

VR Design for Science
Assignment for Tuesday 11/24
Trial YURT Design for the Final Project

For next Tuesday, select **one frame** from your storyboard, or revised storyboard, and create it as fully as possible in the YURT. This will be the subject or a critique of your visual choices and interface design, so the frame should include a full array of the informational and visual detail that will ultimately be part of your project. Your menu(s) should be placed where you think they will work best. The forms that will play a major role in your project (bones, foot, planes of substrate, icons showing force or surface interaction, probing tools and info displays) should all be represented. More complex forms can be shown in an abbreviated fashion, but with enough detail to allow for an introductory discussion of legibility and functionality. If there is a particular form or interaction that is of special importance, you might spend extra time on that area, and treat the surrounding context more simply.

The goal is to move your work on the project into a serious consideration of your choices and options as quickly as possible, to allow for adjustment and revision of the basic visual layout before you set about constructing fully rendered volumes and visual markers in the multiple frames that the assignment calls for. When we return from Thanksgiving break, there will actually be limited time for the full construction process, so we must get started on finalizing the basic design as quickly as possible. You may find it efficacious, especially if the story board you presented in class this week was visually thin or abbreviated, to flesh out your ideas for the visual character of the components more fully in 2-D physical or digital media prior to commencing work in the YURT. You can bring these images to class with you on Tuesday to augment what you show us in the YURT.