



**INTD-316 UX Sketch, Prototype, Test II:**

**MOMENT**

**MORI**

By Shareen Esmail



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# MAKING MOMENT MORI

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## BACKGROUND INFO

Project Description and  
background

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The 3 applications that I  
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01

# BACKGROUND INFO

Project Description and background



# PROJECT DESCRIPTION

In the context of Human- (and More-Than Human) centered design methods, This class aims to enhance technical skills from previous years by creating a design problem tailored for a Low-Bandwidth user. The goal is to elevate proficiency to a 3rd-year level, focusing on the 3 applications that I wish to delve into further.

# LOW BANDWIDTH USER



**STEVE**

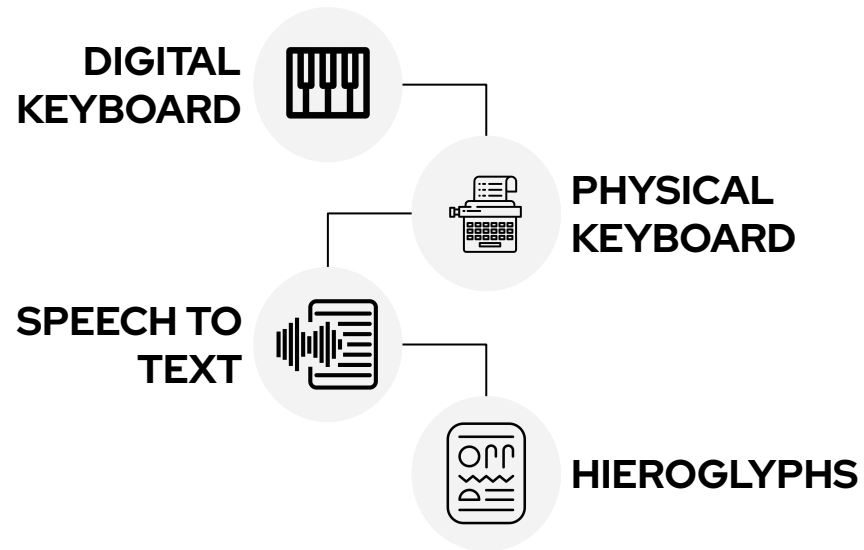
This is my first iteration of my low bandwidth user. I knew I would change the image later, so don't mind the crudeness too much. I had a particularly hard time finding someone who did not have access to the internet that I could relate to. To address this, I shifted my focus to situations where one might be without internet, rather than considering locations in the world that currently lack internet access. One of the first scenarios that came to mind was a post-apocalyptic world, prompting me to explore the reasons for such a setting.

I admittedly didn't give much thought about a specific zombie for my key user and started brainstorming challenges that this undead character might face. However, when sharing with my group, Eugenia suggested that I should name the zombie. In a moment of panic, I blurted out 'STEVE.' Surprisingly, the name stuck, and since then, I haven't felt the need to change my key user's name from Steve."

# INITIAL APPLICATION IDEA

The First thing I wanted to make was a notes app.

Once I had my low bandwidth user, I started to try and come up with applications that also did not use the internet. I came up with the idea of a notes app for zombies. As if a zombie were slowly losing their memory as they were beginning to fully turn into a Zombie. To combat this, I wanted to create an app that would adapt as the zombies body slowly started to decay, and as my Zombie would have less and less body parts to type with. I thought I could design an app that would take notes like normal through a digital keyboard, and as the zombie lost coordination with their hands they could switch to a physical albeit big keyboard. Then into speech to text as they lost hands and fingers. Then Into hieroglyphs as they then lost their ability to talk.



02

# 3 APPLICATIONS

The 3 applications that I used to develop the idea behind this game





# USING BLENDER



The first thing that I wanted to do was build my user. What did my zombie actually look like.

Who was Steve?

Why might he be having trouble using a notes app?





# USING BLENDER

## MEET STEVE



I made Steve with no hands, mainly because I can't draw hands, let alone 3D model them, but also because it would really help to show how he would struggle to use an app that required him to type using a small digital keyboard, available on a phone.

I was not using any tutorials really since most of what I did I already new how to do.

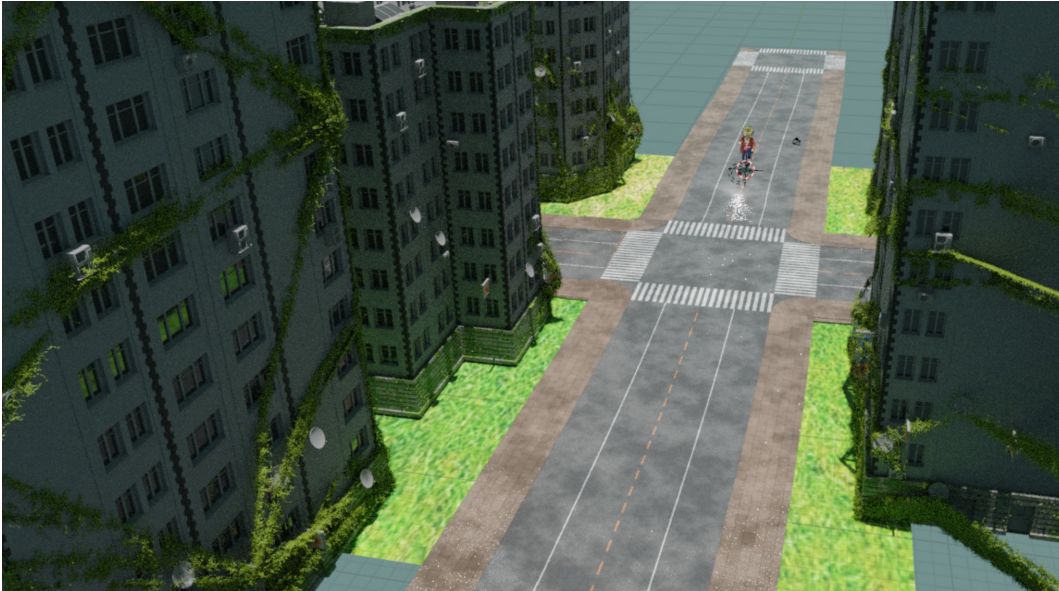
But I finished way to early so I decided to build the setting that Steve might be in.



# USING BLENDER

For this I did start using tutorials and I think I learned the most from this step.

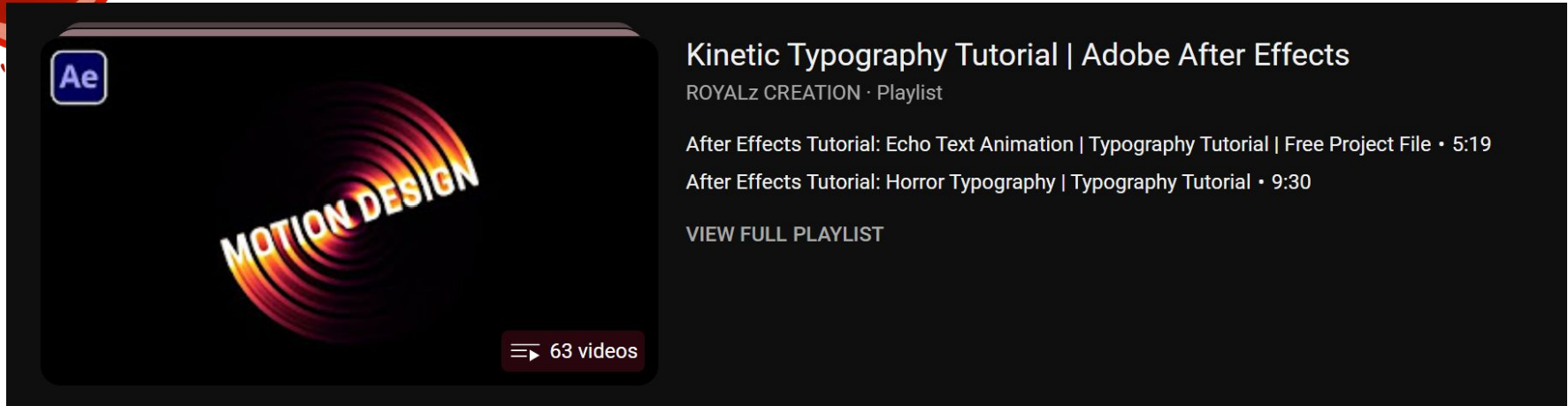
There is a total of 5 buildings in different heights and shapes, as well as custom vines surrounding each building. They also have an erosion addon, affecting the base and tops of the buildings, as well as custom vines growing over all of the buildings.



# Switching to After Effects

During user testing, I presented the zombie I had created and with respect to my original notes app idea, I had asked my users what message they would want to leave behind, and how they might go about it with their hands the way that it was. An interesting answer that I received that basically shaped the rest of my project, was an offhand way my coworker said that he would dip his “stubs” (what remains of his hands) into his own blood, or in the blood of someone's body around him, and write a message on the wall. I then started to think more closely as to what someone's last words or messages might be. How it would be left behind and the reasoning behind it. I knew my next program was after effects, I had chosen it simply because I was interested in the application and wished to learn the basics. I was then presented the idea of Kinetic typography which I thought was the perfect way to display these final messages that might be left around.

# USING AFTER EFFECTS



**Kinetic Typography Tutorial | Adobe After Effects**  
ROYALz CREATION · Playlist

After Effects Tutorial: Echo Text Animation | Typography Tutorial | Free Project File • 5:19  
After Effects Tutorial: Horror Typography | Typography Tutorial • 9:30

[VIEW FULL PLAYLIST](#)

63 videos

I was going in completely blind into After Effects, I had no idea where to start and what to do. There was an amazing youtube tutorial playlist which has 2-10 minute videos giving a step by step on kinetic typography which is what I was hoping to learn in After Effects. It went into detail showing exactly what I needed to do to achieve the effect I wanted. It also allowed me to grasp the basics quickly as the tutorial went through the steps.

# USING AFTER EFFECTS



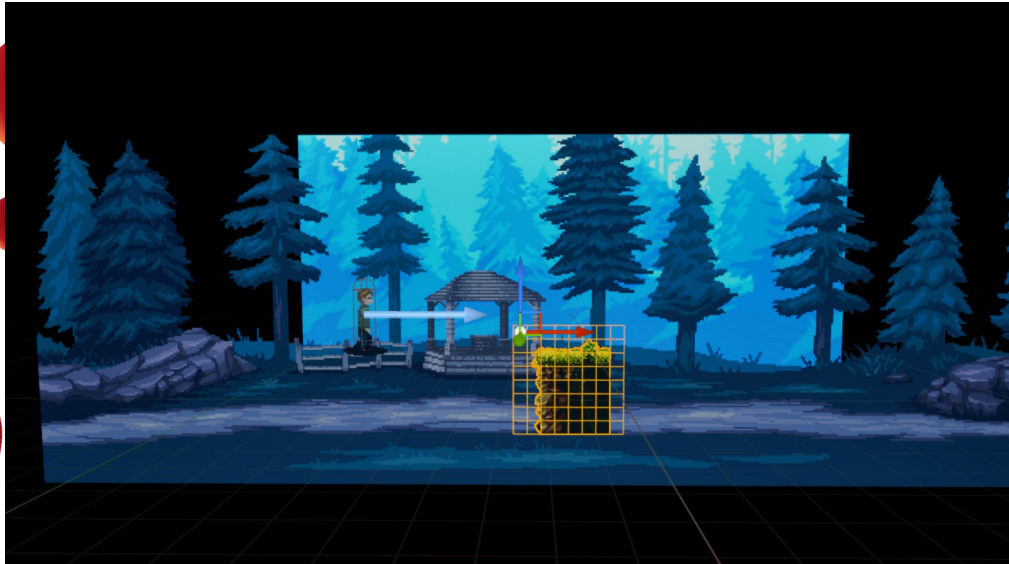
# USING AFTER EFFECTS



I NEED YOU  
I NEED YOU  
**I NEED YOU**  
I NEED YOU  
I NEED YOU

*I love you my little star*

# USING UNREAL ENGINE 5.3



Using Unreal was probably the hardest one as it felt like there was the least amount of time for this. In concept, it was very similar to Unity and I have a lot of experience using that. However, I had essentially 1 week and a half if you include time from the last applications user testing and this applications user testing. I barely got anywhere because I had never made a 2D scroller before, let alone use Unreal.



# USER TESTING



So while I was unable to finish my project, my user testing went by phenomenally. I had presented all of my “end of the world” messages on sticky notes and had my users pick which ones they liked and organize them in any way that they would like.

Here is my script for said user testing:

Hello and welcome to my user testing. This testing should only take about 2 minutes. I want you to look at the notes in front of you and tell me how you feel about them. If you could add a sticky note to this list what would it say? Now if you wanted to compile them in some way how would you?



03

# 5 GREATEST HITS

Top 5 things that I learned



# TOP 5 GREATEST HITS



01

## CLOTH PHYSICS

I used real blender physics to create the main body of the jacket of my zombie. I had touched upon it before but I really got to explore and try out different things with it this time.

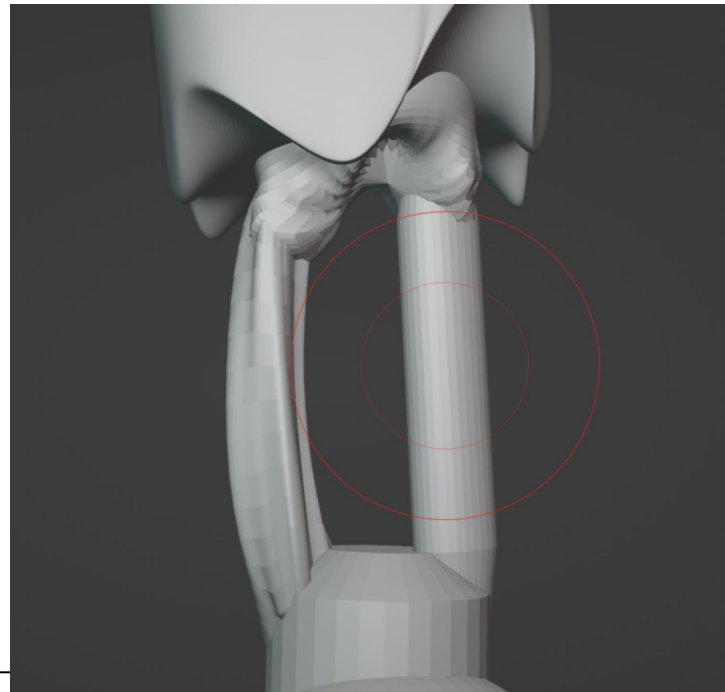


# TOP 5 GREATEST HITS



02

MODELING TOOL



# TOP 5 GREATEST HITS



## 03 APPENDING BUILDS

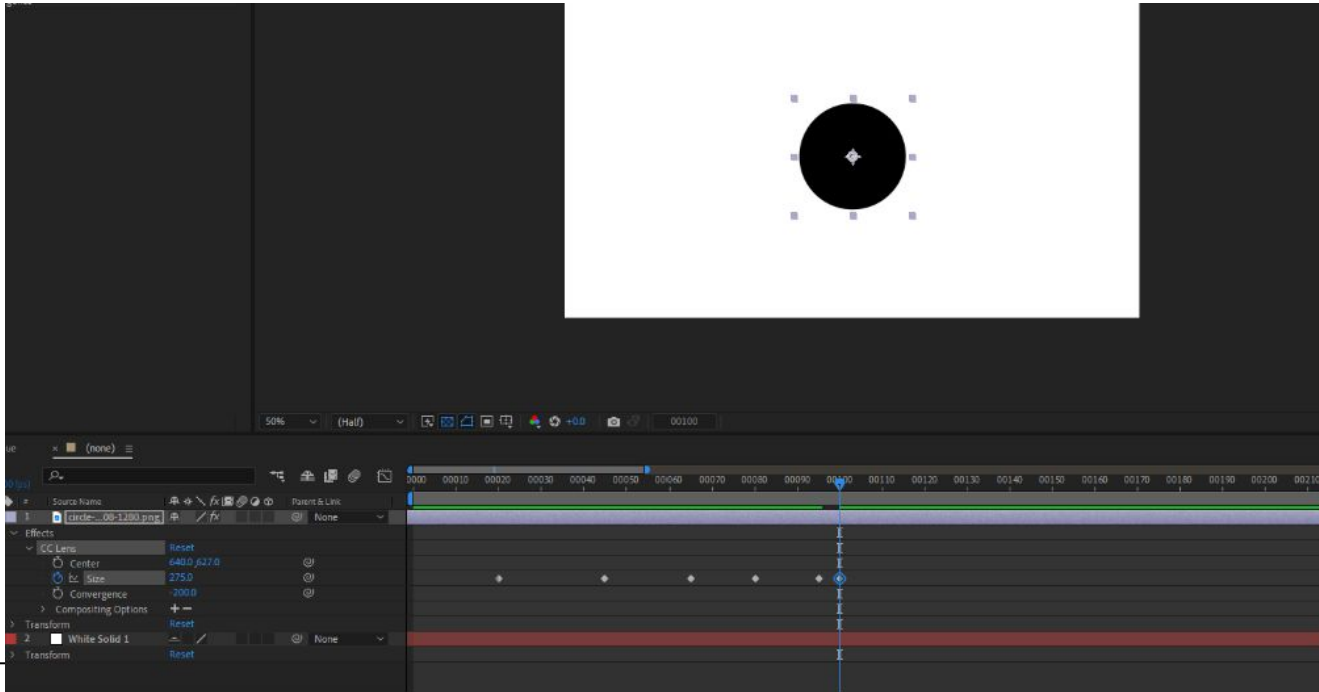


# TOP 5 GREATEST HITS



04

## USING KEYFRAMES

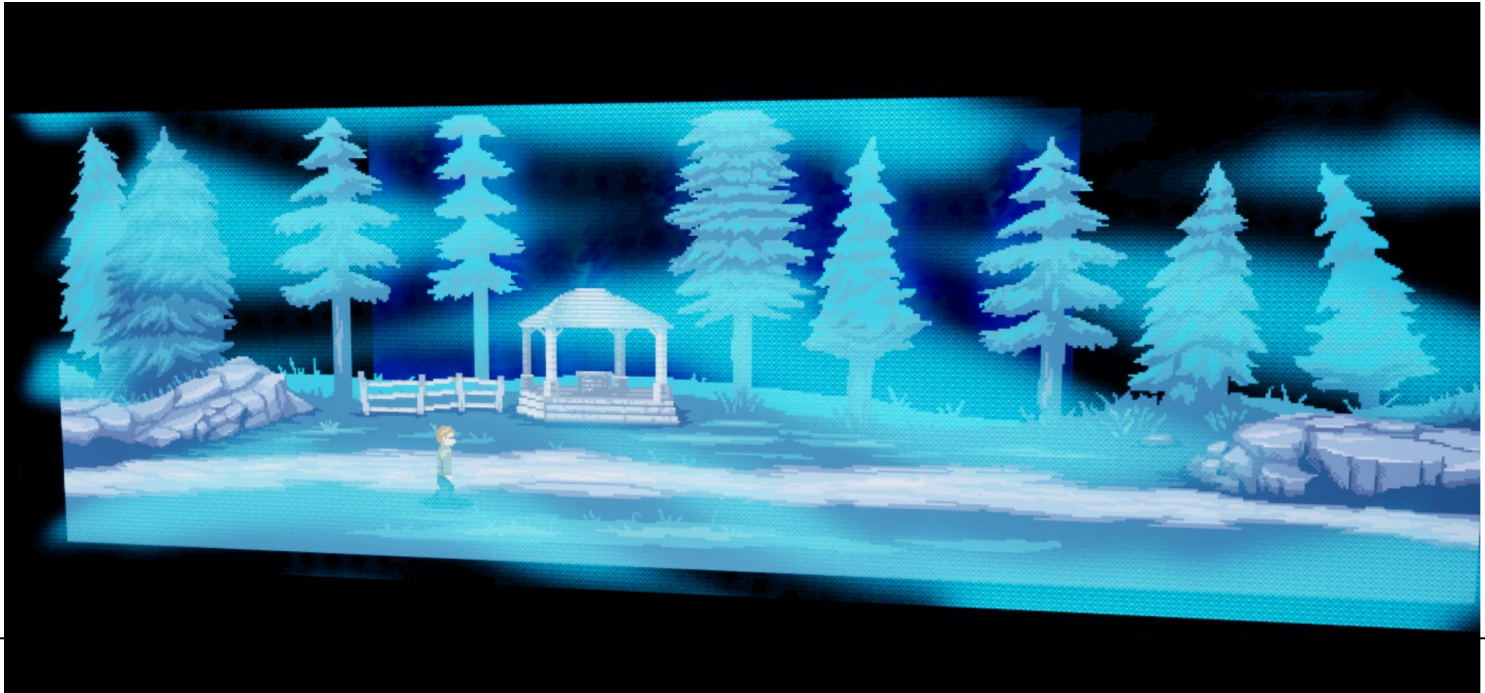


# TOP 5 GREATEST HITS



05

USING LAYERS



04

# CONCLUSION

Overall project review





# THANKS!

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