2023FA Meta Spark Section 67634

Class Participants Grades Open LMS ⌄

Welcome!!

Instructor Information

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Mandatory Course Enrollment Activity

Failure to complete this activity prior to the deadline will result in your removal from the course. No late attempts or multiple attempts are allowed.

☑ **2024 Spring Mandatory Course Enrollment Activity**

To do: Receive a grade

Opened: Tuesday, November 7, 2023, 12:00 AM
Closed: Friday, November 17, 2023, 11:59 PM

💬 **Announcements**

Mark as done

Meta Spark Community Resources

- **Find out more about how to use the Meta Spark Templates here.**
- **Discover the range of Tutorials on specific topics here.**
- **Explore the Meta Spark Fundamentals course here and Meta Spark Pro course here.**
- **Join the Meta Spark Community group on Facebook here.**

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Mark as done

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- **Join the Meta Spark Community group on Facebook** here.
- **Find inspiration in the Gallery on the Meta Spark Hub** here.

		Mark as done
🌐	Survey For JFF	

▶ **Open all**   ▼ **Close all**

Instructions: Clicking on the section name will show / hide the section.

▼2   AR examples - Toggle   Topic 2

🌐	Lunchables	Mark as done
🌐	pokemon go	Mark as done
🌐	INDE The Leading Augmented Reality Agency	Mark as done

▼3   Getting Started with Augmented Reality - Toggle   Topic 3

Mark as done

Complete the following under the Getting Started with Augmented Reality Section:

1. Augmented Reality Past, Present, and Future PowerPoint
2. Getting Started with Meta Spark Video
3. Create your first AR effect Assignment
4. Quick intro to Meta Spark Video
5. How to use lights to enhance your 3D effects Video
6. Understanding Trackers in Meta Spark Video
7. Tracking the world/Plane and target tracking Video
8. Working with Segmentation Video

🌐   Augmented Reality Past Present & Future PowerPoint   Mark as done

?

▼3   Topic 3

Getting Started with Augmented Reality - Toggle

Topic 3

Mark as done

Complete the following under the Getting Started with Augmented Reality Section:

1. Augmented Reality Past, Present, and Future PowerPoint
2. Getting Started with Meta Spark Video
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7. Tracking the world/Plane and target tracking Video
8. Working with Segmentation Video

Augmented Reality Past Present & Future PowerPoint   Mark as done

Augmented Reality Past Present & Future powerpoint file 🌀   Mark as done

Getting Started with Meta Spark   Mark as done

Create your first AR effect   Mark as done

Due: Wednesday, November 22, 2023, 11:00 PM

Quick intro to Meta Spark   Mark as done

How to use lights to enhance your 3D effects   Mark as done

                                                                      Mark as done

Tracker types and basic info

Understanding Trackers in Meta Spark   Mark as done

Meta Spark logo 🌀   Mark as done

Tracking the world/ Plane and target tracking   Mark as done

?

🌐   Working with Segmentation   [Mark as done]

▼4   **Publishing & Policies - Toggle**   Topic
                                                                                   4

                                                                                   [Mark as done]

Complete the following under the Publishing & Policies Section:

1. Sharing Your AR Effects with the World Video
2. Effect Policies: Product Policies Video
3. Effect Policies: AR Content Standards Video
4. Publishing Your Effects Video
5. Building Effects for Higher Conversion Video

🌐   Sharing your AR effects with the World   [Mark as done]

🌐   Effect policies: product policies   [Mark as done]

🌐   Effect policies: AR content standards   [Mark as done]

🌐   Publishing your Effects   [Mark as done]

🌐   Building effects for higher conversion   [Mark as done]

▼5   **Face Trackers - Toggle**   Topic
                                                                                   5

                                                                                   [Mark as done]

Complete the following under the Face Trackers Section:

1. Tracking the Face Video
2. Occlusion Video
3. Face Tracking Effect PowerPoint
4. Face Tracking Effect Practice
5. Face Tracking Effect Practice Assignment
6. Intro to Patch Editor PowerPoint
7. Intro to Patch Editor Video
8. Patch Editor Assignment
9. Patch Editor: Mix Patch Video
10. Image Sequence (Animated GIF) Video
11. Tips and Tricks Video
12. Glitter Faucet Assignment

🌐 Tracking the Face   Mark as done

🌐 Occlusion   Mark as done

                                                                               Mark as done

Getting Started

📄 Face Tracking Effect 🎨   Mark as done

🌐 Face Tracking Effect Practice   Mark as done

📤 Face Tracking Effect Practice (from above video)   Mark as done

Due: Wednesday, November 22, 2023, 11:00 PM

📄 Face tracking effect (Pop Texture) file 🎨   Mark as done

📄 Glasses (Pop Texture)   Mark as done

                                                                               Mark as done

Patch Editor

📄 Intro Patch Editor PowerPoint 🎨   Mark as done

🌐 Intro to Patch Editor   Mark as done

📤 Patch Editor Assignment   Mark as done

Due: Wednesday, November 22, 2023, 11:59 PM   ?

Mark as done

Patch Editor

Mark as done

📄 Intro Patch Editor PowerPoint 🎨   Mark as done

🌐 Intro to Patch Editor   Mark as done

📄 Patch Editor Assignment   Mark as done

Due: Wednesday, November 22, 2023, 11:59 PM

🌐 Patch Editor: Mix Patch   Mark as done

🌐 Image Sequence (Animated GIF)   Mark as done

📄 animate gif files (to use in above assignment)   Mark as done

🌐 Tips and Tricks   Mark as done

📄 Glitter Faucet   Mark as done

Due: Tuesday, December 19, 2023, 11:59 PM

📄 Glitter Faucet file   Mark as done

▼6   **Target Trackers - Toggle**   Topic 6

Mark as done

Complete the following under the Target Trackers Section:

1. Target Tracking PowerPoint
2. Read What Are Target Tracking Effects Section

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▼6

Target Trackers - Toggle

Topic
6

Mark as done

Complete the following under the Target Trackers Section:

1. Target Tracking PowerPoint
2. Read What Are Target Tracking Effects Section
3. Viking Room Assignment
4. Target Tracking Using 3D Assets
5. Target Tracking Using 3D Animated Text

📄 Target Tracking PowerPoint 🎨

Mark as done

Mark as done

What are target tracking effects?

Effects that are triggered when a camera is pointed at an image.

Moving

- Effect moves with target image.
- Effect disappears if camera isn't pointing at target.

Fixed

- Effect appears where camera first detected target image.
- Effect is still displayed when target leaves the camera view.
-

BEST PRACTICES FOR TARGET TRACKING EFFECTS

Choosing a target image

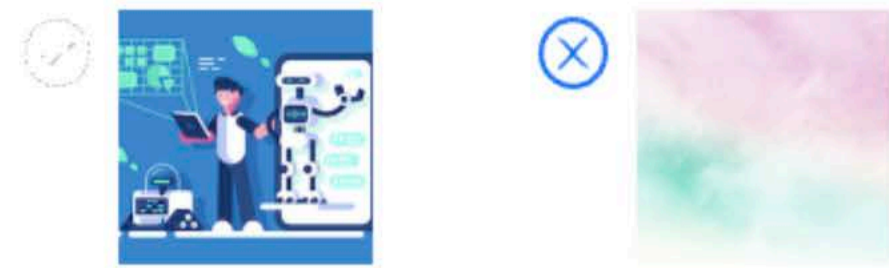| Complex images	Target shapes	No blank space or transparency

?
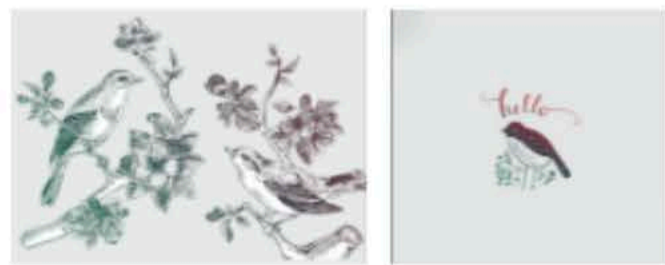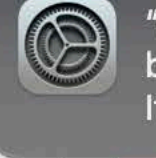
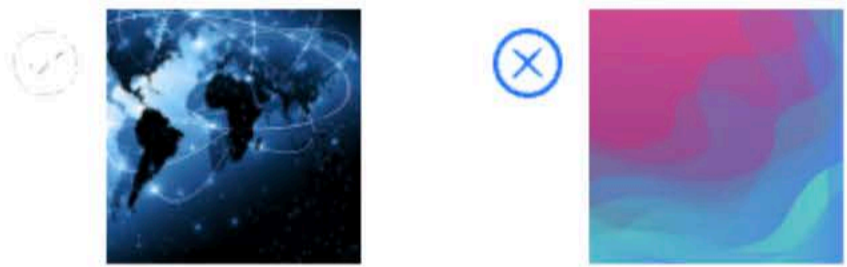**BEST PRACTICES FOR TARGET TRACKING EFFECTS**
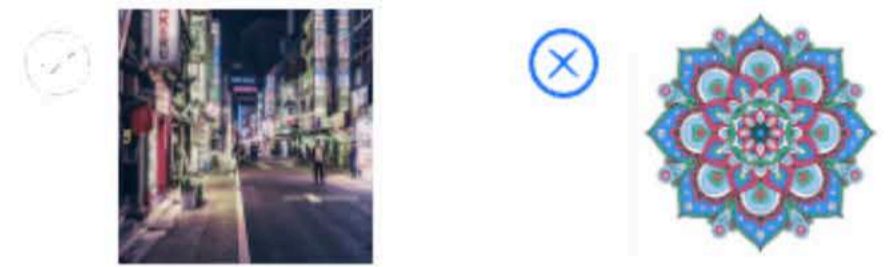
Choosing a target image
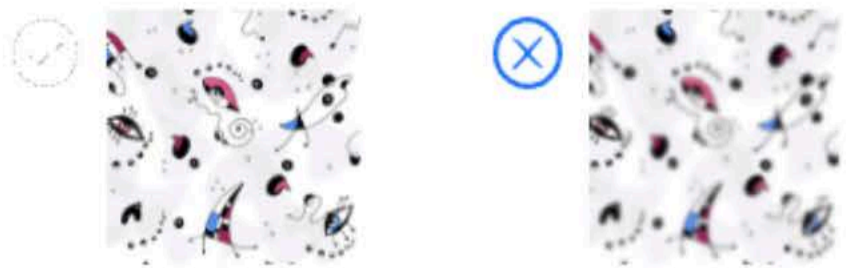
High resolution

High contrast

Sharp details

Asymmetrical patterns

Target placement

Best practices for target placement:

- on flat surfaces
- near device camera
- in rich environments

Mark as done

Getting Started

Mark as done

Viking Room

Due: Tuesday, December 19, 2023, 11:59 PM

Target Tracking Using 3D Assets

Mark as done

Mark as done

🌐 **Target Tracking Using 3D Animated Text**   [Mark as done]

World Trackers - Toggle

▼7   Topic 7

[Mark as done]

Complete the following under the World Trackers Section:

1. Read What Are World Tracking Effects Section
2. Create a World Tracking Effect Assignment
3. Animated Effects PowerPoint
4. Creating World AR Effects Video
5. Render Passing Video

[Mark as done]

What are world tracking effects?

Effects that add virtual objects into real-world environments using SLAM technology.

examples

- Google 3D animals
- Use the back-facing camera
- Use a plane tracker to find a horizontal surface
- pokemon Go

[Mark as done]

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SEE
Where astronauts lived

Mark as done

WORLD TRACKING OVERVIEW

World object template

Real scale world object template

	World object template	Real scale world object template
Uses the back-facing camera.	✓	✓
Works with 3D objects.	✓	✓
Works with a plane tracker.	✓	✓
Effect is the actual size of object.	—	✓
Supported by most mobile devices.	✓	—

Create a World Tracking Effect

Mark as done

Due: Tuesday, December 19, 2023, 11:59 PM

Mark as done

Animated Effects PowerPoint

Mark as done

Fundamentals

🌐 Render Passing   Mark as done

Interaction Patches - Toggle

▼8   Topic 8

                                                                    Mark as done

Complete the following under the Interaction Patches Section:

1. Native Components: Picker & Slider Video
2. Using Interaction Patches Video
3. Using Interaction Patches Assignment

🌐 Native Components: Picker & Slider   Mark as done

🌐 Using Interaction Patches   Mark as done

📄 Using Interaction Patches Assignment   Mark as done

Due: Tuesday, December 19, 2023, 11:59 PM

Textures and Audio - Toggle

▼9   Topic 9

                                                                    Mark as done

Complete the following under the Textures and Audio Section:

1. Textures and Materials: Environment Textures Video
2. Textures and Materials: Texturing 3D Objects
3. AR Audio: Augmenting Microphone Sound

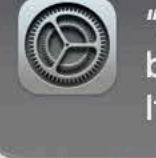   Mark as done

Textures

🌐 Textures and materials: environment textures   Mark as done

Audio

Mark as done

🌐 AR audio: augmenting microphone sound

Mark as done

The Future of AR - Toggle

▼10   Topic 10

Mark as done

Complete the following under the The Future of AR Section:

1. Building a Future as an Augmented Reality Content Creator
2. What to Create: Empathize, Design, Inspire

🌐 Building a future as an augmented reality content creator

Mark as done

🌐 What to create: empathize, design, inspire

Mark as done

Scripting - Toggle

▼11   Topic 11

Mark as done

Complete the following under the Scripting Section:

1. Using Scripts in Meta Spark

🌐 Using Scripts in Meta Spark

Mark as done

Competition - Toggle

▼12   Topic 12

Mark as done

ICC Effect

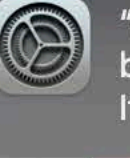Create a Meta spark effect that can be used here at Isothermal.

These effects can be for fun, informative, promotional, etc.

We have a panel of judges who will review the effects and selects the top 3 designs will be chosen and used on campus.

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Mark as done

ICC Effect

Create a Meta spark effect that can be used here at Isothermal.

These effects can be for fun, informative, promotional, etc.

We have a panel of judges who will review the effects and selects the top 3 designs will be chosen and used on campus.

Mark as done

Guidelines for College Effect

1. Creativity and Innovation:
   - Originality of the AR concept and design.
   - Innovative use of augmented reality technology.
   - Uniqueness of the overall user experience.

2. Visual Design:
   - Aesthetics and visual appeal.
   - Consistency in the visual style and theme.
   - Effective use of colors, textures, and animations.

3. Functionality and Interactivity:
   - Individualized purpose (student will determine what the effects' purpose is)
   - Depth of interactivity and engagement for the user.
   - Integration of interactive elements.
   - Real-time responsiveness to user actions or inputs.

4. Impact and Relevance:
   - Relevance to the student chosen theme.
   - Potential impact and usefulness of the AR design within student chosen theme.

5. Elevator Speech:
   - Write a paragraph to explain the purpose of your effect. How the effect could benefit Isothermal/ how it could affect recruitment or retention.

Your college Effect   Mark as done

Due: Tuesday, December 19, 2023, 4:00 PM

W-9 form   Mark as done

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