

LUCHALIBRE HÉROES DEL RING



EL MATATODO

VS
KID CONGO

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MEET THE LEGENED AND
GET YOUR PHOTO WITH THE UNIVERSAL
ALL GALAXY, ALL DIMENSION

El Matatodo Graphic Novel

(Interactive AR Graphic Novel)

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Assignment 14.1 Project Plan Final Design

Project Plan and
Final Design...

EL MATATODO

Graphic Novel

ORIGINAL TIMELINE

This was my original time I set up for my mid-point review and thought this would be the proper timeline, but things and life has put and changes the timeline for my presentation of this project aka thesis...

- **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

UPDATED TIMELINE

This is now my updated and projected timeline for my presentation for my thesis project, as of now I am still waiting to hear back if I get to be put into the ZBrush I requested to finish the 3d character design. With this class the only parts of the project is the animation and the 3D character design. Saving the best for last...

- **Term 3 Spring 2021** will include:
 - WNM820 Technical Implementation
 - GAM??? Intro. to ZBrush (class to build the 3D character)
- **Term 4 Winter 2021** will include:
 - polishing, de-bugging, finalizing, presenting and shopping of project to potential agents.
 - WNM Direct Study (finishing animation)
 - WNM Direct Study

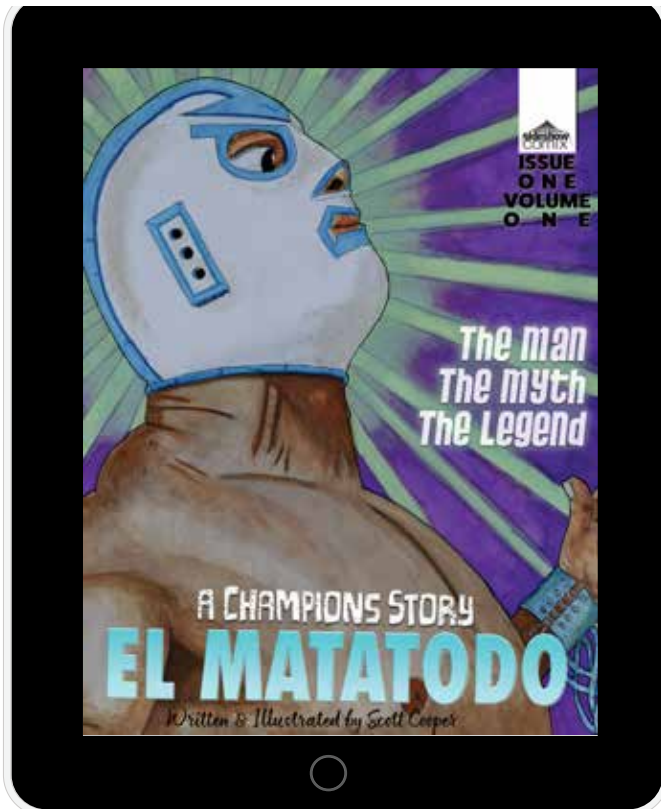
FINAL PROJECT UPDATE

When I started off this semester in this class I thought I was done with the design and I was ready to move onto the next part of the project. But as the semester went along and all the testing that was required for this class, which turned out to be very beneficial to me and the design. Going through all the testing and doing my focus groups test of the POC and the UX/UI and all the task taking, I learned and came to the realization that the design was wrong and I was trying to design for someone and not for the target audience I wanted to apply my project to that target audience. I also realized that my project does not fit any stereo type normal project so it is very hard to follow the so called rules for a certain a certain type of mobile and web based project. I found out as I go about my design for this project that there are no ground rules to follow. I am starting to set the standard in this NEW MEDIA field. Taking on s subject that is still early in design development and technology filed and keeps changing, I find it a good challenge and be able to explore the new 3D Design and AR or XRevolution.

This project may seem a simple graphic novel but I am building all the content from drawing the graphic novel, writing the graphic novel, coloring the graphic novel via Photoshop, designing the UX/UI via Adobe XD, building protoypes and the 3D characters for the AR section of this project. This is a multi layered project using both traditional metohds and new digital methods. Figuring out the AR part and help Adobe develop their AR software Adobe Aero.

From pages 6-8 you will see the OLD DESIGN aka WRONG ipad skin and all the previous testing and meeting I did with this design that I started off this a term with. The following pages are the Task and all the testing and the documentation of the Zoom Meetings. Then from pages 16-24 you will find the NEW DESIGN and all the correction I have made over the last 2 weeks of the semester. The OLD DESIGN had the WRONG iPad Skin on it and the wrong size, plus the NEW DESIGN has all the PROPER DESIGN, with the navigation bar placement, icon placement, page curl placement. I will be going back and doing more testing with the FINAL DESIGN as seen on pages 17-25.

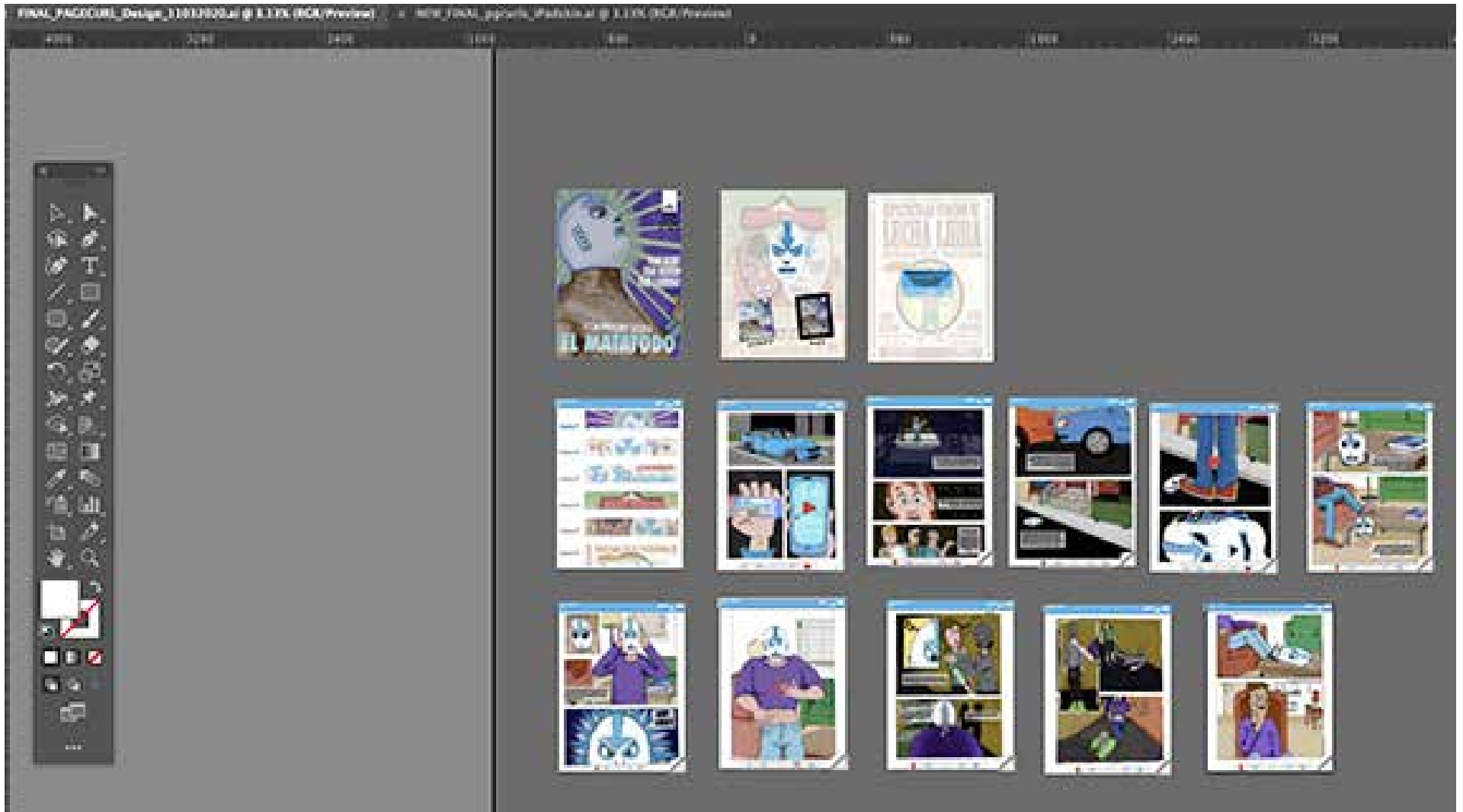
VISUAL REDESIGN



I took the last 2 weeks to come to final decisions on the design and layout and the functionality of the project. Getting all the design finalized and getting the certain items I was not to sure about. With all the meetings I held, which where all over Zoom because everyone was still a little nervous of meeting in person. Being to have such a large group and the meetings and their reviews and critiques on the project, really helped. I was able to show them both versions of the project and what I had and what i wanted to take out and not redesign the project but eliminate certain things I did not really think I needed in the project. With these last round of meetings it was clear to me that I was on the right track and I got the reaction and the questions I really did not want to hear but they where very helpful and do make the project flow and look and work better for the user and their experience in the project.

In this presentation you will find the NEW AND FINAL DESIGN for the project and all the POC testing I did with the NEW DESIGN and there results to the NEW POC.

FINAL DESIGN



FINAL DESIGN WITH IPAD SKIN



PAPER POC TEST

This section will show the last round of **Paper Proof POC Test**. This round of POC was with the NEW design, with the certain pages removed from the design that I did not feel it fit with this project, with the meeting of the last group to discuss either the project needed those certain pages or remove them see **page 13-15** for Zoom Meeting. With those pages removed they did affect my task so I had to rewrite them again, the only one that changed from the last POC test is Task #1.

TASKS:

1. User opens graphic novel, chooses which way they user wants to view the graphic novel (either using the printed book as a trigger points for AR or goes completely digital) and goes to chapters page and chooses Chapter 1
2. User goes to Chapter Page and chooses Chapter 1
3. User goes/moves to Page 1

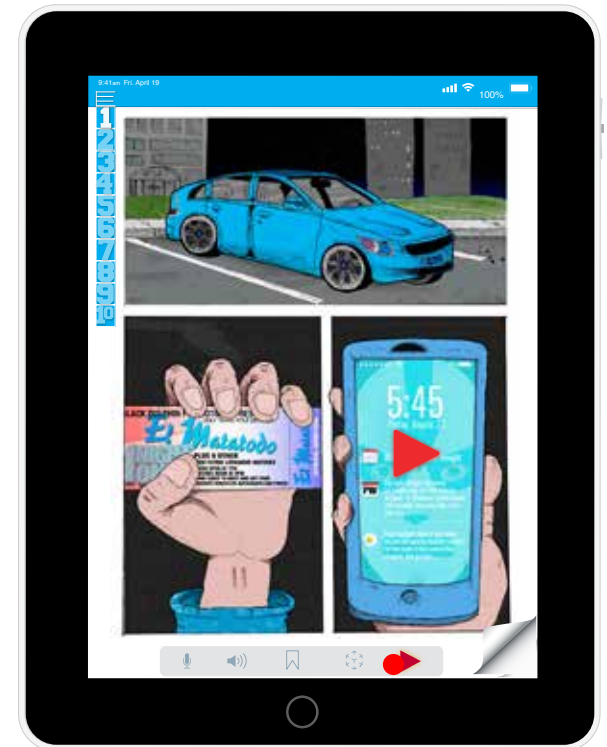
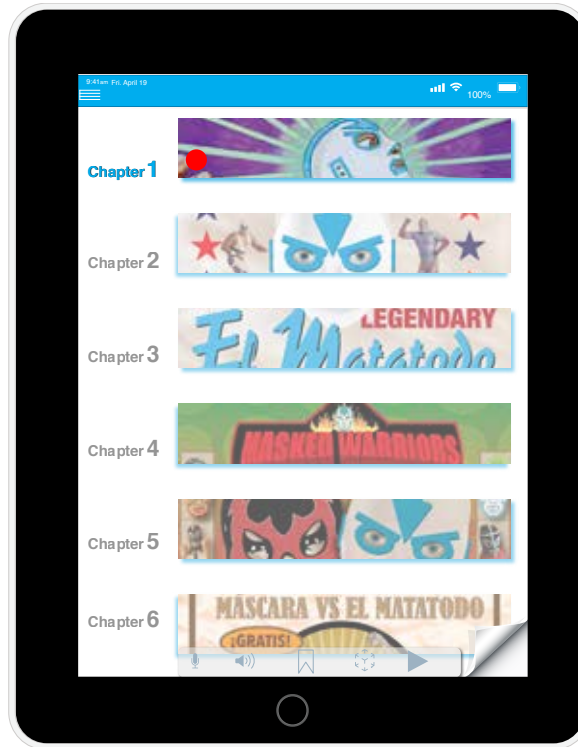
TASKS:

1. User goes to page 1 and chooses play button nav. bar
2. User goes to page 1 and finds Animation Button and plays
3. User watches animation and goes to page 2

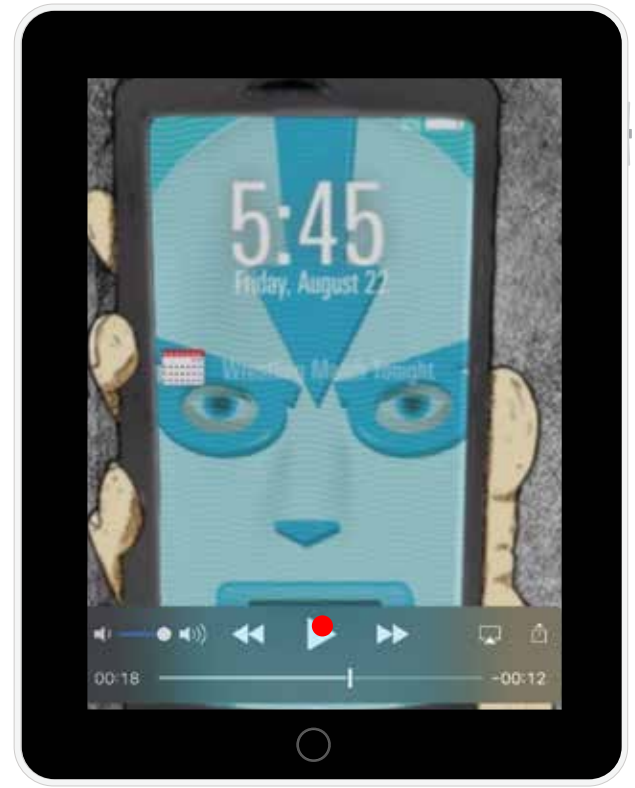
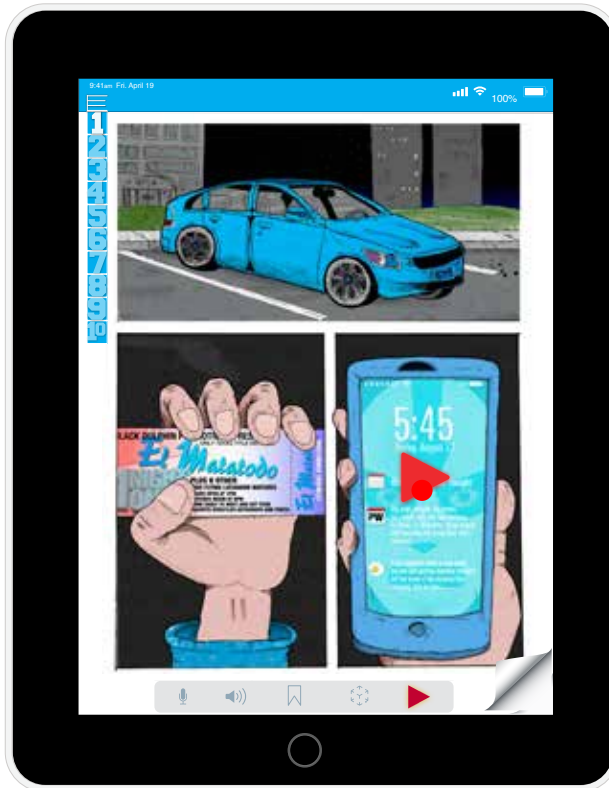
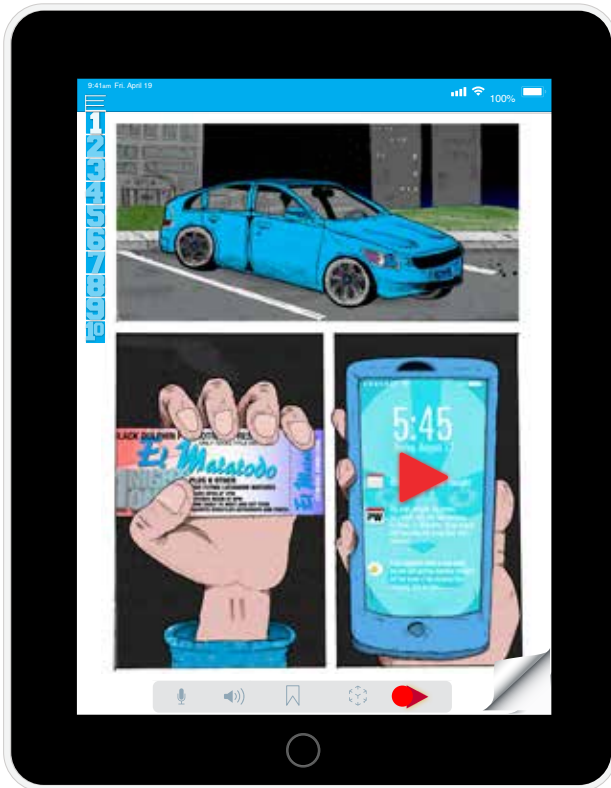
TASKS:

1. User goes to chapters page and chooses Chapter 1
2. User goes to AR Page and turns on "AR" on nav. bar
3. User goes to AR Page and turns on "AR" on screen

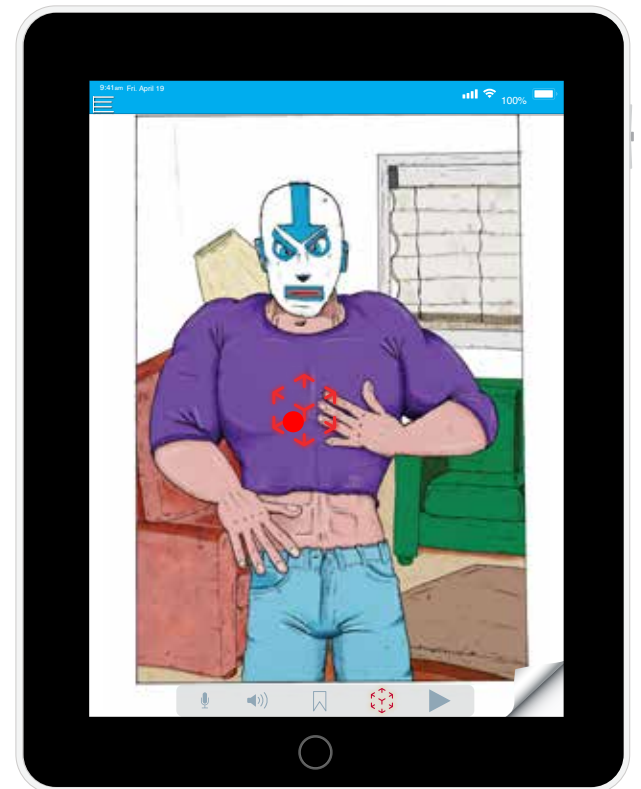
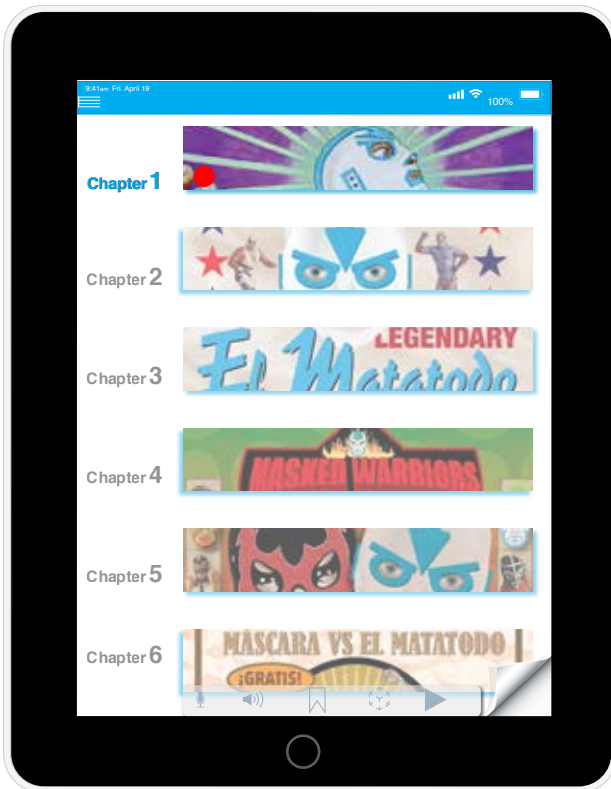
TASK 1



TASK 2



TASK 3





POC MEETINGS RESULTS

Germaine liked the NEW design and layout, *"the new design works with the concept and has a good flow to it"*. Germaine liked the idea that you could use the printed graphic novel as well to activate the AR with your phone or your iPad. Being able to choose either way to view the story and how the story is being told and how I experienced it makes it that much cooler and want to read and watch it again and again. After choosing the direction the new design and the page curls give it a more readable experience but in the 21st century and modern technology as well. Likes the idea that you can have a narration of the story or you can read it yourself with no voice overs. Very smooth transition and easy to find the task and the function that where given in Task #1.

PROS: This will take the comic book and graphic novel industries to the next level of story telling, this will open a whole new jobs and design careers using this technology.

CONS: None, everything looks good and looking forward to seeing what it does...

SKILLS/TECHNOLOGY: Expert, iPad, iPhone, tablet, laptop



POC MEETINGS RESULTS

Armando also liked the NEW design and layout, *“the old navigation bar felt out of place , this new design fits better and does not interfere with the page and the contents on the page”*. Armando liked the idea that the navigation bar new design and the icons are not taking your attention away from the graphic novel art. Armando like the idea that the icons get darker when they are called for so you know exactly which one is need to touch or push. Armando also like the idea you have 2 choice to activate the animation and you know which is the animation. The icon also has a slight glow as well to help and this also helps to identify and help the user/viewer which are live. The page curl design is fun to be able to turn a page in this fashion than how he had the old design. This is much better than the old way.

PROS: None all is good looks like the project has thought of all options.

CONS: None

SKILLS/TECHNOLOGY: Expert, iPad, tablet, laptop



POC MEETINGS RESULTS

Edward agrees with everyone about the NEW design, it just works better than the last design version. The whole concept is excellent because this is a great way to get kids and let comic and graphic artists explore new avenues of reaching new readers/users and being able to expand your market and market your artwork. The chapters page is very easy to understand and makes sure you know where you are in the book. The little chapter blocks are a great idea to showcase and tease the viewer even more. The curl page design just helps sell the whole concept of moving through the book without saying anything, great design idea. Being able to locate and use both icons to activate the AR content is key and very helpful to people who are skilled and those just learning. Concept is amazing for storytelling and its other uses.

PROS: Listened to his viewers and fixed the design

CONS: None, really wanted to see the AR 3D character on my desk...

SKILLS/TECHNOLOGY: Expert, iPad, iPhone, tablet, laptop

AUDIENCE INTERVIEWS

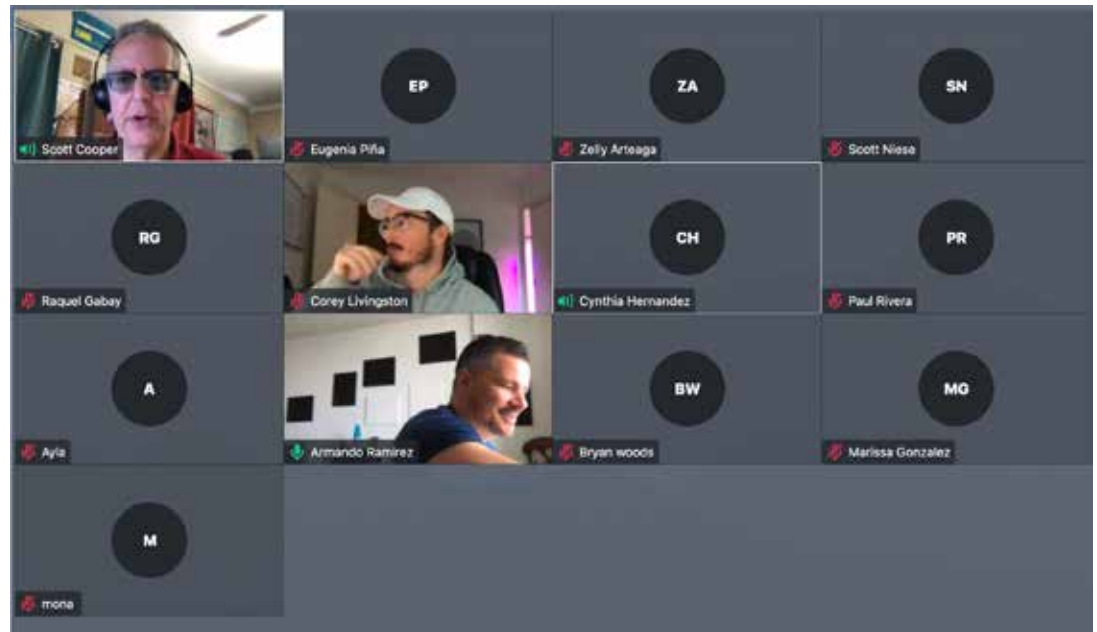
CONCLUSIONS:

CONCLUSIONS OF USER GROUP:

The user group over all liked the NEW design and how it fits and flows within the project. Making those small but major changes helped the project. The removing of those certain pages did not effect or hurt the project, works better with out them and little less confusing and not having to log in or have a membership is better for the user experince.

CONCLUSIONS OF TASKS:

The conclusion I received from the user and the POC Paper Task test was very good. Each person enjoyed the task and thought they all worked well with the project and makes the user have a good experince with it. The POC Paper Task User Group also enjoyed the new design and says it works better with the new design and the new layout than the old design. POC Paper Task User Group also mentioned that each task was easy to complete and understand and easy to execute. The POC Paper Task Group did not have any other suggestions on what they feel need to be fixed or revisit it. No changes needed or suggested.



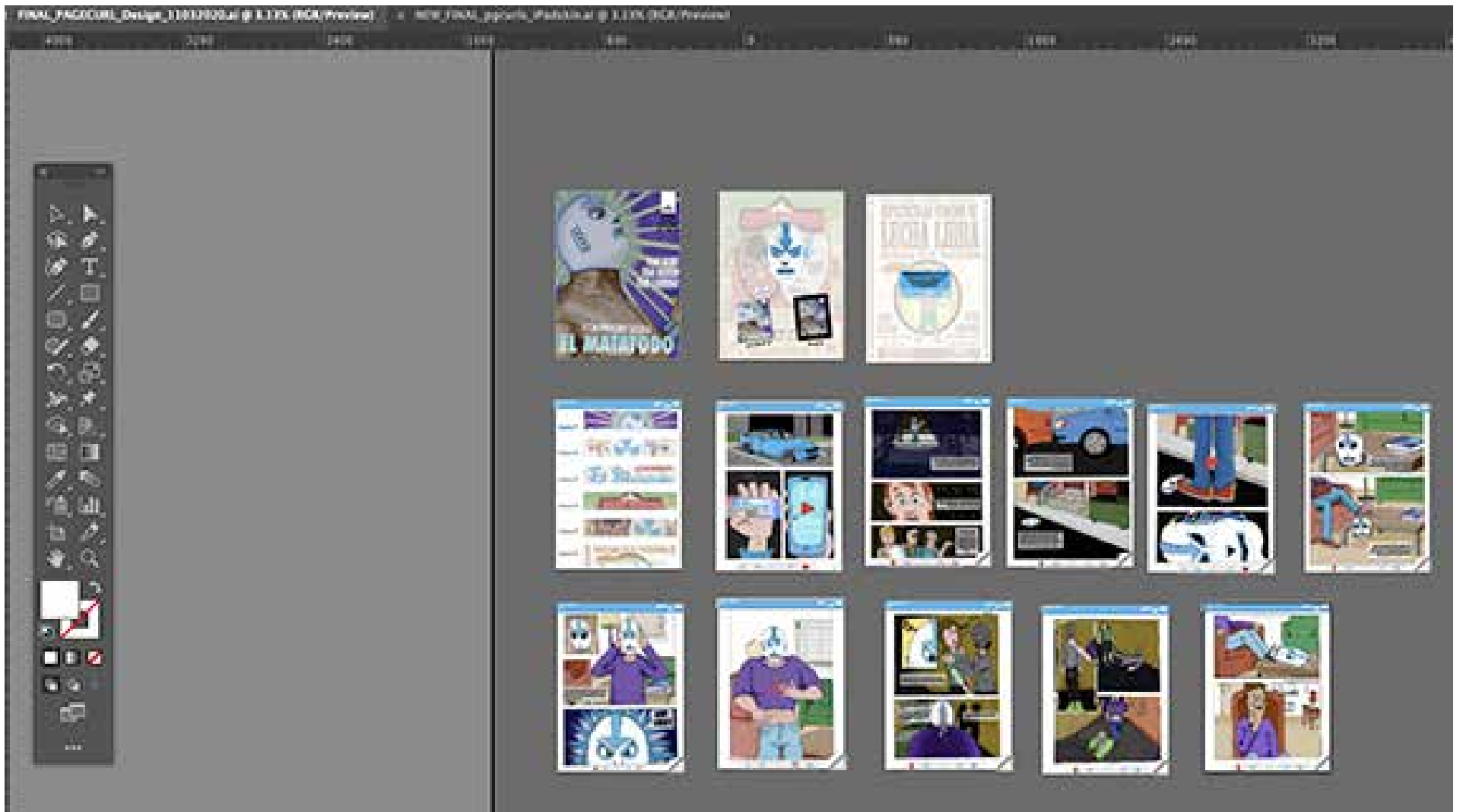
Scott Cooper MFA Thesis Project Interactive AR Graphic Novel "EL Matatodo"

FINAL DESIGN UPDATE

On these following pages you will see the FINAL DESIGN VERSION with all the proper and correct ipad skins and navigation bars. You will also noticed the last 2 pages are now colored and finished (not that important to the project but hoes with the story line).

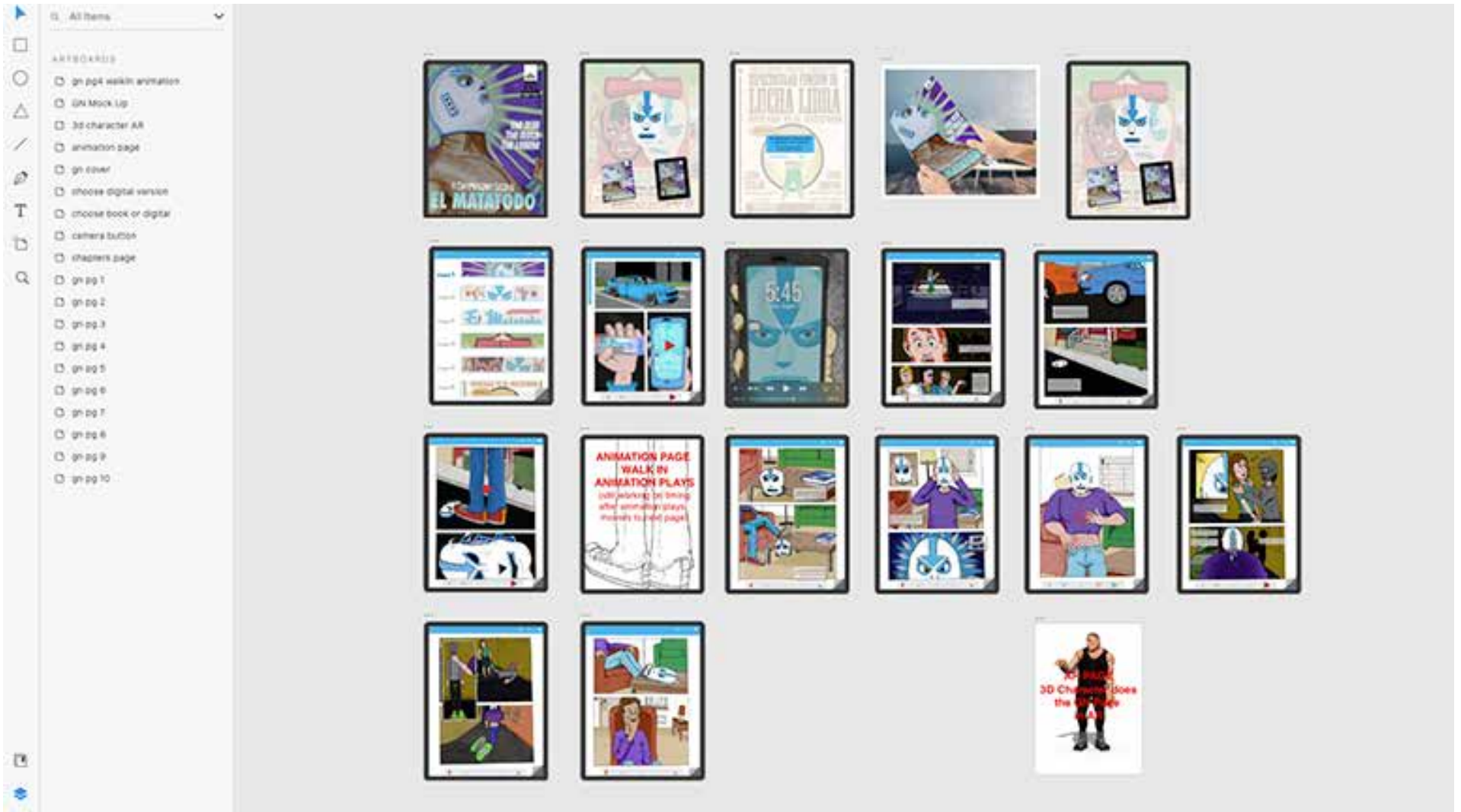
The FINAL DESIGN of this project I took a completely new approach to design and how I am handling design in this project. As I mentioned earlier pages there is no real guide lines rules to follow in designing a project in this fashion and using this type of NEW MEDIA to showcase technology and showcase how to introduce a new way of design and storytelling. It is very easy to make everything perfect and correct the flaws, make everything perfect on the computer. I wanted to make it slightly imperfect and give it that hand made and not so perfect design. Yes we can make everything perfect but can you make your design look like it was done by hand and have the little imperfections to them. This showcases your design skills to make it look that way.

FINAL DESIGN

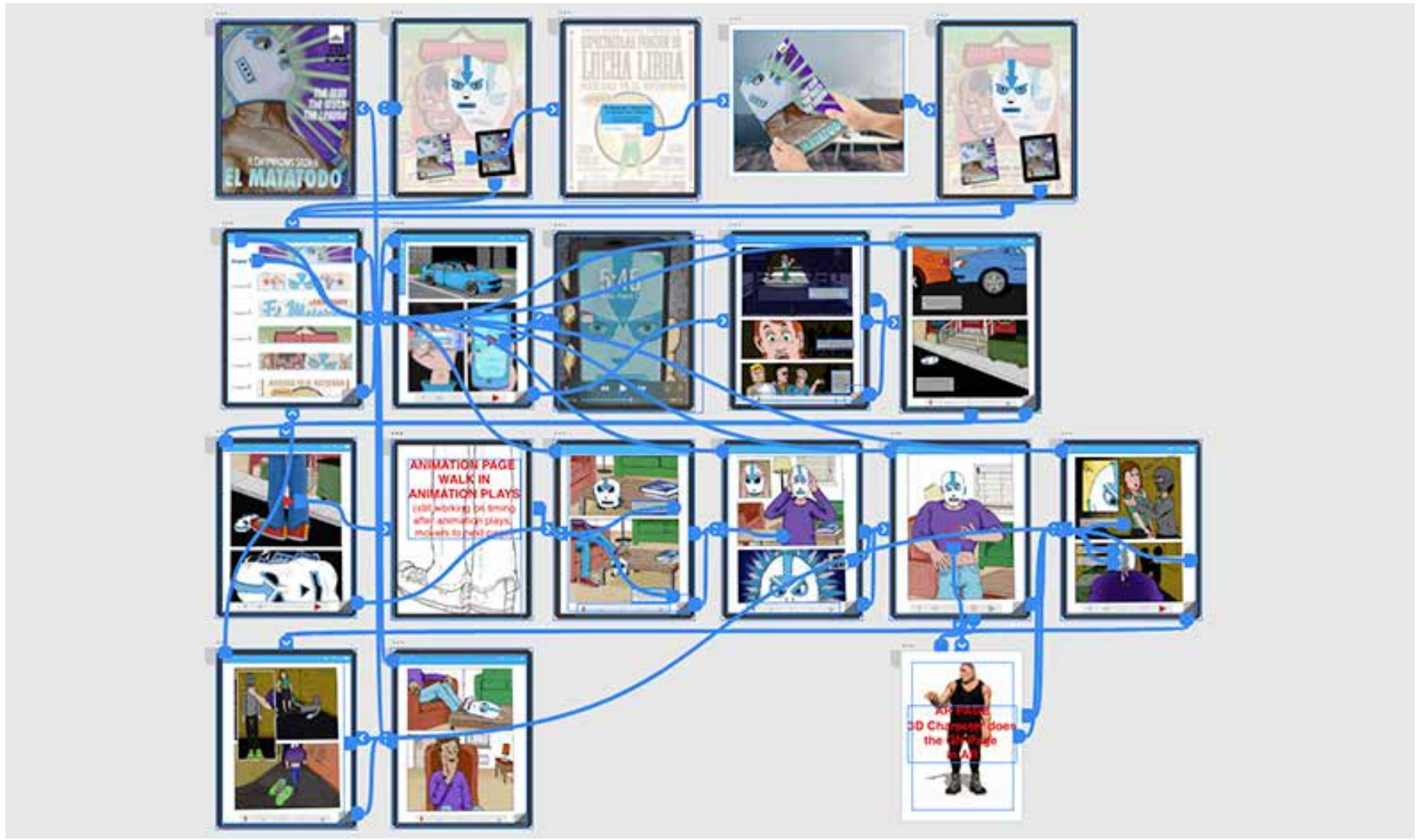


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FINAL DESIGN



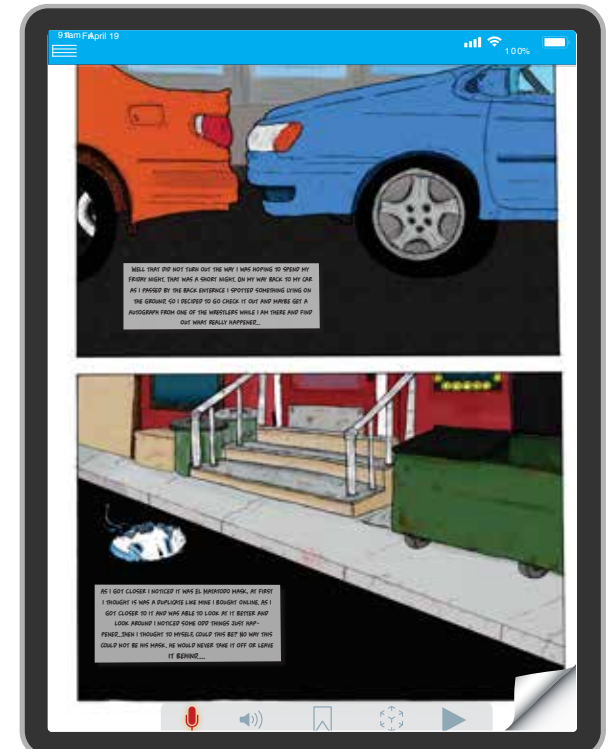
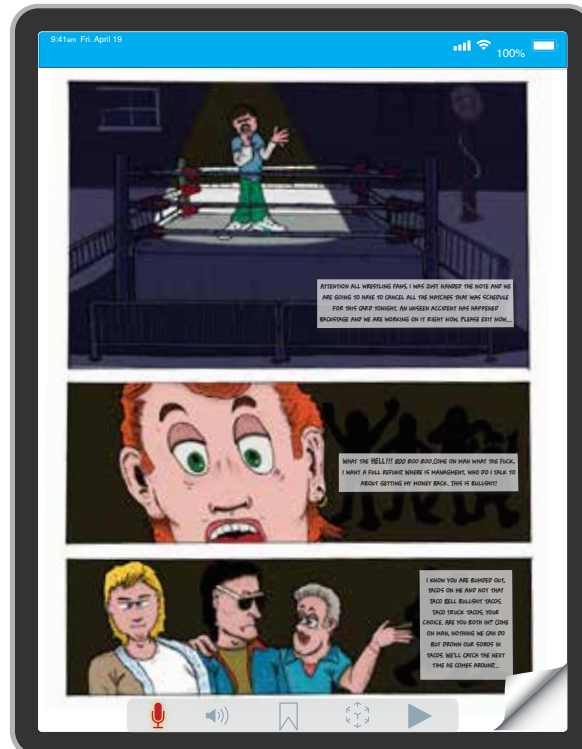
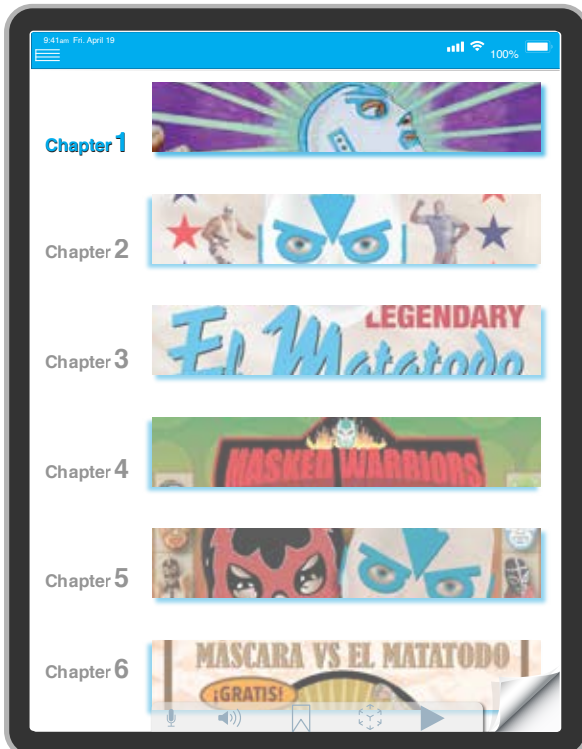
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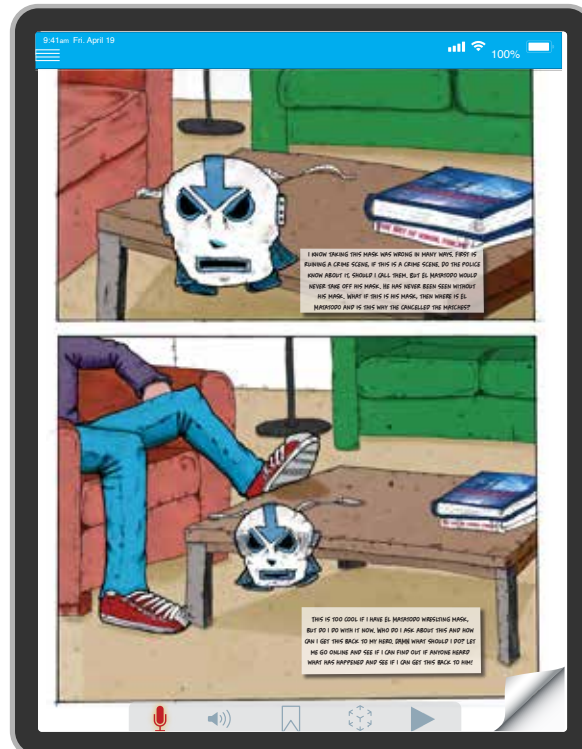
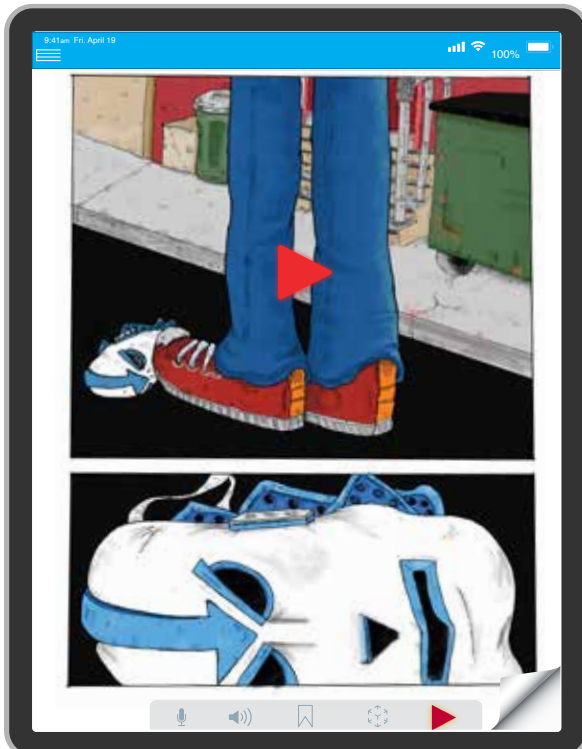
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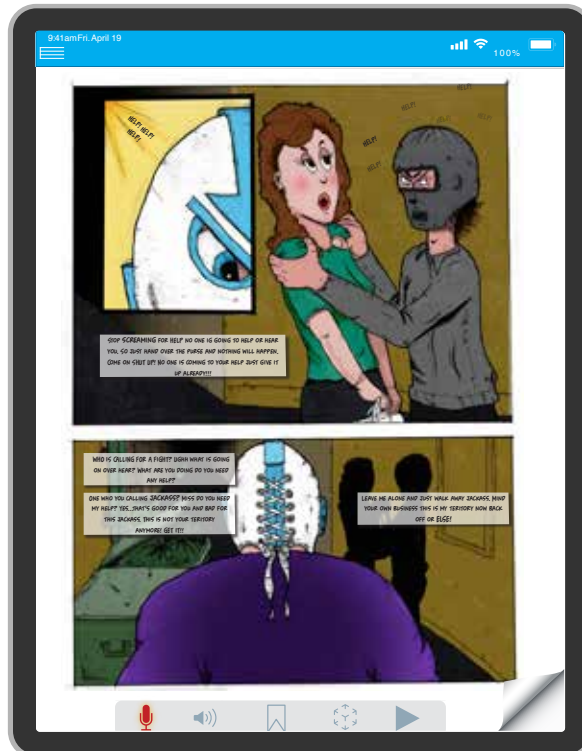
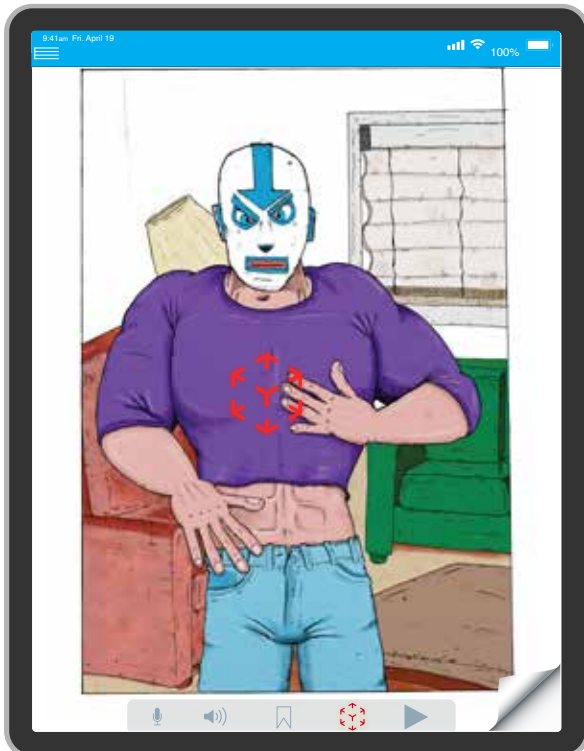
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