AR Design - Online

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Welcome to the Applied Creativity online workshop program, transitioning from the physical space of The Edge at State Library of Queensland.

April 2020 - Michelle Brown, Applied Creativity

Acknowledgement

We acknowledge Aboriginal and Torres Strait Islander peoples and their continuing connection to land and as custodians of stories for millennia. We respectfully acknowledge the land on which we all meet today, and pay our respects to elders past, present and emerging.

Summary

This workshop takes place as 40 minute sessions to allow for maximum engagement of online participants and facilitators. If you get lost at any time during the online workshop, please raise your hand or post in the chat window to alert the facilitator.

During this online workshop we will cover the basics of using augmented reality for design, create a basic animation and combine the animation and target image in a step by step process using online communication and workshop tools.

Skills Introduced

- Understanding of Augmented Reality
- Basic animation techniques
- Designing with Augmented Reality

Requirements & Preparation

You will need a computer with internet connection for creating the animation, smart phone or iPad for the AR activation, headphones or speakers, inbuilt or external microphone for chatting and viewing the workshop on Zoom and a comfortable space.
Please ensure you have the following applications installed and tested before the session starts.

Online Video Communication Apps

Zoom https://zoom.us/

Make sure you test your audio and video
in Zoom before joining the workshop.
Video is not necessary but audio will be!

OHS & Online Safety

As we want to ensure your safety, we suggest only clicking on the links we have provided and if you have any weird pop ups or issues, please get in contact. Our Zoom sessions will have passwords implemented and we will send an email invite with the info before the session.

Please also be aware of your own health and safety and workplace set up. There are some resources available here on workstations and well being.

Required Apps

Krita Animation https://krita.org/en/

Artivive account set up and the *mobile app* installed on your mobile phone https://artivive.com/
Artivive accounts can be as Artists/creatives, Students, Gallery/Museums - choose artist of if another suits you best, that's fine. You may be required to link to some examples of your work online.

FFMpeg - this is a tool to create MP4 video files. You can download the build for your OS platform

from this page - https://ffmpeg.zeranoe.com/builds/ When you unzip/extract the folder, choose a good place like applications or programs to save it in.

Workshop Walk through

Session 1

40 minute duration.
During this session we are going to take a look at the different ways augmented reality can be used for art, design and marketing and we will start on creating a simple animation step by step in Krita, you will be sent the step by step guide when you log in for the workshop.

Firstly we will be running through what Augmented Reality is and how you can use it. Background on AR

We will then move to the PDF attachment you will be able to follow along with the facilitator sharing their screen and use the PDF as reference if required.

Download PDF

BREAK

15 mins to 30 mins.
We want to ensure everyone has a break to stretch and chance to refocus before the next session.

Session 2

40 minute duration.
Next we are going to finalise our animations and our target image so we can combine and create our AR experience, you will follow along with the facilitator sharing their screen and use the PDF as reference if required.

Wrap Up

15 mins to 30 mins
We can do a show and tell and chat about any issues or other things that pop up at the end of our sessions.

Follow Up

We host a meet up called Made Today, we may have this as a virtual option on Thursday evening's

and it's a chance for everyone to come along and discuss how things went, a time for sharing what we've created during and since the workshop and ideas that we might want to try out now that the basic skills have been developed! Join our Slack group to continue the conversation. Email appliedcreativity@slq.qld.gov.au for an invite.

References

Krita Manual - https://docs.krita.org/en/user_manual.html

Downloads

Free and open source paint and animation program; Krita - https://krita.org/en/
MP4 Video codec; FFMpeg - https://ffmpeg.zeranoe.com/builds/
Artivive mobile app - search Artivive in your mobile app store, it is free