

# Module 0 - Key Entry



**A** As the user presses the buttons they will highlight showing that they have been pressed and then the highlight will fade.

**B** Above the keypad the user is instructed to enter the code. As the numbers are pressed the message fades away to reveal the XXXX area. The lines on the left and right will animate inwards to be closer to the XXXX. After each number the area will update with the numbers in the sequence they were pressed. The number of X's will denote how many numbers must be entered.

Confirm if code is correct - Access Granted. Proceed to transition to next section.

Confirm if code fails by shaking the code box

Assuming this piece makes it to production the number will be generated & uploaded via a small backend interface.

The code entry check would be handled locally with javascript and checked against a client side call to an exposed webservice.

## Module 0 - Preloader

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After the key has been enter the user will be directed to the preloader.

The preloader will load the experience. Image pan down will begin once the load is done.

Something fancier TBD



Once the number is accepted the keypad fades away to the clouds background and starts to pan down.

A

A World Apart parallaxes into place as the pan down animates along.



**A WORLD APART**

## Module 0 - Transition Finish / The View

At the end of the transition the user lands on the first section of the site, The Views.

Site UI elements animate in.



A

Global nav

B

Module Nav

C

Image sequence starts

# Module 0 - Menu Functionality



The global navigation will jump the user to the selected location. The main items shown are the important locations that we want to direct the user to.

**A**

Clicking the menu button will open a drop down menu that has all the sections available to jump to. The drop down would slide down from under the upper bar.

THE VIEW

THE SPACE

- DESIGNERS
- FLOOR PLANS
- THE BUILDING

THE ISLAND

- TAKE A TOUR
- VIEW AMENITIES

THE TEAM

- ABOUT US
- CONTACT US

**B**

Clicking the logo would take the user back to the top of the site (Page 3)

**\*\*Note :** The View has no sub sections. Clicking it would take the user directly to The View. Drop down should not open.

# Module 1 - The View



No Transition to section

Image shown can pan left and right using mouse. Uses gyroscope on tablet/mobile.

**A**

User lands on The View and is presented with a view looking out into the ocean.

**B**

The sub nav compass is divided into 4 directions. The user will select a different view by clicking on one of the 4 directions.

# Module 1 - Transition / The Space

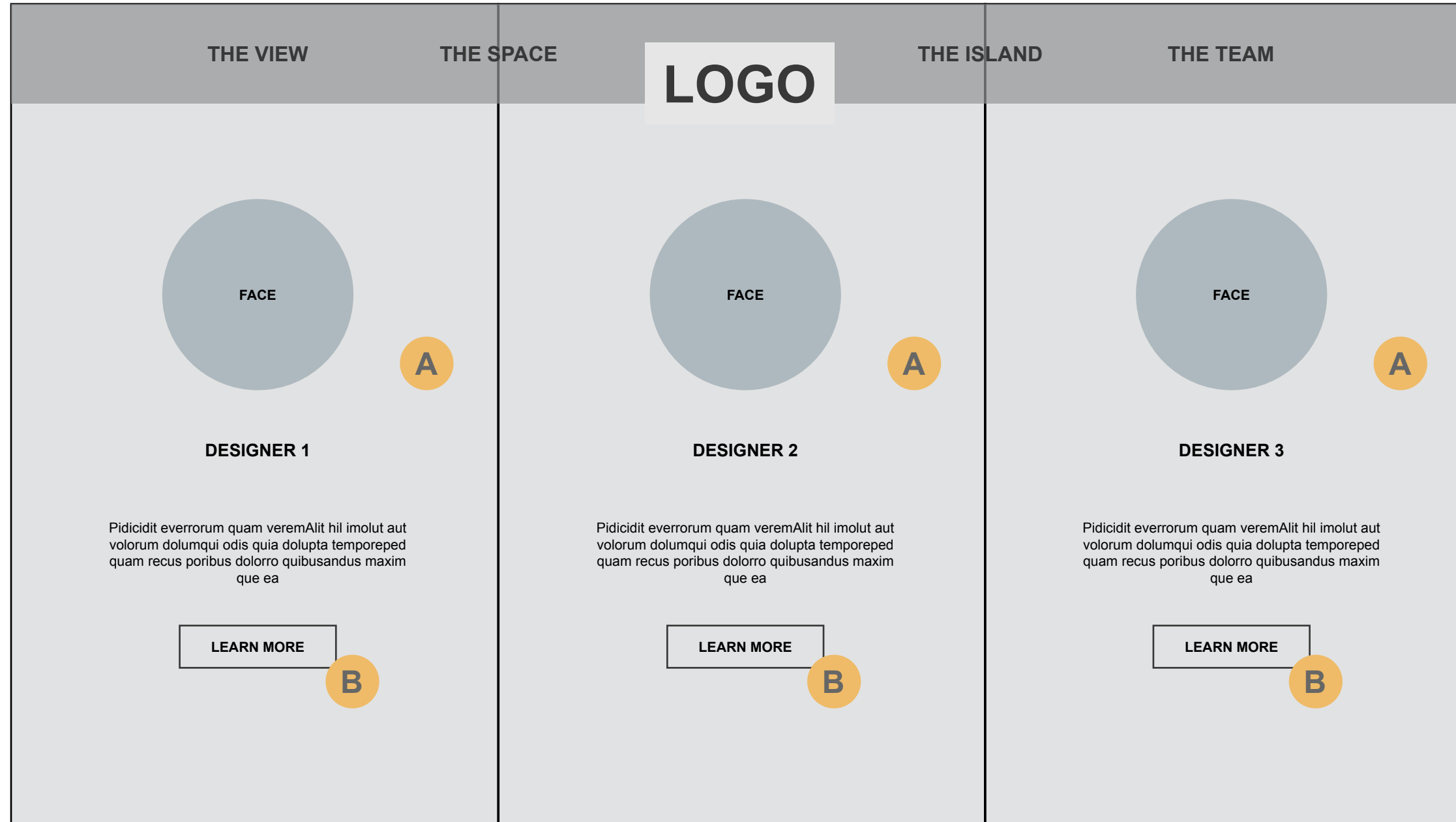


Transition down through background image of Fisher Island map.

A

Quote parallaxes into place as the scroll down animates along.

## Module 2 - The Space (Main Designer Selection)



A

Landing state of images is 20% desaturation. onRollover the focus item goes to 100% saturation. non focus items desaturate to 0% saturation.

B

Clicking the CTA will expand the masked image to reveal the image across the whole module.

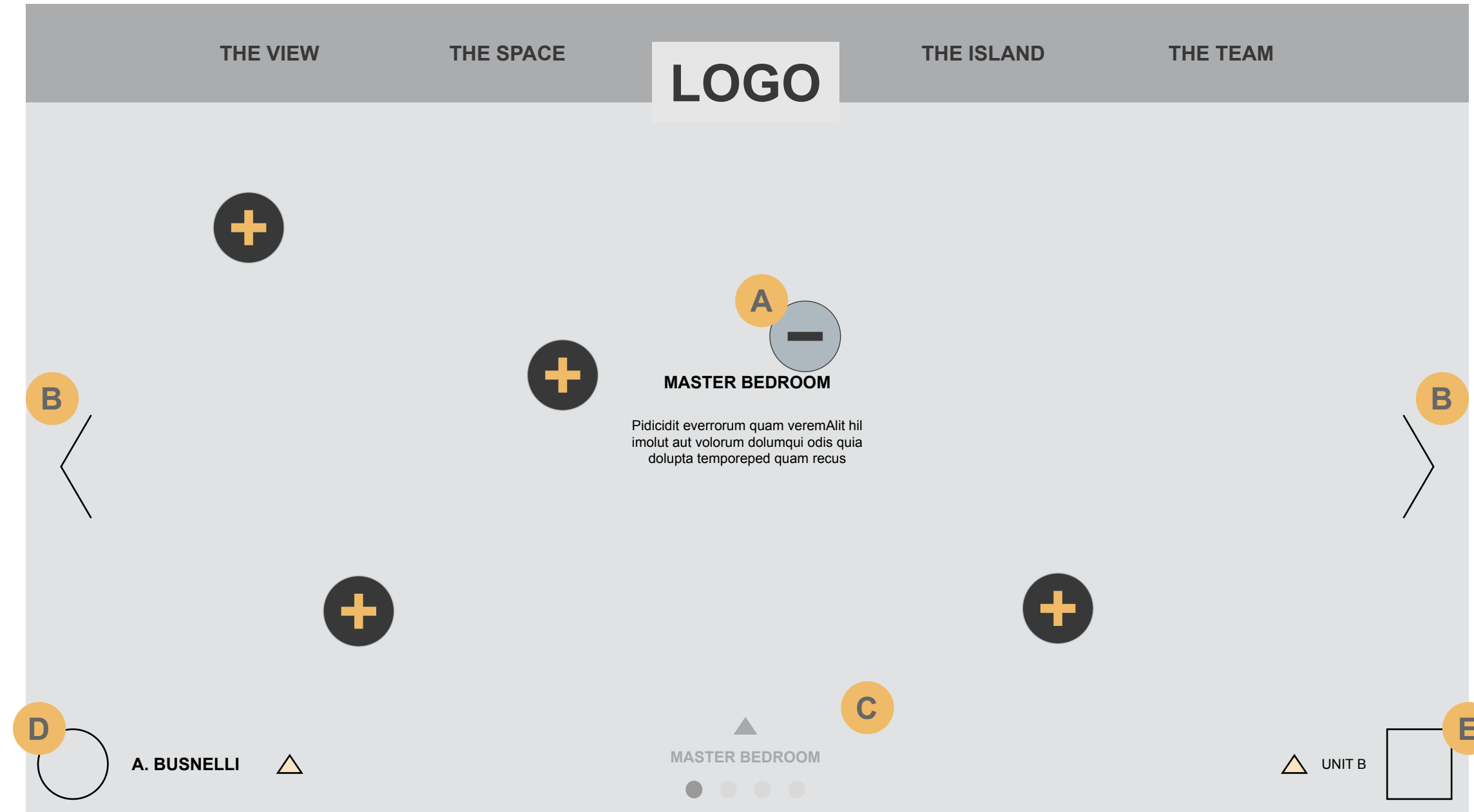
Rollover state of the CTA should be filled in with yellow (#E39F31) and text will stay white (#FFF)

For example :

If the user selects the image on the left. The right side of the div will expand to the right to reveal the whole image. The user would then be able to interact with that designer's content. See next slide for functionality.



## Module 2 - The Space (Designer Detail)



Once the designer is selected the user will land in one of said designer's renders.

A

Hot spots that upon click open in an overlay to reveal more information.

B

Navigate left / right for more images of the specified room. If the user hits the last item (last dot) in the selected room the next swipe will move into the next room.

For example : User arrives at the last dot of Master Bedroom. Pressing next again will load the next section, Master Bath (etc)

C

Pressing the arrow/title hit area will open the fly out sub nav for other interior sections: Master Bath, Kitchen, Living Room.

D

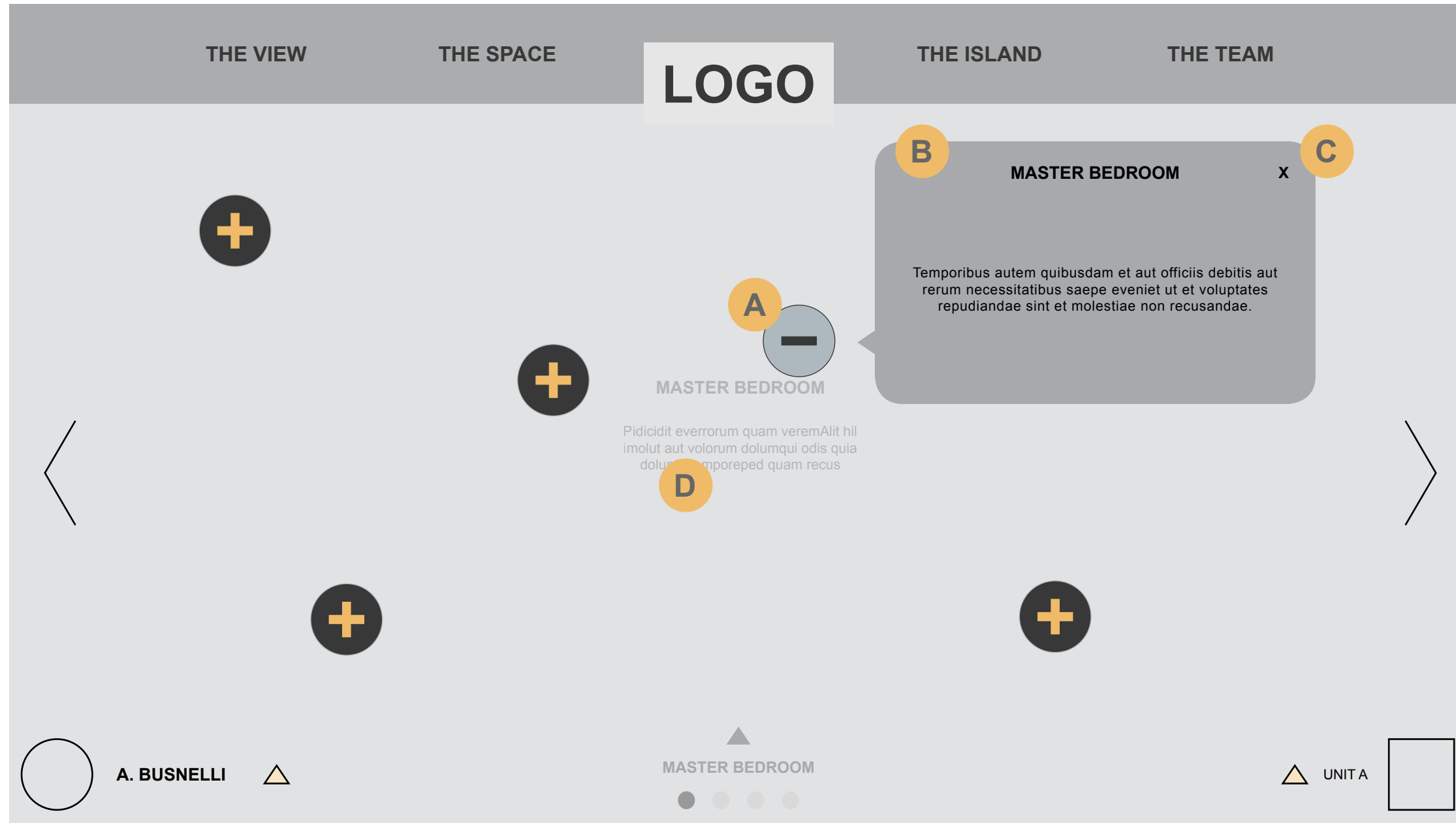
Pressing the designer name will open a fly out sub nav that will give the user access to all 3 designers and a back to all option.

E

This floorplan icon will show options for other renders. For example; If the user is currently looking at Unit B they will be able to select the other Unit(s) by pressing the icon and selecting the other render in the fly out menu. If the designer only has 1 render hide the arrow.

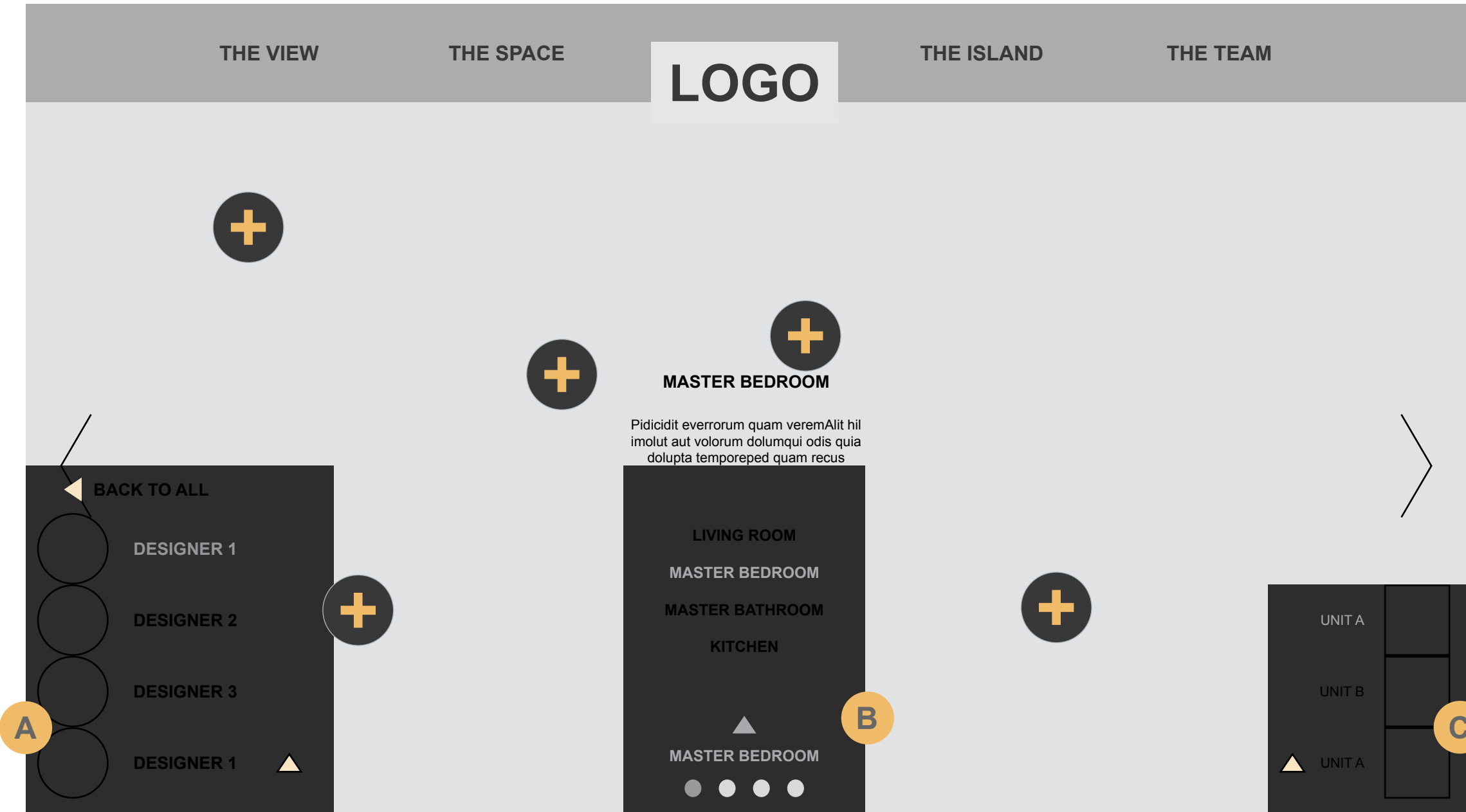
\*\*Note : If the image does not fit in the viewport it should have the ability to be panned left / right. Tablet would leverage gyro desktop would use mouse cursor.

## Module 2 - The Space (Designer Detail - Hotspots)



- A** A hot spot has been pressed.
- B** Showing how a pop up will look upon arrow press.
- C** Clicking the X or outside interaction of the popup will close the opened popup.
- D** Note that the copy in the center will need to fade out to 0% while pop ups are open. When a pop up is closed it will fade back in.

## Module 2 - The Space (Designer Detail - Fly out menus)



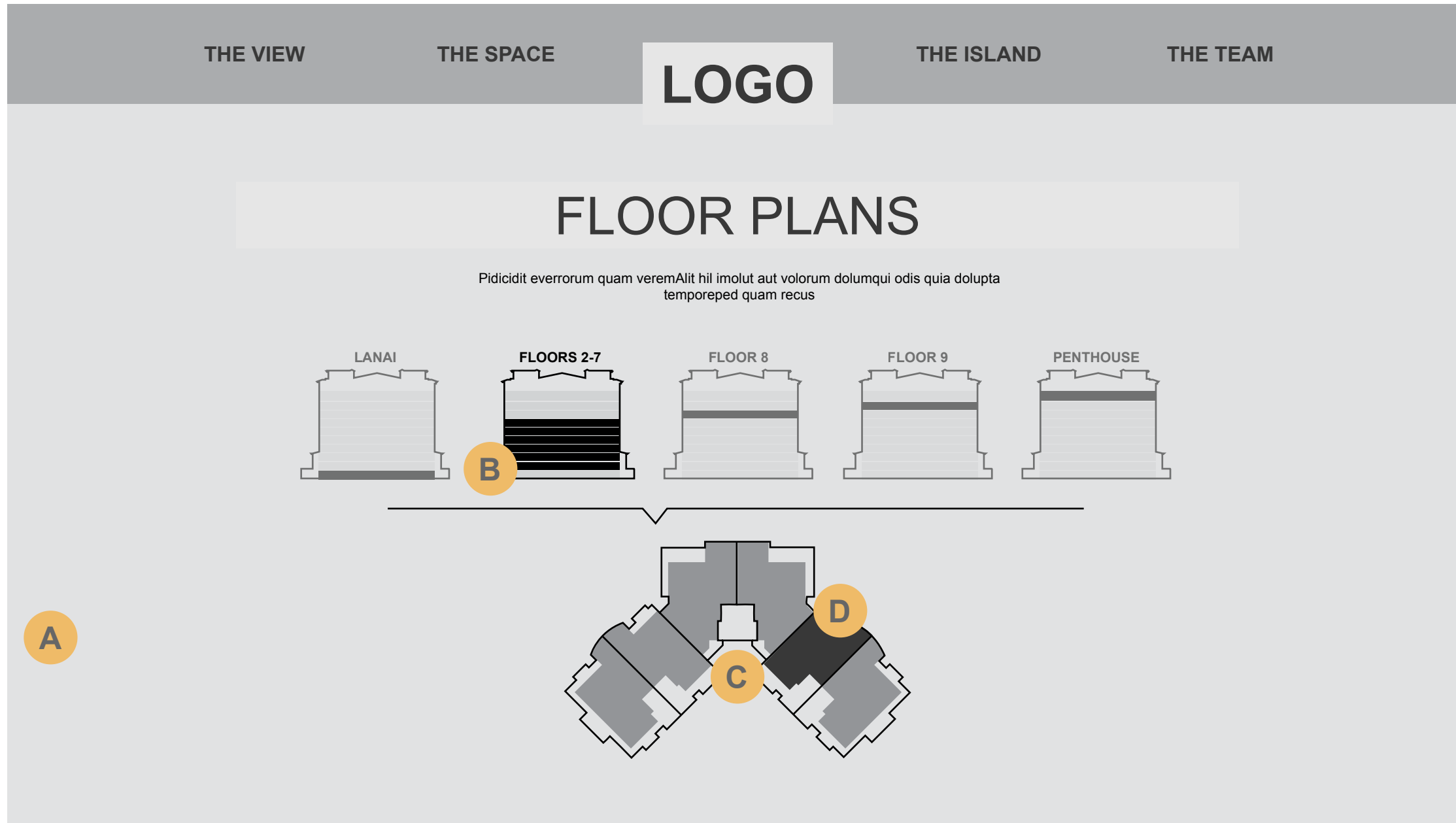
**A** Pressing the designer name will open a fly out sub nav that will give the user access to all 3 designers and a back to all option (page 8). Upon click of any designer the user will go to the 1st item of the 1st room.

**B** Pressing the arrow/title hit area will open the fly out sub nav for other interior sections: Master Bath, Kitchen, Living Room. Pagination denotes the amount of images in the selected room.

**C** This floorplan icon will show options for other renders. For example; If the user is currently looking at Unit B they will be able to select the other Unit(s) by pressing the icon and selecting the other render in the fly out menu.

**\*\*Note :** Interaction outside of an opened flyout would collapse any said flyout.

# Module 3 - Floor Plans



- A** Land on the takeover menu state.
- B** User selects a floor.
- C** Selection of the floor determines the unit configuration. The options in the floor layout will change accordingly. The user will be able to select one of the units from this legend.
- D** Selected unit to be viewed in detail. See next slide.

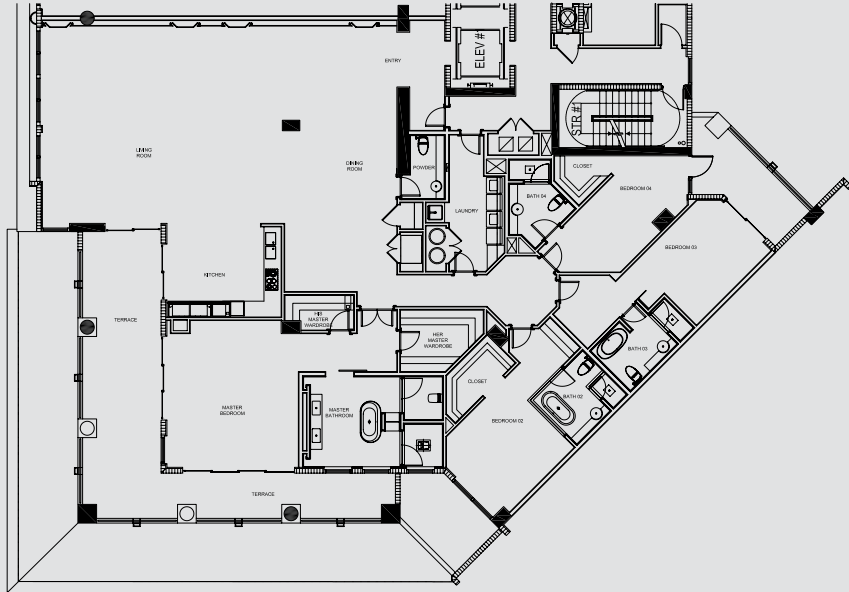
\*\*Note : Awaiting Final Floor Plans

Range of floors are :

- Ground
- Floors 2 -7
- Floor 8
- Floor 9
- Penthouse

# Module 3 - Floor Plans (Detail)

THE VIEW      THE SPACE      **LOGO**      THE ISLAND      THE TEAM



**UNIT A**

Pidicidit everrorum quam veremAlit hil imolut aut volorum dolumqui odis quia dolupta temporeped quam recus

Pidicidit everrorum quam veremAlit hil imolut

Pidicidit everrorum quam veremAlit hil imolut aut volorum dolumqui odis quia dolupta temporeped quam recusEhentis mo evende nobit laut vitem.

**DOWNLOAD PDF**

**SELECT FLOOR PLAN**

Oral representations cannot be relied upon as correctly stating the representations of the developer. For correct representations, make reference to this brochure and to the documents required by section 718.503, Florida statutes, to be furnished by a developer to a buyer or lessee. This is not an offer to sell, or solicitation of offers to buy, the condominium units in jurisdictions where such offer or solicitation cannot be made or

**A** Detail allows user to go from unit to unit by clicking / swiping left and right arrows.

**B** Select floor plan returns the user to the takeover menu (Slide 12)

**C** CTA to download pdf of the unit. Might be helpful to add a mail to for the selected floorplan.

**D** Zoom to open zoomed image of the floor plan.

**A** \*\*Note : Once the user scrolls to the last item in the pagination remove the arrow for that direction.

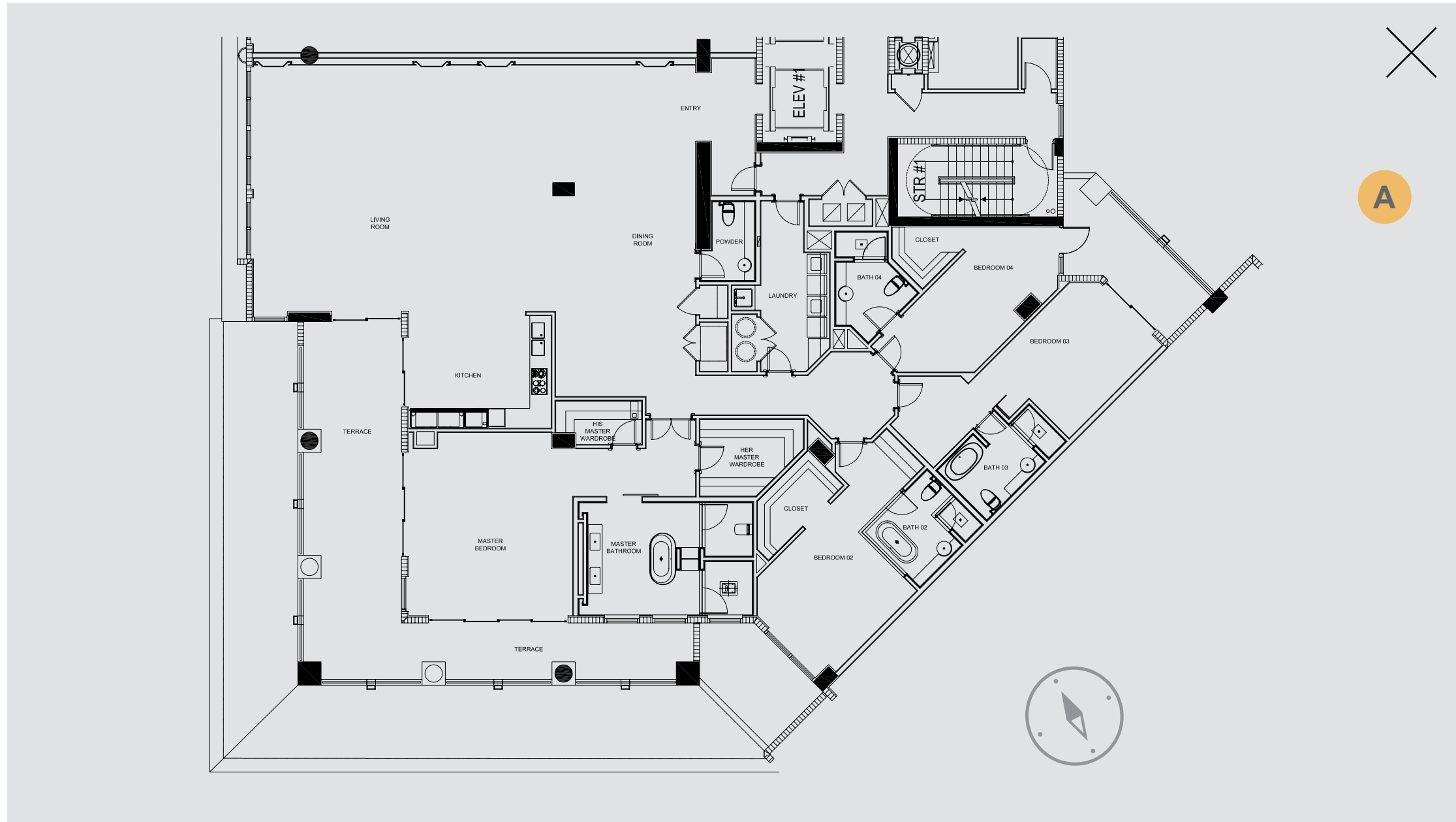
**E** Key line will include icons that mark where certain items are. For example golf course & water ways.

# Module 3 - Floor Plans (Detail - Overlay)

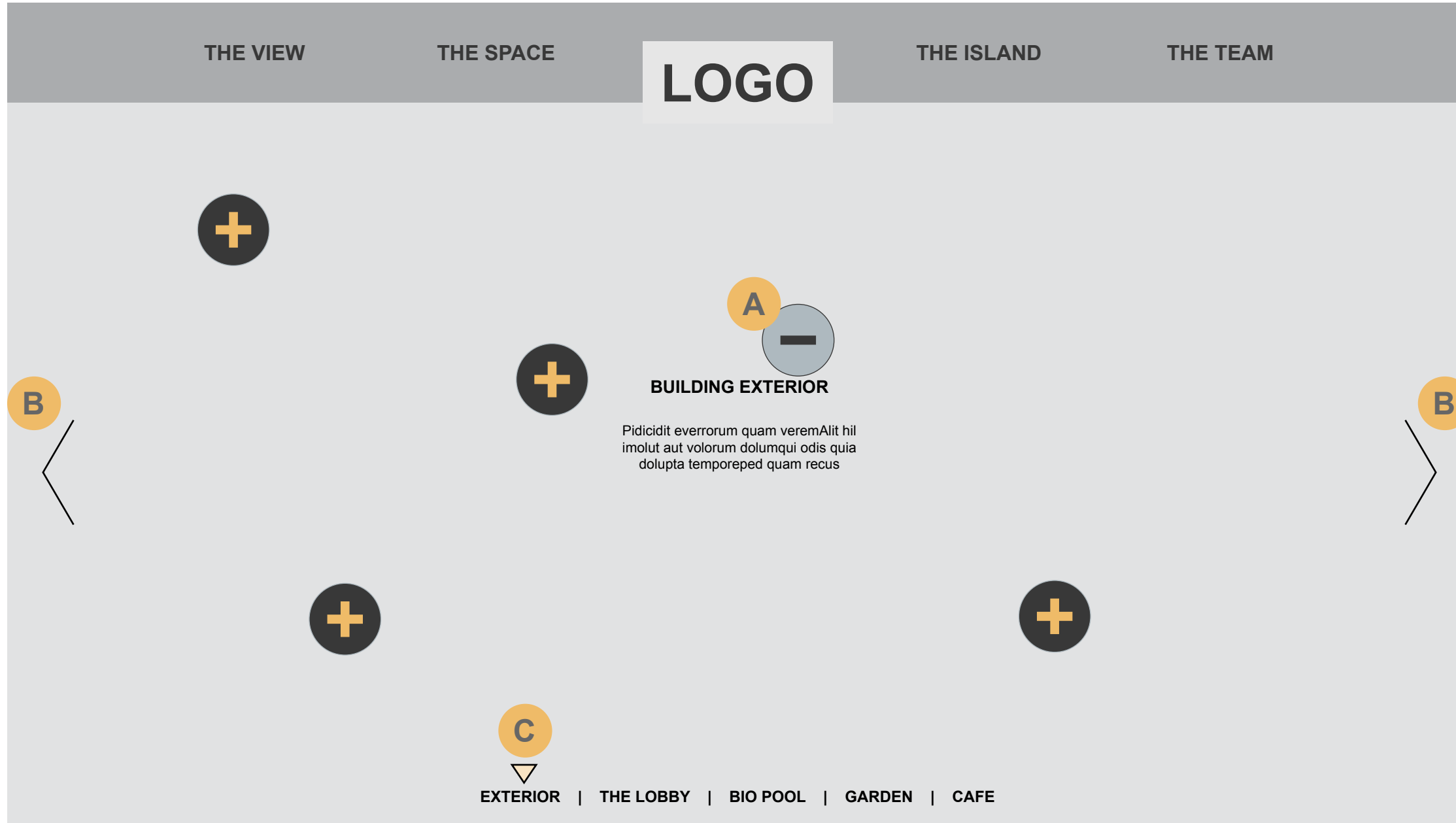
Floor plan shown in overlay view.

A

X closes out the zoom back to the detail view (Slide 13)



# Module 4 - Building Features (TBD)



User lands on the 1st feature which has hotspots.

**A** This is where the popups for the exterior designers live.

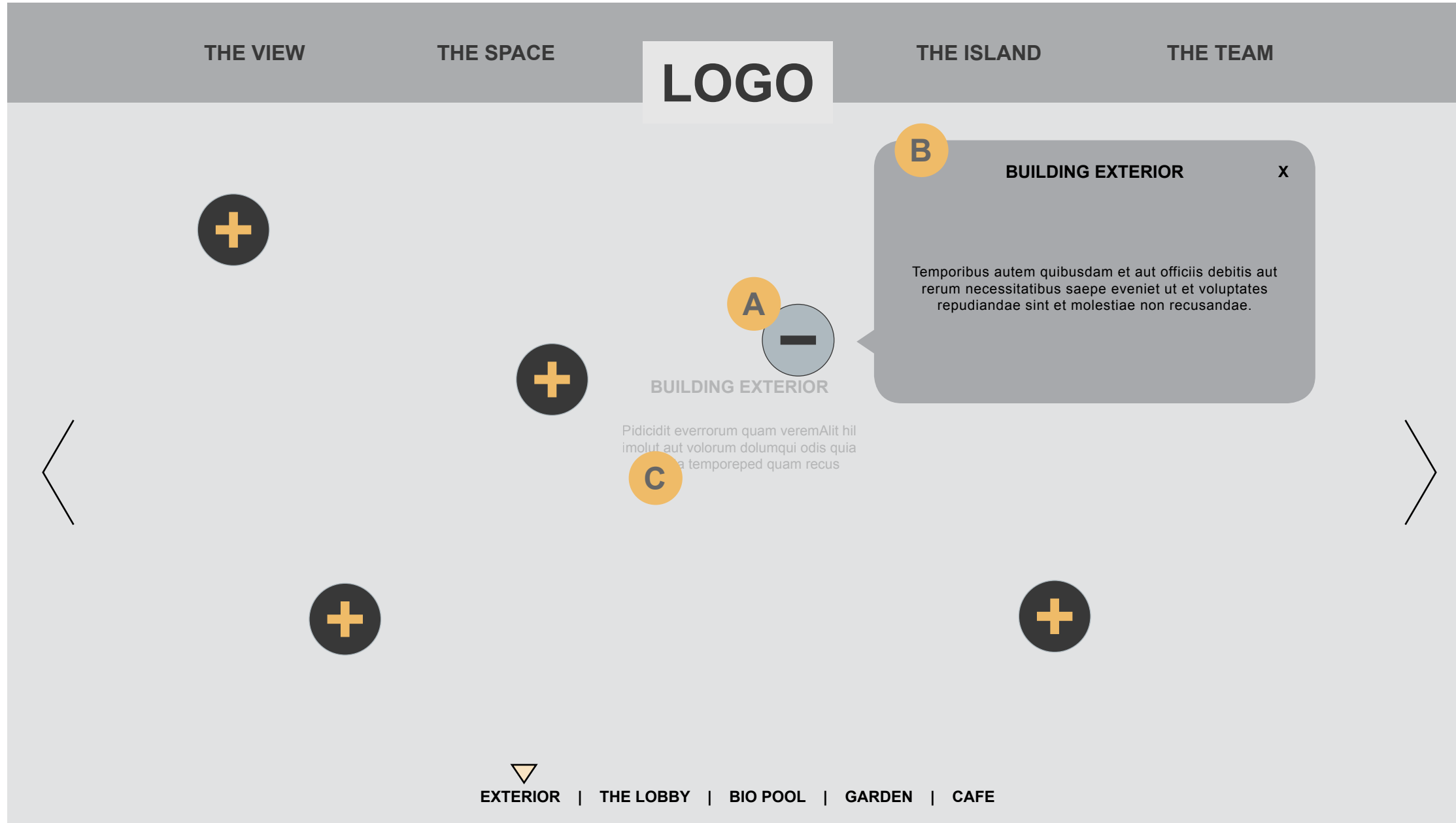
**B** User clicks or swipes left and right to navigate through the different sections listed in the bottom nav.

\*\*Note : Deep dive into gallery is still TBD

**C** Updates as the user moves through the sections

\*\*Note : Waiting for renders, hotspots descriptions, number of renders.

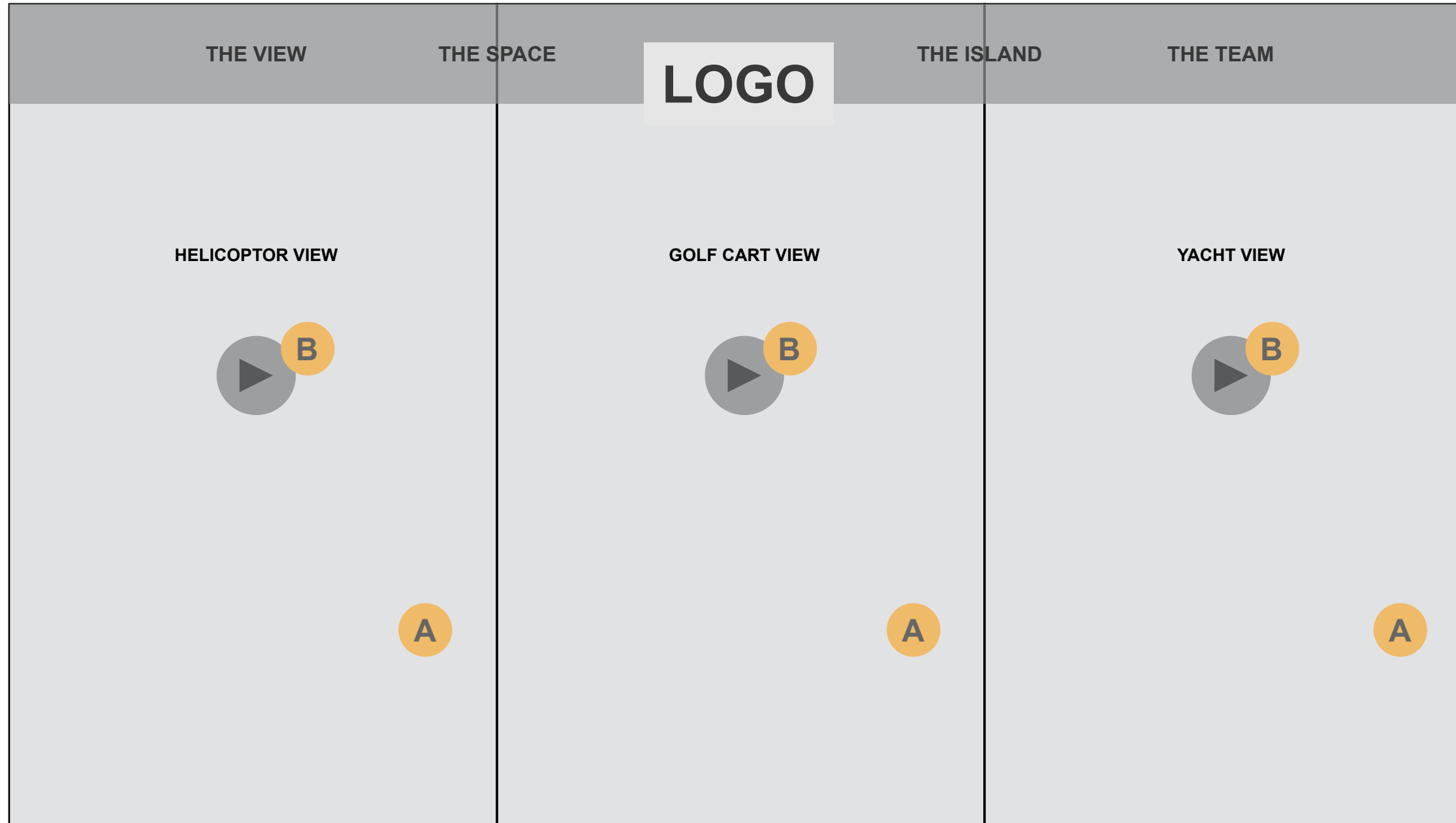
# Module 4 - Building Features (TBD - Popups)



- A** A hot spot has been pressed.
- B** Showing how a pop up will look upon arrow press.
- C** Note that the copy in the center will need to fade out to 0% while pop ups are open. When a pop up is closed it will fade back in.



## Module 5 - The Island (Island Views)



A

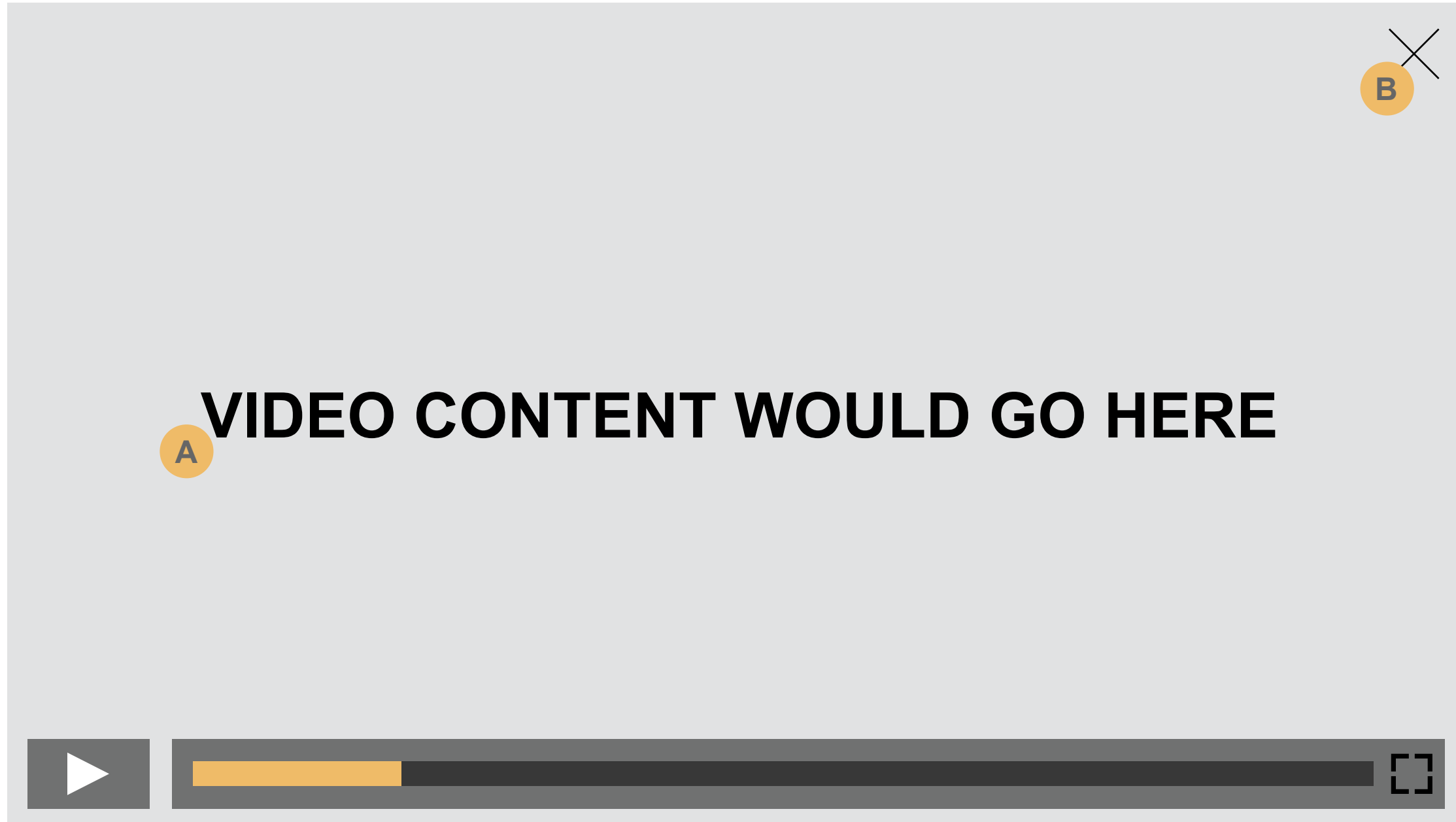
Landing state of images is 20% desaturation. onRollover the focus item goes to 100% saturation. non focus items desaturate to 0% saturation..

B

Clicking the CTA will fade all items to black and then the video will play full in the module.

\*\*Note : The video poster should be used as the masked item so when fully revealed it can fade out and start playing.

## Module 5 - The Island (Island Views - Detail)



**A** Video content would go here. Simple video controls to play/pause, scrub, fullscreen.

**B** Close video to return to the 3 up view.

Video hosting is TBD. Need to know if these videos are to be publically hosted or locally hosted. Also need to know if they should be shareable.

## Module 6 - The Island (Amenities)



User lands on the 1st item in the amenities and is presented with an image and some copy along with a CTA.

**A** Clicking the Learn More CTA takes the user to a deep dive photo gallery.

**B** User clicks or swipes left and right to navigate through the different sections listed in the bottom nav.

**C** Updates as the user moves through the sections.

## Module 6 - The Island (Amenities - Gallery)



- A** Slide show content would go here.
- B** User swipes left and right to navigate through the different images.
- C** X closes out the gallery back to the section view (Slide 19)

THE VIEW

THE SPACE

LOGO

THE ISLAND

THE TEAM

A

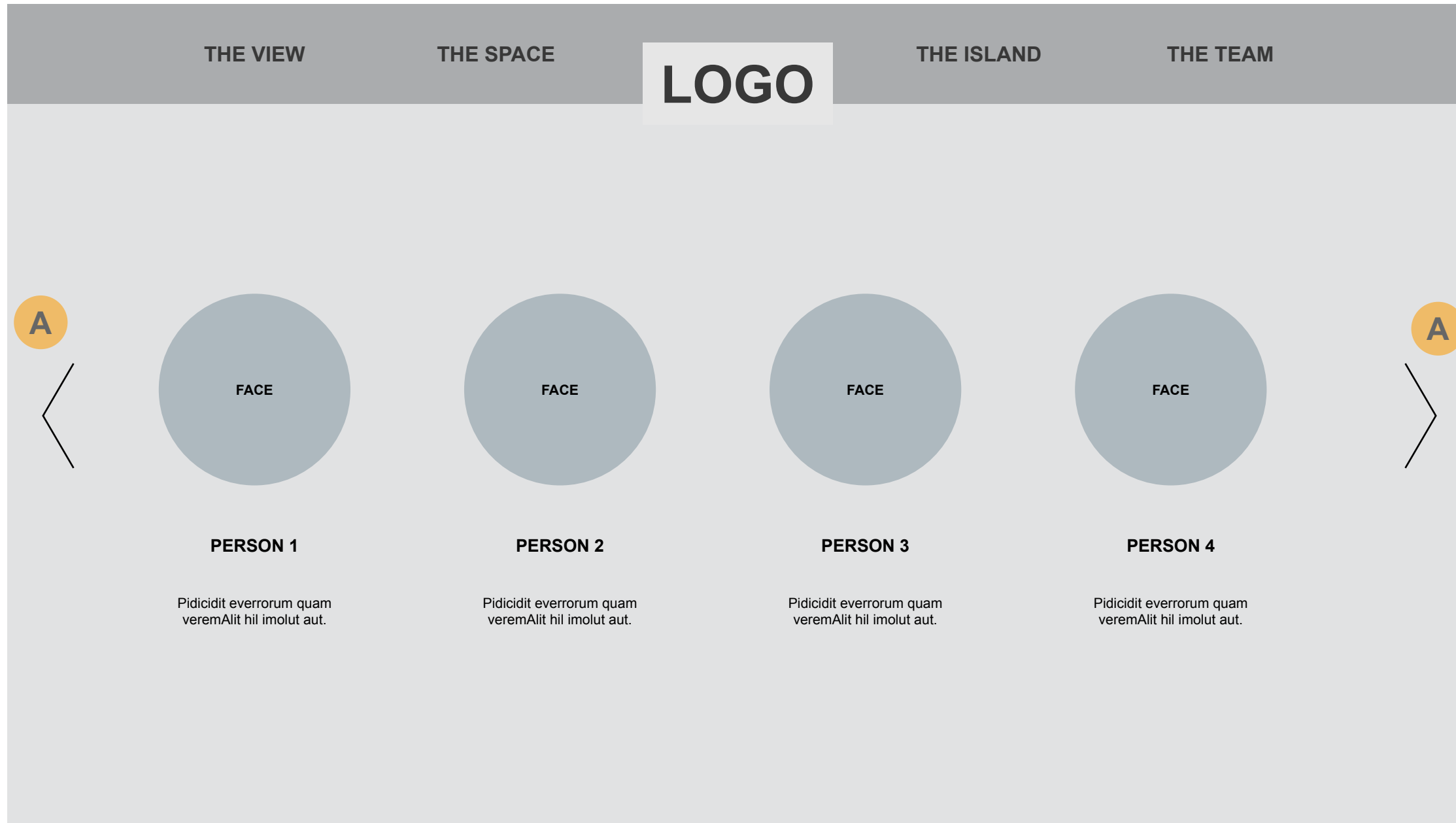
**VIDEO CONTENT WOULD GO HERE**

A

Video content would go here

**\*\*Note :** Awaiting asset and placement of video so it fits into the story.

# Module 7 - The Team (TBD)



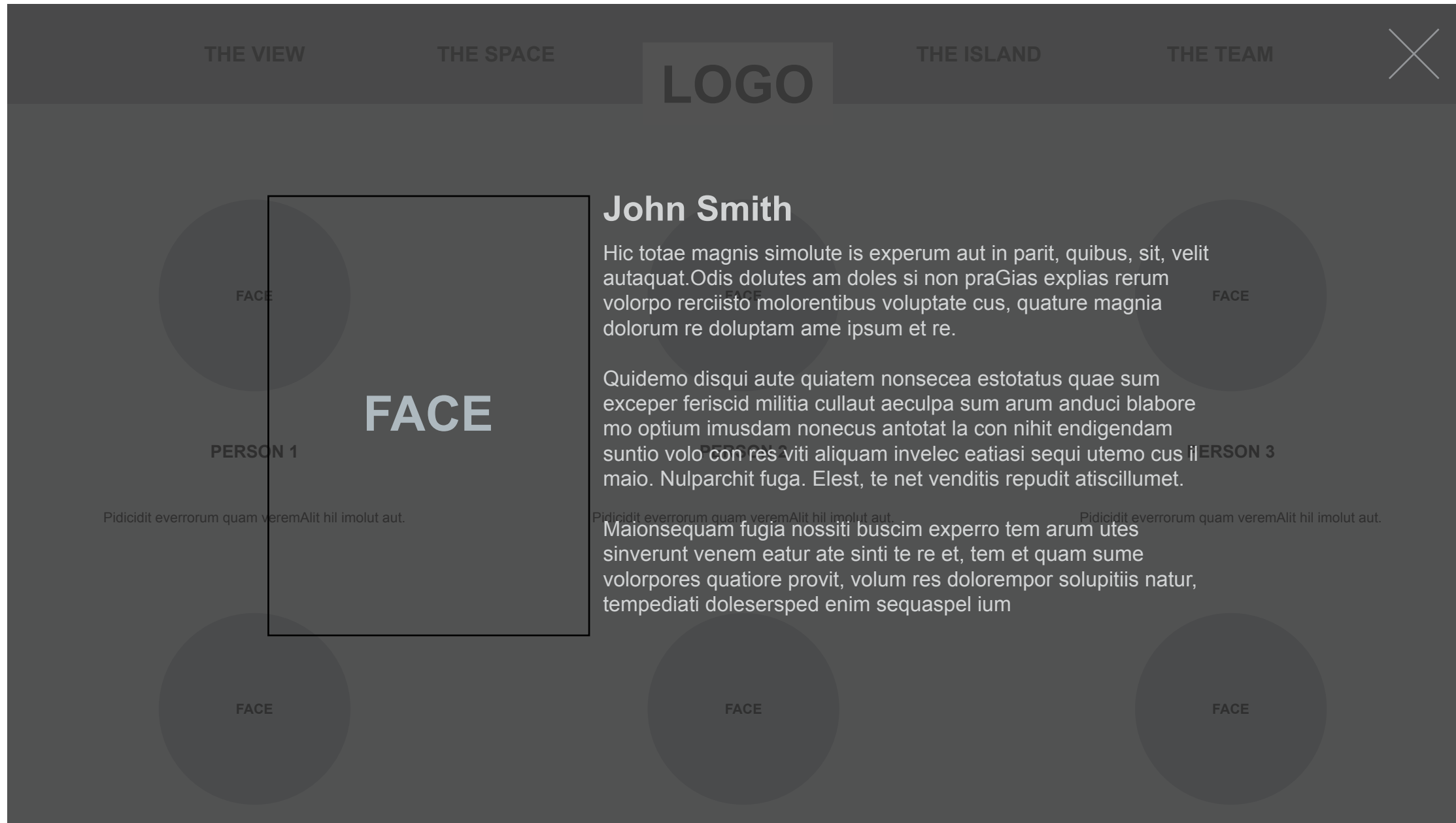
Awaiting FI Team headshots and final bios as well as who else is to be included in this section.

They may wind up having pop ups with more info etc. See next slide for possible solution.

**A** User swipes left and right to navigate through the different team members.

# Module 7 - The Team (Possible Popup)

Possible solution for the more info of the selected team member.



# Module 7 - The Team (Contact info - TBD)

THE VIEW

THE SPACE

**LOGO**

THE ISLAND

THE TEAM

## **PALAZZO DEL SOL**

123 Fisher Island Street  
Miami, FL 33140

## **TELEPHONE & HOURS**

1-800-234-4567  
Mon-ri 8:00 AM to 5:00 PM  
Sat-Sun 9:00 AM to 1:00 PM

## **EMAIL INFO**

info@palazzodelsol.com

DISCLAIMER

**A**

Content for this section needs to be confirmed.

**A**

Disclaimer CTA opens in a popup. See next slide.



## Module 7 - The Team (Disclaimer - Possible Popup)

Possible solution for the disclaimer information.

THE VIEW THE SPACE **LEGAL DISCLAIMER** THE ISLAND THE TEAM X

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