DES301 Profesional Project: Planning & Prototyping
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1700964

Production Portfolio

Personal Breakdown of the Brief Recap:

When first reading over the NATS iOS app brief there where a few key points that I highlighted for moving forward. From my own initial interpretation, I concluded that the client where looking for our team to interpret their "student air traffic controller unit endorsement training" to bring our significantly different perspective to their out dated training equipment. That It must be built for "I-pad pro" which straight away gave me the impression that overall design and feel to anything we where creating had to reach similar standards to that apple adhere to. "User" is key second to interesting visuals- we had to design something that would be useful for students first. The NATS brief was very helping outline what the client's priorities with the app lie. They included what they "need, want, and must" have in this project. Needs included; following NATS guidelines, form a method of user improvement, "Material Design", following brand guidelines, data visualization, and self-improvement. Wants included colour theory, animation and sound. Must for the client where- analytics and user testing. The over all project aims where to make the training engaging, interactive and easy to follow for the user- also having a level of personal integration for the user. We where given three learning modules to re-purpose them for an I-pad experience.
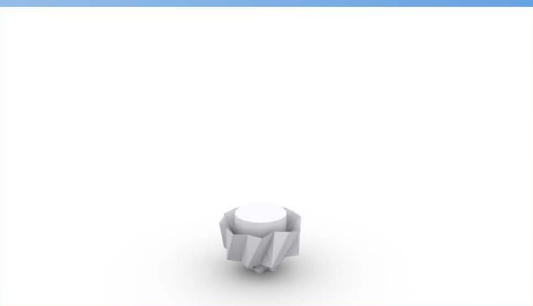
Location Indicators Game Assets
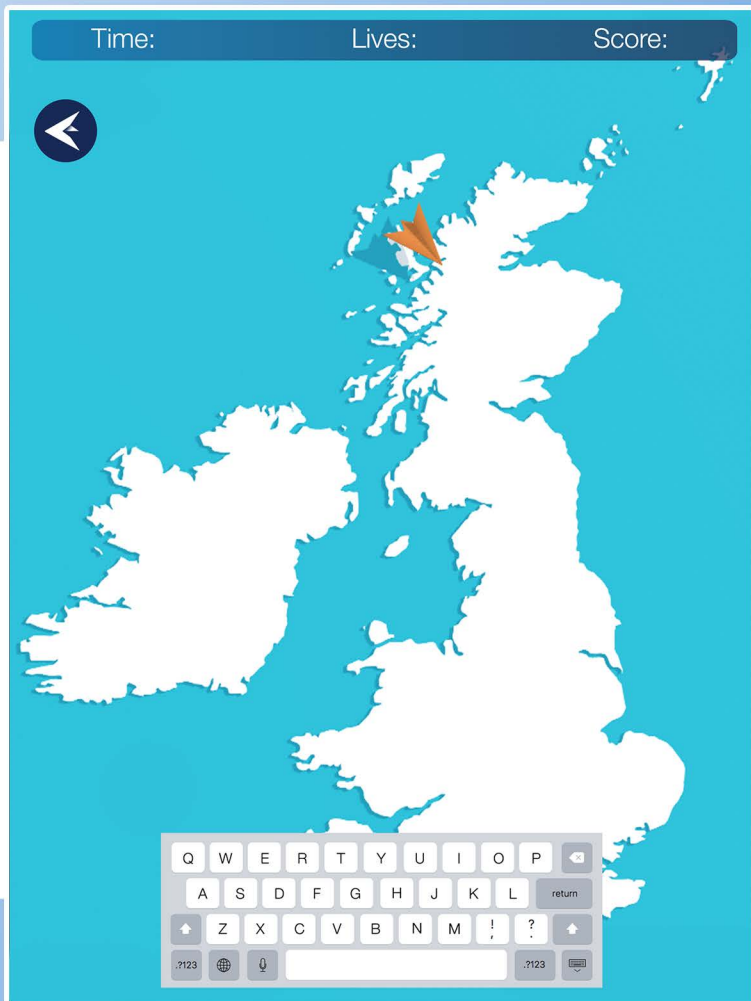
Final in app look
UI by Elena Nikolova

My final polished look
UI by myself

UK 3D map, airport towers
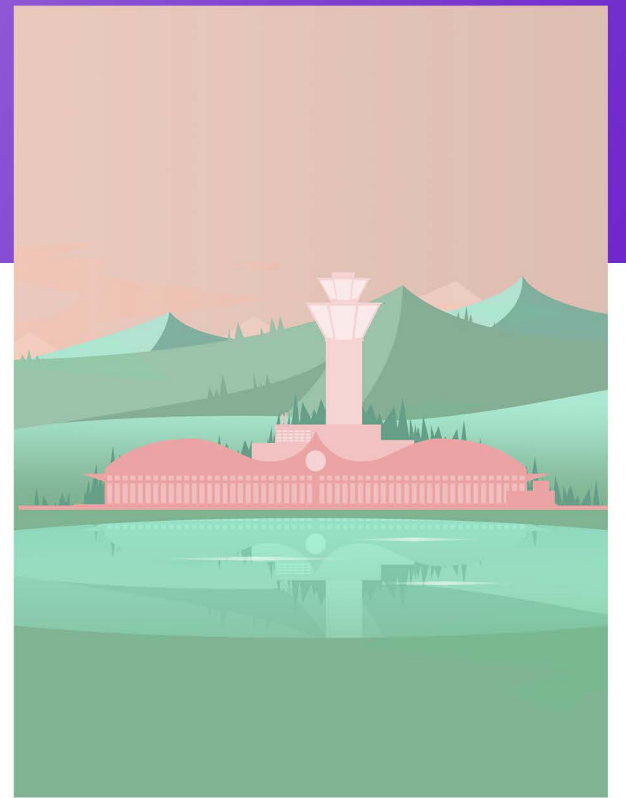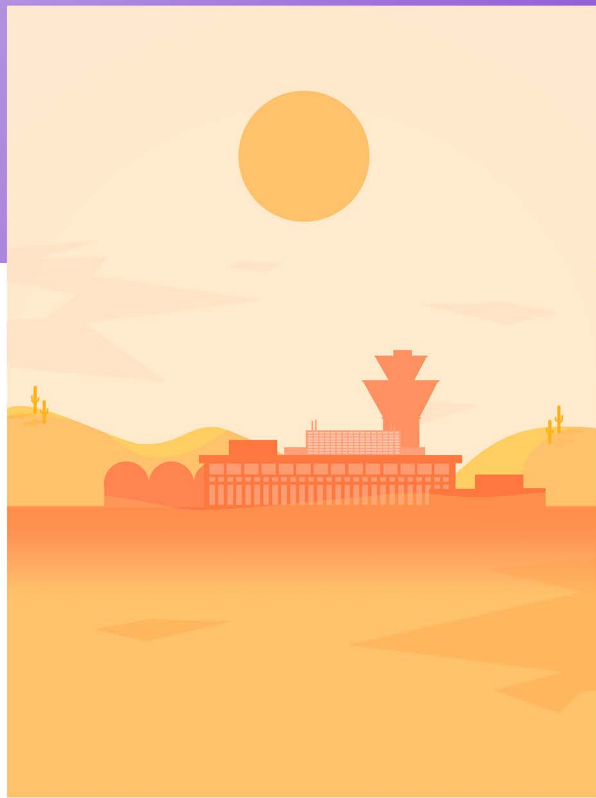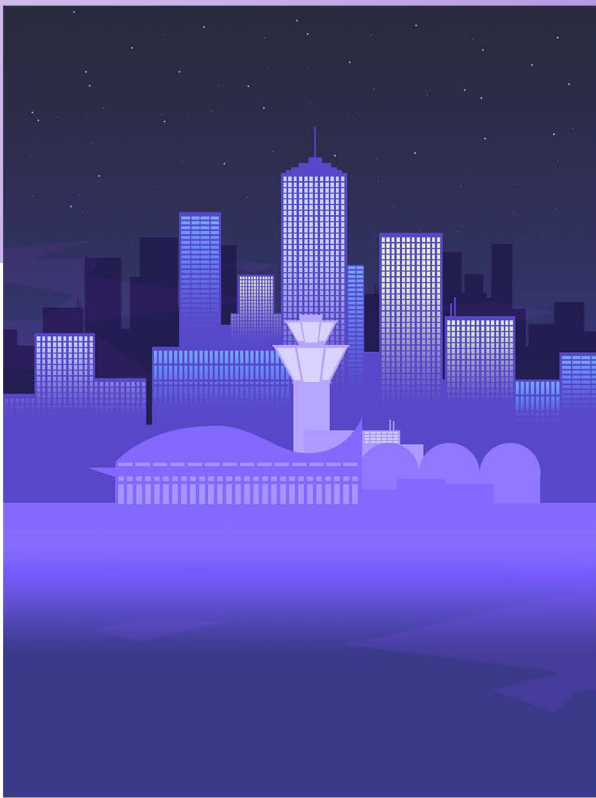and paper plane models
all created in 3Ds Max

Folding paper tower animation shots... created with the cloth modifier in 3Ds Max.
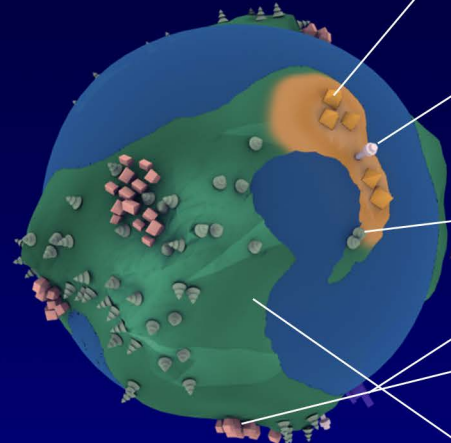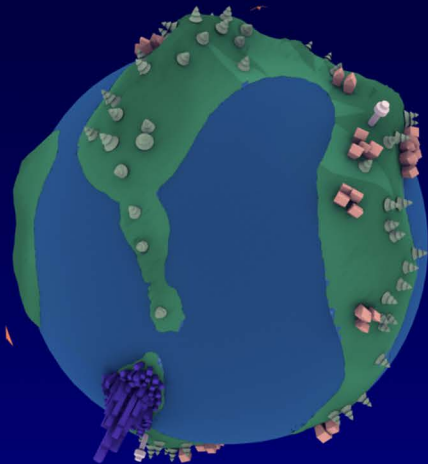
Final Presentation Slide
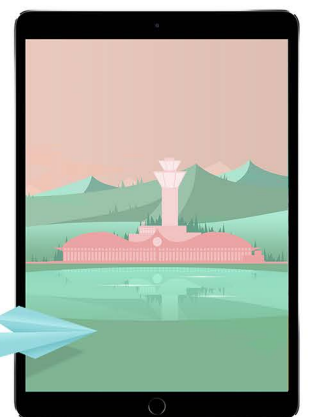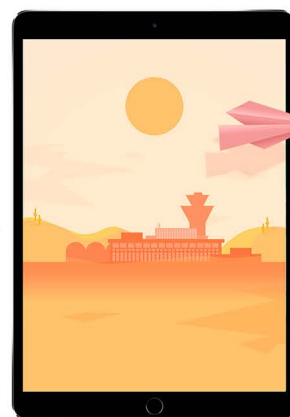for
Location Indicators Game

Altimetry Game Assets

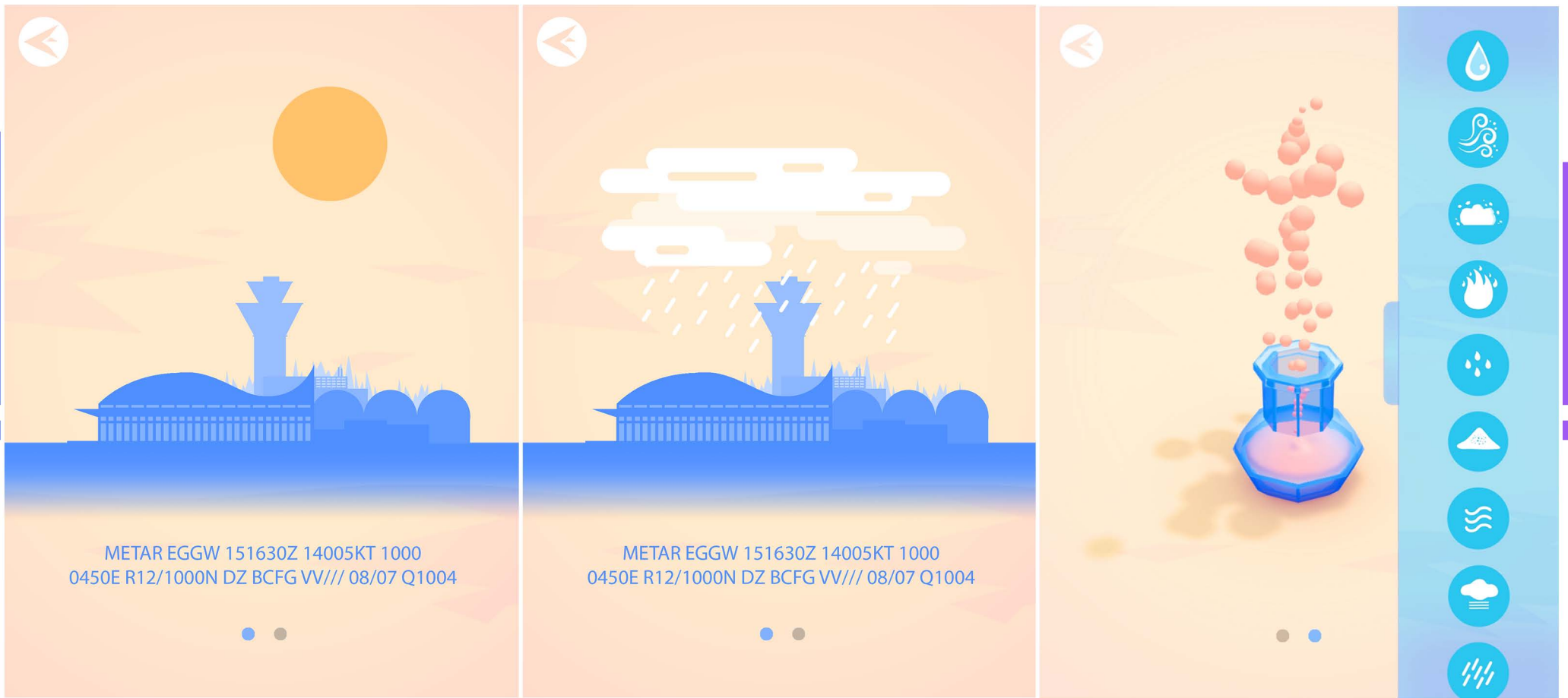2D Environments created in a modular fashion in Photoshop

3D models and Textures

Pyramids

Airport Towers

Sky Scrappers

Trees

Houses

Paper Planes

Planet Textures

Final Presentation Slide
for
Altimetry Game

Metar Lab Game Assets

METAR EGGW 151630Z 14005KT 1000
0450E R12/1000N DZ BCFG VV/// 08/07 Q1004

METAR EGGW 151630Z 14005KT 1000
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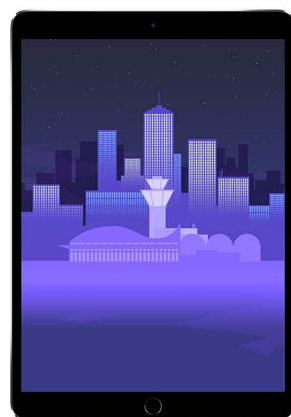
3D beaker with bubble loop animation, created in 3Ds Max.

METAR EGGW 151630Z 14005KT 1000
0450E R12/1000N DZ BCFG VV/// 08/07 Q1004

METAR EGGW 151630Z 14005KT 1000
0450E R12/1000N DZ BCFG VV/// 08/07 Q1004
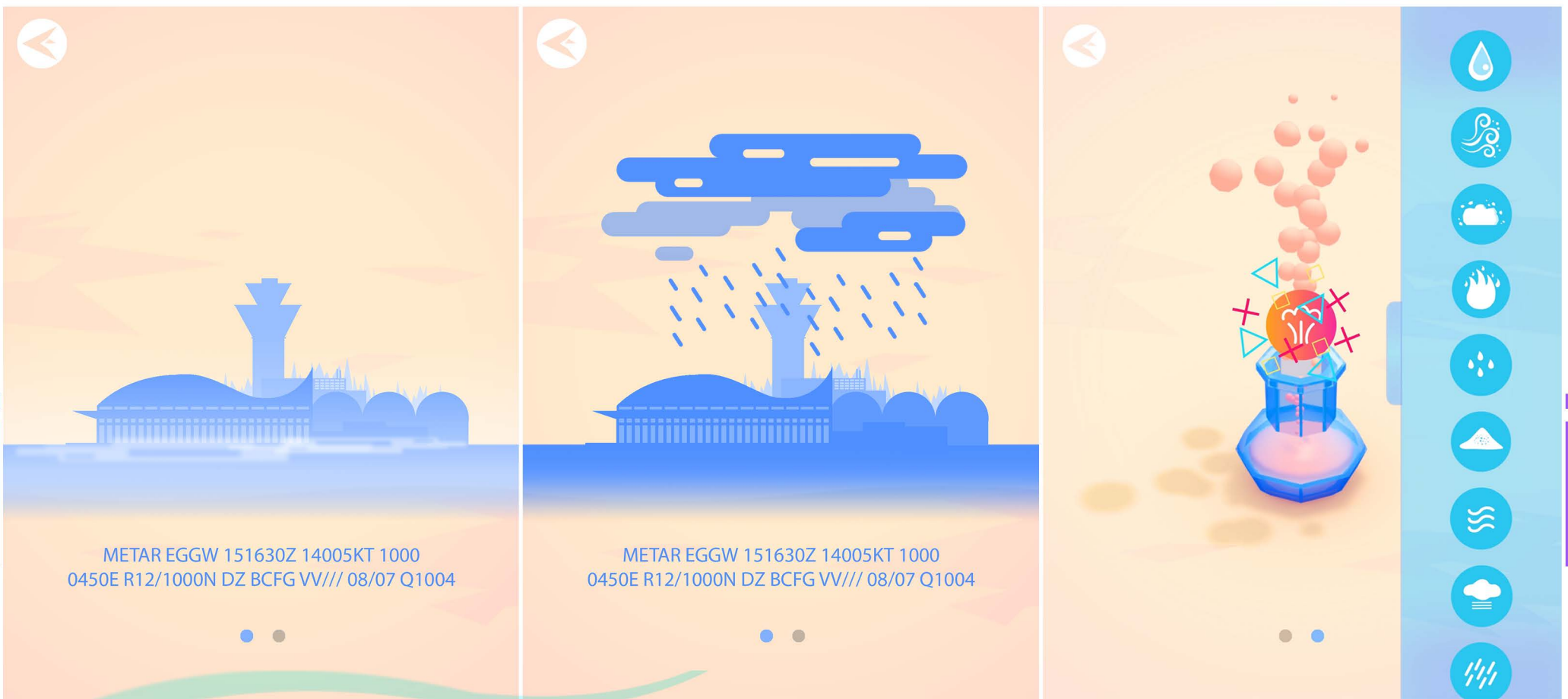
2D environments and weather
effects created in Photoshop...
Mixing reaction animation
and full mock-game play
created in After Effects...
Weather UI by Elena Nikolova
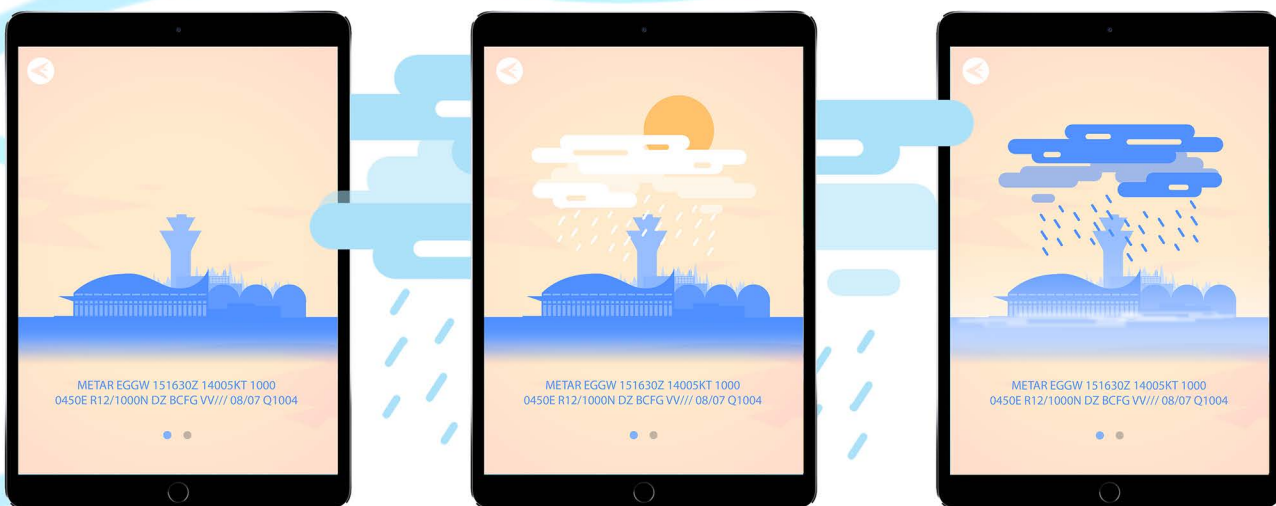
Final Presentation Slide
for
Metar Lab Game

AR Game Assets
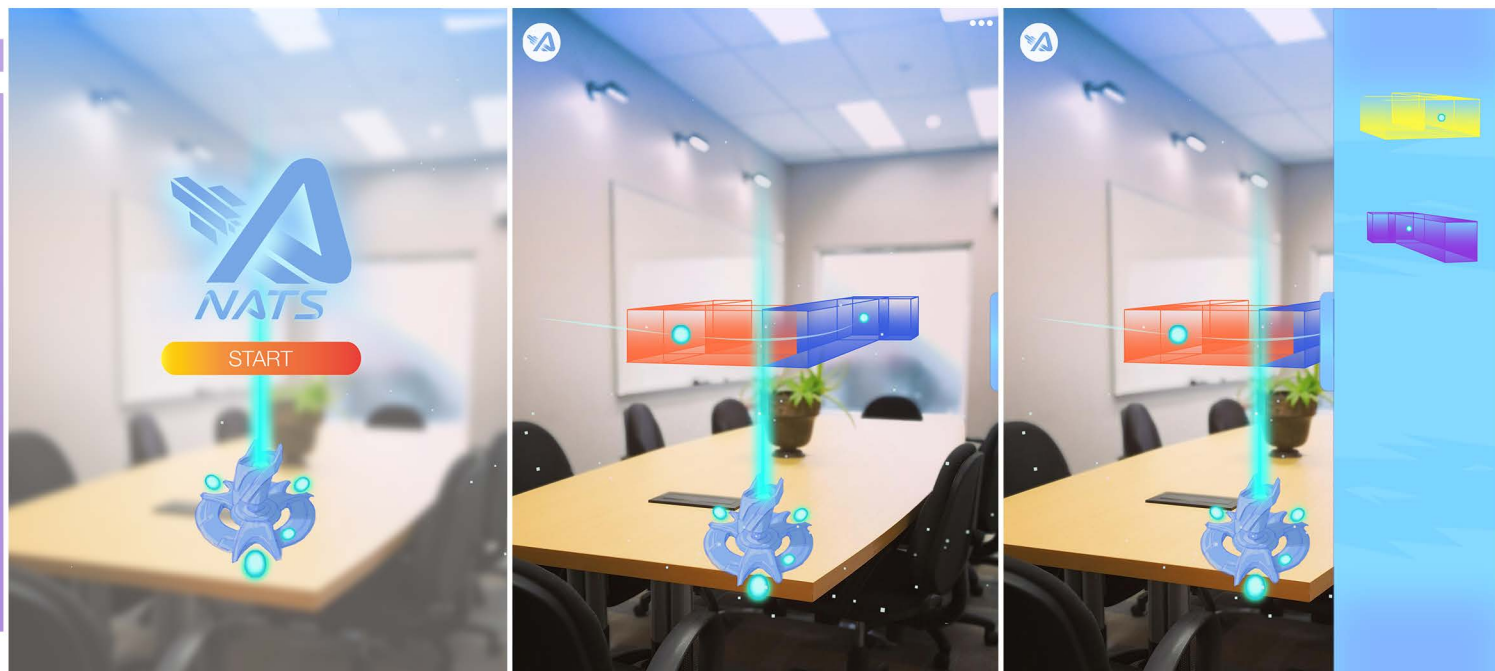
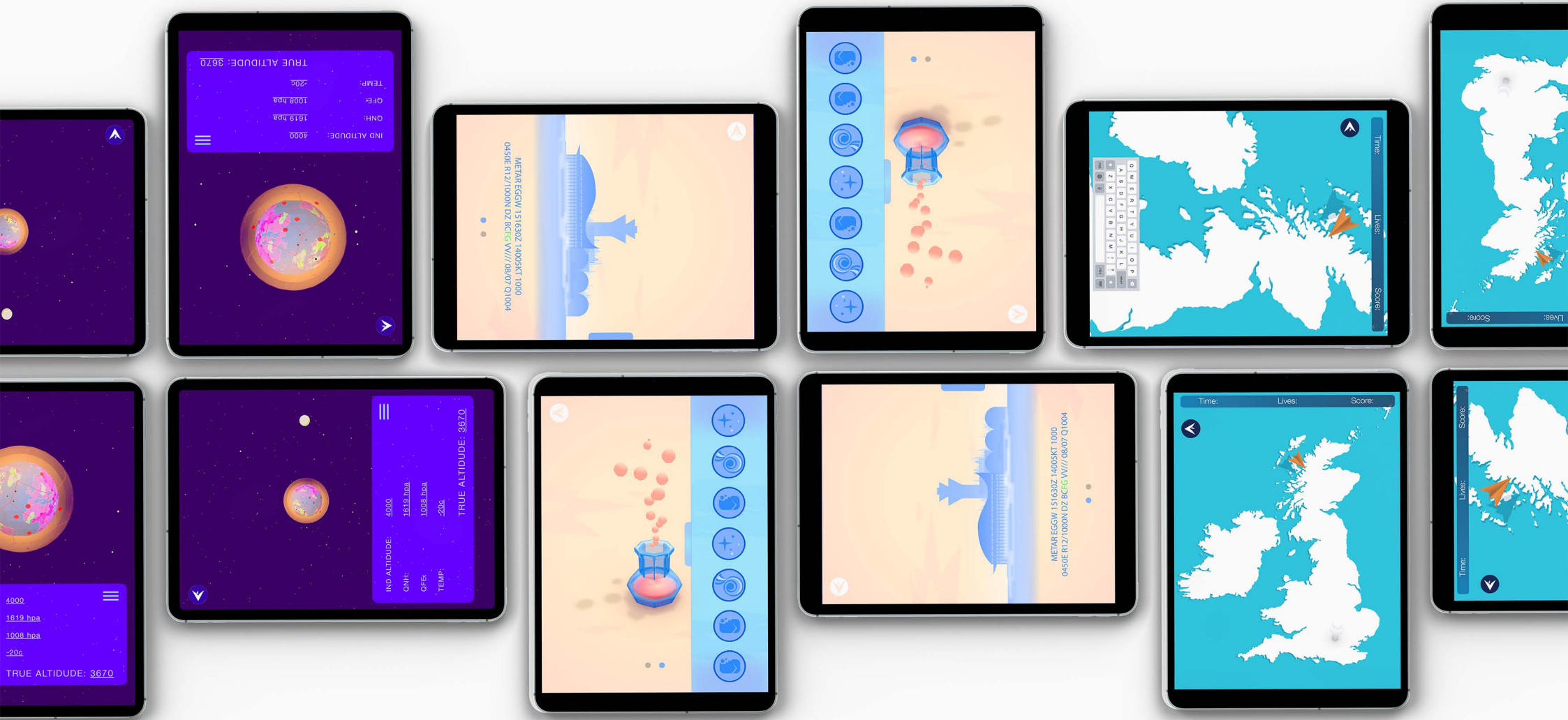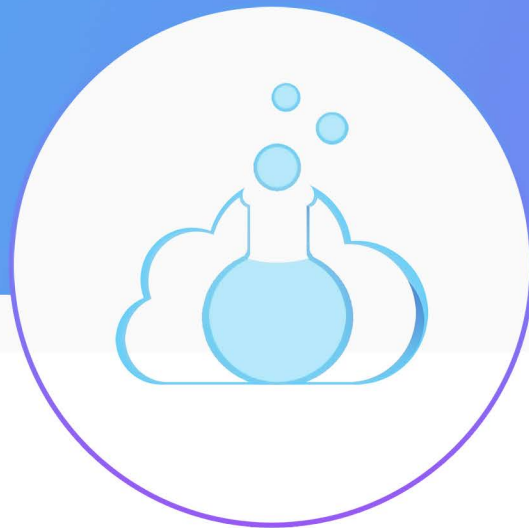Concept art for both assets and feel of the game...

Final
3d models

Final
3D jigsaw puzzle

made up of all
the seperate blocks.
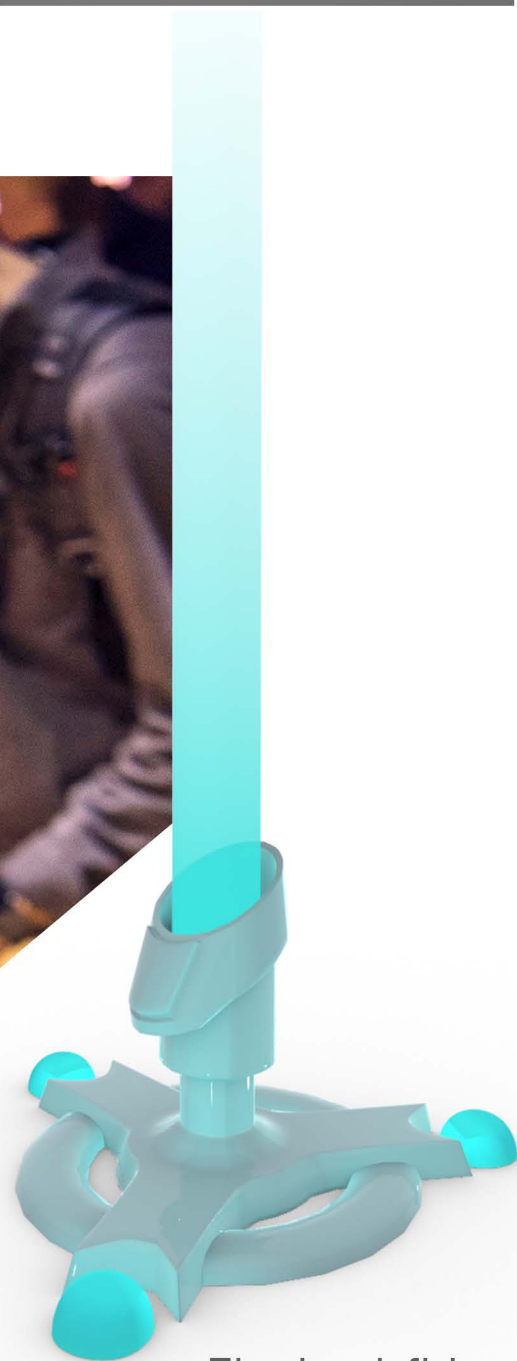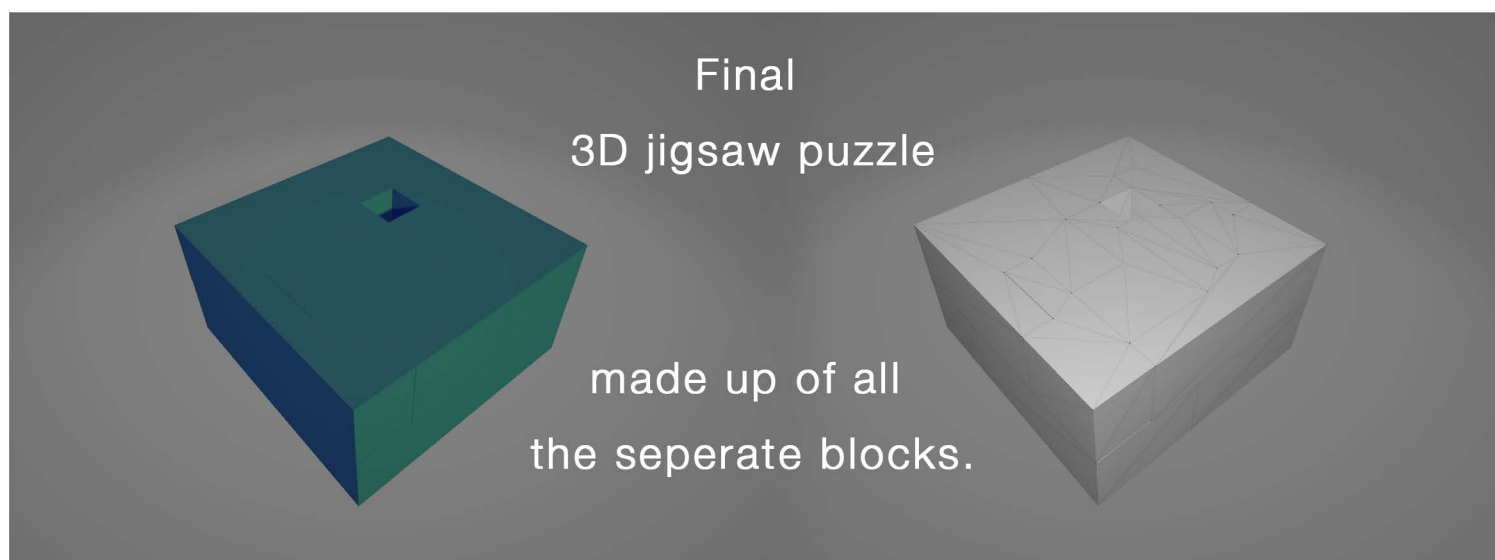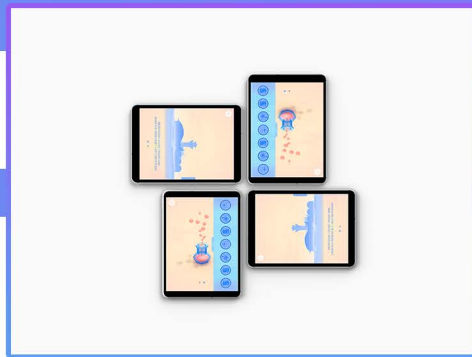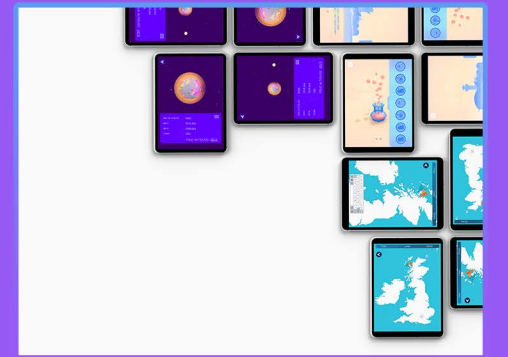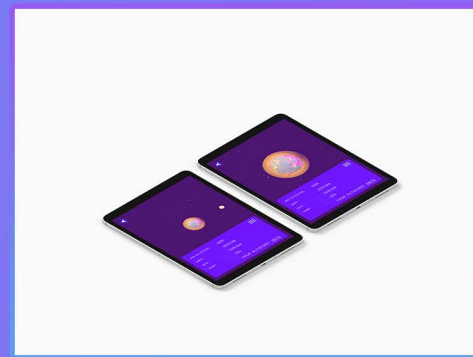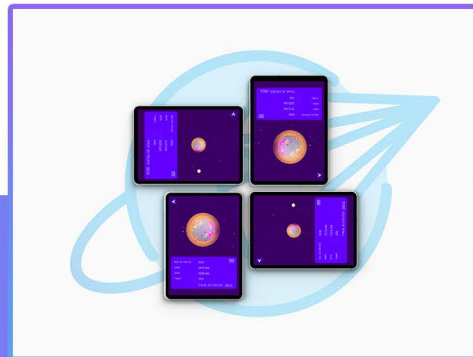

Final sci-fi beaken

Marketing Images for NATS App

Logo Designs

Met-Lab

Altimetry

Location Indicators

NATS AR
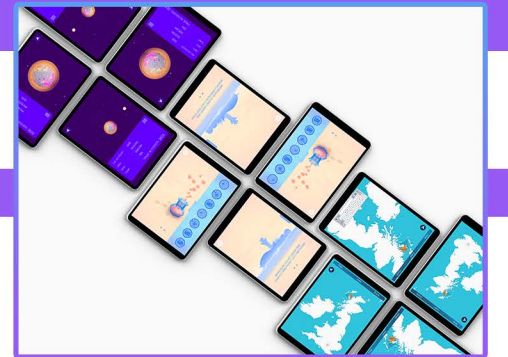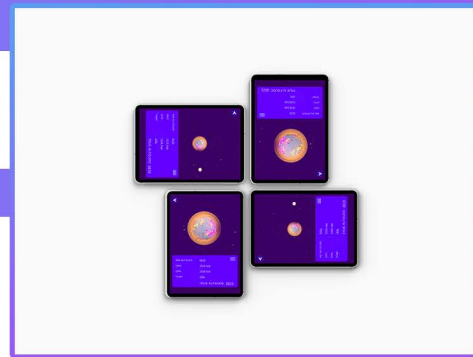
NATS Academy trailer...

"At NATs Academy we strive to re-invent your learning journey.
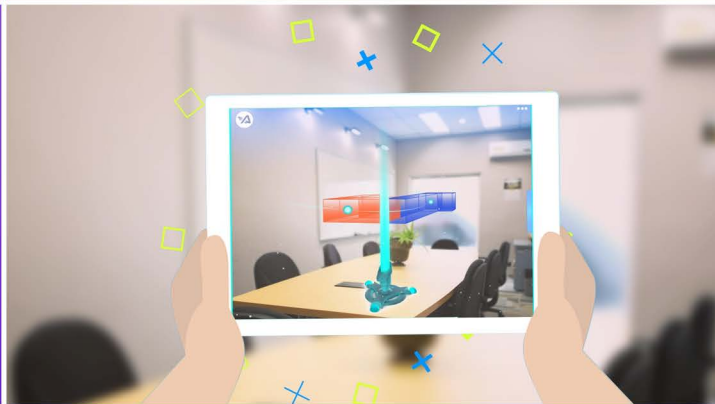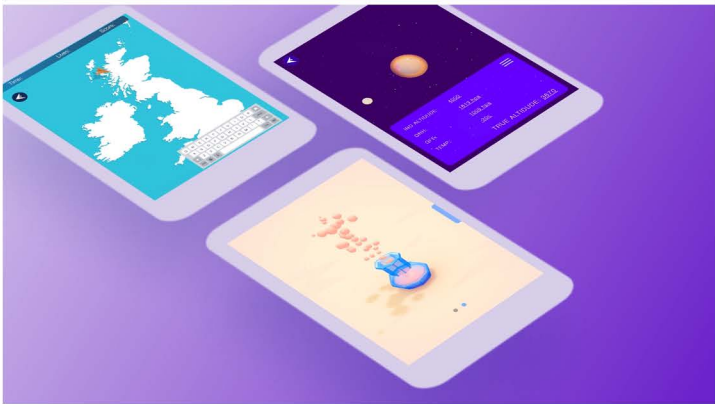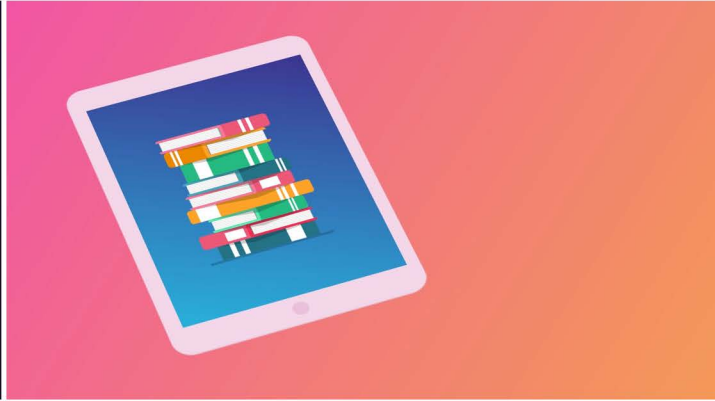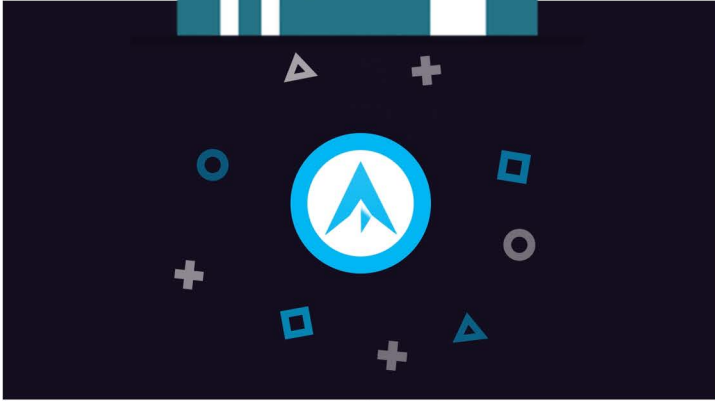Our first step was to condense all your lectures into easily digested lessons, which you can find in one place
and work through in your own time.
Then we revitalized them, making them interactive and engaging
We even developed games to let you try out your new knowledge right away
Not forgetting our AR experience; challenge yourselves by managing your own sectors, anywhere, anytime.
It's about having all the information at hand, to learn how you want to learn
Elevate your learning with NATS Academy."

INFORMATION AT HAND

Lessons   Games   Progress   Chat

INTERACTIVE
ENGAGING
INTERACTIVE

ELEVATE
YOUR
LEARNING

Coming soon on
App Store
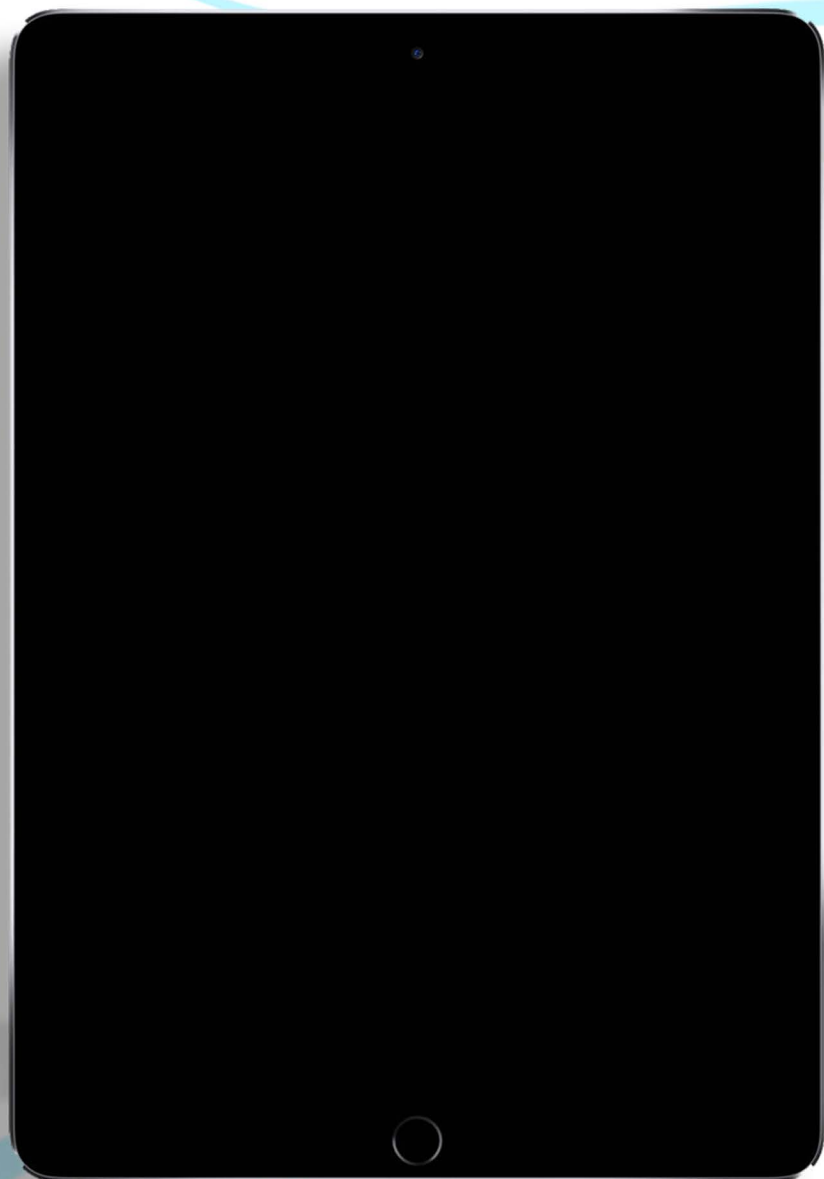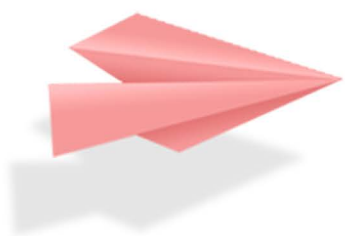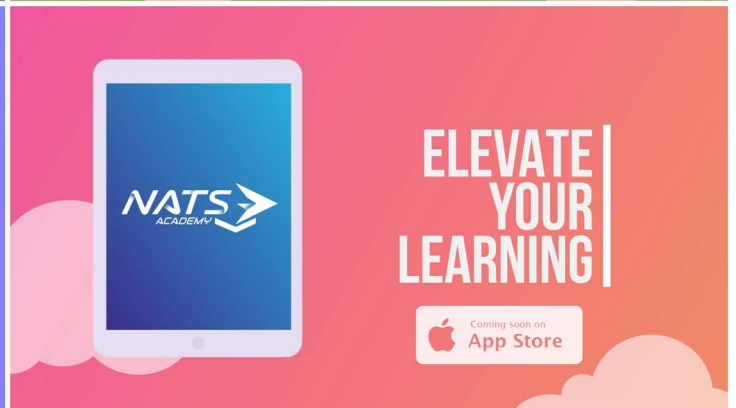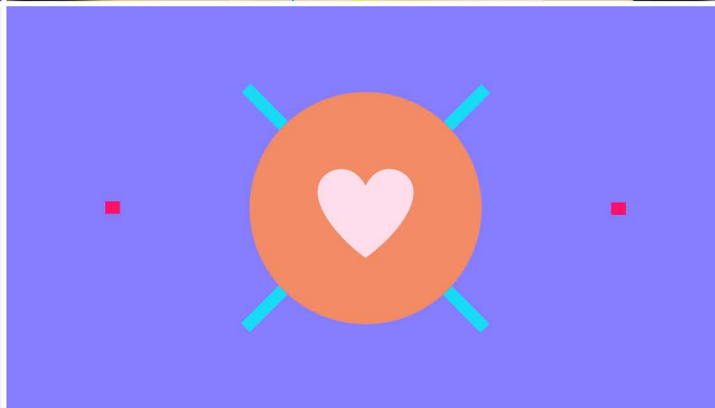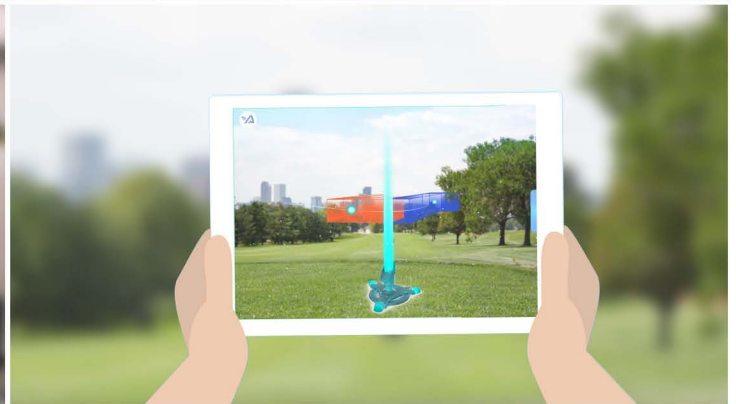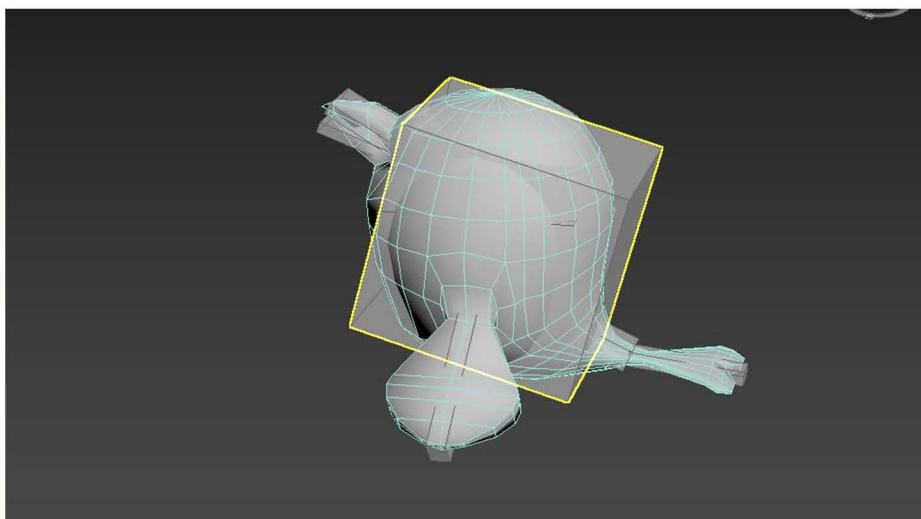
Final
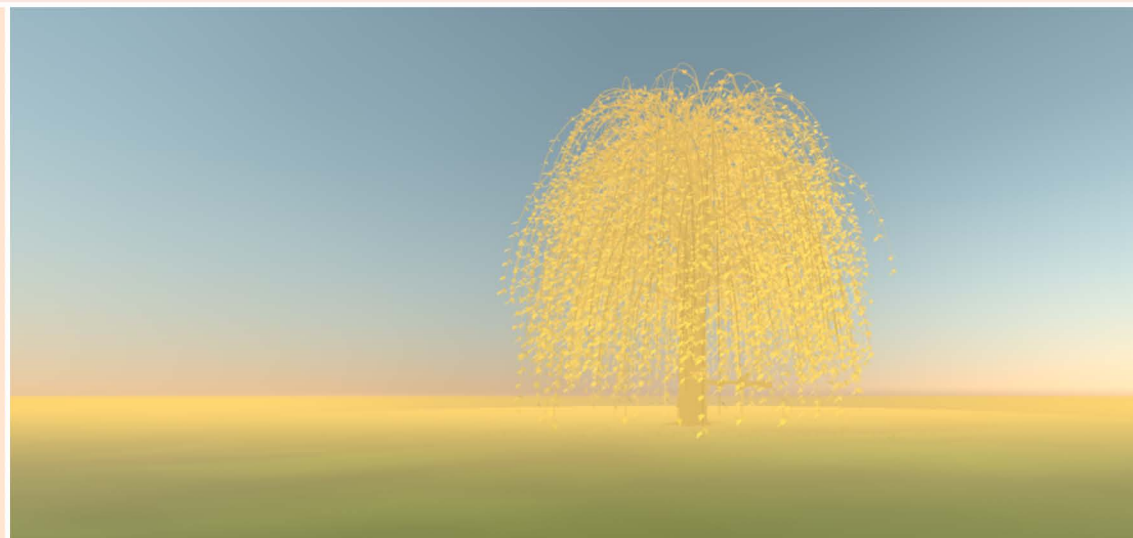Game Play Trailer
art work
&
animation

Global Game Jam

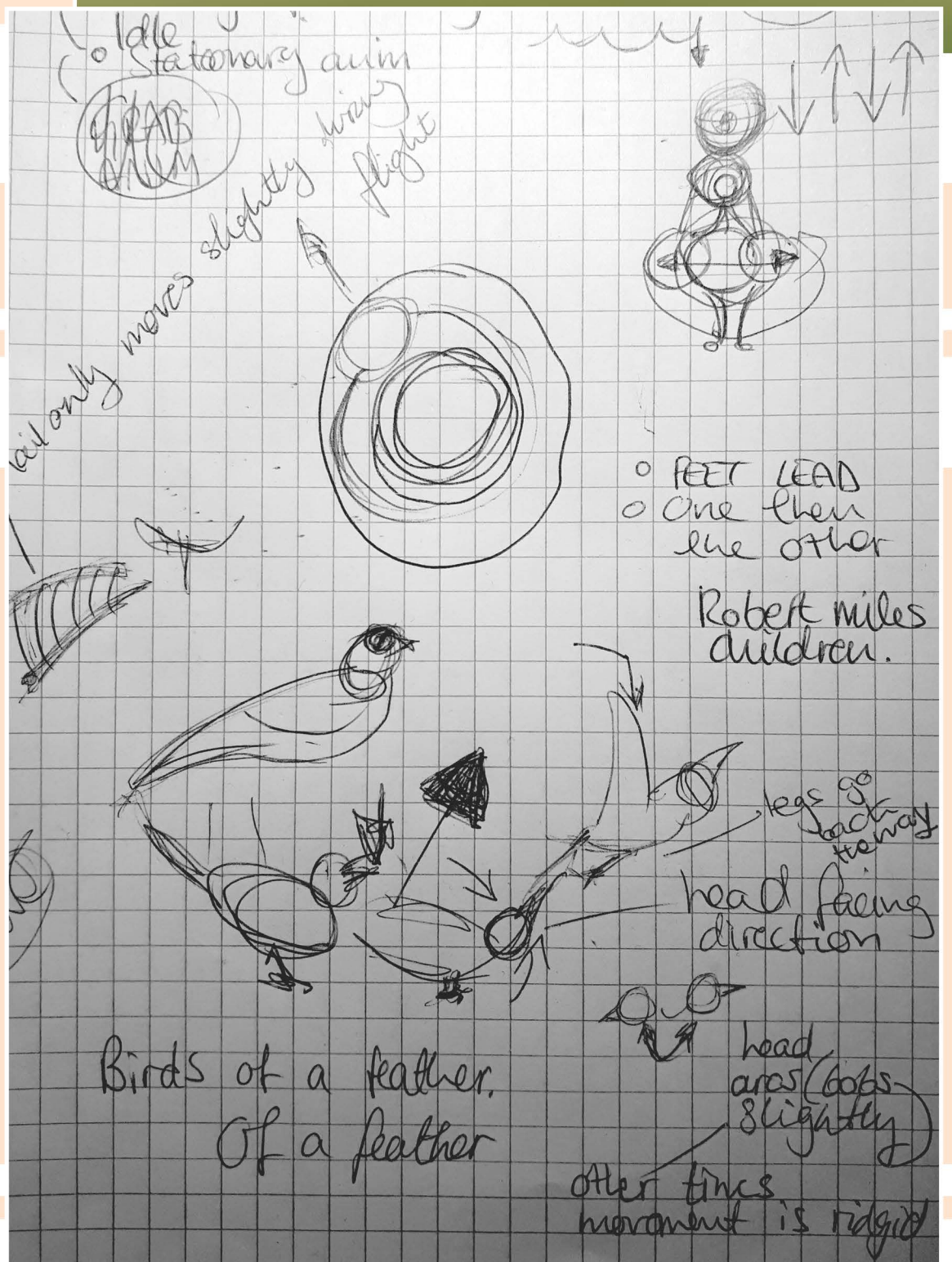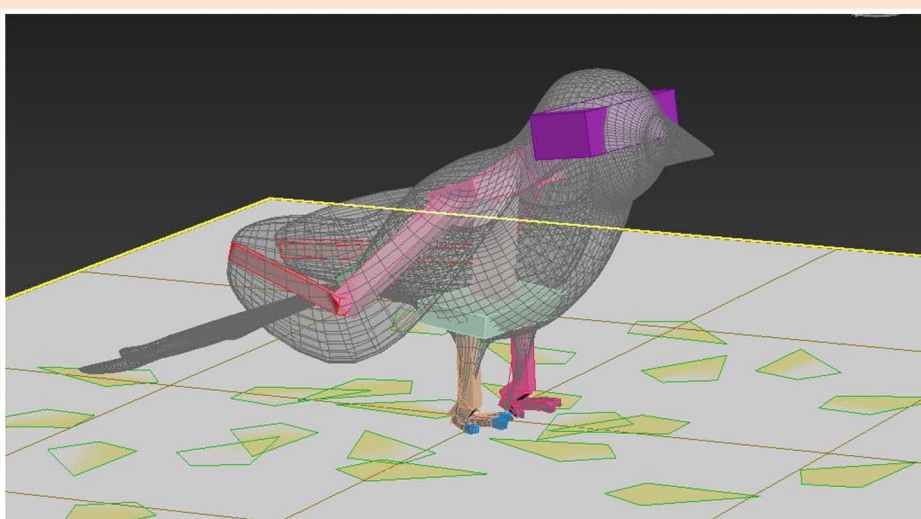January 25-27th 2019

Theme "What home means to you"
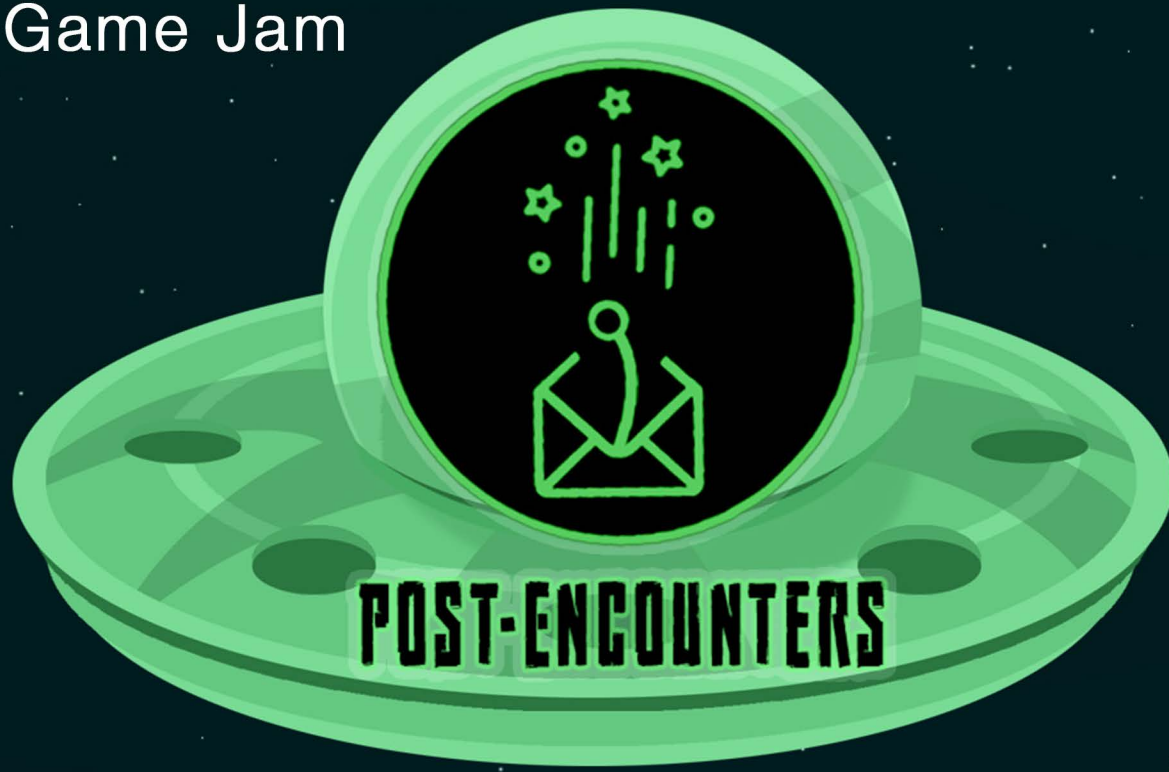
Start

Press [enter]

Game Asset contribution:

- 3D character models.
- Character animations.
- 3D tree model.
- Logo & homescreen art.
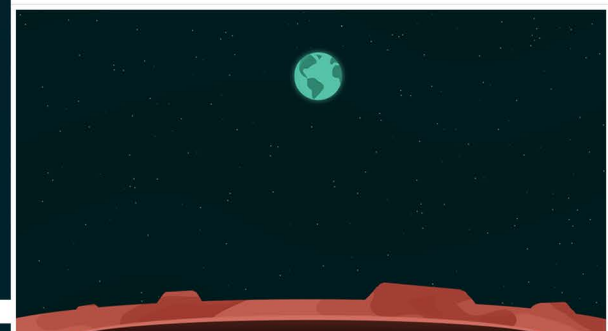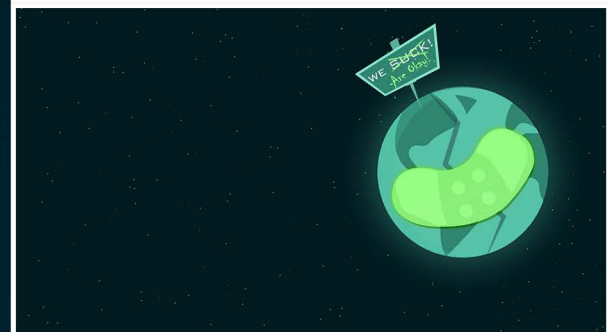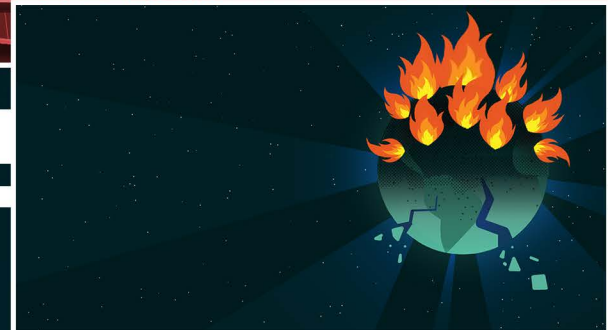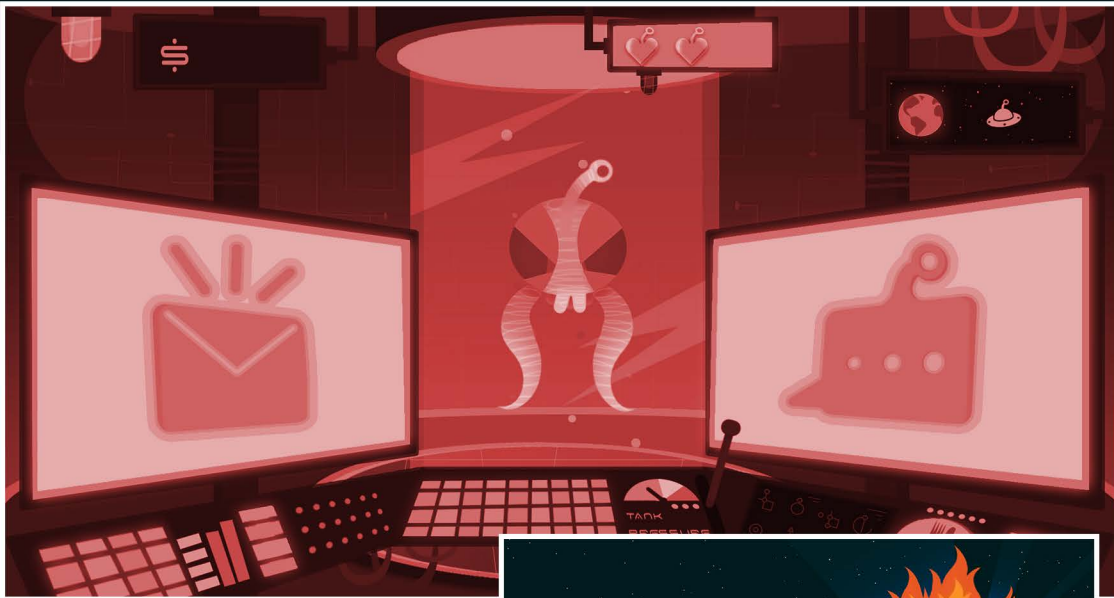- Music score.
- Video for animations.

Know Thy-self Game Jam
March 2019

POST-ENCOUNTERS
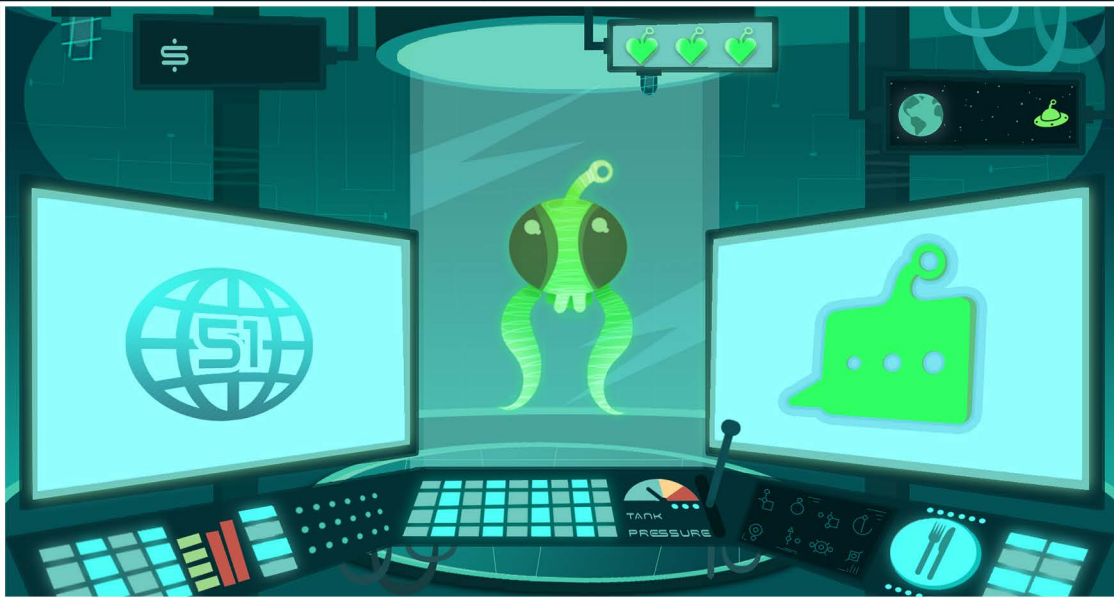
Created all 2D art assets
game animation/ sprites
Opening and closing animations
Logos and UI

"You are a scientist tasked with monitoring a fledgling alien that landed on Earth and was captured by the government and put in Area 51.

It is your job to look after and study the alien, which you can do by catering for its needs and trying to communicate with it through the visualisation system.

Meanwhile the government is looking to you, as lead scientist, to fulfil their experiments on the Alien to find ways of preventing real world disasters happening around Earth.

You must multitask, keeping the world in order and caring for the alien, who's emotional state could mean the difference between his species arriving and invading Earth to rescue him, or arriving peacefully."

MOON FOOD

GAMES