

Voxyl Medium Fidelity Prototype

CS147

November 4, 2016

Hana Lee, Kaley Kunzelman, Alex Bertrand, and Josh Cohen

Voxyl aims to help visual artists convey the artistic vision for a new project. Voxyl is a virtual reality platform that lets artists build a multi-dimensional mood board to convey color, scale, mood, features, and scale. Voxyl's medium fidelity prototype walks users through three distinct tasks to simulate the creation process for a shareable artistic vision.

Our medium fidelity prototype was constructed with Sketch and Invision. We developed image files for our prototype in Sketch, and built out the user flow in Invision.

Users are first guided through our first task: the creation process for a new project. Users can create a new project by clicking "Create New", clicking the microphone to dictate a project title, and clicking an arrow to initiate a new project. The user is then brought to a canvas with a wide-angle view of an empty field. Alternatively, users can also load an existing project or continue working on their most recent project from the home screen. Our medium fidelity prototype glosses over some first task functionality that our final product will have. Users cannot use speech recognition to actually dictate a project title in our medium-fi prototype; instead, the project title myVoxylProject is autofilled when the microphone is clicked. Users also cannot select from a wide variety of pre-existing projects. Regardless of whether the user clicks "Load," "Continue," or "Create New," the user is directed to the same view of an open plain. Finally, the medium-fi prototype is navigated in a web browser by clicking through images in a wide-angle canvas; the final product will be implemented using a Samsung Gear.

Users are then guided through our second task: feature addition. A user can click on the photos icon in the bottom left corner of the navigation bar to bring up a group of photos to choose from. A user can then click to select a photo to add, and click again to place a photo on the canvas. The medium-fi implementation *does* gloss over a few task two features which will be included in the final product. The first is fine-grained photo selection—currently, no matter which photo the user selects, the same photo of a green forest is populated on the canvas. In the final product, the user will be able to populate the canvas with any photo in his/her photo bucket. Additionally, our medium-fi prototype is missing the ability to place the photo anywhere on the canvas. Currently, any user click places the forest photo on the left side of the canvas. The final product will allow users to drag and drop photos anywhere on the canvas. Finally, the medium fi prototype does not allow the user to populate the screen with multiple features. If the user clicks on a navigation bar button after

placing a feature on the canvas, the canvas resets. In the final product, the canvas will support the addition of many features.

Users then have the ability to work on our third feature: the fine-tuning of mood and ambiance through lighting, color manipulation, and music. The user can click the lighting, color palette, and music buttons to open media selection modals. From there, the user can click to add a canned version of any of those media. Clicking on the music selection screen populates the canvas with a “Play” button which links to a George Michael song. Clicking on the lighting screen populates the canvas with a large spotlight. Clicking on the color arrow updates the underlying color scheme for the palette. In our final product, these selection processes will be more fine-tuned: users will be able to dynamically update color balance, select multiple songs, and place various types of light anywhere on the screen. Users will also be able to play music in the background of the scene, rather than providing music which links externally.

Ultimately, the Voxyl medium fidelity prototype provides canned user flows for our main three tasks. In our prototype, a user can create a canvas, add features to that canvas, and tweak mood and ambiance of the canvas through lighting, color, and sound.