

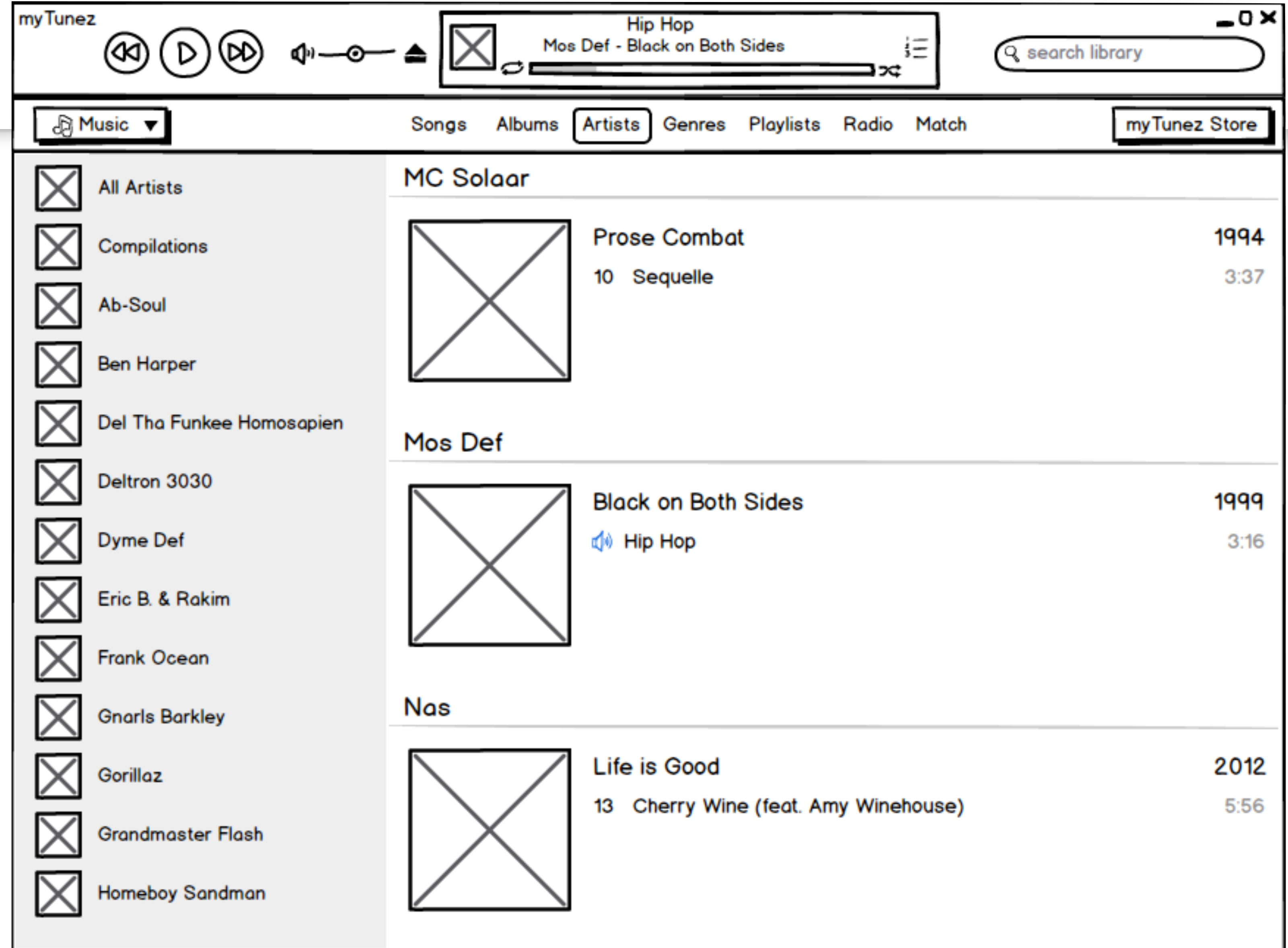
Site planning

Sketches, wireframes, prototypes

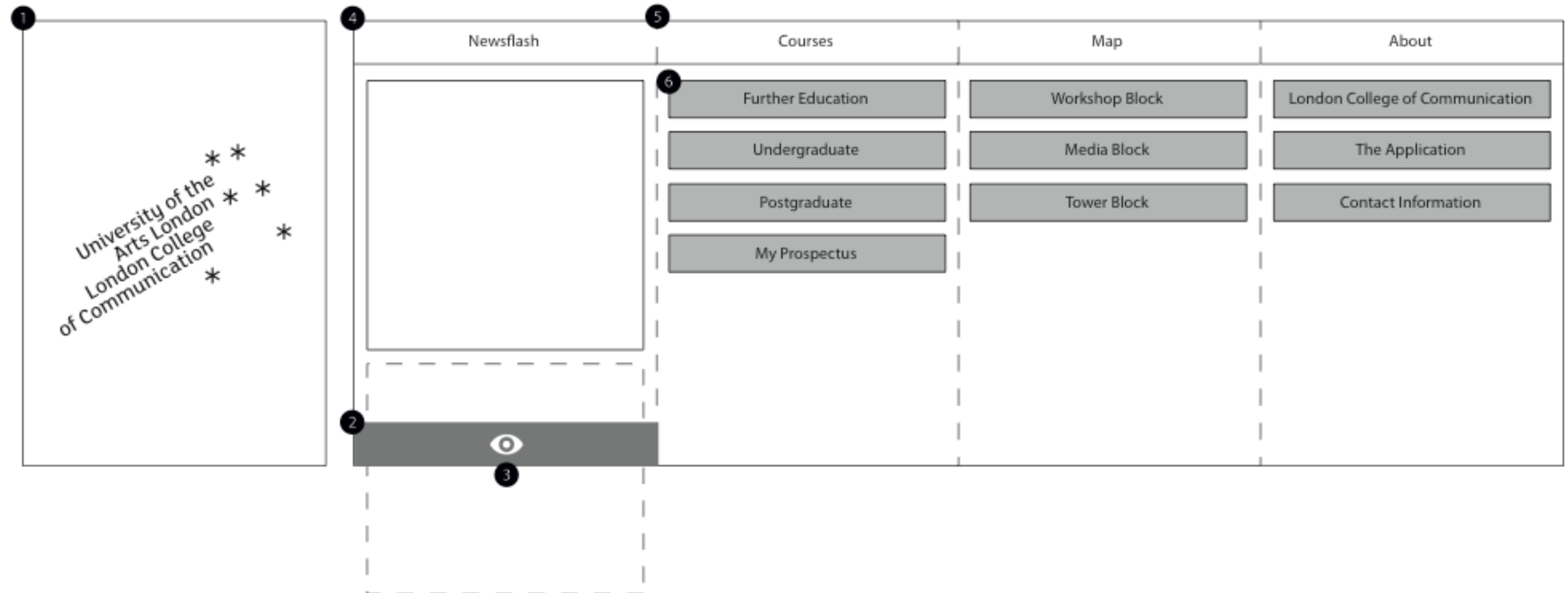
App wireframe

Wireframes come before mockups

They are *structural* designs; they don't use colour, images or other content details



LCC app wireframes



- 1 The first page that is seen is the loading page which will transition into the Newsflash.
- 2 A contextual tab bar is always on screen, allowing users to interact with certain navigation elements. See the [tab bar page](#) to see the contextual menus.
- 3 The discover feature is always available, the user can click to hide all interface elements.

- 4 The newsflash page is the first page in the hub, here the user is presented with a feed from blogs and twitter from the university which is automatically updated when you have a internet connection.
- 5 The third page of the hub is the courses menus, which splits the courses in to levels and where favourites can be found.
- 6 On some of the pages in the hub there will be buttons linking out to relevant areas for the user to narrow down to the specific area they want.

LCC app mockups

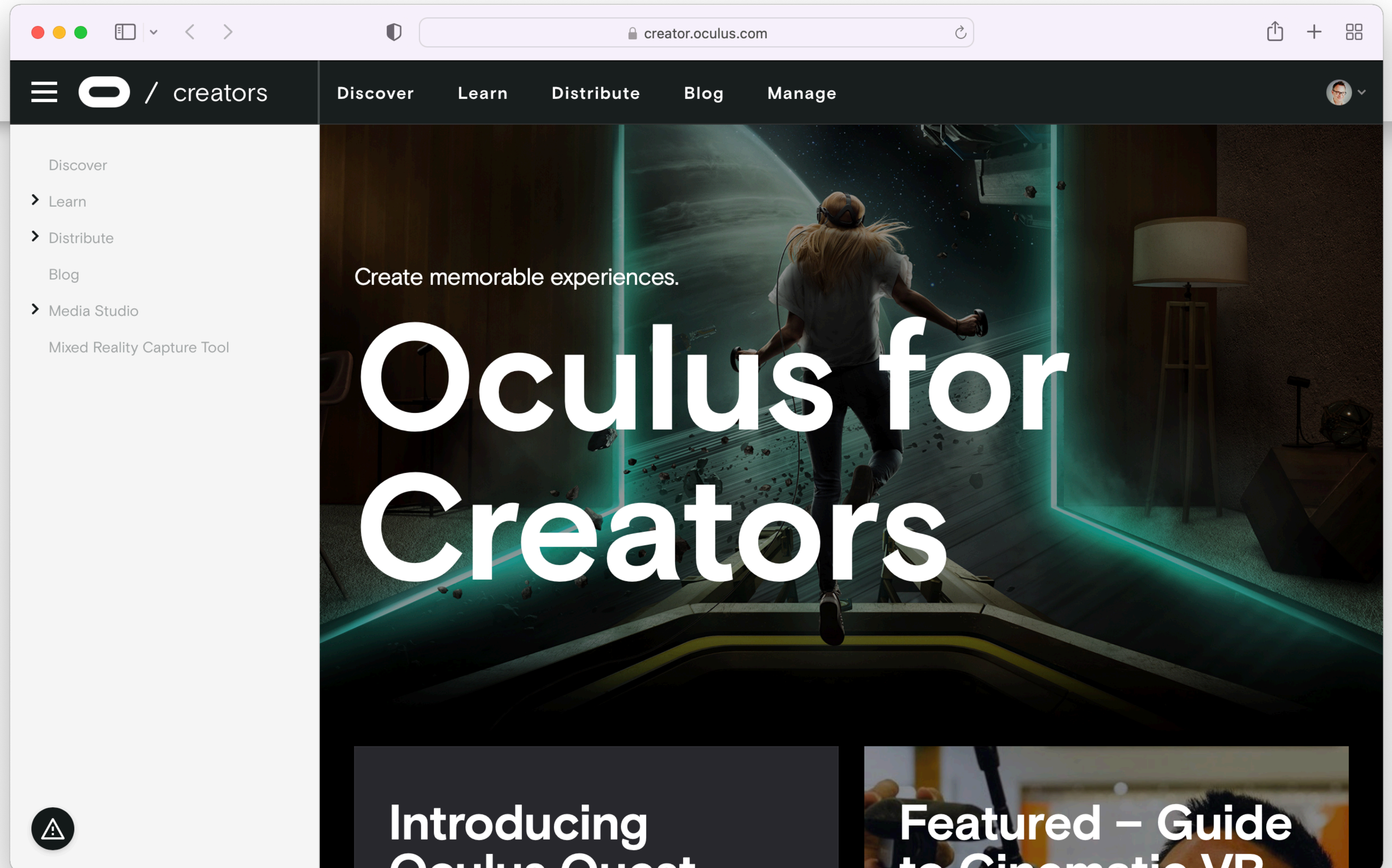


- 1 Single screen with condensed navigation and contextual tab bar displaying search and discovery features.
- 2 Full home screen experience hub. Second draft.

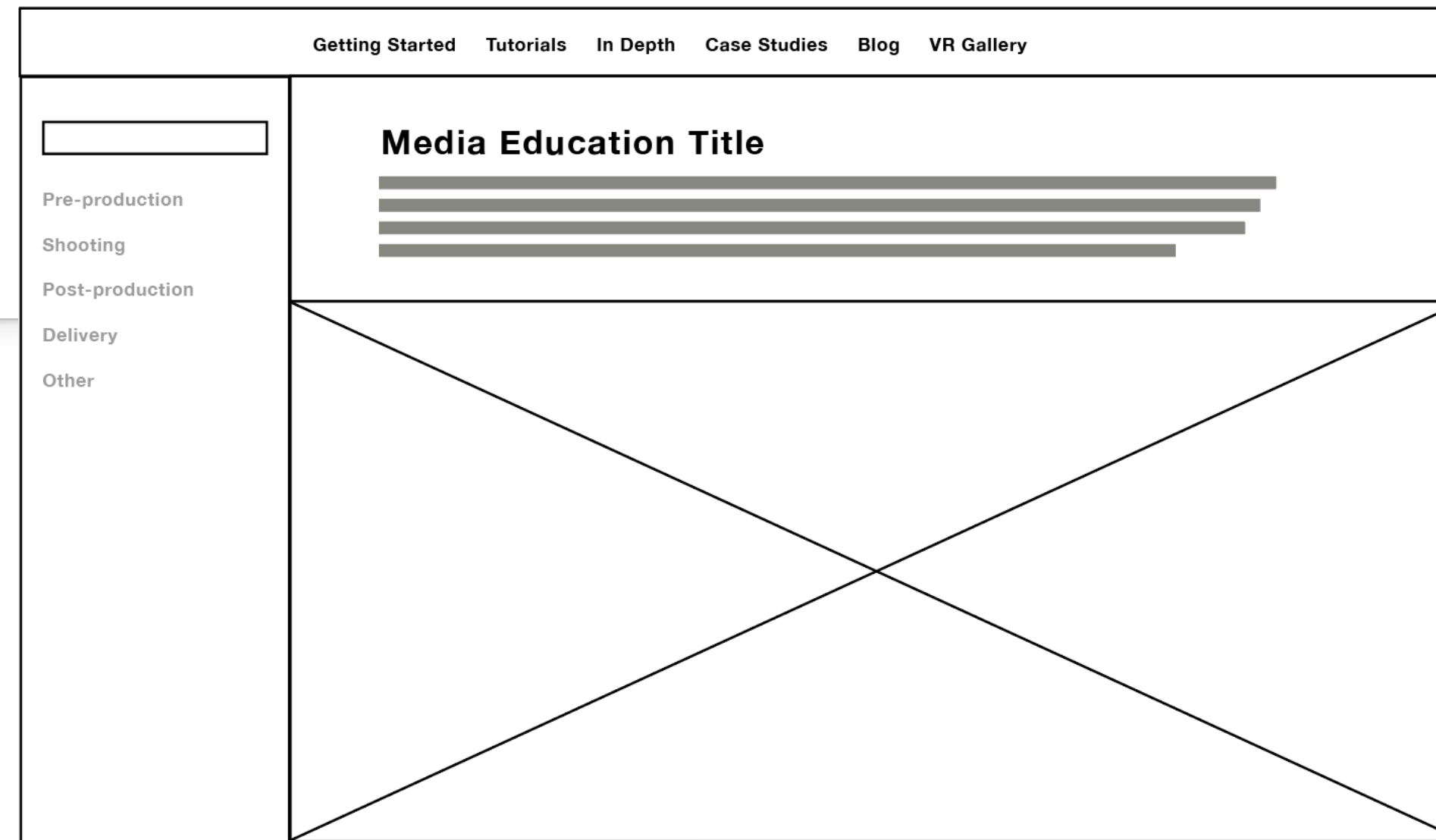


Meta

Context
(what was to
be replaced)



Meta site wireframes

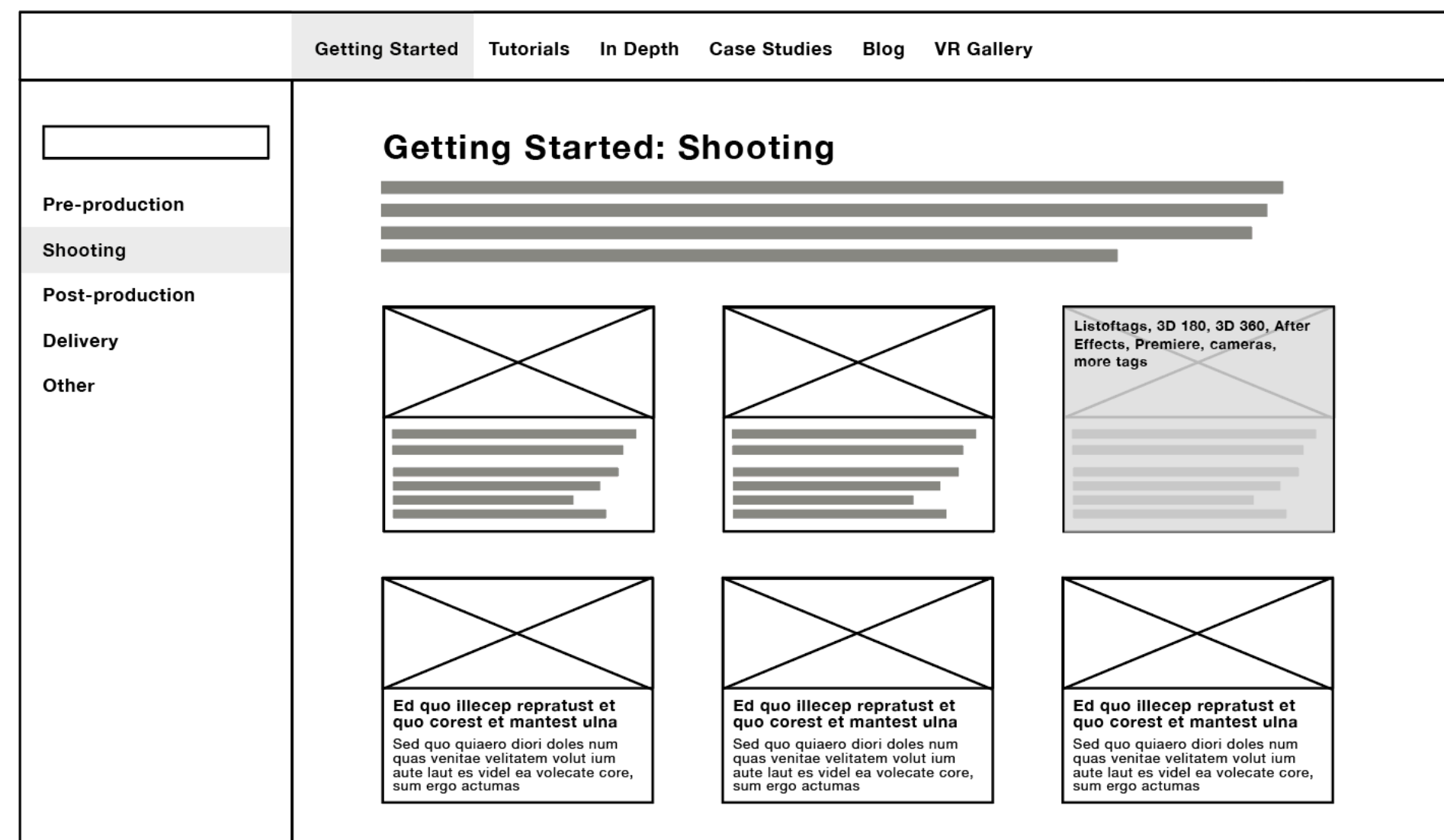


Home page:

Categories along the top,

Sections down the left (dimmed as they aren't relevant yet?)

Standard explanatory welcome content in the main

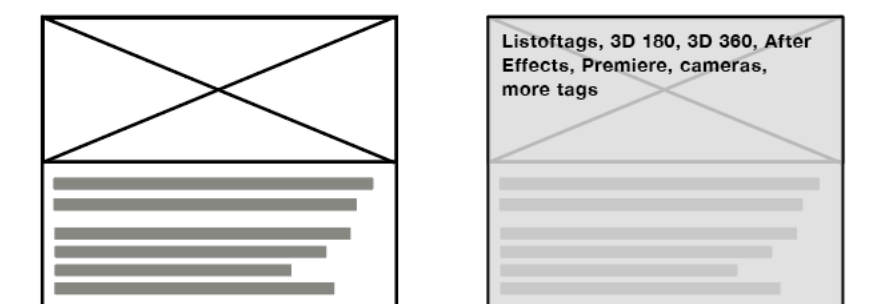


In use (browsing):

User clicks a category, then clicks a section.

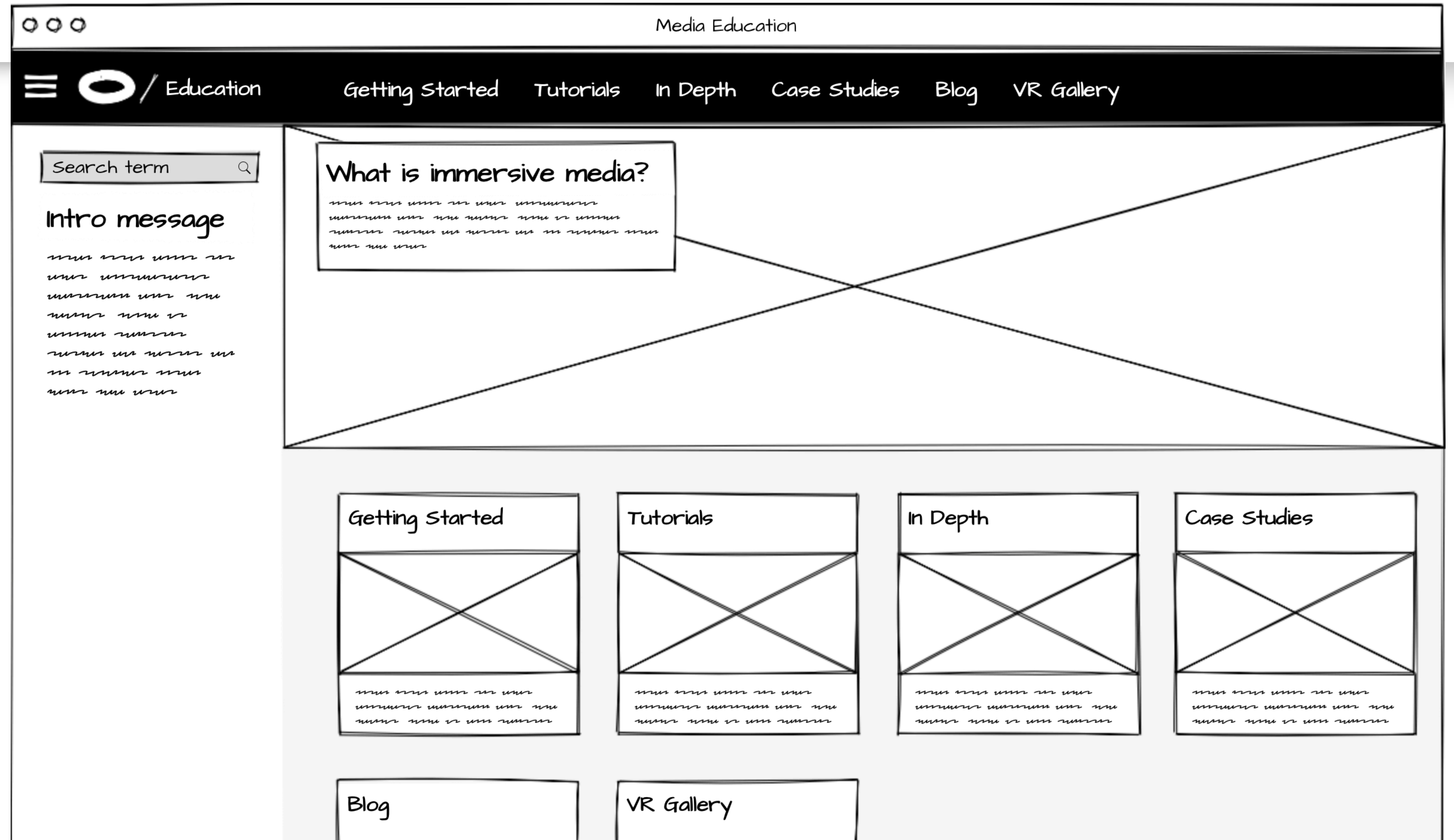
That section's content is listed as a set of tiles in the main panel.

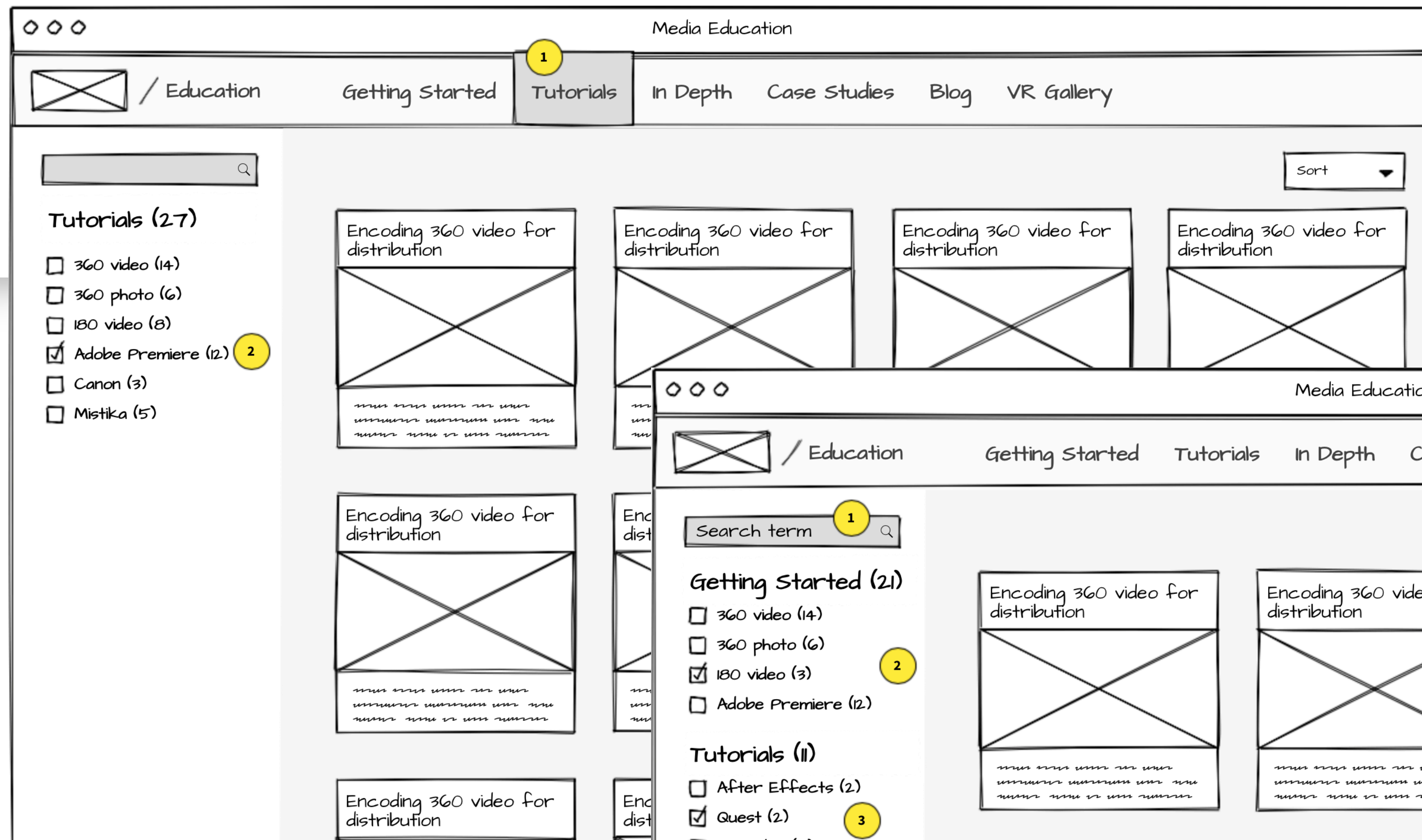
When a tile is rolled over that article's tags are shown as an overlay:



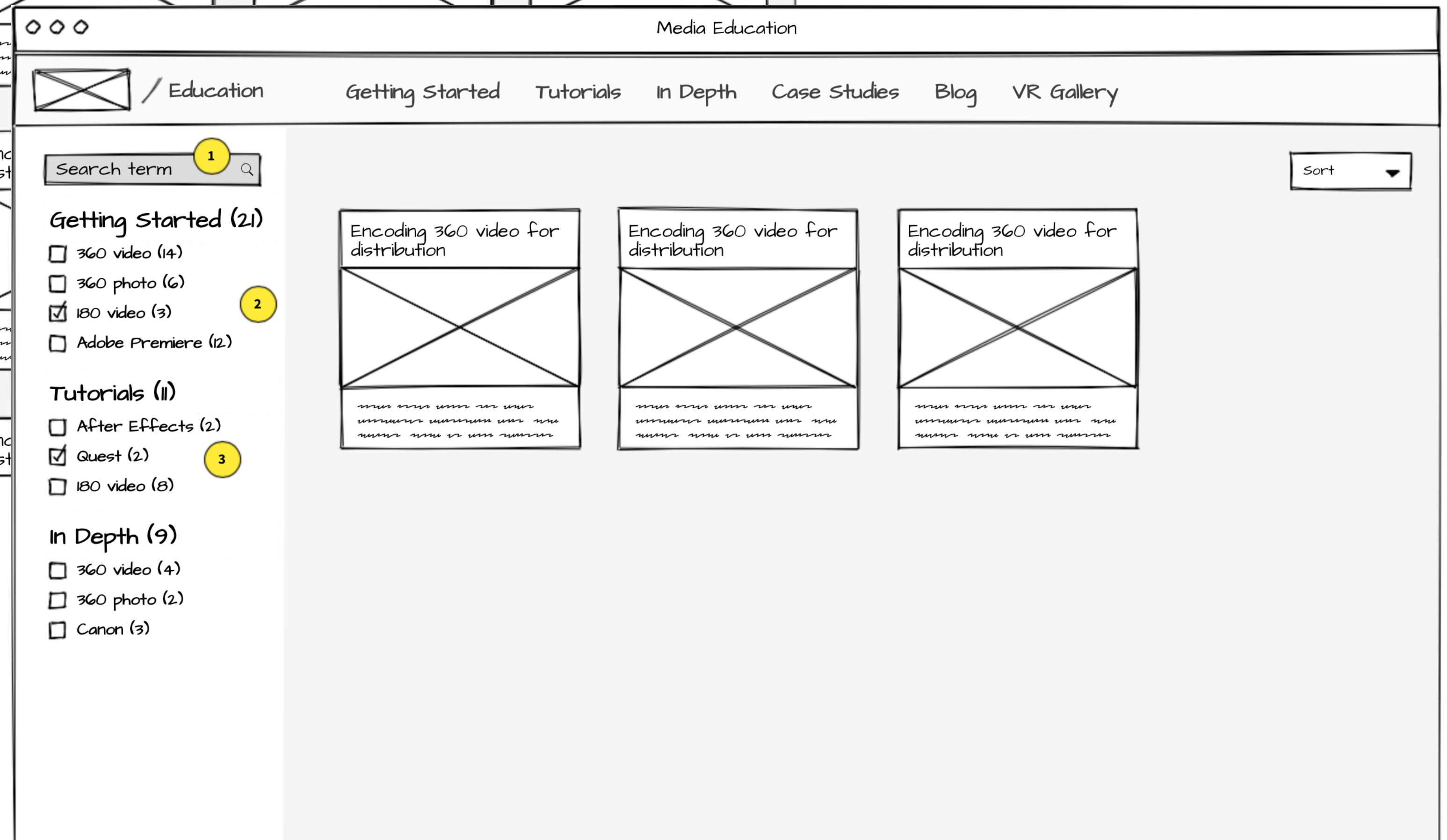
Meta site wireframes

Home
(initial plan)





Browsing



Searching

Meta site wireframes

Article

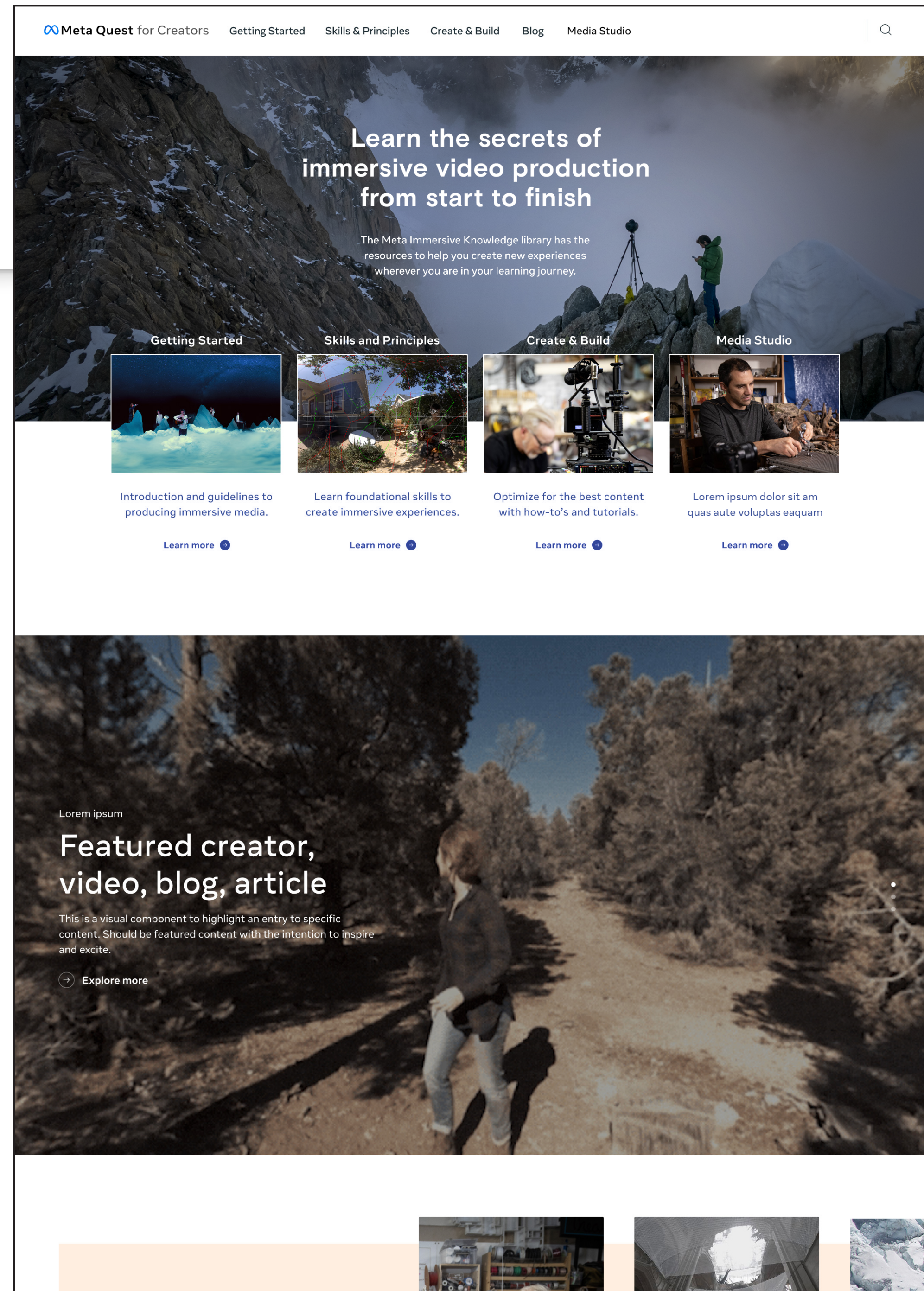
The wireframe depicts a web browser window with the following elements:

- Page Title:** Media Education
- Navigation:** A menu with links for 'Getting Started', 'Tutorials', 'In Depth', 'Case Studies', 'Blog', and 'VR Gallery'. A home icon is also present.
- Search:** A search bar with the placeholder text 'Search term' and a magnifying glass icon.
- Left Sidebar:**
 - Tutorials (27)**
 - 360 video (14)
 - 360 photo (6)
 - 180 video (8)
 - Adobe Premiere (12)
 - Canon (3)
 - Mistika (5)
- Main Content Area:**
 - Breadcrumbs:** Tutorials > Adobe Premiere >
 - Article Title:** Create 360 photographic images using a DSLR or mirrorless camera
 - Text:** Learn how to use a regular camera and PTGui to create 360 photos that are higher resolution, have a better dynamic range and are more precise and accurate than a dedicated 360 camera can produce.
 - Image Placeholder:** A large rectangular box with an 'X' through it, indicating a missing image.
 - Requirements Section:**
 - Hardware:** Three lines of placeholder text.
 - Software:** Three lines of placeholder text.
 - Introduction:** Three paragraphs of placeholder text.
 - Steps:**
 - 1 Camera settings:** A sub-section header above a smaller image placeholder box with an 'X' through it.

Meta site mockup

Mockup based on developer designs plus our reactions and notes

(There were multiple rounds of this)



Meta Quest logo with 'for Creators' or 'Creators'

In the nav bar put Media Studio in place of Community and lose Case Studies

Image background rather than color background above the fold (and not purple/violet, regardless)

Image should be muted/shaded (with a CSS overlay for consistency?) so no area is particularly light, allowing white text to be legible over the top

A way to have a set of images for this, changing them randomly (?) for different visits

White keyline around thumbnail images to help them stay visually separate from the background

We're considering replacing the Case Studies thumbnail with one for Media Studio (having the Case Studies section below is sufficient)

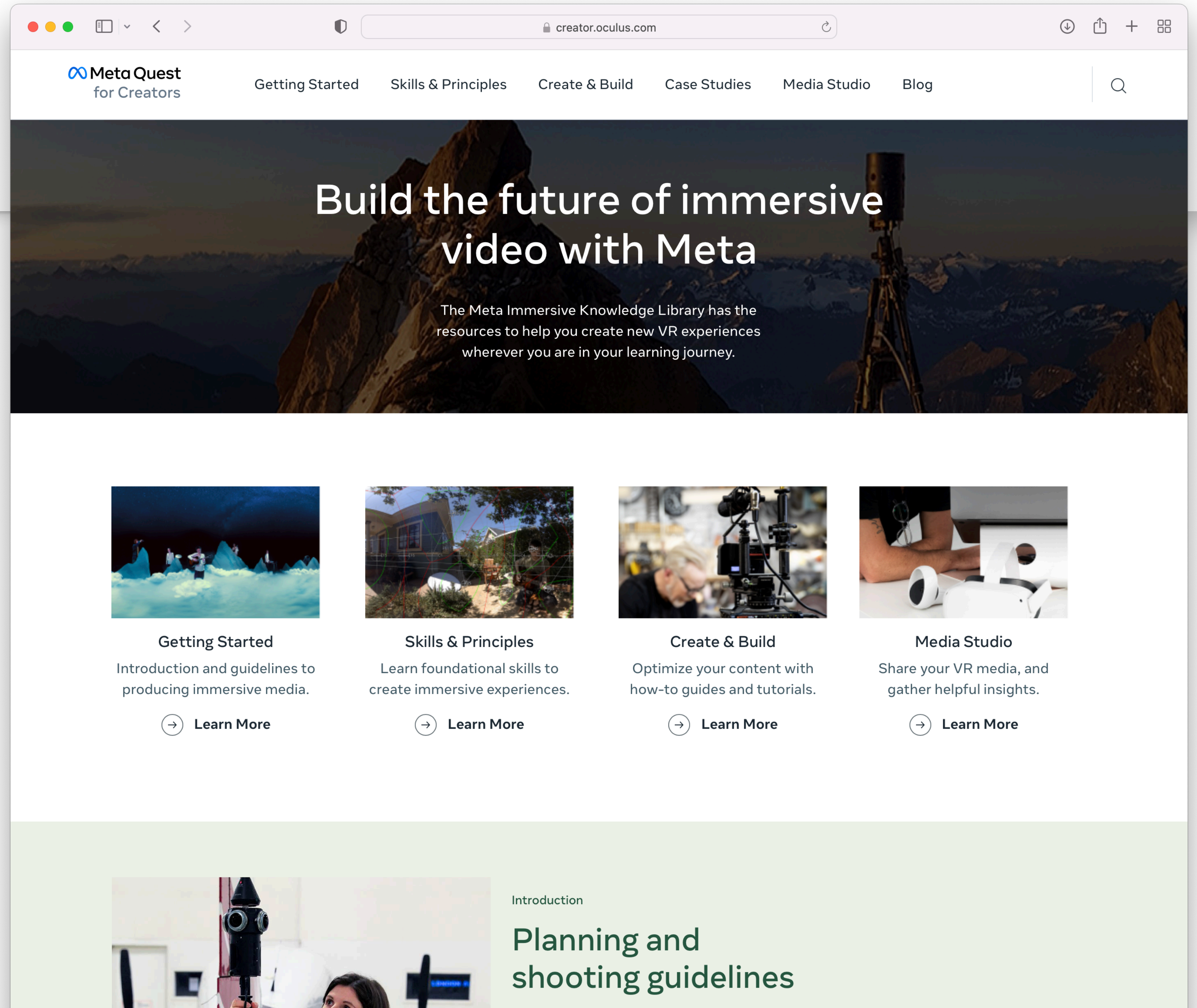
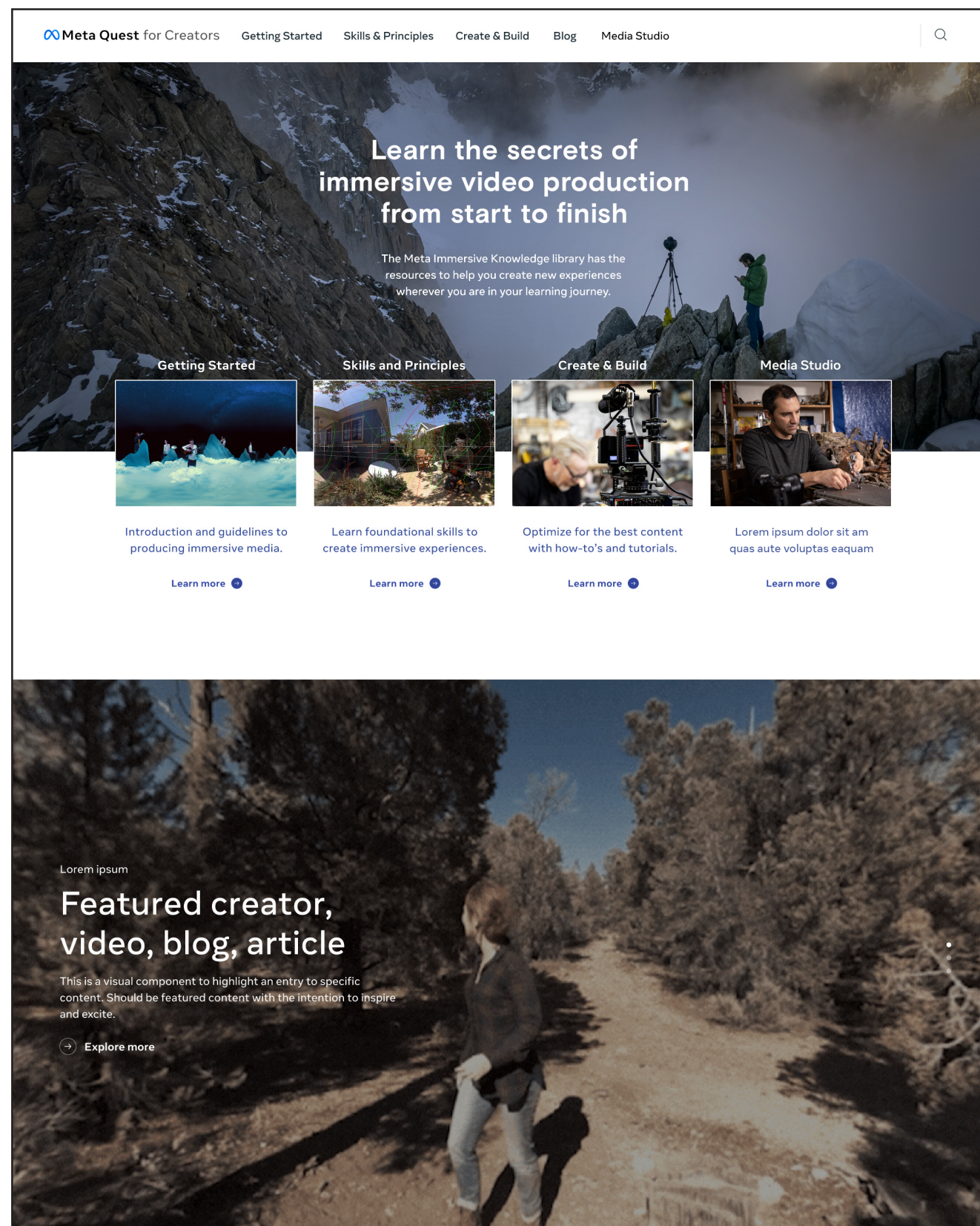
As above, image should be muted/shaded (with an overlay?) so no area where text will sit is particularly light, allowing white text to be legible over the top

The third thumbnail should be a link to the case study section home page so visitors interested in these can jump straight to that section

Animation could have these slide *slightly* in from the right as the

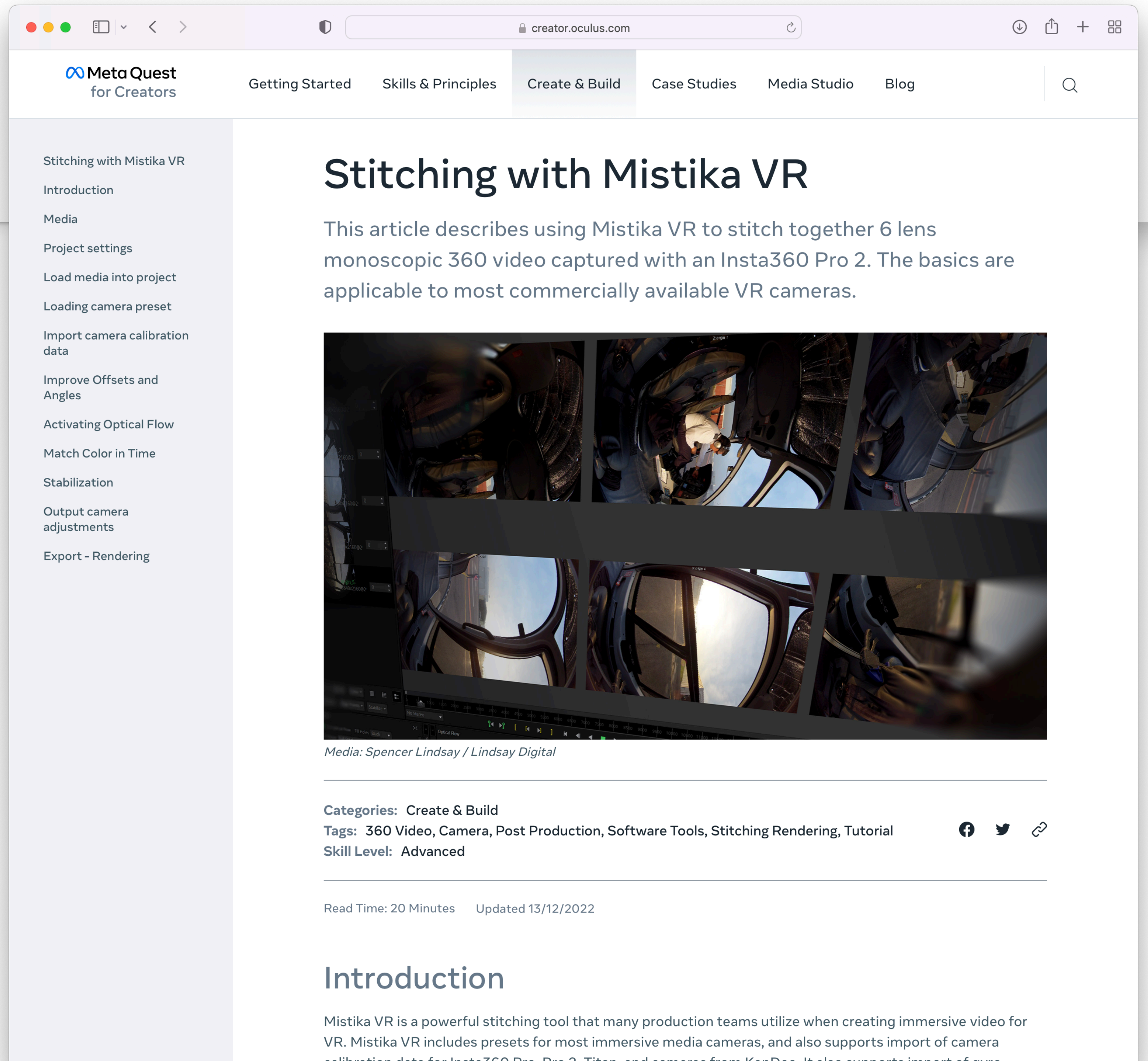
Meta final site

Home



Meta final site

Article >



The screenshot shows a web browser window displaying the Meta Quest for Creators website. The browser's address bar shows 'creator.oculus.com'. The website's navigation menu includes 'Getting Started', 'Skills & Principles', 'Create & Build' (which is highlighted), 'Case Studies', 'Media Studio', and 'Blog'. A search icon is visible in the top right corner.

The main content area features an article titled 'Stitching with Mistika VR'. The article's introductory text reads: 'This article describes using Mistika VR to stitch together 6 lens monoscopic 360 video captured with an Insta360 Pro 2. The basics are applicable to most commercially available VR cameras.' Below the text is a large image showing a 360-degree view of a car's interior, with a video player interface overlaid at the bottom. The video player includes a progress bar and playback controls.

Below the image, the text 'Media: Spencer Lindsay / Lindsay Digital' is displayed. Further down, the article's metadata is shown: 'Categories: Create & Build', 'Tags: 360 Video, Camera, Post Production, Software Tools, Stitching Rendering, Tutorial', and 'Skill Level: Advanced'. Social media sharing icons for Facebook, Twitter, and a link icon are also present.

At the bottom of the article, it states 'Read Time: 20 Minutes' and 'Updated 13/12/2022'. The article begins with an 'Introduction' section, which starts with the text: 'Mistika VR is a powerful stitching tool that many production teams utilize when creating immersive video for VR. Mistika VR includes presets for most immersive media cameras, and also supports import of camera calibration data for Insta360 Pro, Pro 2, Titan, and cameras from KenDuo. It also supports import of curv'.

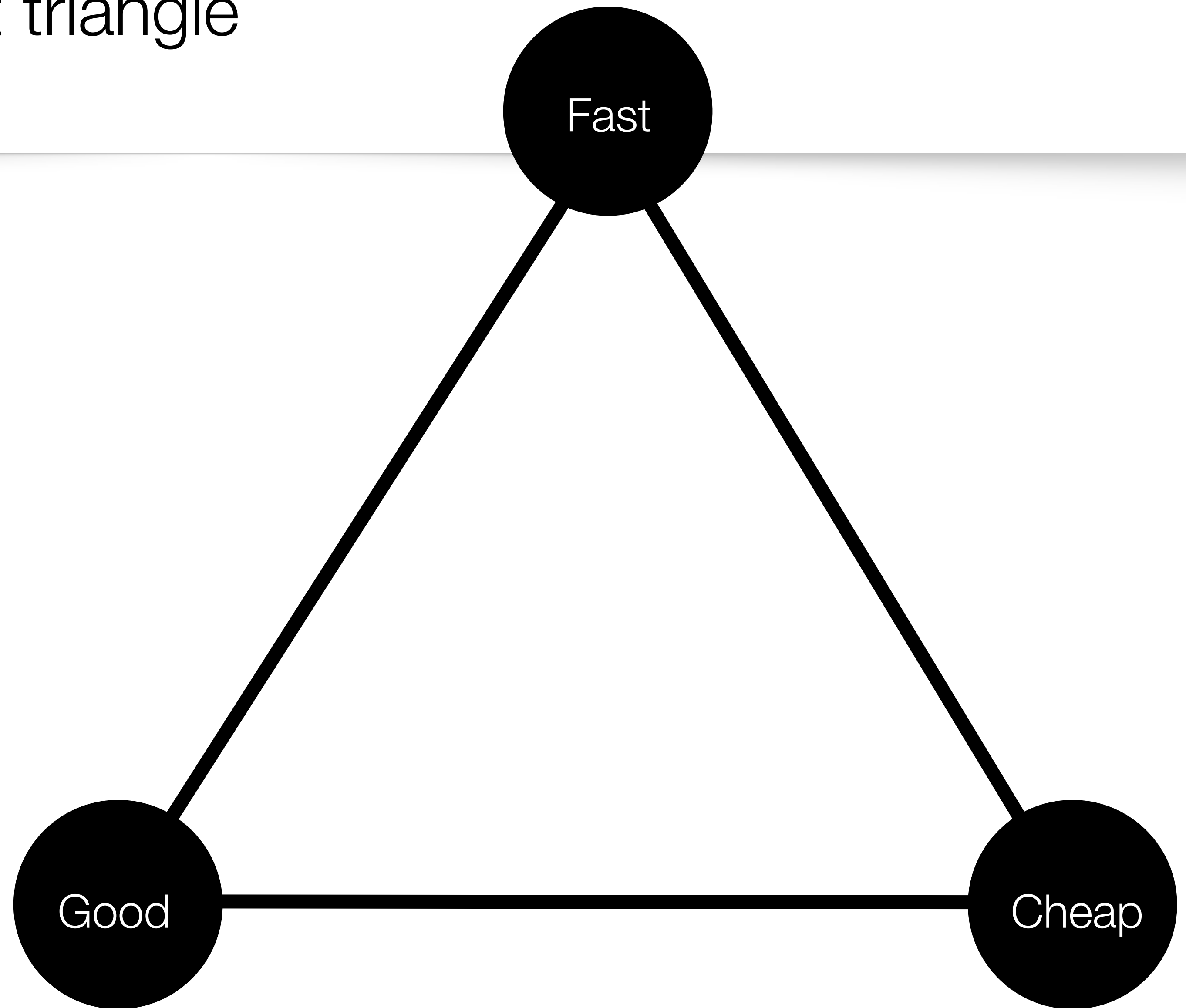
Paper prototyping



The project management triangle

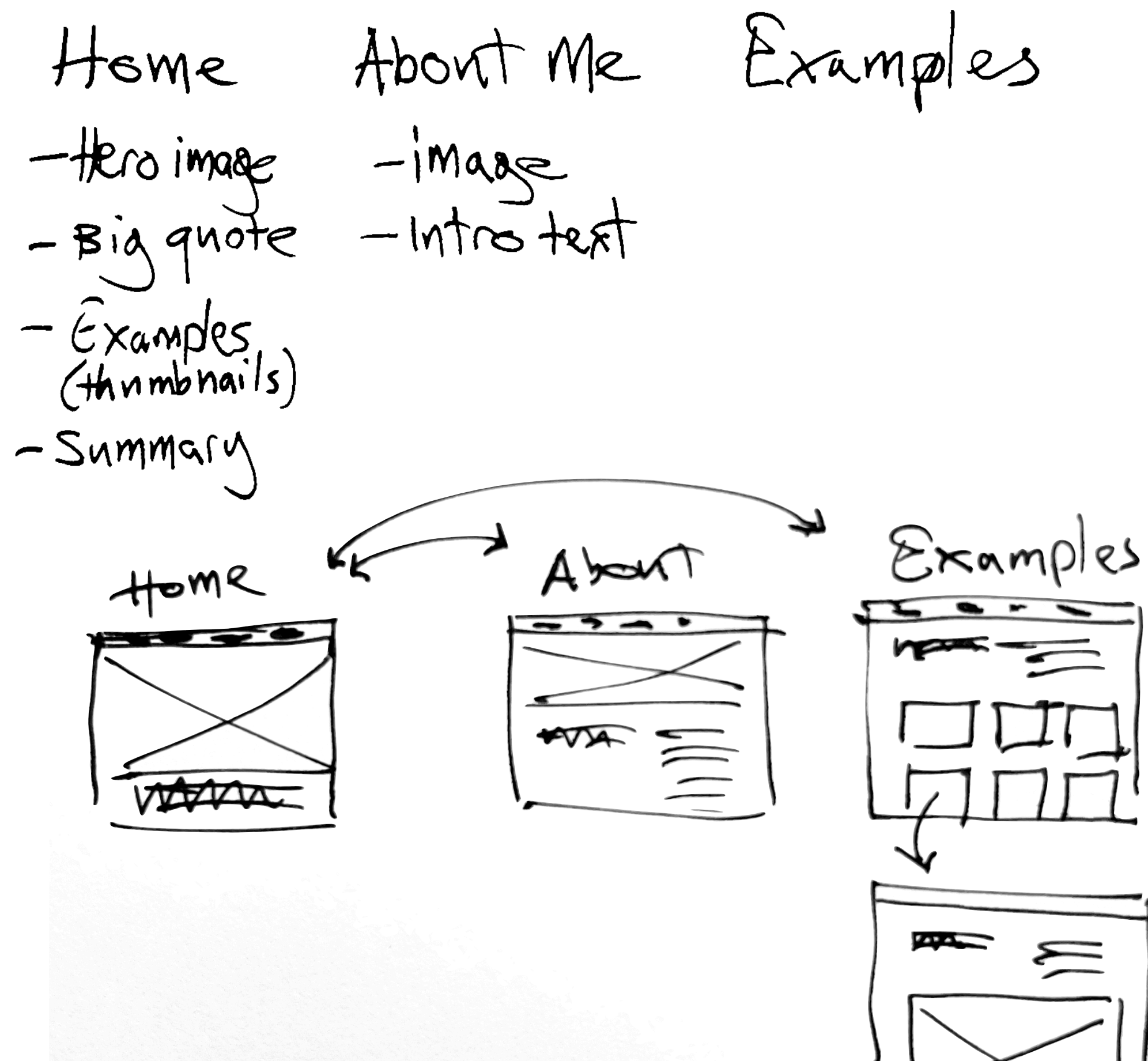
“Pick two...”

However, in this case...

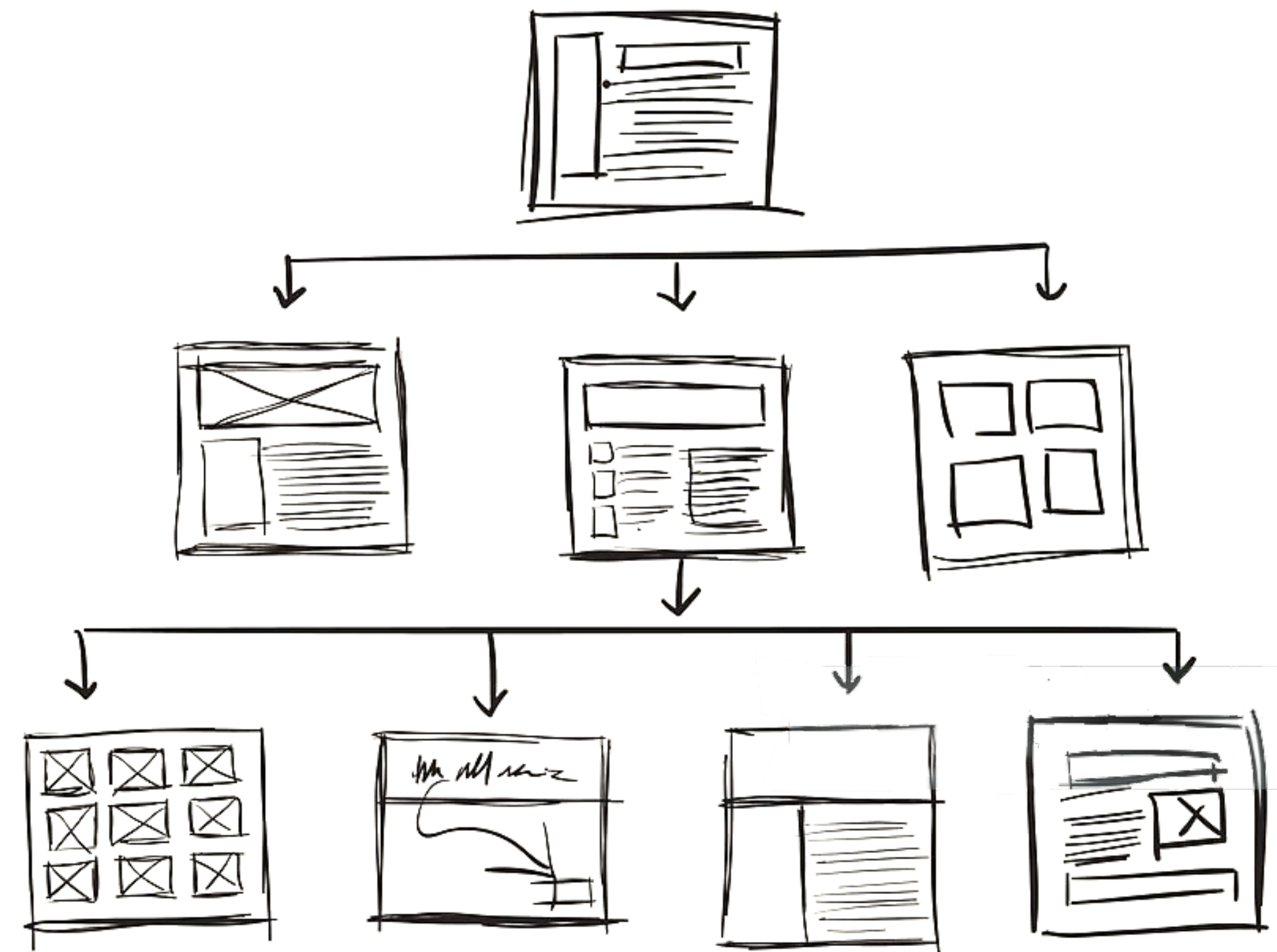


Site structure

List the pages, then list what's on each one



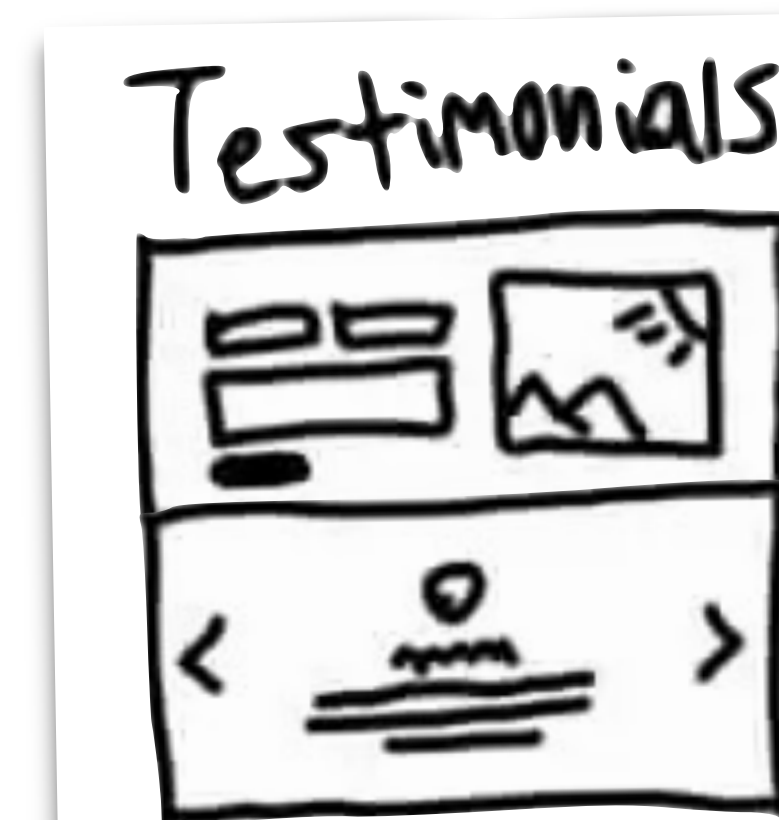
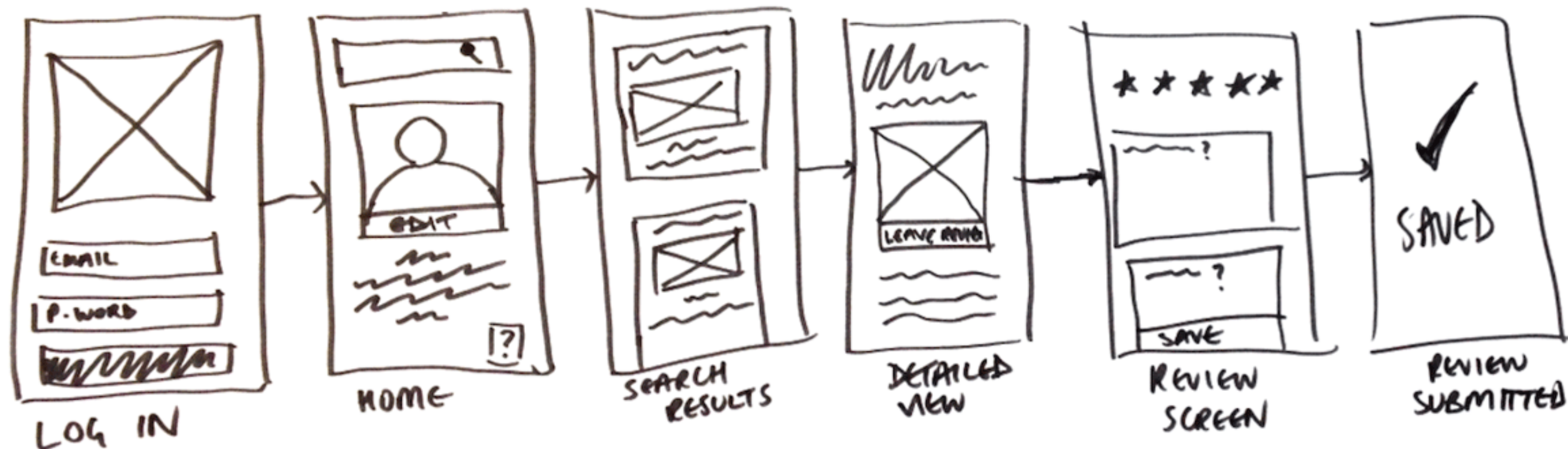
Draw the pages as very simple thumbnails and think about hierarchy and connections



Site and page structure

Draw the pages in SLIGHTLY more detail, thinking of the different sections within the pages

Try an A5 (half an A4) sheet for each web page and arranging them physically in the site hierarchy. Think about the user journey...



Test!

When the site prototype sketches are ready
(enough), try it out...