

Virtual Venues:

Medium-fi prototype

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Overview

- What we learned from low-fi and wanted to change
 - Simpler interface
 - Option to select lighting fixtures
 - Option to time cues
 - Clearer visualization screen
- We chose to use proto.io to prototype our touch screen even though we have a VR application

Task 1: Lighting Placement

- Functions
 - Unique drag-and-drop functionality
 - Top view and side view in 2D
 - Ability to adjust lights in groups
- Changes
 - Fixture placement versus lighting position

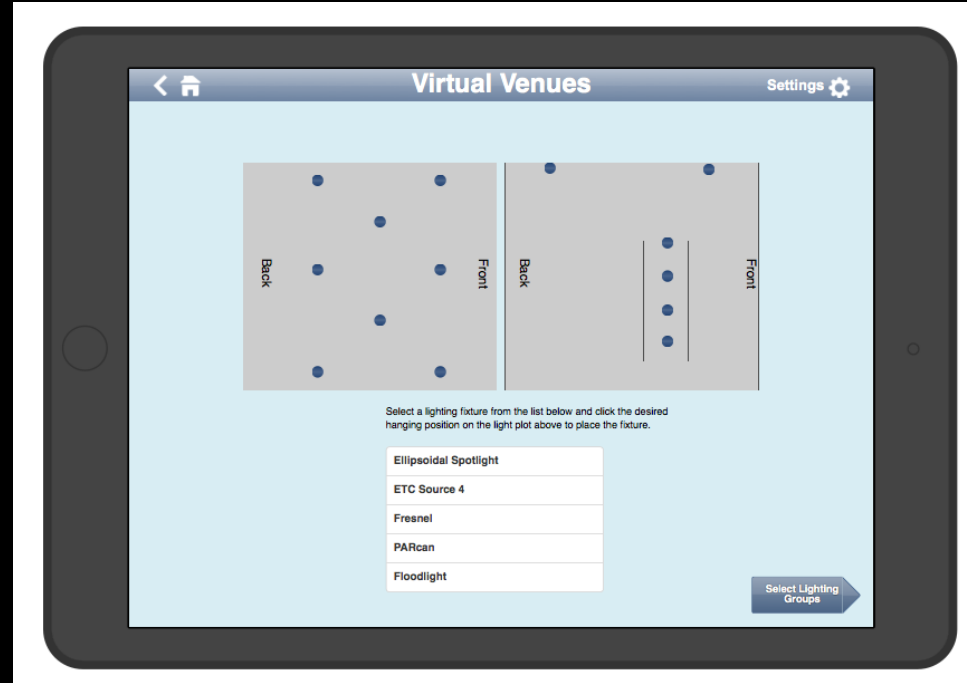
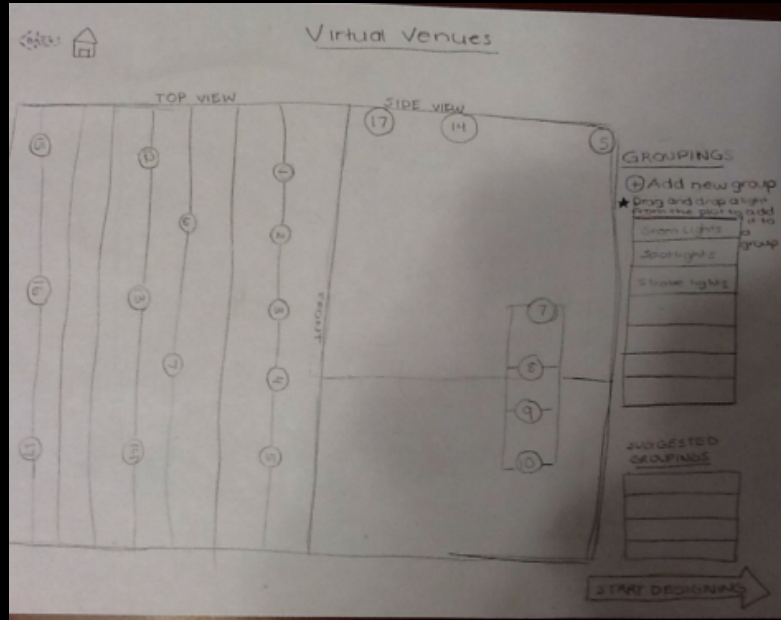
Task 2: Lighting Adjustments

- Functions
 - Light and group selection
 - Vantage point of light
 - Custom “drawn” movement
 - Tabs
- Changes
 - Preset options
 - Timing cues

Task 3: Visualization

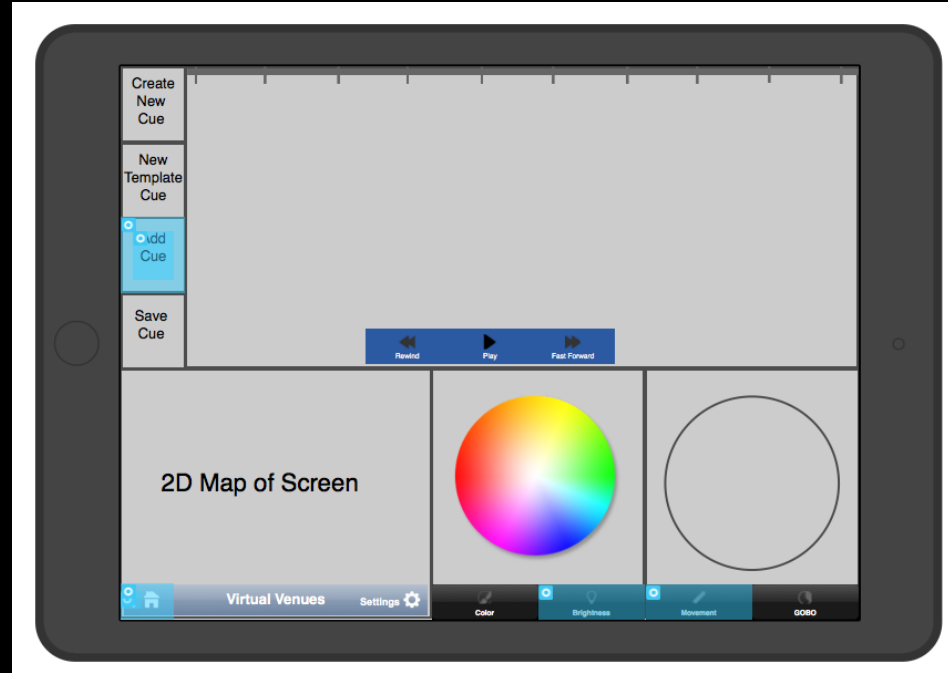
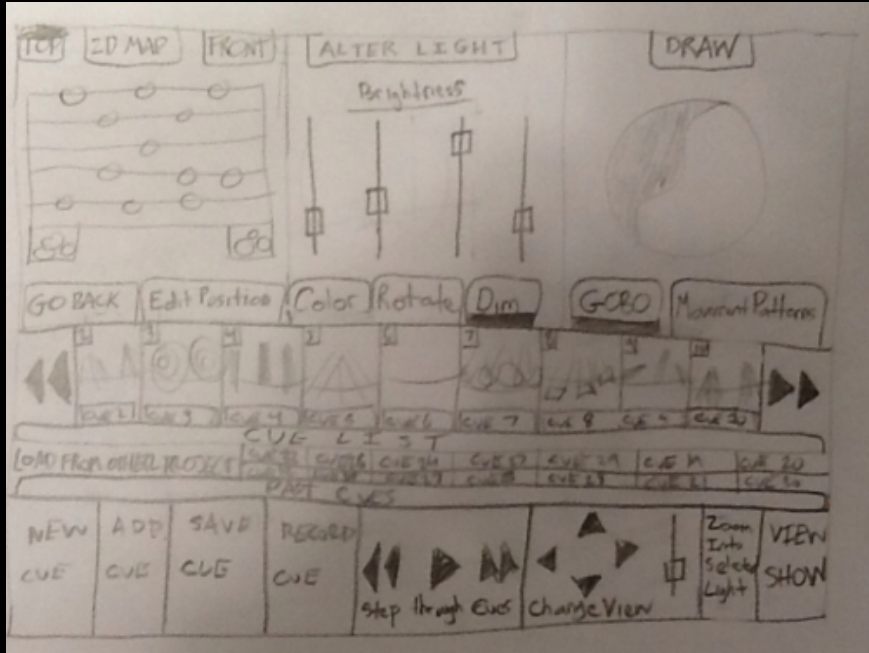
- Functions
 - Play, pause, rewind, or fast forward
 - Position adjustment

Revised UI: Fixture Placement



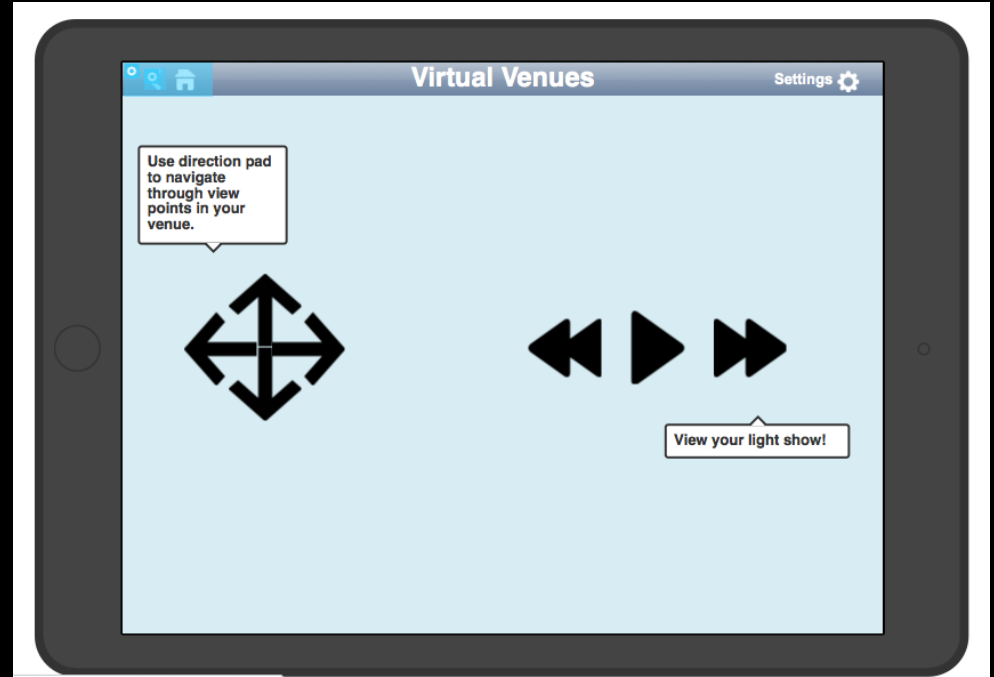
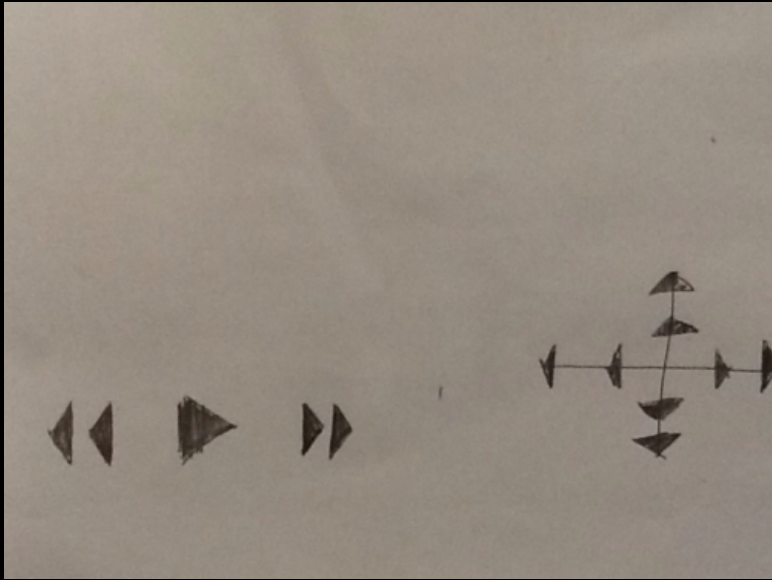
In the low-fi prototype, users could tap to create a hanging position in the 2D light plot and could group lights, but had no option to select a type of lighting fixture

Revised UI: Tools and Presets



In the low-fi prototype, the editing panels were placed differently and were more difficult to distinguish from the cue list. We lacked delay cue options and a timeline.

Revised UI: Screen Purpose



In the low-fi prototype, the UI for the visualization screen, though simple, was not immediately intuitive and made it difficult for the user to understand how to navigate in the venue.

3 Tasks Demo

Medium-fi Prototype

Prototyping Tool - Positives

- Proto.io
- Great for creating feel of real application
- Great for layout design and fine-tuning dimensions

Prototyping Tool - Negatives

- Did not let us visualize lights at all
- Difficult to sync 2D maps
- Couldn't collaborate on same project simultaneously
- Too many buttons and links/possible paths to practically implement

Summary

- We designed a lighting adjustments screen that we found cleaner and more intuitive
- Added lighting fixture options
- We weren't able to add a lot of links and features due to prototyping tool
- Still very different from VR -- only the touch screen UI

