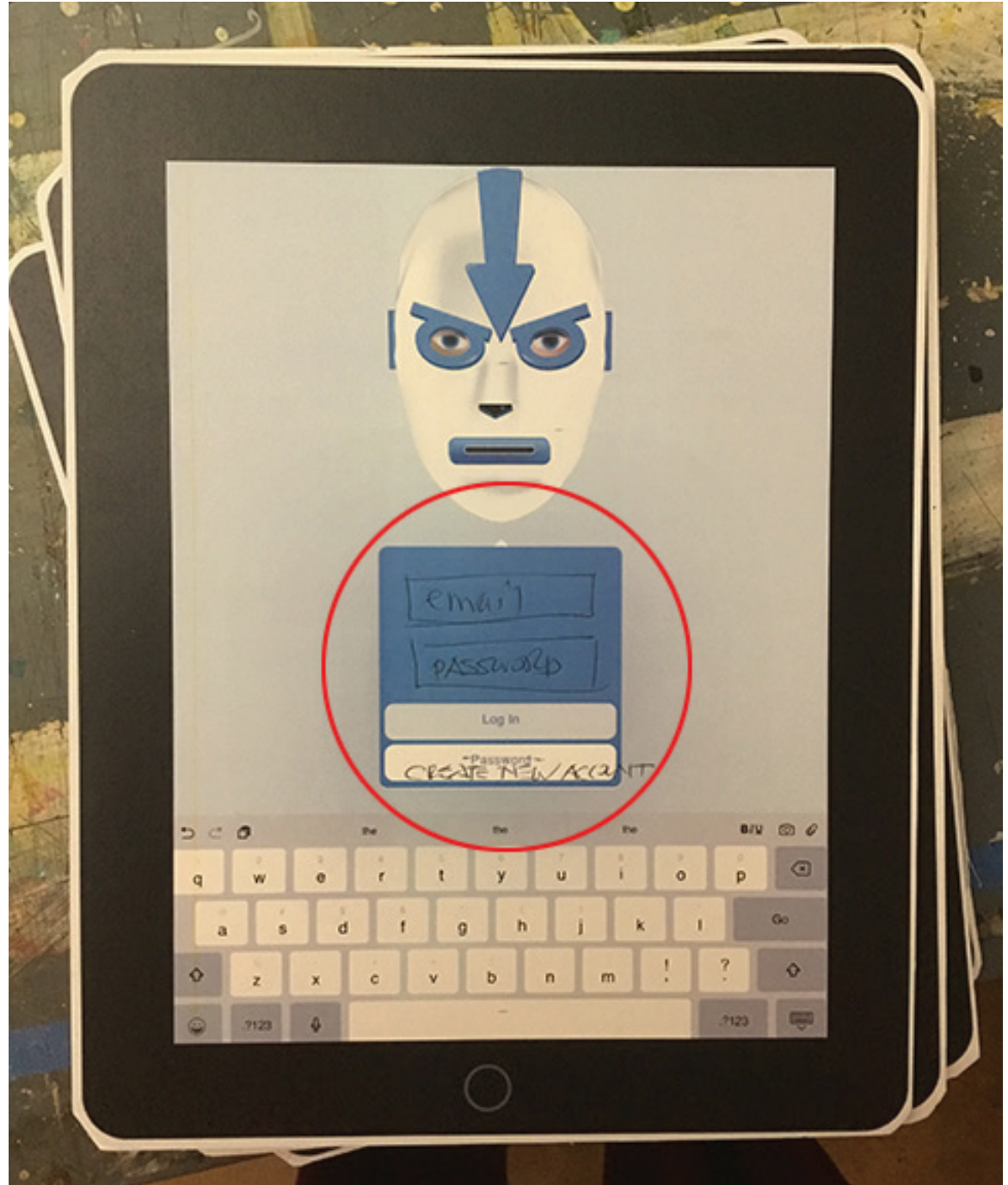


Scott Cooper MFA Thesis Project Interactive AR Graphic Novel "EL Matatodo"



Scott Cooper MFA Thesis Project Interactive AR Graphic Novel "EL Matatodo"

Paper POC Notes/ Feedback



Scott Cooper MFA Thesis Project Interactive AR Graphic Novel "EL Matatodo"

make panels glow w/hover
over

to show action on page

navigation is good

icon pop up from lower right
corner

chapter page

make image have actions
& move.

CHAPTER

1/3 1/3 - picture 2/3 description

chapter pg no nav. bar

ANIMATION PAGE ICON
IN MIDDLE OF PANEL

SOUND BAR ~~BTW~~

short version

El Matatodo
Story Line

Male character picks up mask (finds the mask in the alley, back door of the small arena where he was suppose to wrestle) and finds out that his favorite luchador is missing without his mask, he takes it home and on the first night he puts the mask on but does not remember what happens or what actions he took. He just wakes up in his apartment in a different spot. He knows something went on but he cannot remember what it is (he looks up on all the social media sites to see any news about the missing luchador). What happens he puts the mask on and becomes El Matatodo and the mask takes over his body and he gets into fights but fights crime very brutally. This happens a few times over a couple of weeks. The male character goes to all the wrestling show to see if he can find the TRUE El Matatodo and return the mask to him (he goes to shows to see if he can find clues and goes to wrestling gyms to see if he can find out news as well, also to learn more about wrestling). But he cannot find him, then the male character hears that they are putting up the championship belt up because the TRUE El Matatodo has not or cannot be found, so they are starting a competition to see who will win the belt and become the new super world heavy weight champion. The male character does not like this and goes out to win the belt back for his idol the TRUE El Matatodo. As he is fighting in the competition he becomes aware that the mask was taking over his body. Because when he put the mask on he would transform in to a muscle bound luchador, not his normal skinny geeky self. As he goes along in the competition he realizes that he can control the mask and take back control of his brain but use the muscle body.

As he goes around looking for his idol and return the mask he runs into this sleazy wrestling promoter who picks on him and yells at him. But he does not know that this kid is the champion when not wearing the mask.

After he wins the belt he realizes that if he keeps wrestling as this New champion the second coming of El Matatodo he can go around and look to give back his mask to the wright full owner his idol. As he goes around and defends the belt he finds out the belt is also a time warp

make panels glow w/ hover
over

to show action on page

navigation is good

icon pop up from lower right
corner

chapter page


make image have actions
& move.

CHAPTER

1/3 1/3 - picture 2/3 description

chapter pg no nav. bar.

ANIMATION PAGE ICON
IN MIDDLE OF PANEL

SOUND BAR 

AUDIO & VIDEO

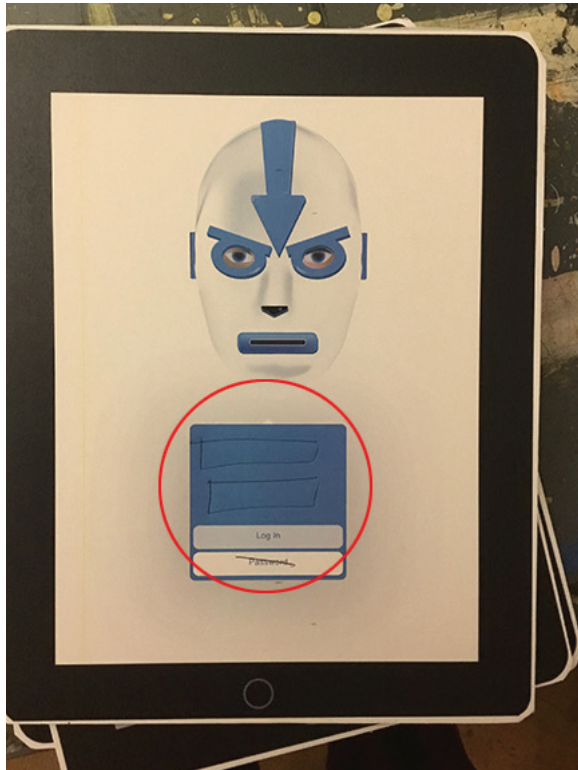
PLAYS WHEN LOAD

PAGES LOADS

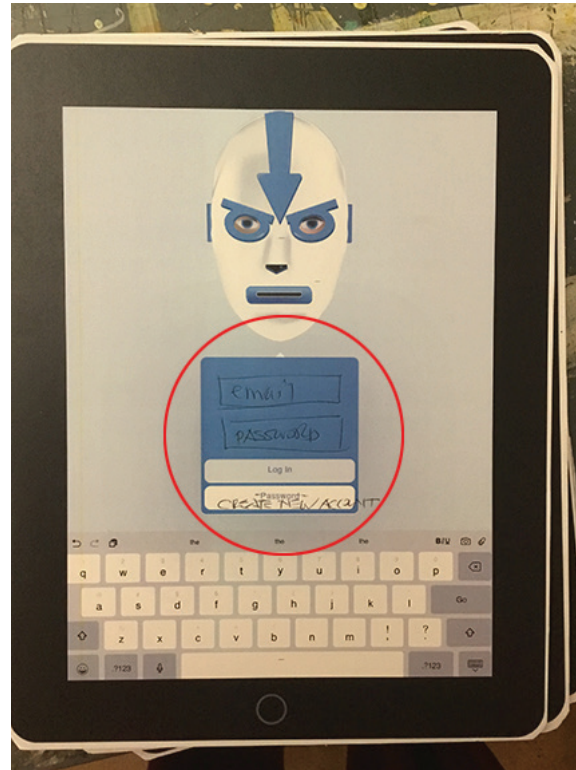
OR

PLAY BUTTON

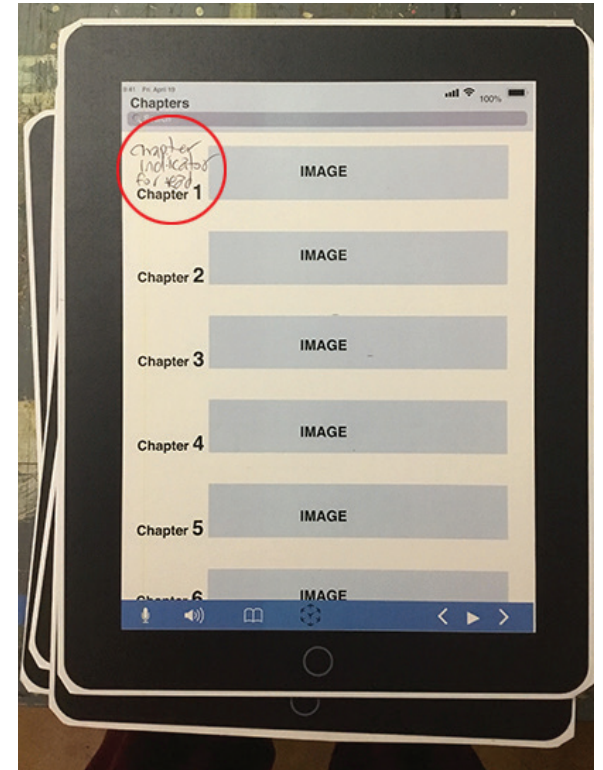
notes/recomendations



Add a "email" box, move password box up, keep log in box, add a "create new account" box/button....



Add a "email" box, move password box up, keep log in box, add a "create new account" box/button....

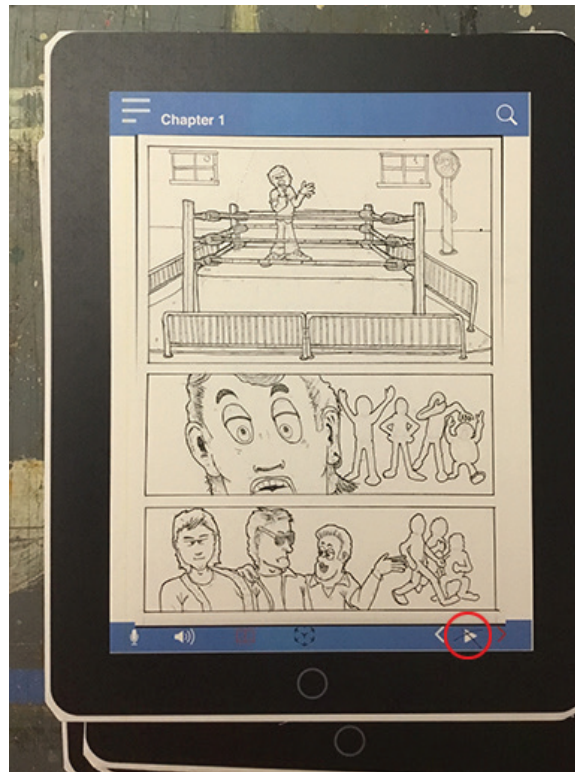


Chose completed chapters in different color, red color was suggested to use.

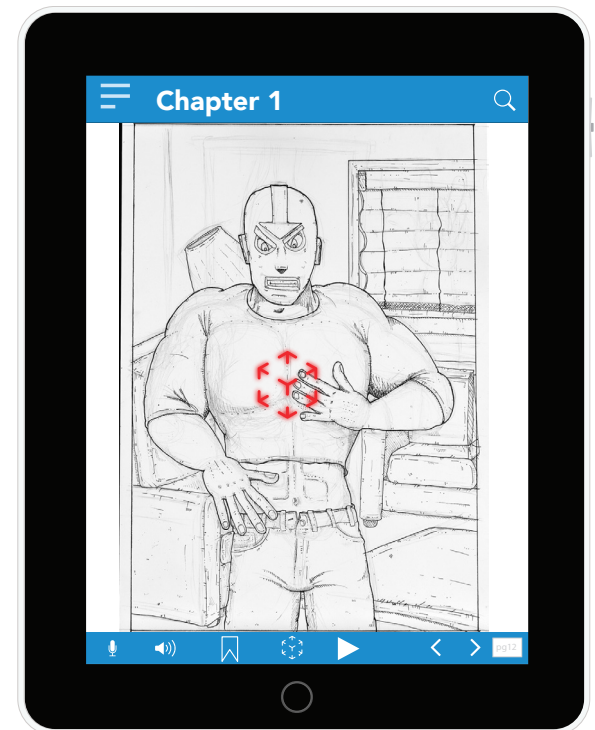
notes/recomendations



Add a "play" icon to let viewer know that this panel has animation on that panel.

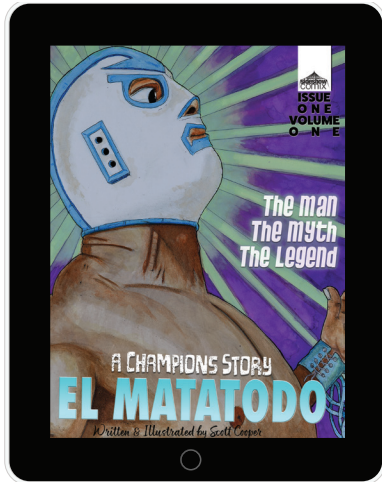


Take off play button that does not have any animation, to to confuse the viewer.



Add a "AR" icon to let viewer know that this panel has AR action on this page. Take play button off page.

UI design updated



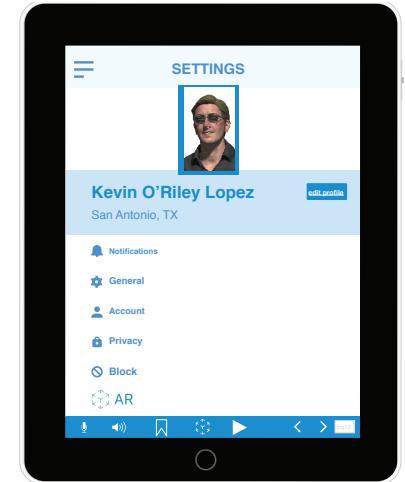
Front Cover



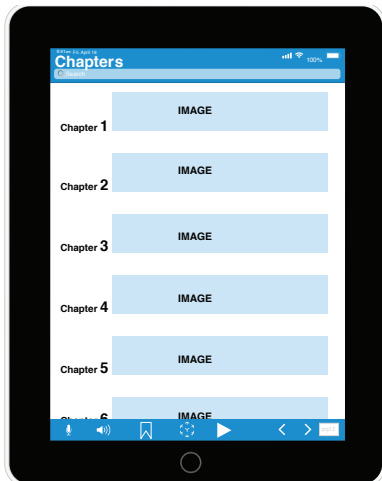
Log In Page



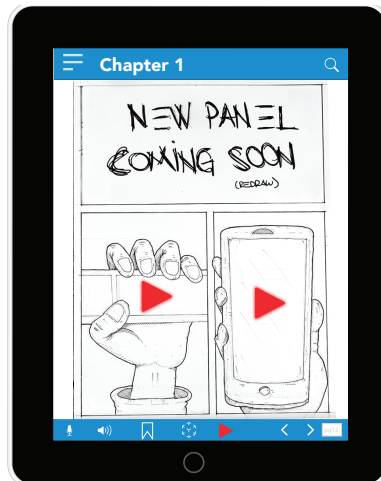
Log In Page w/Keyboard



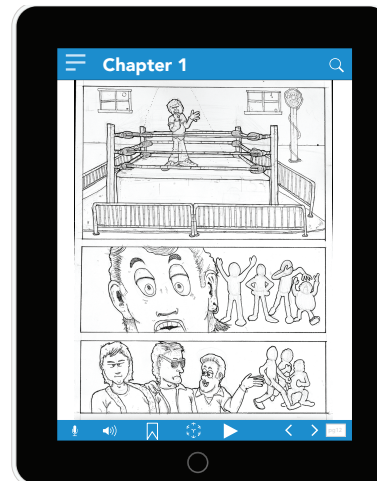
Preference Page



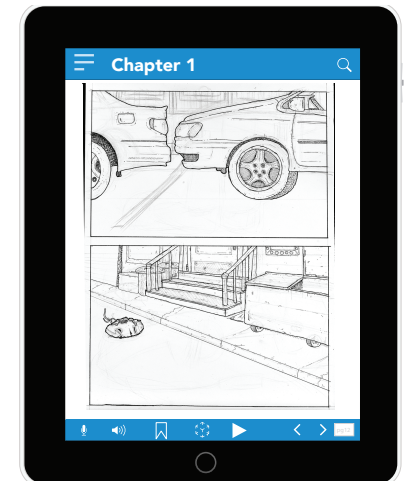
Chapters Page



Page 1 of Graphic Novel

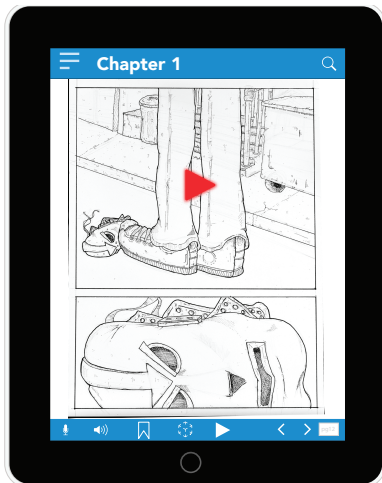


Page 2 of Graphic Novel

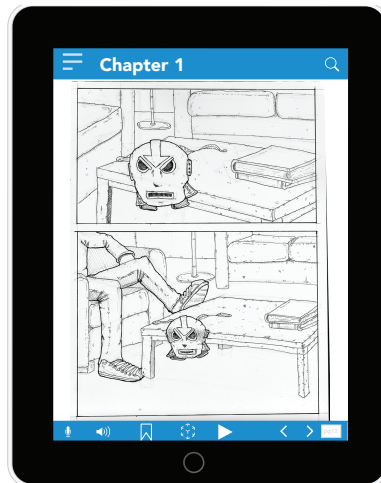


Page 3 of Graphic Novel

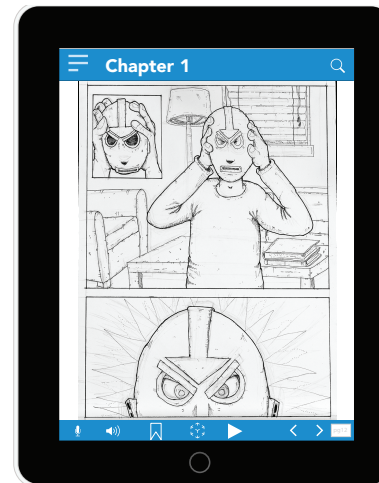
UI design updated



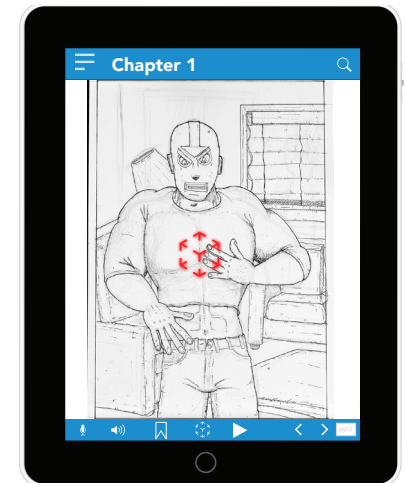
Page 4 of Graphic Novel



Page 5 of Graphic Novel



Page 6 of Graphic Novel



Page 7 of Graphic Novel

Technical Resources

ZBrush

To create the characters in 3D

Photoshop

To pose characters and used to color correct artwork digitized.

Adobe Dimensions

To create the 3D depth

Unity Software

To code the project

XCode10

To code the project

ARKit from Apple

To code for the project

After Effects

For animation for interactive

Adobe Xd

To view the prototype

Current iOS on iPad & iPhone or any mobile device for testing

Additional software will be added as needed.

Timeline

I estimate it will take four terms to build and test Chapter 1. Subsequent Chapters will be much faster build, as initial design and coding will be configured.

- **Term 1 Winter 2019** will include:
 - design and layout of Chapter 1 art and digital content (drawing and digitally coloring) and GUI.
 - WNM810 User Experience
 - GAM623 Digital Sculpting Class
- **Term 2 Spring 2020** will include:
 - devoted to coding and testing as built.
 - WNM820 Responsive Web
 - ANM302 3D Modeling & Animation
- **Term 3 Winter 2020** will include:
 - beta testing and target audience usability testing.
 - WNM830 Visual Design
 - GAM699-11 Fundamental of Unity
- **Term 4 Spring 2021** will include:
 - polishing, de-bugging, finalizing, presenting and shopping of project to potential agents.
 - WNM830 Visual Design
 - WNM Direct Study

portfolio

FRONT



**Advanced
SPINE
and
PAIN
Center**

Dr. Manuel Ybarra

BACK

**THE TEXAS CENTER
FOR ATHLETES**
21 SPURS LANE,
SUITE 240

WESTOVER HILLS
10010 ROGERS CROSSING,
SUITE 230

STONE OAK
255 E. SONTERRA BLVD,
SUITE 216

**PHONE 210.690.0777
FAX 210.690.0779**



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SUITE 230

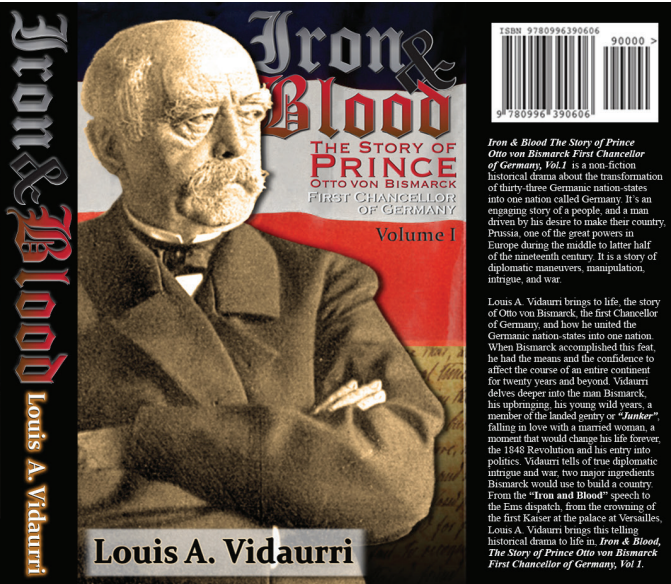
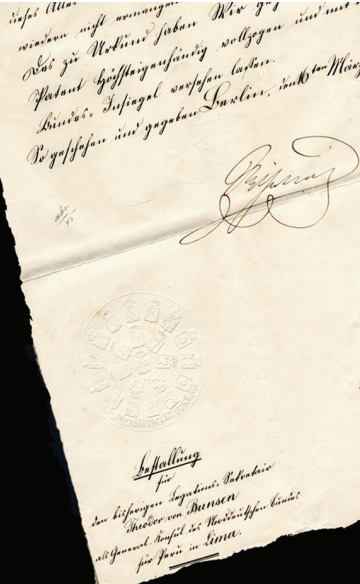
STONE OAK
255 E. SONTERRA BLVD,
SUITE 216

**PHONE 210.690.0777
FAX 210.690.0779**



Upon completion of his undergraduate work in 1999 at Southwest Texas State University, Louis A. Vidaurri began extensive research for this publication. His interest in the period in Europe of the mid to late nineteenth century continued after graduation. He has ten years of experience in writing since having a poem published in 1999.

Vidaurri brings to life the story of Otto von Bismarck, the first Chancellor of Germany, and how he united the Germanic nation-states into one nation. When Bismarck accomplished this feat, he had the means and the confidence to affect the course of an entire continent for twenty years and beyond. Vidaurri delves deeper into the man Bismarck, his upbringing, his young wild years, a member of the landed gentry or "Junker", falling in love for the first time, a moment that would change his life forever, the 1848 Revolution and his entry into politics. Vidaurri tells a tale of true diplomatic intrigue and war. The two major ingredients Bismarck would use to build a country. From the "Iron and Blood" speech to the Ems despatch, from the crowning of the first Kaiser at the palace at Versailles, to his elaborate alliance system and subsequent dismissal by the first Kaiser, Wilhelm II, Vidaurri blends history and biography to create this telling historical drama, *Iron & Blood, The Story of Prince Otto von Bismarck, First Chancellor of Germany*.



Iron & Blood: The Story of Prince Otto von Bismarck, First Chancellor of Germany, Vol. I is a non-fiction historical drama about the transformation of thirty-three Germanic nation-states into one nation called Germany. It's an engaging story of a people, and a man driven by his desire to make their country, Prussia, one of the great powers in Europe during the middle to latter half of the nineteenth century. It is a story of diplomatic maneuvers, manipulation, intrigue, and war.

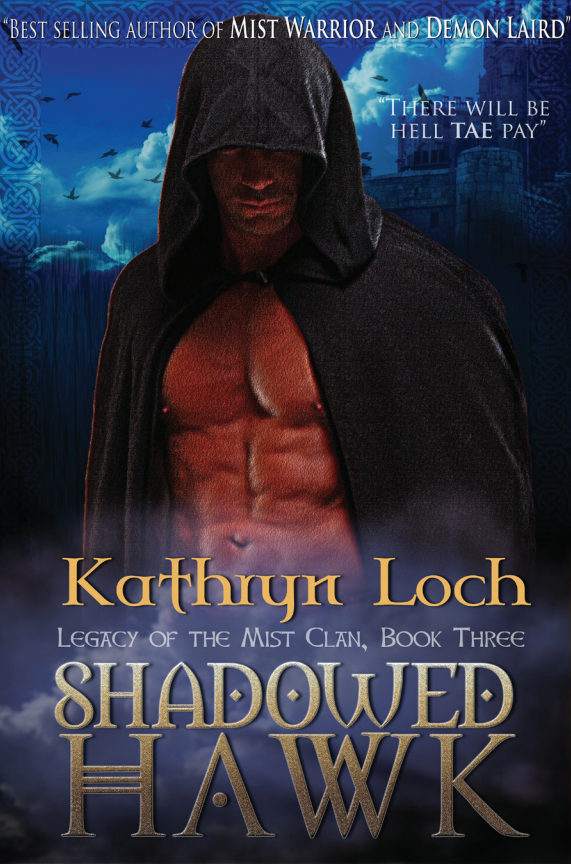
Louis A. Vidaurri brings to life the story of Otto von Bismarck, the first Chancellor of Germany, and how he united the Germanic nation-states into one nation. When Bismarck accomplished this feat, he had the means and the confidence to affect the course of an entire continent for twenty years and beyond. Vidaurri delves deeper into the man Bismarck, his upbringing, his young wild years, a member of the landed gentry or "Junker", falling in love with a married woman, a moment that would change his life forever, the 1848 Revolution and his entry into politics. Vidaurri tells of true diplomatic intrigue and war, two major ingredients Bismarck would use to build a country. From the "Iron and Blood" speech to the Ems despatch, from the crowning of the first Kaiser at the palace at Versailles, Louis A. Vidaurri brings this telling historical drama to life in *Iron & Blood, The Story of Prince Otto von Bismarck, First Chancellor of Germany, Vol. I*.

Client: Louis A. Vidaurri
Project: E-Book and Bookjacket Design

Client: Dr. M. Ybarra
Project: ReBranding of Business and New Logo

portfolio

Client: Kathryn Loch
Project: E-Book Romance Novel
 Cover Design



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 PHONE 210.690.0777 FAX 210.690.0779

Client: Dr. M. Ybarra
Project: ReBranding of
 Business and New Logo

Source/ Bibliography

Topic Research:

Storytelling Techniques

Handling 3D Interaction and UI Controls in Augmented Reality

How to make a successful AR app

Making Comics Overview Of The Comic Creation Process

The Step by Step Guide to Validating and Launching
Your App Idea

Augmented Reality

ARKit

Integrate iOS device camera and motion features to produce
augmented reality experiences in your app or game.

<https://simplicable.com/new/storytelling>

<https://willowtreeapps.com/ideas/how-to-make-a-successful-ar-app>

<https://www.makingcomics.com/2014/01/16/overview-comic-creation-process/>

<https://www.makingcomics.com/2014/03/08/write-script-comic/>

<https://ymedialabs.com/app-idea>

<https://developer.apple.com/documentation/arkit>

<https://blog.prototypr.io/designing-for-ar-b276c8251c20>

<https://developer.apple.com/documentation/arkit>

<https://ionicons.com/>

<https://tinyurl.com/y3k83er6>

<https://tinyurl.com/ydlhg4mfs>

<https://tinyurl.com/yynya4jn>

Technical Research:

Apple ARKit

Unity Software

3W School

Apple Developer

Expert Consulting:

AAU Faculty in Web Design and New Media and Gaming Department

Greg Passmore

MergeVR (I have access to their coding team if I get stuck or questions arise)

Freddy Lopez

**THANK YOU
FOR YOUR
TIME TODAY
ANY QUESTIONS...?**