

I PROJECT BADGER

I REFERENCES

GENERAL TYPOGRAPHY



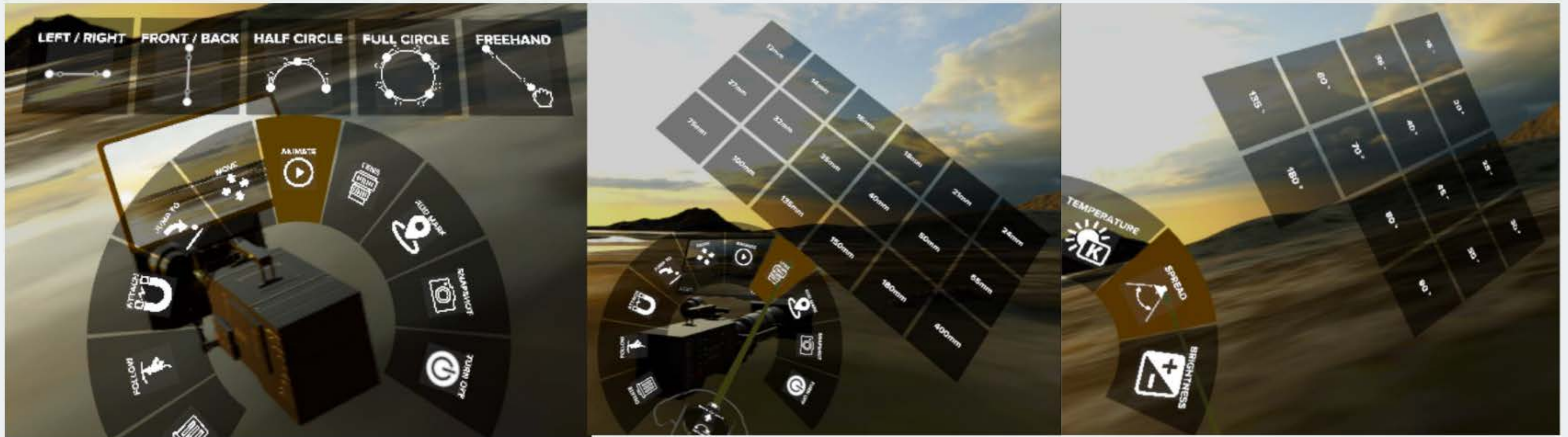
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We will use Eurostile as our primary font as it is not only familiar to the Epic brand but also to the language used within the Unreal Game Engine. This will make the experience consistent as an Epic product.



Primary Heading 30pt Bold

Secondary Heading 24pt Bold

Section Header 18pt Bold

Sub Title 18pt Regular

Card Title 15pt Bold

Card Copy Small 15pt Light

Body Copy Small 14pt Light

Message Time Stamp 12pt Light

I COLOR PALETTE

The newly redesigned UI menu will include a color palette that industry professionals will find familiar with the tools, cameras, and equipment they've been using for years. The colors are neutral and therefore easier to read. A heavy use of dark backgrounds will lighter foreground elements will make the UI more legible in a wide range of virtual environments.

MAIN COLOR PALETTE

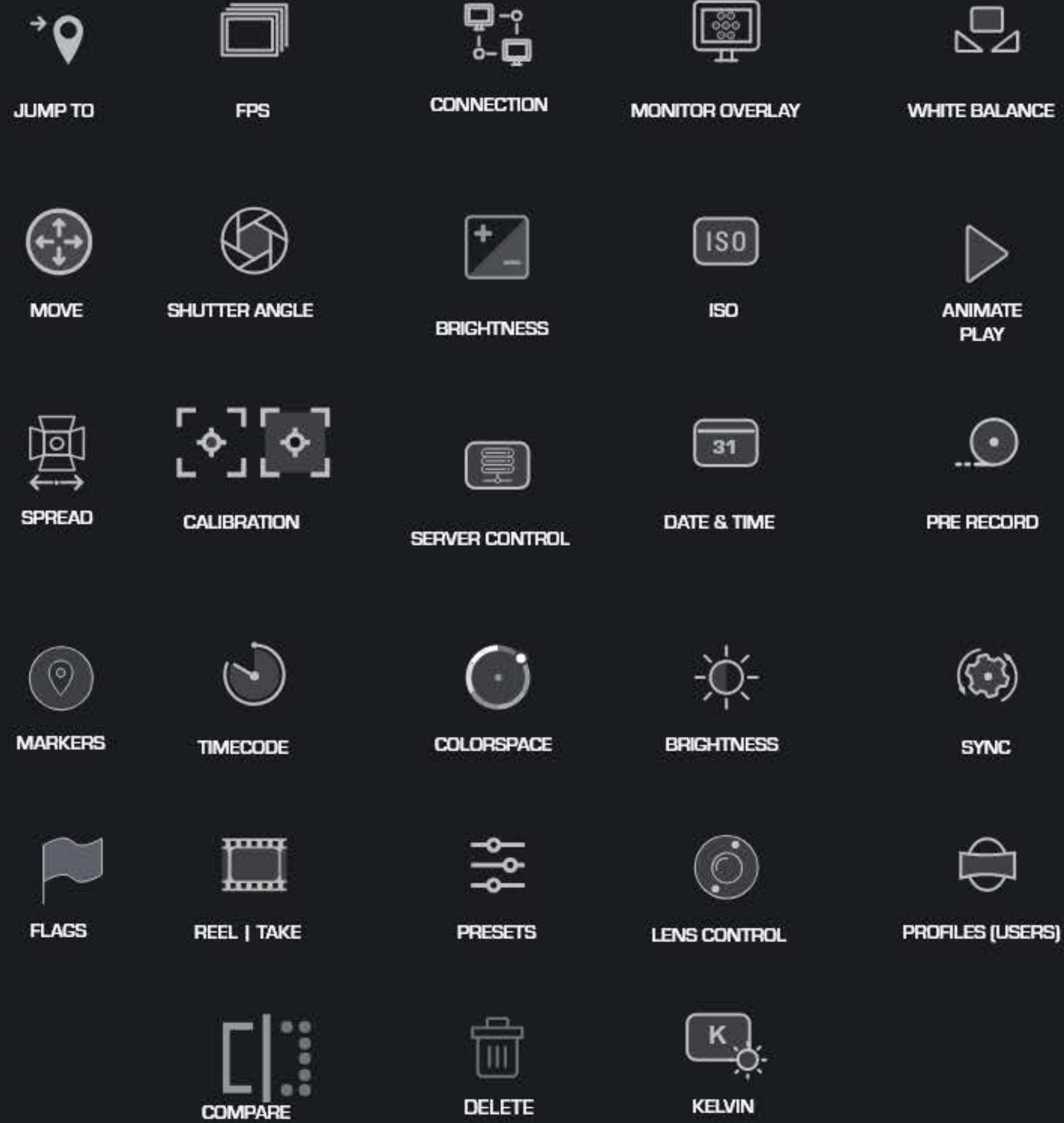


SUBMENU COLOR PALETTE



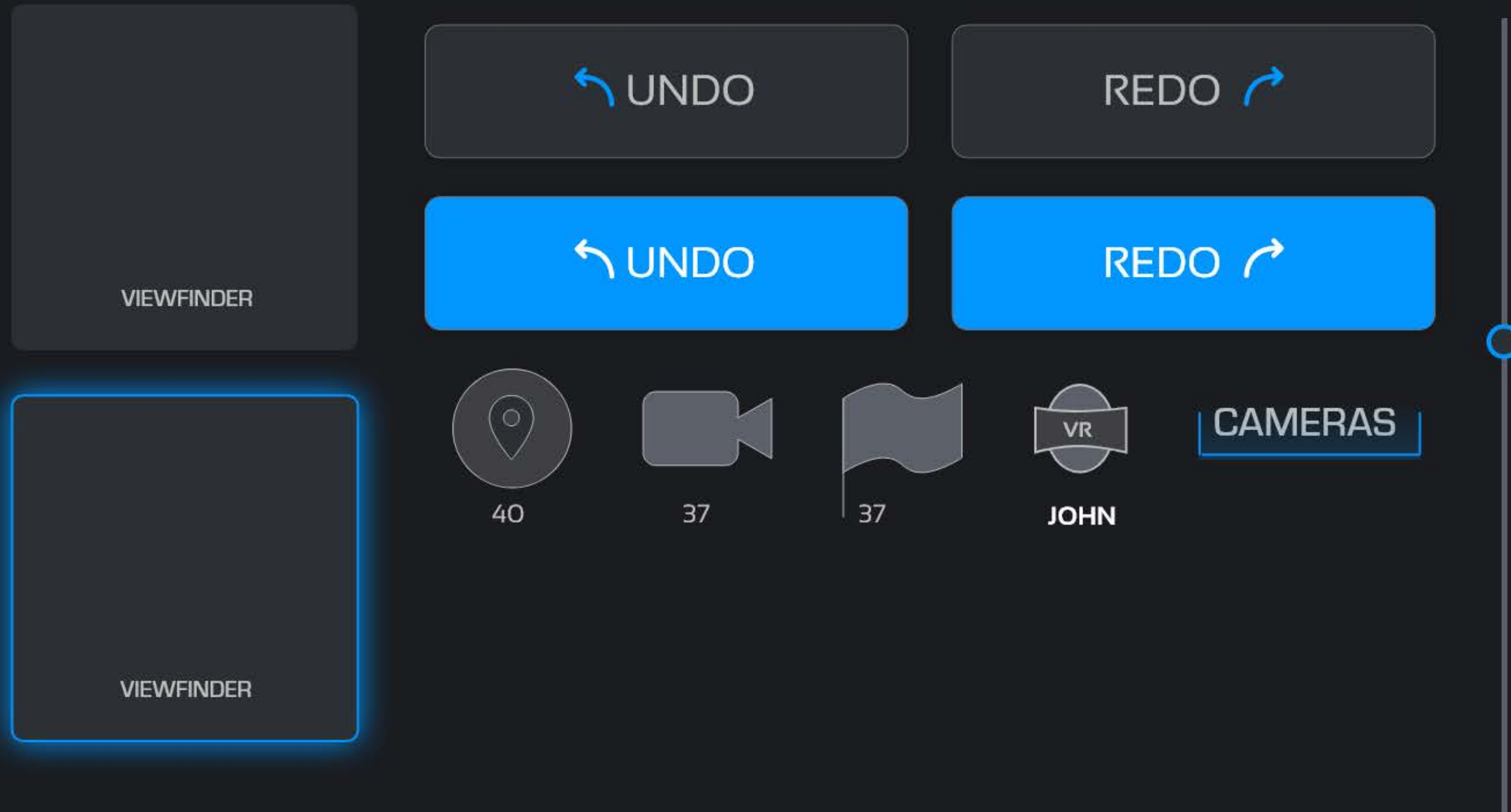
I ICONS

Icons are represented by 2 matte colors that are simple to read and that correspond to iconography used throughout the film world.



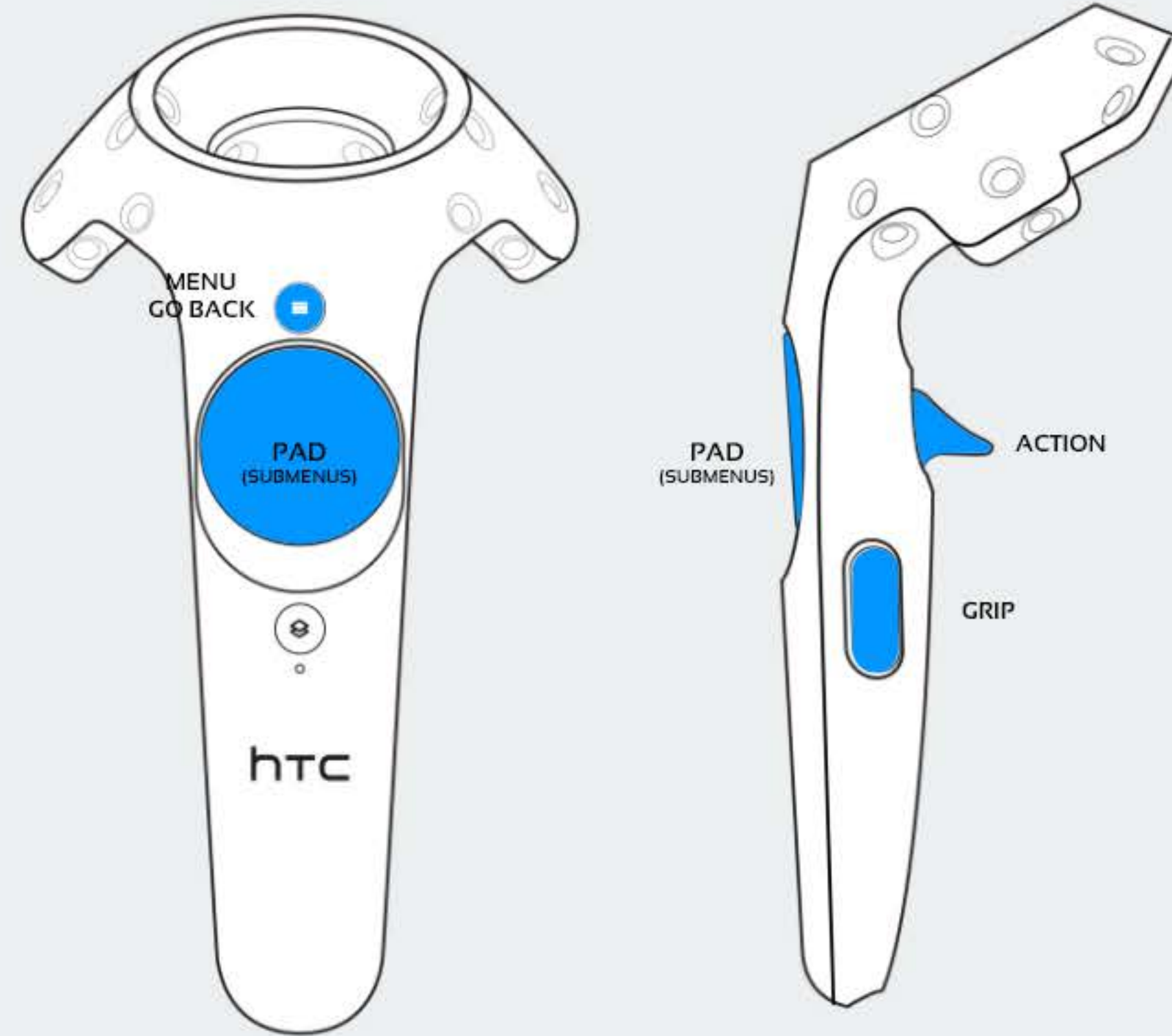
I ELEMENTS

Selection highlighting will use a color scheme consistent with the rest of the UI found within Unreal Engine, making selected elements clear and obvious to the user



I CONTROLLERS

CONSISTENT DESIGN LANGUAGE



I MENU

The main menu pays homage to the design principles used by live action camera operators of the Slate. This design presents the most vital pieces of information front and center, while making the desired tool selection easy and obvious.



I SETTINGS

21:34:30:47 A001 036 DE 0000 A001 013_BV_B02_V5
TIMEDCODE REEL SCENE SEQ SETUP TAKE MASTER SCENE

MAGNOPUS - BADGER JOHN SMITH B 04/12/19
PRODUCTION DIRECTOR CAMERA DATE

VR JOHN VR MIKE VR PAUL VR PETER

GRIP NAV SPEED
SUPERMAN SPEED

TIMELINE AUTHORITY DISABLE GRABBING DISABLE GRIP INERTIA

GO BACK

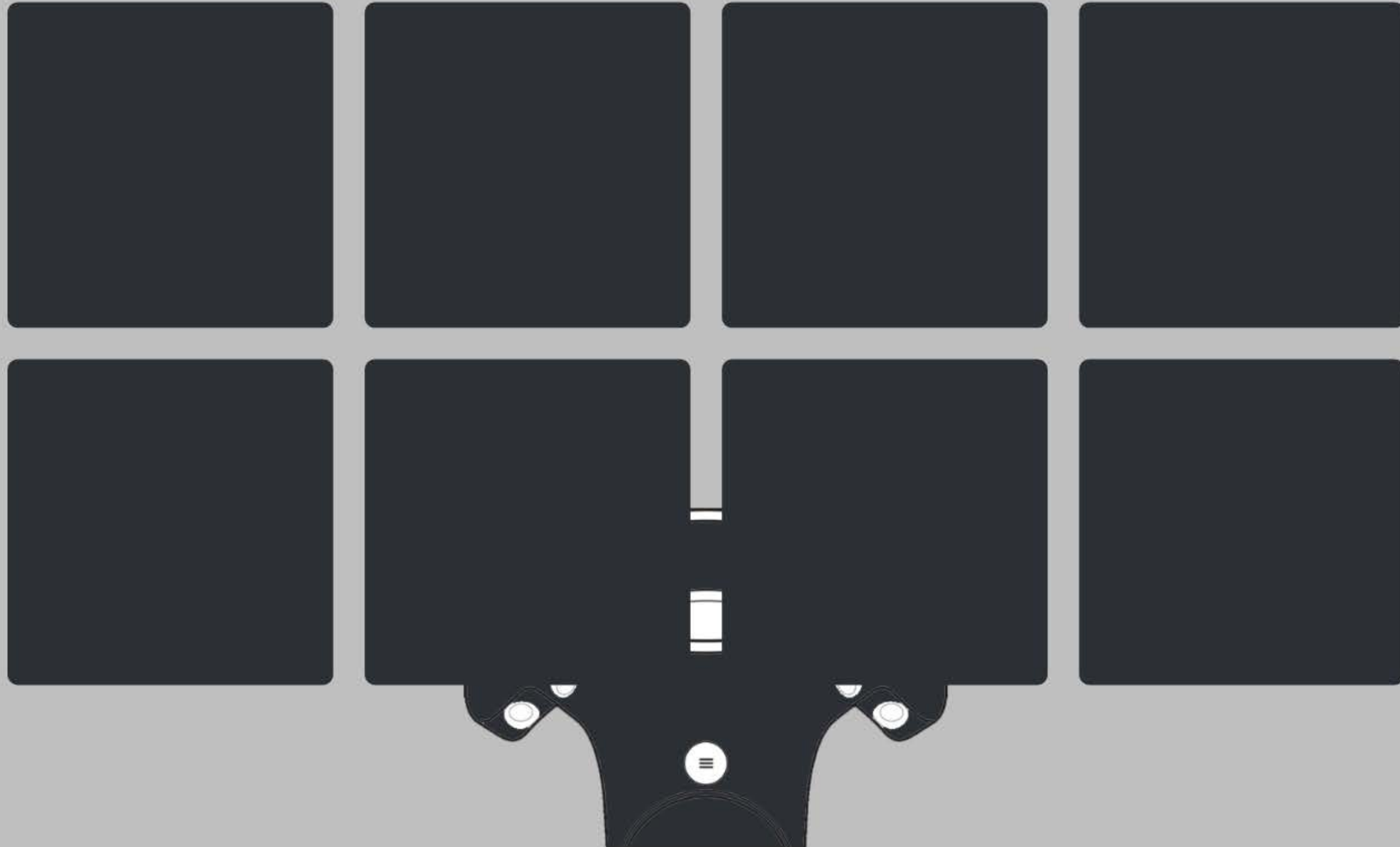
UNDO REDO

I VR MODE

WORK IN PROGRESS...NOT FINAL!



I MAIN COMPOSITION SUBMENU





DELETE



JUMP TO



ANIMATE



TEMPERATURE



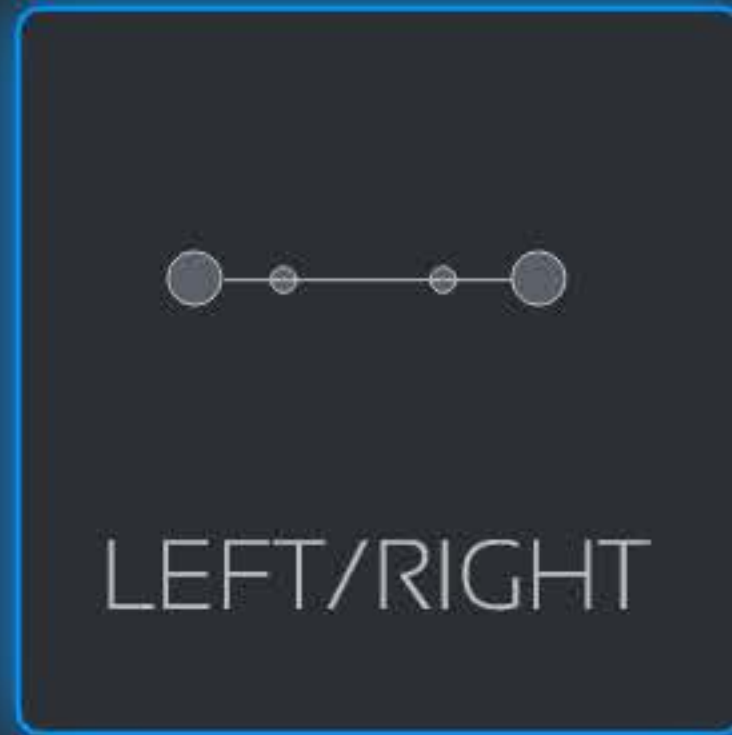
SPREAD



BRIGHTNESS

GO BACK 

ANIMATE



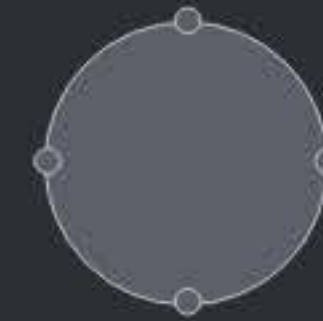
LEFT/RIGHT



FRONT/BACK



HALF CIRCLE



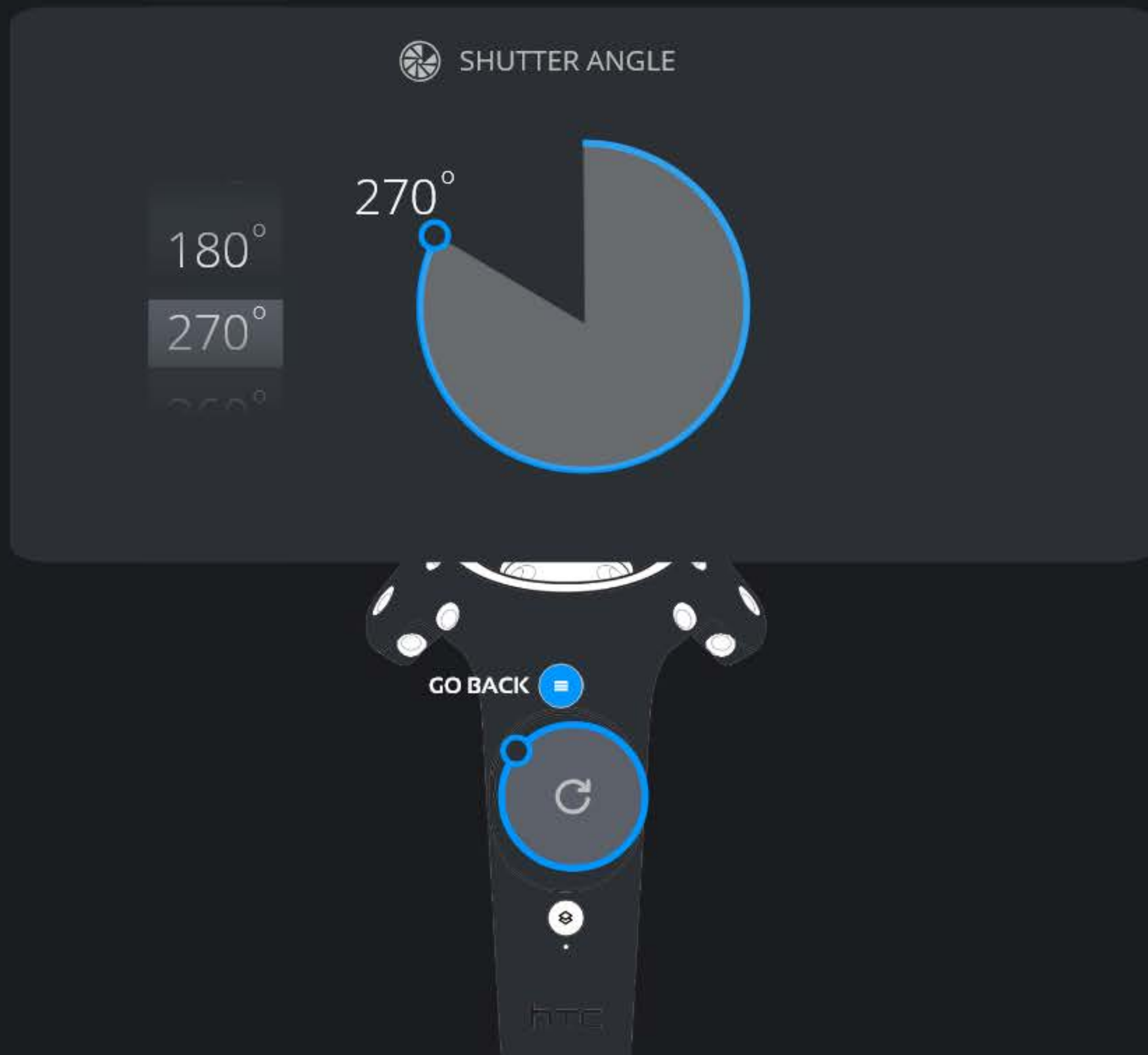
FULL CIRCLE



FREEHAND

GO BACK 

I SUBMENU



Having defined the main structure for submenus where we are no longer using a rotary dial system but instead a planar menu & submenus we can now include deep dives on specific submenus and properties for specific objects.

An example of which is found here for a camera specific category.

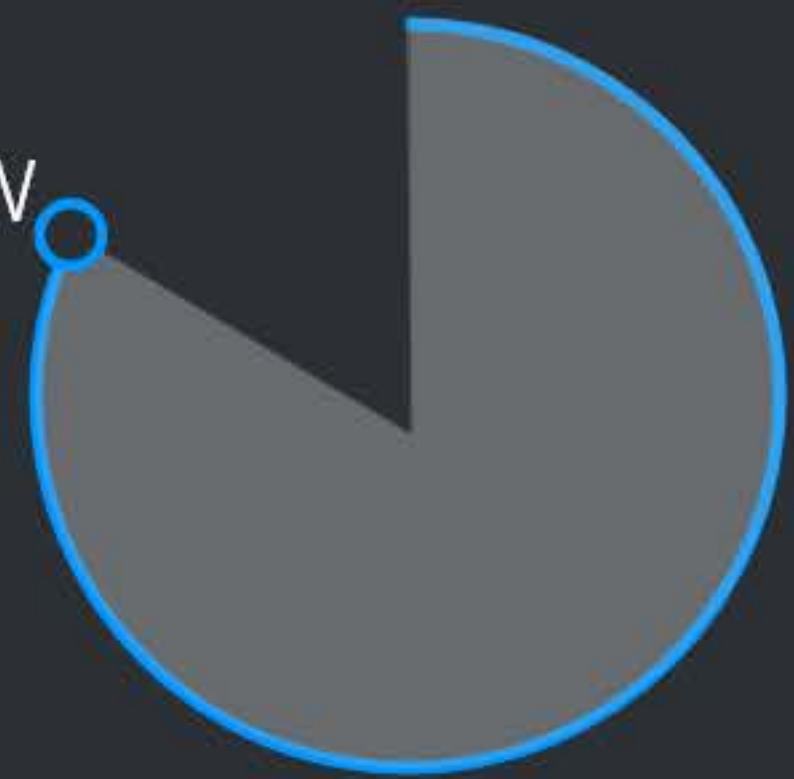
A user will change the property of the shutter angle by using the PAD on the controller and its function is depicted in the VR controller as well. Feed back will be displayed on the HUD of the controller.

The user could change the properties of the item represented in the submenu, in this case the shutter angle of the camera, by interacting with a sub menu found attached to their controller. My moving contextual menus off the objects being interacted with and onto the user's controller, a more consistent user experience can be created. Input will be from the user via the d-pad, and feedback will be presented on the submenu HUD.

+ BRIGHTNESS -

- 6KW
- 4KW
- 3.5KW
- 2.5KW
- 1.8KW
- 1.2KW
- 800W
- 650W

1.8 kw

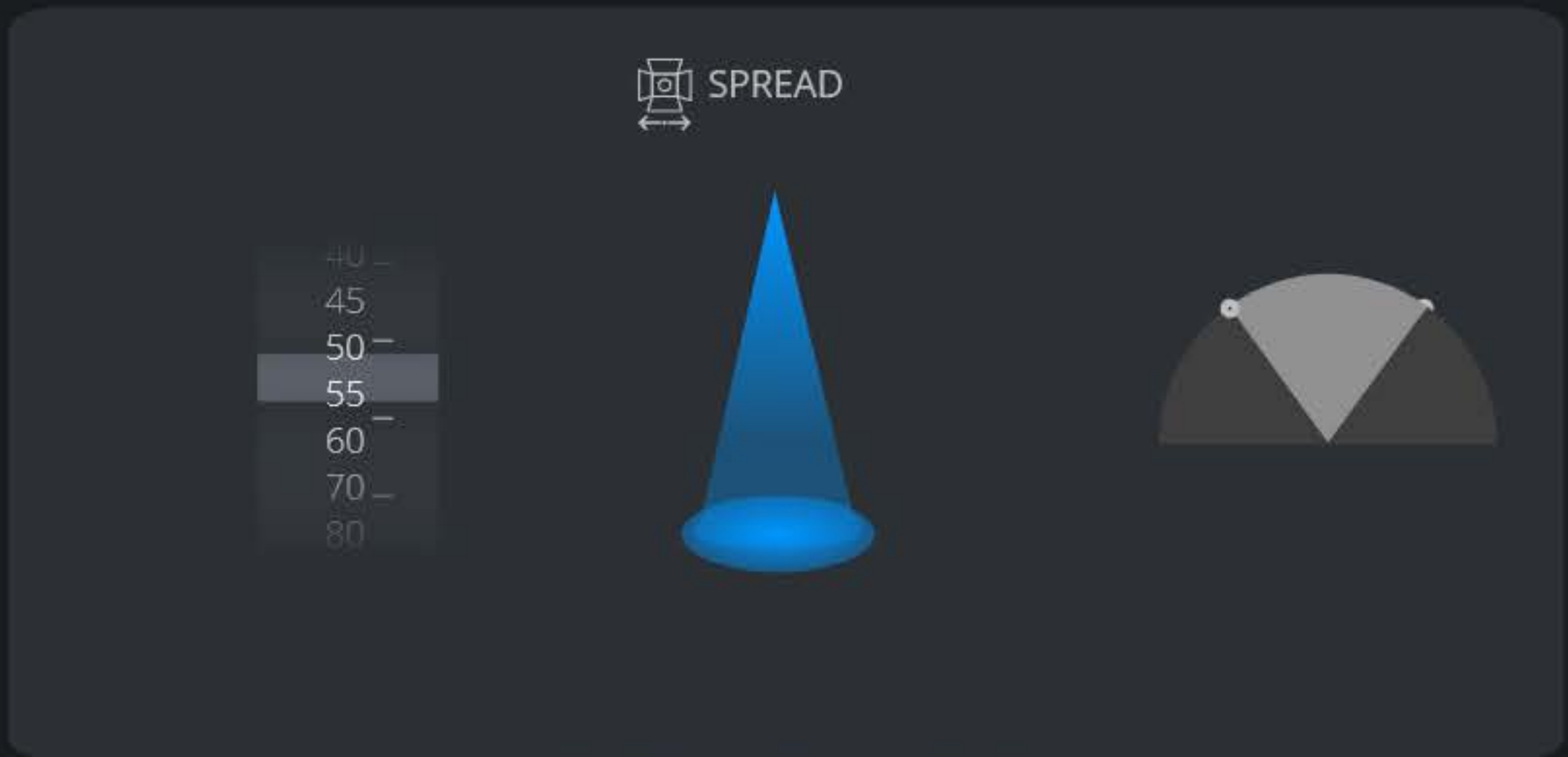


GO BACK

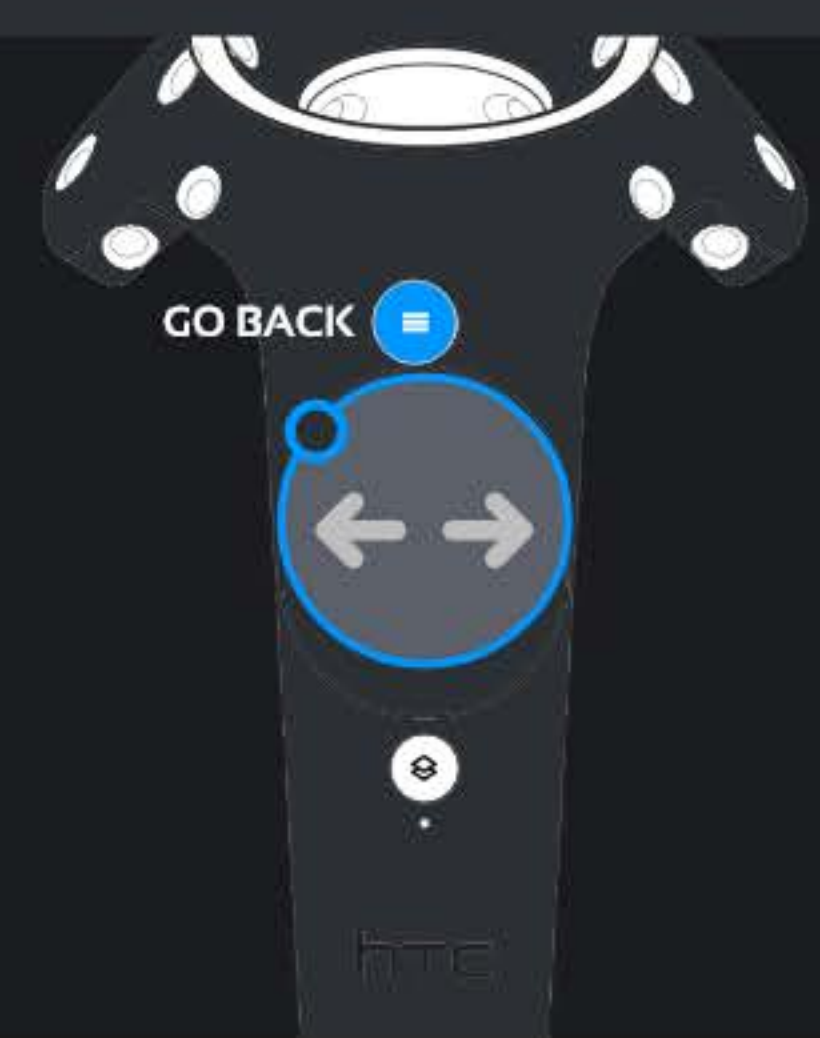


htc

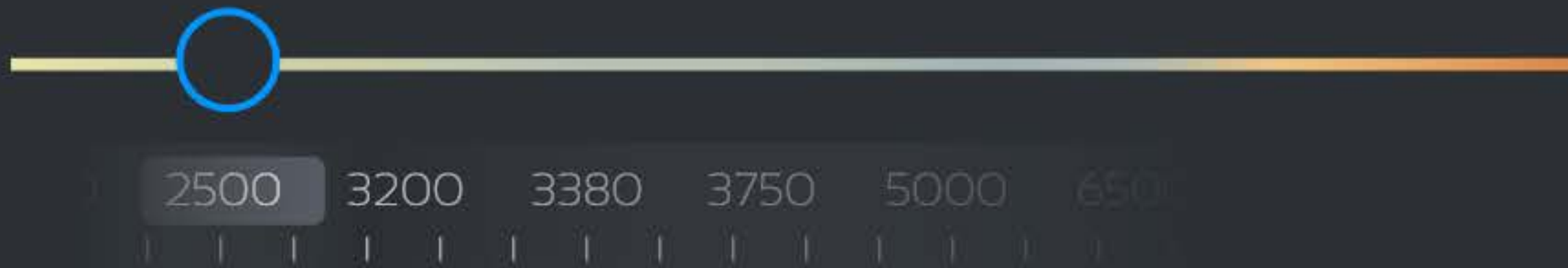
One more example is found on the brightness of a camera or light rig. Again we find the same composition of elements and its rotary action on the controller with its HUD display information



Example of Light Rig Spread with a different variation of Action Control, where instead of using a rotary action we are using a more traditional left-right actions. Both rotary and/or left-right commands can be used in this example



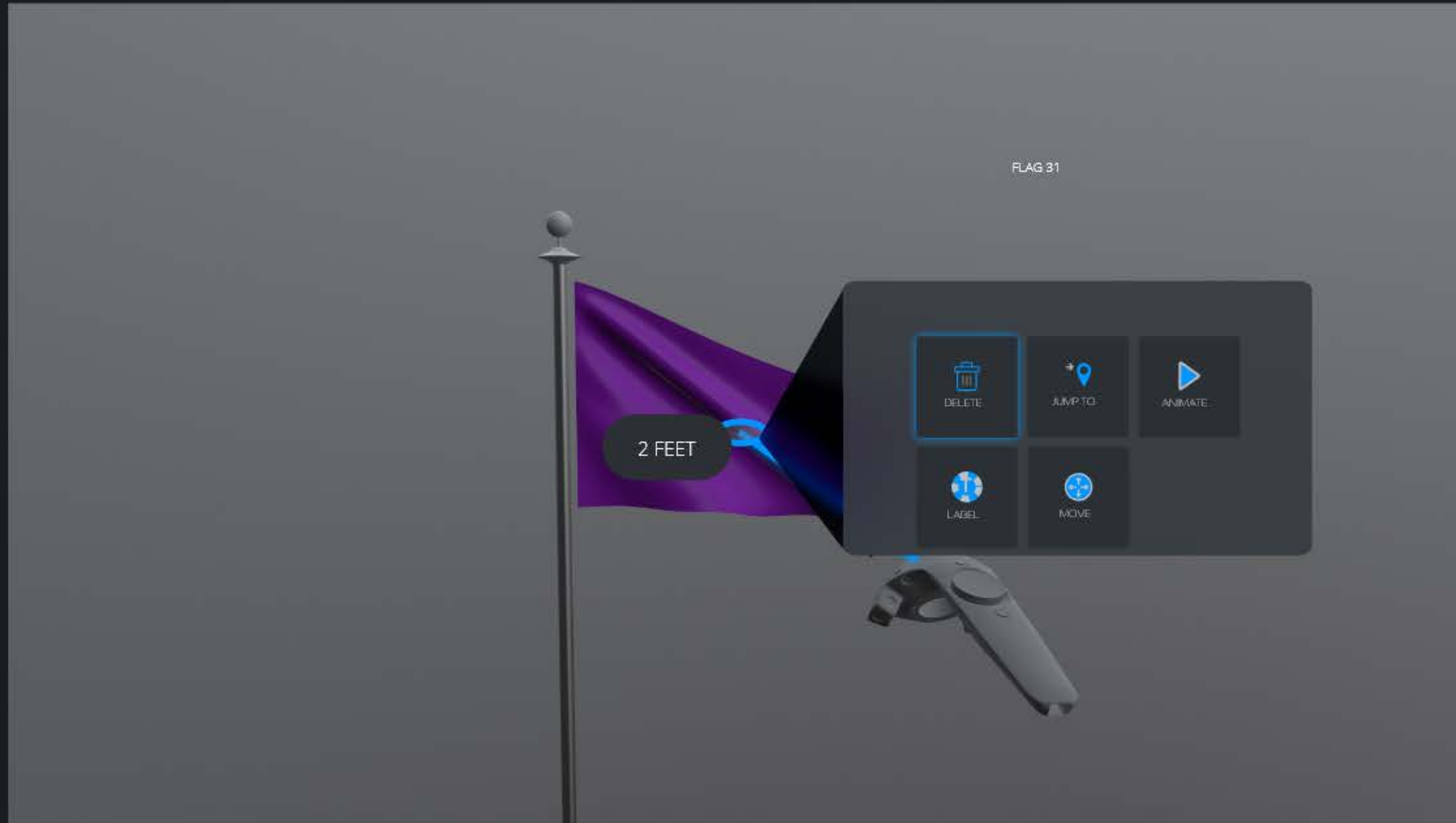
TEMPERATURE



Use of left-right Action can be seen here



I SUBMENU



Selection of objects within the scene will be done via laser pointer drawn from the controller. Upon selection, submenu navigation is accomplished via the d-pad, either by swiping through the options or tapping on the desired related quadrant of the menu.

I CAMERAS



A CAM

18MM ●

Camera monitors have had their descriptive properties moved to a panel below the render texture, allowing for changing film back aspect ratios to not affect the displayed information. Additionally this ensures the text is legible regardless of the brightness of the subject material captured in frame.