



Appendix Three

USER 1 TRANSCRIPT

USER ONE TRANSCRIPT

Traditional Interview 8:21

Rachael: what is your age?

USER ONE: 30

INTERVIEWER: and... Your current work in the 3D space?

USER ONE: So--uh--I am a videographer by trade. I started working in the 3D space with 360 video, uh--so I use some 360 cameras to shoot and edit, uh 360 VR type video. But I have also done work with a couple of different creative filINTERVIEWERs that have done 3D mapping in SketchUp. I have also worked with the Oculus Rift and Samsung galaxy gear for their headsets. But creating the content for those headsets in Unity. I have actually shot a computer screen rendering of what it looks like when you are wearing the headset for some of these SketchUp type items. But the bulk of my work has been with 360 cameras.

INTERVIEWER: OK thank you, so, a follow up question, in your 3D design space, well--let's go back to before you shoot... Do you ever do a storyboard? Or is there any process you follow before you shoot?

USER ONE: It is interesting with 360, because I usually just follow the same process I follow with 2D video. And that is brief storyboard, mapping out shot list, and the kind of playing it by ear on shoot day because different things come up that--you know--different opportunities that present themselves. Um so, the difference that I have had with 360 shooting in particular has been, it is tough to stay out of the shot because it captures the entire field of view. That's posed some challenges because you have to make sure you tripod is secured. Because I have actually lost a camera. A big gust of wind came up and ended up shattering one of the frames, so as far as challenges, thats something to think about, in teINTERVIEWERs of video. In teINTERVIEWERs of 3D rendering those challenges don't exist with SketchUp and Unity.

INTERVIEWER: Within SketchUp, do you have any experience creating—not only the 3D space—but also interaction with the user?

USER ONE: Yea, so one of the projects we worked on—uh—was up in New York



Appendix Three

USER 1 TRANSCRIPT

at the New York State Pavilion. And what we did was we gave people a base model, like a model we gave people of the New York State Pavilion in 3D and then our designers would sit with members of the general public and bring their ideas to life. So if, someone said, “I want to put a telescope on the top of New York State pavilion.” We would go into SketchUp and find a stock 3D model of a telescope—and asks the user where they wanted it and how they wanted it scaled, and put it in on the New York State Pavilion. So although they didn’t have a technical background for this modeling to happen, the user had a good idea of how they wanted it to look.

INTERVIEWER: How would a video atmosphere where the user was able to make the program move in a certain way, sound to you? So that the user is interacting with the content, would you find that useful? Why or why not?

USER ONE: Yes, absolutely. Because one of the limitations that we have right now—especially in teleINTERVIEWERS of just me being a videographer, I am not a digital artist or a graphic designer so I don’t have a lot of technical knowledge to create high resolution graphics in 3D. But I do have the ability to know where I want something to be. It would be really helpful to have software where I could have a placeholder object or a 3D item in the shot. Then I could have someone go back and make it look pretty and the way it is supposed to be. But it would be very helpful to be able to show what the space would look like. And for me to demonstrate what I want that space to look like without having all of the technical skills.

INTERVIEWER: so the planning, I am assuming right now your planning—you do some initial storyboarding?

USER ONE: Yes, and thats difficult right now, because those are mostly drawn out in a 2D space. So be able to storyboard in a 3D space would not only enhance what I already do, but also give me a different perspective before I go out and start shooting. Because if I am able to get a look at the space before I have to go out and turn on the camera, than that opens my mind up and gives me more ideas.

INTERVIEWER: How much more in-depth would you need a storyboarding software



Appendix Three

USER 1 TRANSCRIPT

to be, that is how in depth are your storyboards in general?

USER ONE: Right now they are just in the 2D space so...

INTERVIEWER: Right, I mean to say, are they quick sketches?

USER ONE: They are usually quick physical sketches, like very, very crude drawings. Like stick figures. Sometimes, if its a bigger project we will actually hire a storyboard artist to come on and draw things that actually look like something. I have zero art skills myself. So we usually hire out. But it would be useful if I could storyboard in the 3D space...

INTERVIEWER: Do you see a difference between the 2D and 3D space? Umm... Just in teINTERVIEWERS of videography? Because in some ways, videography already shoots in a 3D space... If I am making any sense?

USER ONE: We do shoot in 3D, but its forced perspective. So the user/viewer only looks where you tell them to look, and whats different about 360 and 3D and VR is they can look wherever. So the control is taken out of your hands. You no longer have this 16:9 where you control 100% of what is in it. The view now has the choice to look to the left to the right, look up, look down. And their whole field of view increases exponentially. So there is a lot more to consider there, and its definitely added a dimension there, not to make this a pun or anything.

INTERVIEWER: thank you. I am going to tell you what is going to happen next...



Appendix Three

USER 1 TRANSCRIPT

USER ONE TRANSCRIPT

The Switch

INTERVIEWER: This is [USER ONE] showing me how he works in SketchUp to build a 3D model. For video here. Just explain to me what you are doing as you do it.

USER ONE: Right now, I am rotating my entire environment so I can see different angles. I am going to get a low angle on this. There is a pre-loaded item, I don't want that item, I want to actually draw my item. I am going to draw a rectangle, that is just a 2D object. And now with the pull tool, I can turn it into a 3D object.

INTERVIEWER: Nice!

USER ONE: See this is now a 3D rectangle. But what if I wanted to make "cuts" in it where I want it to intersect. If you do a semi-circle or even a full circle, it cuts a piece out of it. And then if I go back to our lift tool... I can cut a piece out of it. So people more artistic skill than me can create more visually appealing things. But that's how I use SketchUp.

INTERVIEWER: USER ONE wanted to show one more thing on SketchUp.

INTERVIEWER: so when you cut pieces out of SketchUp you can move those pieces individually on all planes. So you can make all different shapes than you had before.

Full videos of the switch session is available here: <https://youtu.be/otJ1HwISyls> & here: <https://youtu.be/iNDB8-AIsA8>



Appendix Three

USER 1 TRANSCRIPT FOR CONTEXTUAL INQUIRY

USER ONE TRANSCRIPT

Summarization

INTERVIEWER: So—um—I am just going to summarize what we just talked about and how you use the 3D space, and I definitely want you to correct me if I am wrong at all. So it looks like on the surface level you do a lot of 3d work, but you do it in a very “viewpoint” sort of way... So not a lot of interaction and you are sort of going into this SketchUp space where you are starting to look into 3D space more seriously. Is that right?

USER ONE: Yea, thats right... I was confused as to what you meant by “view-point” but yes, I work a lot less with users, I work more with clients that want an end-product.

INTERVIEWER: Right... And it seems like you would like a tool that would help you figure out quickly what to shoot in a 3D environment.

USER ONE: Yea, because its all about time. The quicker I can get work done, the quicker I can get another job, or finish this job. We don't really have a whole lot of time in what I do to experiment, I need to have a tool that works and works quickly.

INTERVIEWER: Do you find that with SketchUp?

USER ONE: Yea, so far I find it with SketchUp, but I think a tool, a wireframing type tool would be more useful. .

INTERVIEWER: When you say wireframing, what do you mean?

USER ONE: I mean, a mock up/example, like a 3D storyboarding tool.

INTERVIEWER: OK, so something a little less—in SketchUp you might be able to do some planes work, but a lot of SketchUp is already loaded up for you. And what we are looking at doing, full disclosure—is have something that could be done on screen and tested very quickly on a headset. Is that something you could see being important to you?

USER ONE: Yea, I don't want people to mess with what would be the final



Appendix Three

USER 2 TRANSCRIPT FOR CONTEXTUAL INQUIRY

USER TWO TRANSCRIPT

Traditional Interview

INTERVIEWER: I'll be sure. OK so I'm just going to ask you a couple questions before you start.

INTERVIEWER: how expert of a user—what's your level of use of 3D software?

USER TWO: I'd say pretty close to expert.

INTERVIEWER: OK cool. So can you just tell me a little bit about how you would go about working on a 3D project. What are the first things you do if you see a problem.

USER TWO: Right.

INTERVIEWER: How do you how do you begin to solve it with 3D software.

USER TWO: So first of all I look for all the 3-D assets that I will need for the environment. If I'm creating an environment. There are few ways that I go about acquiring them one is searching online. There are websites called Turbo's squid and a few other web sites that sell 3D models. There are also 3D models available for free. So I just go ahead and download those. If I can find something relevant to my project then I usually import them into 3DSmax or Maya. And if I want to edit something, change the number of triangles and change the color of the mesh and doing some that sort of stuff. So then I'll export it into OBJ foINTERVIEWERat and import it into unity. And inside unity I have all the 3D models that I need. I mean I look for three new models on unity asset stores. And if I'm not able to find the 3D models I'm looking for the last resort would be for me to create them myself. So that would be in Inventor or 3DSMax.

INTERVIEWER: Do you have a preferred one that you would create those objects.

USER TWO: I would I would like to create them in Inventor because I'm more familiar with it. Okay.

INTERVIEWER: And how long have you been doing the 3D modeling?



USER TWO: I started doing 3D modeling in my second year of undergrad. So it's like four to five years but I haven't been doing it continuously so I did it in my second year and then I started doing it last year again.

INTERVIEWER: OK. So you mentioned your whole process do you ever. Do you ever start by sketching something out or doing something a lot rougher or do you go straight into programming. And either way why do you do it that way.

USER TWO: So by sketching do you mean sketching the interface? Or something?

INTERVIEWER: Yea, sketching what you plan on creating. Do you ever sketched out or how do you think about it prior to actually putting it into the software?

USER TWO: Well if I'm creating 3-D models I will make a sketch of it and then I'll go create it. If I'm creating a 3-D environment then from personal experience—I did a Ghostbusters project previous semester. And for that I created sketches of the interface

INTERVIEWER: Gotcha

USER TWO: but it wasn't an extensive process as I would do it right now because I'm much more used to the design process. So if I was supposed to redo the project now I would create sketches do some usability testing. And create a lot of sketches as opposed to just three sketches. Another project that I worked on was for the Newseum. And in that we didn't create any sketches because the positioning of the 3D models was being directed by a film director. So he had a lot of sketches. He brought those sketches and told me OK we need these three monitors which shows them on unity asset store or turbo squid. And then I would put them in the position as he instructed me to do. . So I wasn't that much involved in the design process in that 3D environment.

INTERVIEWER: You mentioned that you do 3-D sketches. How do you normally do that? Or do you just do 2-D sketches in a sketchbook?

USER TWO: I just do 2D sketches in a sketchbook.



INTERVIEWER: And right now have you ever tested your 2D sketches with a user?

USER TWO: For the interface?

INTERVIEWER: yes.

USER TWO: I did test the sketches for the ghostbuster project. But it wasn't that great testing. It was one or two users the sketches weren't that great. The user flow wasn't that explicit. So I would say sometimes I did, but yeah.

INTERVIEWER: Do you find that hard to do to? Sketch first and then move the user through it? Is it hard to do before?

USER TWO: Yeah.

INTERVIEWER: How high would you say difficulty is to try to get the user to go through the system without some sort of software prior to actually rendering it.

USER TWO: I'd say fairly. It's kind of somewhere in between. OK. And the reason for that is if I was going to create 3D model it would take me a lot of time as opposed to sketching it would take me like half an hour. And I can create as many sketches as I want but if I had to include those 3D models and an animation and user flows it would take me like five or six hours which I could spend testing the sketches that I created in a half hour.

INTERVIEWER: All right so we are done with the interview part. I'm going to turn this off but I am going to film you if that's OK? To watch your process.