

VA 401

proposal

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11003

Project definition

The project is about designing a storybook that can be also read by augmented reality. This means when a person shows the illustrations of the story book to the camera, he can see the illustrations as they are moving on the computer scene.

Conceptual description

The project's aim is basically to take children's attention and improve their interest in reading. This project will be designed for Turkish children; the main reason why the book is in Turkish is, there are very few innovative designs for children. For example, compare to France, if you make a search for children books you will see lots of different alternatives for French children. By this project it is important to make something different for children and increase their attention in reading. As we all know, with the developing of technology many people lost their desire on reading,

but by this project when the children discover the enjoy of moving characters of book, reading should become more enjoyable for them and by this interactive reading children will feel themselves close to the characters of the story.

Objectives & Goals

- This project will raise the children's interest in reading:

It will offer a different way of reading to the children. The most important point in this project is it provides an interactive reading. By this way children can see themselves as the part of book because the motion of the characters are related to their wish. If they choose to read by augmented reality they will get enjoy of it.

In the use of a camera the illustrations of the book will appear on the computer scene and according to coding they will move. So, that will make this book different from the other child books. On one hand children will have enjoy from the animation and on the other they will curious about what is happening in the story and begin to read it.

-This project makes me learn use Flash and improve my skills in doing illustrations and designing a book:

In the process of making this project I will learn using Flash, which is very important for the graphic designers, and as I am designing the book and making the illustrations I will improve myself in these subjects.

Target audience/user

In this project my target audience is children whose ages are between 10 and 12. I decided to choose these ages because as they can read fluently, they still want to read things in funny way and also they are big enough to use and understand augmented reality.

Background information

I came up with this project at the point of my personal interest. I wanted to do something different and seem impossible to do for me. Also, the project has to find a solution to a problem and should be interactive with people. While I was doing researches and brainstorming to find a topic for my final project I saw some projects with

augmented reality, the ones that we see on buildings or on books. As, I was looking the examples of books with augmented reality I decided it was the project that I wanted to do. On one hand it seems enjoyable to do but on the other hand Flash and coding are the parts that I had never been tried. So, I gave my decision on my project; first I will design a storybook for children, I will design the book for the kids whose ages are 8-10 and do illustrations according to the story. Then, I will learn Flash and coding to move those illustrations with augmented reality. First part is the part that I am familiar with and also it seems more enjoyable than the coding but also I wanted to force myself with coding to prove myself that I can do it.

My project does not specify a solution to a problem actually but I decided to choose this project to bring an enjoyable activity for children and push them into reading book. This project can be also seen as a solution to the absence of funny and good books for children. On one hand they can read the book as a printed document if they wish, on the other hand they can combine it with computer and read and watch the moving illustrations on the computer screen. I guess by this storybook, a new perspective will occur and the importance of child books will increase.

After, I decided to my project a new topic occurred, which story should I choose and what ages this book should target. First, I wanted to find a Turkish story because the project is for the children in Turkey, I looked 100 base works in Turkey. I found Nazim Hikmet's 'Sevdalı Bulut'. I have not heard that Nazim Hikmet was writing storybooks so; I thought it is a good opportunity to make this book more popular. The book is for the children whose ages are about 8 and 10. I looked the other storybooks that are suitable for these ages. I checked their page designs, font sizes, illustrations etc. Also, I made a pedagogical research. The storybooks for 8-10 ages are usually written in 12pt size. Illustrations do not lie over the whole pages but we can see them at almost half pages. The style of the illustrations has a childish language; they try to take children's attention with sympathetic figures. 'Can Yayınları' gave me good ideas as I was designing my storybook. Also, I talked about my book to Prof.Dr.Yuksel Yılmaz who is child neurologist and show some of my sketches. He said the sketches are suitable for those ages. 8-10 ages come equivalent to 3rd and 4th grades, so in these ages children start to read fluently mostly but still they need short sentences and they have difficulties in long paragraphs. According to this

information I divided the story into short paragraphs per pages and I use white spaces mostly. I decided to use Adobe Garamond Pro in 12 pt. As I was trying to find characters for the story I looked at many illustration blogs, the illustrators who are designing children books. I commonly inspired from them to come up with the characters.

While I was trying to come up with my project and trying to solve the problems in this project I had help from many websites. For example I found a similar project by Camille SCHERRER (Magic Book). I commonly inspired by her work, also while I was trying to find characters for the story I was inspired by Bengi Gencer Illustrations and Anil Tortop Illustration because these two names are designing child books and their illustrations should have the same language with my illustrations.

Detailed project description

Augmented reality is a term for a live direct or an indirect view of a physical, real-world environment whose elements are augmented by computer generated sensory input, such as sound or graphics. A viewer sees computer graphics superimposed on the real world, and in registration with the real world. According to the meaning of augmented reality, in this project children find the combination of the text and the illustrations, as they are moving due to the camera's perspective. If the reader wants to see the graphics from a different point of view, they simply move the book, or reorient themselves with respect to the book. The content creator does not need to determine ahead of time what viewpoint the reader should see. The readers can interactively move the book, or reorient themselves to see the graphics from the perspective of their choice. As my working structure will be covered in 4 departments;

- Subject*: Finding a suitable story
- Illustrating and designing the book*
- Research*: Pedagogical research/ Examples of child books / Software
- Set up the project*

Scope of the project

My project will:

- Be interactive with the reader
- Create an enjoyable reading for children
- Improve my skill in doing illustrations
- Make me learn Flash and coding

Required know-how and resources

- Software - Hardware needed to be known;*
- Adobe Flash (to make move the illustrations)
 - Flash Builder
 - A camera

Difficulties & risks

- The most difficult issue while doing this project is to learning process of software because I had never work with Flash at all before and learned a little about coding while I was working with 'processing' last year.

- Illustrating and designing books are the issues that I am familiar with but the risky point is to move those illustrations, as I want them to be.

- The other point is the relations of the pages. It seems hard to regulate the coding as the one illustration finishes and the other illustration on the other page will begin.

Criteria of success

Phases that will be completed by the end of first term

- The subject of the storybook had to be chosen
- According to the story, the book had to be divided into parts
- Preparing a storyboard and deciding what will be happened in the book and also in the augmented reality.

- Making illustrations according to the storyboard
- Finishing the design of book and having the hard copy of the book

Phases that will be completed by the end of second term

- Making the animation from the illustrations in Flash
- Using augmented reality
- At last, setting up the project

The criteria to judge the success of the project

- If the illustrations are suitable for the children's ages
- If the illustrations are moving in Flash correctly
- If the illustrations are recognized by the computer and start to move, then everything is right and the project reaches its aim.

Bibliography and References

- Magic Book by Camille Scherrer

<http://www.youtube.com/watch?v=Onr8d4Wfo6I&feature=related>

-Augmented reality

http://en.wikipedia.org/wiki/Augmented_reality

-Augmented reality using a webcam and Flash

http://www.adobe.com/devnet/flash/articles/augmented_reality.html

-Beginner's Guide to Augmented Reality

<http://active.tutsplus.com/tutorials/3d/beginners-guide-to-augmented-reality/>

-Augmented Blog

<http://augmentedblog.wordpress.com/>

-ARToolKit

<http://www.hitl.washington.edu/artoolkit/>

-FLARToolKit

<http://www.libspark.org/wiki/saqoosha/FLARToolKit/en>

-Adobe mask line tutorial

<http://www.flashwonderland.com/adobe-flash-animation-tutorials/draw-line-effect-with-masking.html>

-Bengi Gencer Illustrations

<http://www.bengigencer.com/>

-Anil Tortop Illustrations

<http://aniltortop.blogspot.com/>

Documentation

- work breakdown structure
- pert chart
- gant chart
- flow chart

Work Breakdown Structure

- Story research
- Pedagogical research
- Learning software
- Design of the book
- Visual language (illustrations)
- Flash
- Augmented reality
- Set up

I wrote all those steps on to the Post-it's and stuck them on the board and took its photographs.

pertt chart

I organized the list of the process of this projects and list what happens if you do augmented reality or not.

If you say *Yes* there are the techniques;

-Flash

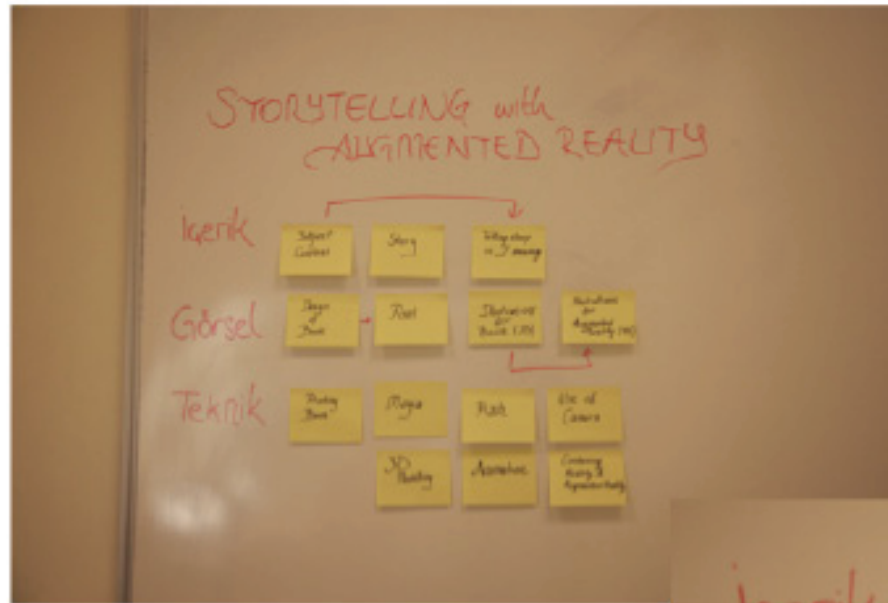
-Coding

If you say *No* there is just;

-the illustrations.

so;

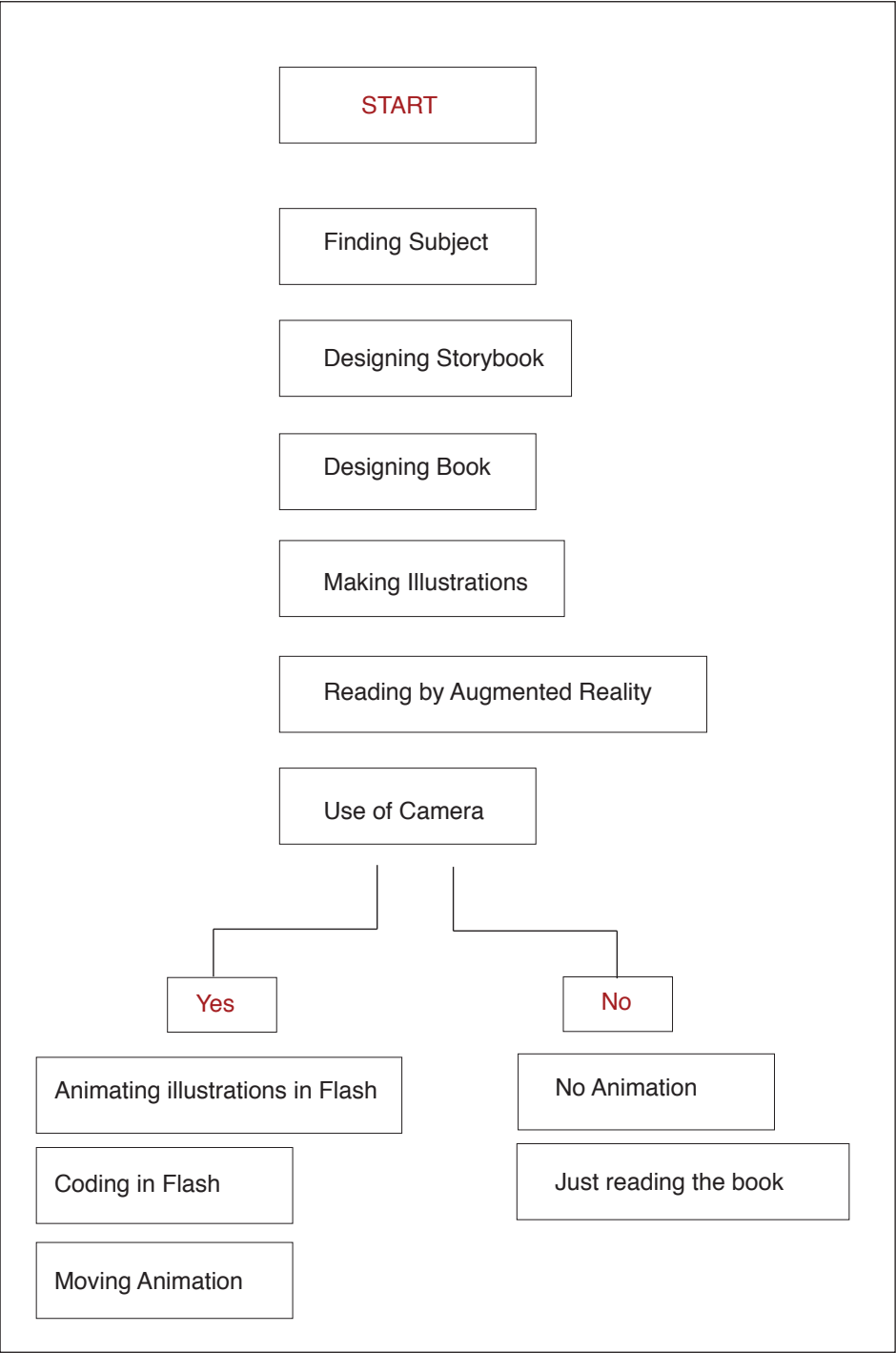
if you say *yes* there are the parts that is catagorized as the invisible part and for *no* there is the part that is catagorized as visible.



pert chart



flow chart
structure of the
project



gant chart

