

Fiducial - Designers & Developers

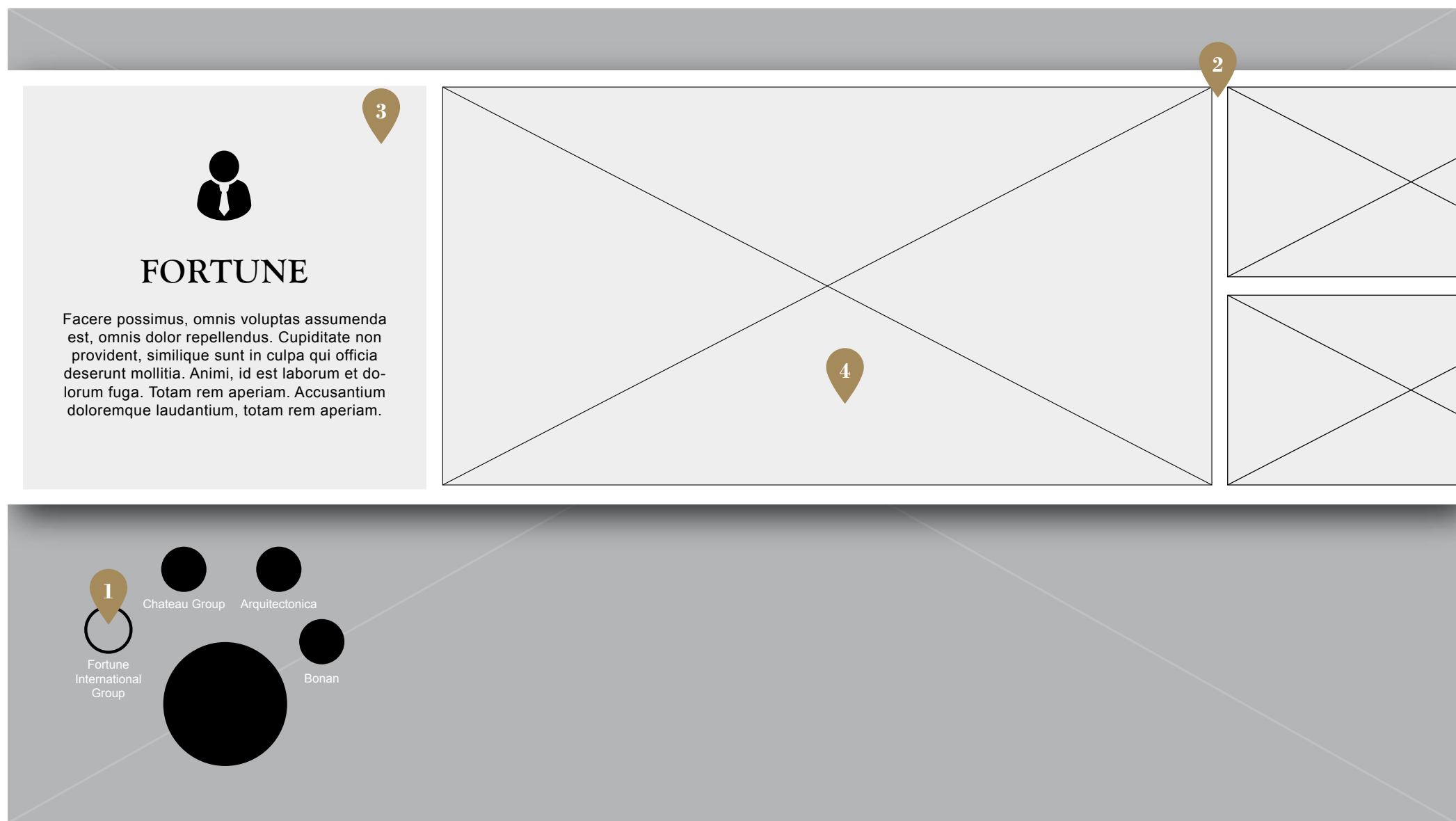


Fiducial - Designers & Developers (Placed)

- 1

User has placed the Designers & Developers fiducial on the table.
- 2

Navigation elements are presented to the user.
The user will rotate the fiducial to the desired item.



Fiducial - Designers & Developers (Selected Item)

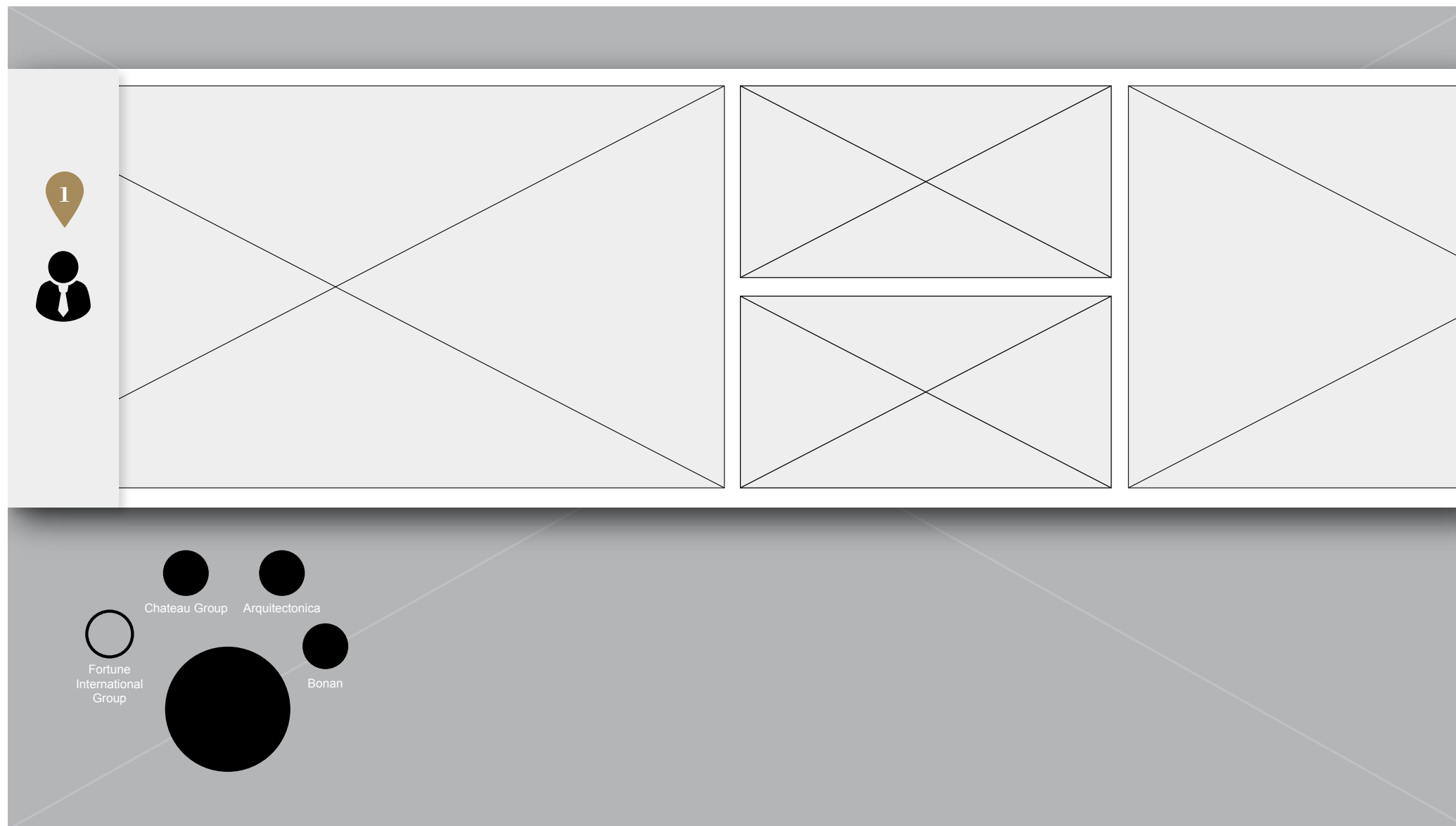
1 User has selected Fortune International Group.

3 Swimlane title card.

2 Swimlane opens via animation sliding from right to left to the full width of the table.

4 Selectable images in the swimlane. The user will be able to select an image (press and hold) to manipulate. Once the image pops out of the swimlane the user can pinch, zoom and fling onto the walls.

*If a swimlane is open and the user rotates to another item the swim lane will cross fade into the new swimlane.

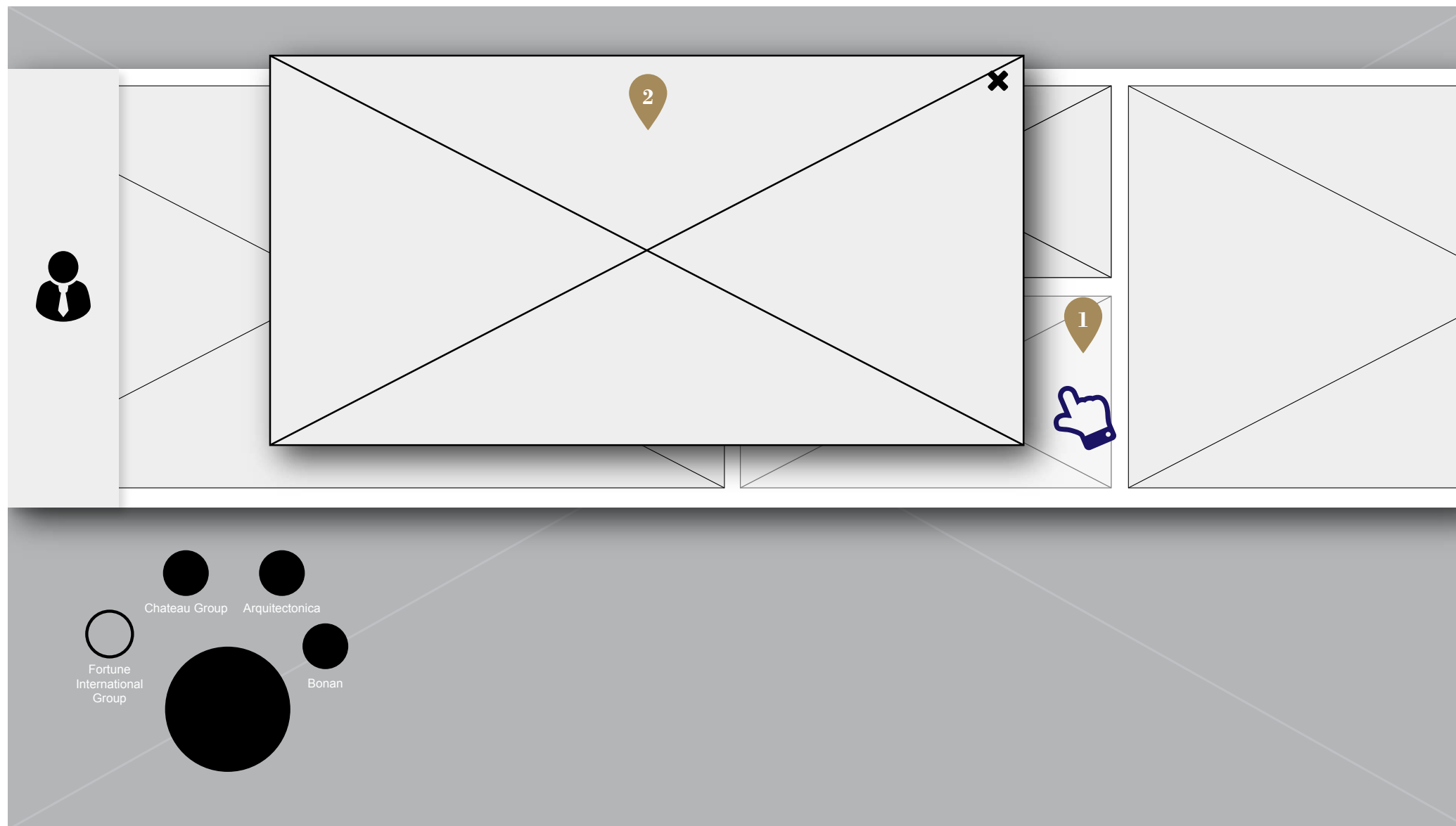


Fiducial - Designers & Developers (Title Card Collapsed)

1

When the user drags the swimlane to the left the title card will collapse like a sticky nav on a website. When the user drags to the right and the swimlane content has reached the title card, the title card will expand back to original size based on the distance of the drag. It should feel like amount of drag effects the state of the title card. The title card should always be locked to the left edge of the table

Example : <http://codepen.io/malZiirA/pen/cbfED>



Fiducial - Designers & Developers (Image Popped Out)

1

The user presses and holds the image to view.
After 3 seconds the image pops out.

2

The image is now released from the swimlane and
ready for manipulation.

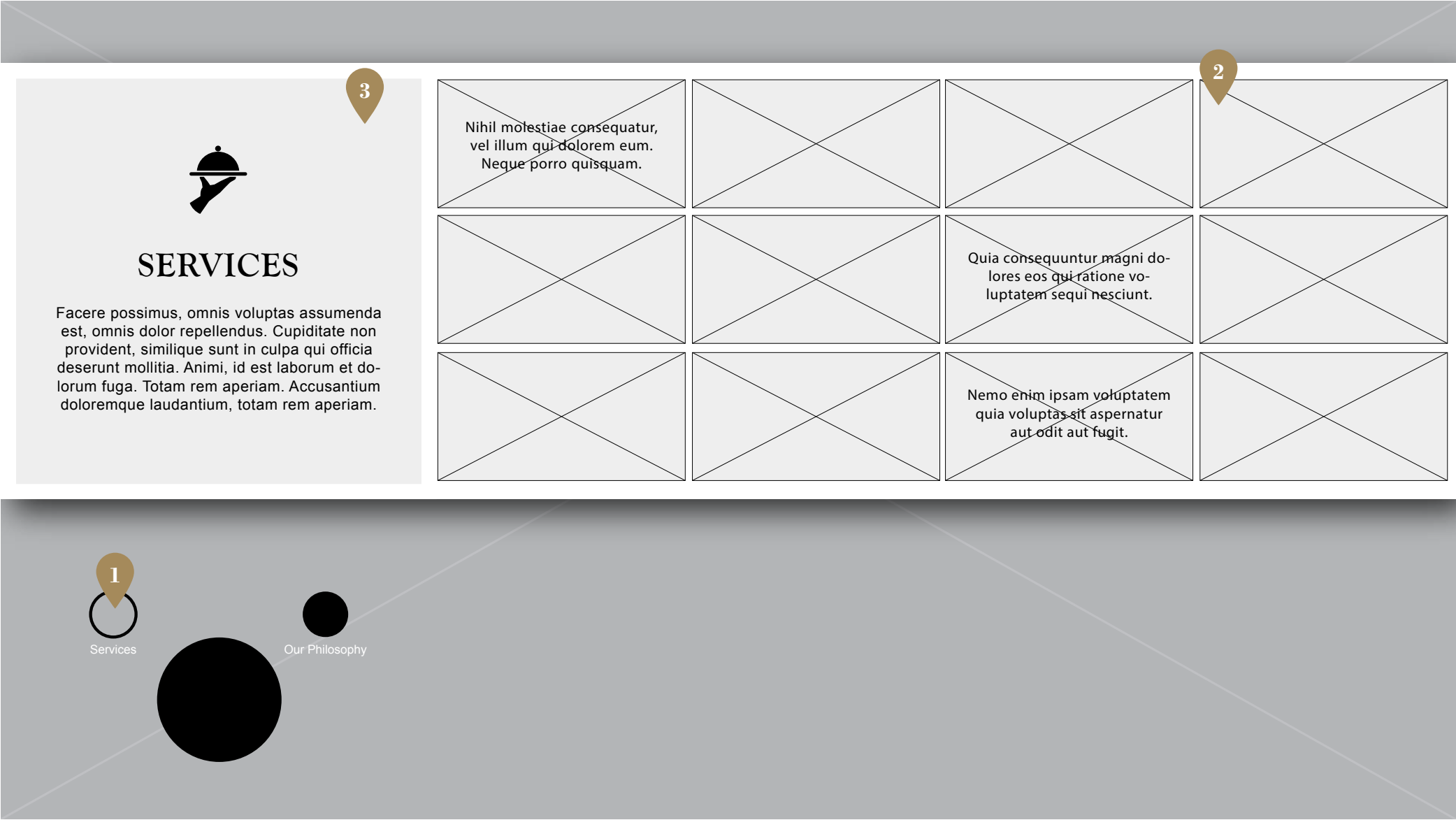
Fiducial - Services



Fiducial - Services (Placed)

1 User has placed the Services fiducial on the table.

2 Navigation elements are presented to the user.
The user will rotate the fiducial to the desired item.



Fiducial - Services (Selected Item)

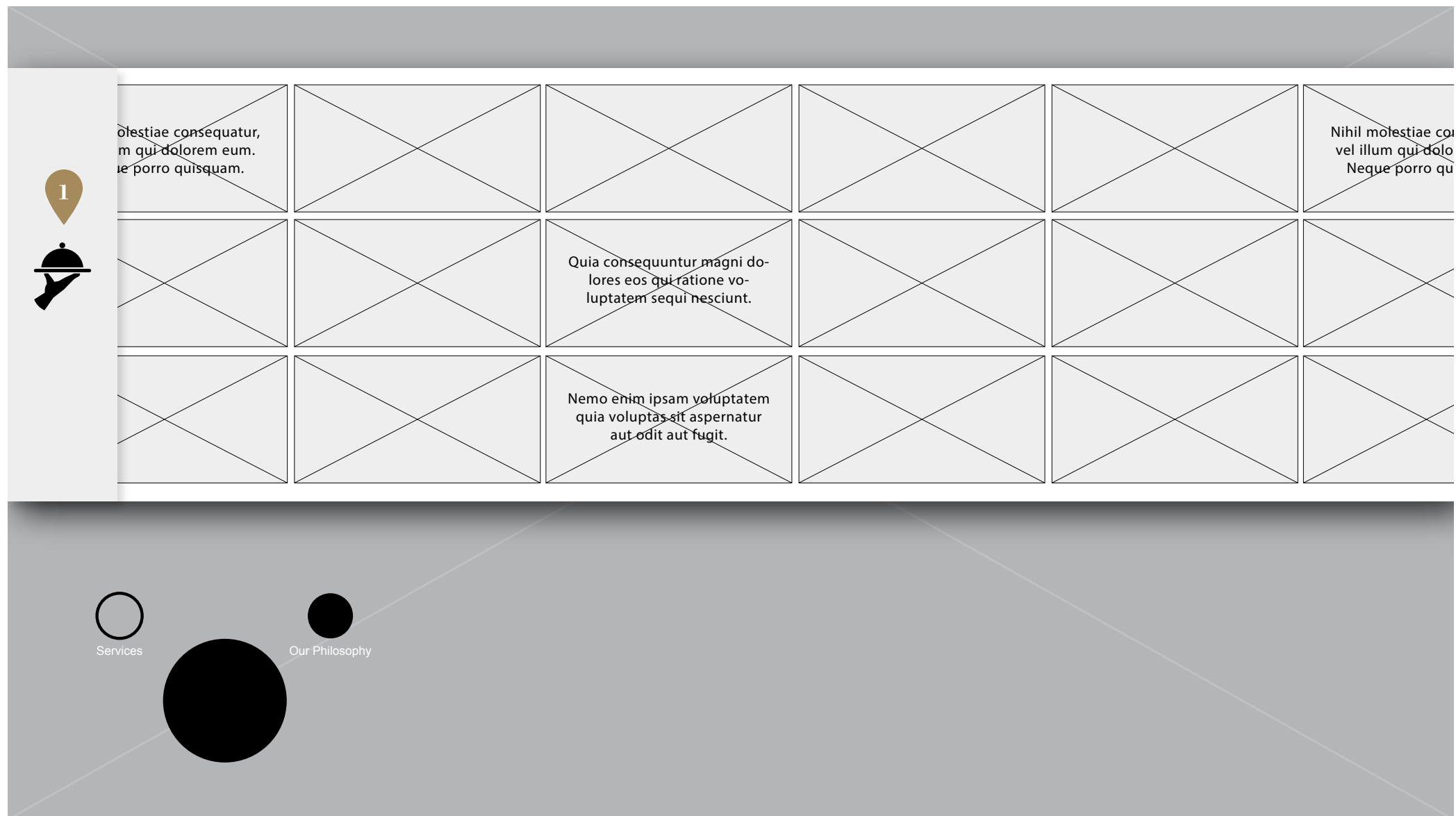
1 User has selected Services.

3 Swimlane title card.

2 Swimlane opens via animation sliding from right to left to the full width of the table.

*This is a non-actionalbe swimlane. Meaning the images do not popout.

*If a swimlane is open and the user rotates to another item the swim lane will cross fade into the new swimlane.

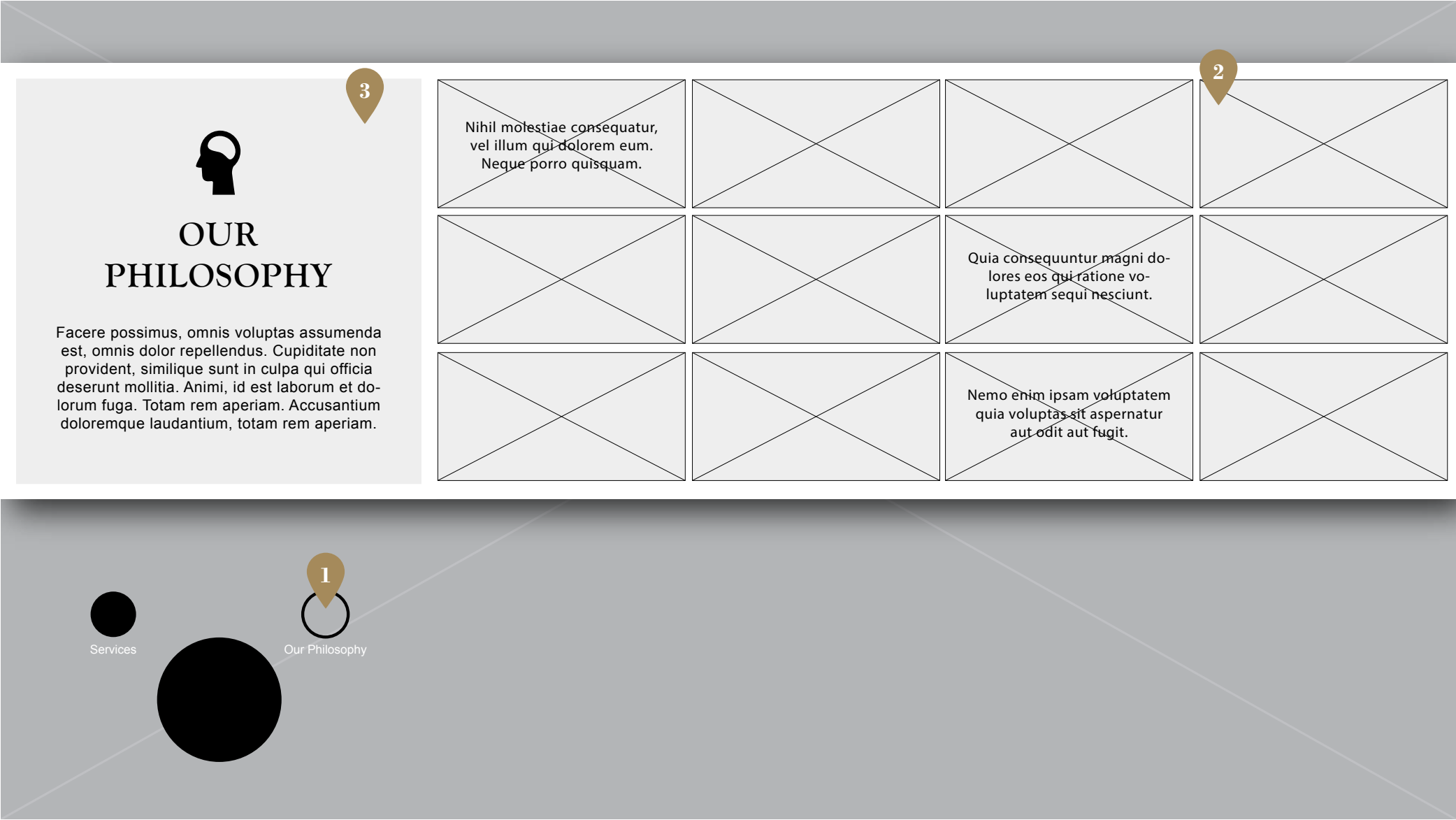


Fiducial - Services (Title Card Collapsed)

1

When the user drags the swimlane to the left the title card will collapse like a sticky nav on a website. When the user drags to the right and the swimlane content has reached the title card, the title card will expand back to original size based on the distance of the drag. It should feel like amount of drag effects the state of the title card. The title card should always be locked to the left edge of the table.

Example : <http://codepen.io/malZiirA/pen/cbfED>



Fiducial - Our Philosophy (Selected Item)

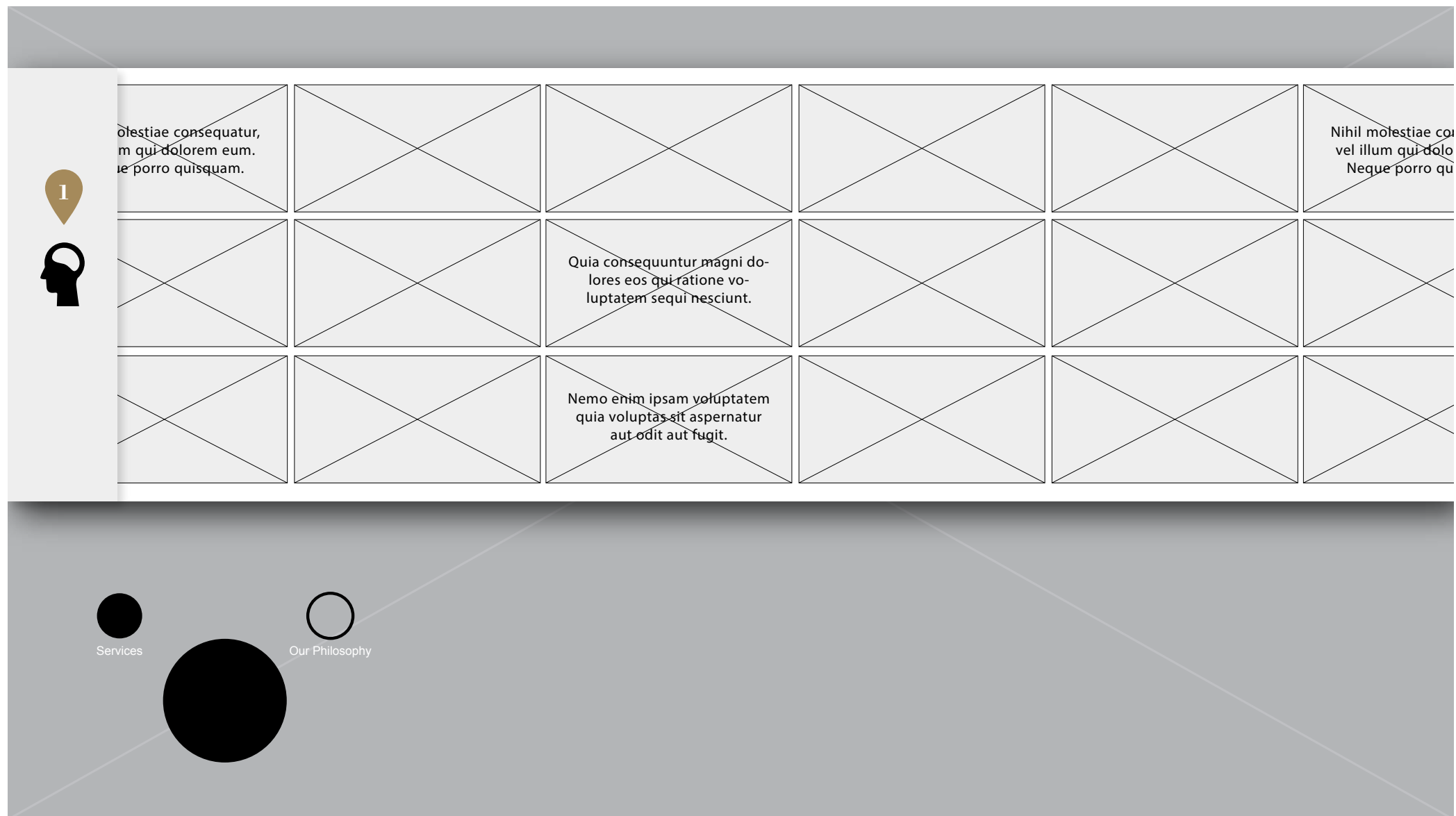
1 User has selected Our Philosophy.

3 Swimlane title card.

2 Swimlane opens via animation sliding from right to left to the full width of the table.

*This is a non-actionalbe swimlane. Meaning the images do not popout.

*If a swimlane is open and the user rotates to another item the swim lane will cross fade into the new swimlane.



Fiducial - Our Philosophy (Title Card Collapsed)

1

When the user drags the swimlane to the left the title card will collapse like a sticky nav on a website. When the user drags to the right and the swimlane content has reached the title card, the title card will expand back to original size based on the distance of the drag. It should feel like amount of drag effects the state of the title card. The title card should always be locked to the left edge of the table.

Example : <http://codepen.io/malZiirA/pen/cbfED>

*In the next phase this swimlane could be host to a video. If so the swimlane will have an actionable item that when pressed plays the video on the main wall.

Fiducial - Units



Fiducial - Units (Placed)

1 User has placed the Units fiducial on the table.

2 Navigation elements are presented to the user.
The user will rotate the fiducial to the desired item,
which opens a sub navigation.

*Renders may not be available at launch. This item
will need to be hidden.



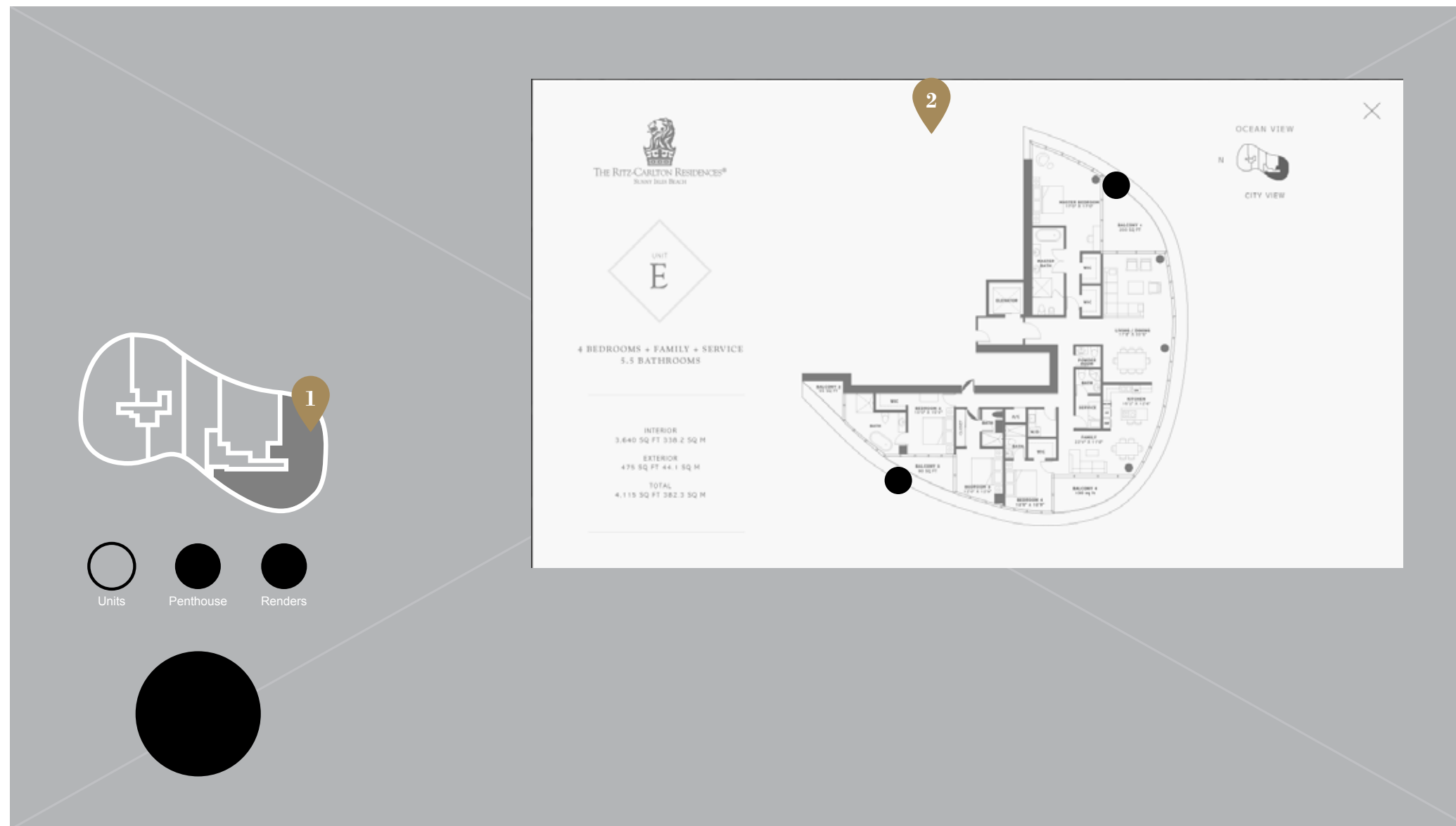
Fiducial - Units (Selected Item)

1

User has selected Units.

2

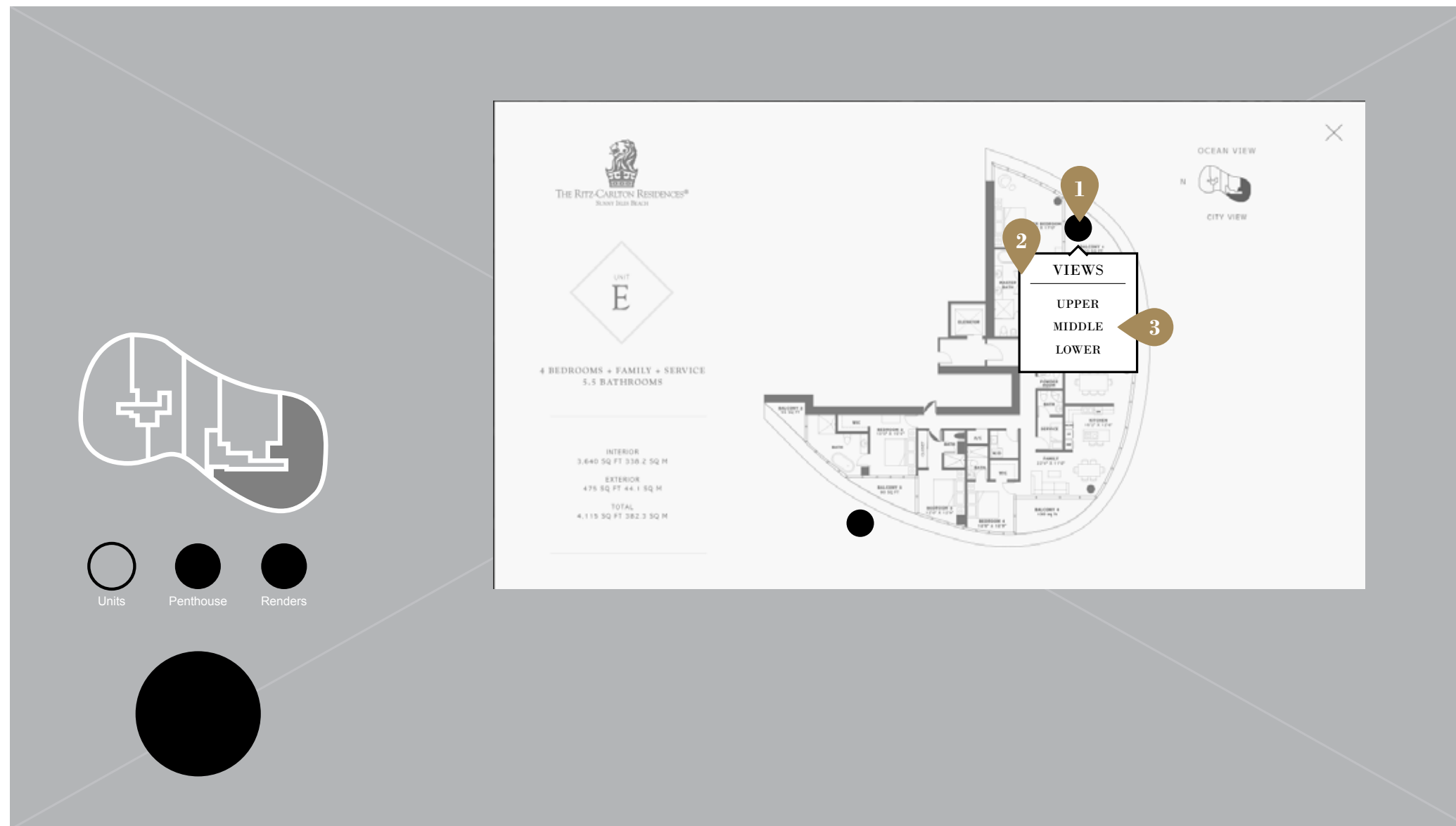
A key line sub navigation of the floor plan animates in above the navigation items.



Fiducial - Units (Unit Selected)

1 The user has selected a unit from the key line sub navigation. Each section of the key line is available for viewing. Upon press the floorplan for that unit will animate in.

2 Multiple floorplans can be opened and should stack like cards with a small offset so the layers below can be seen / interacted with.



Fiducial - Units (View Hotspots)

1

View hotspots will be indicated on floor plans with an icon. Pressing that will expose a view window. Pressing again will close the view window.

2

This window should remain open so the user can toggle between the multiple views.

3

Different view buttons.



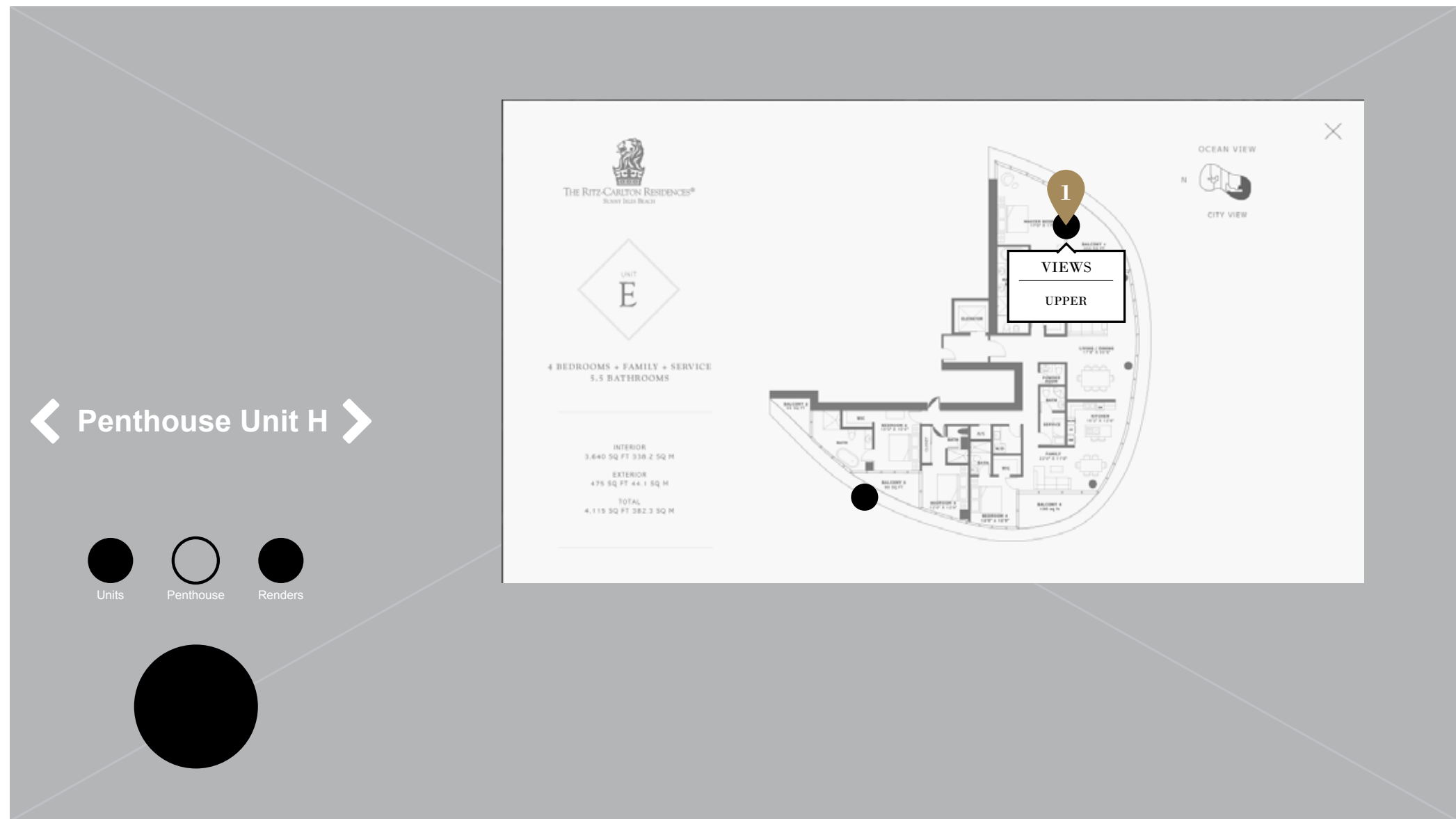
Fiducial - Units (Selected Item)

1

User has selected Penthouse.

2

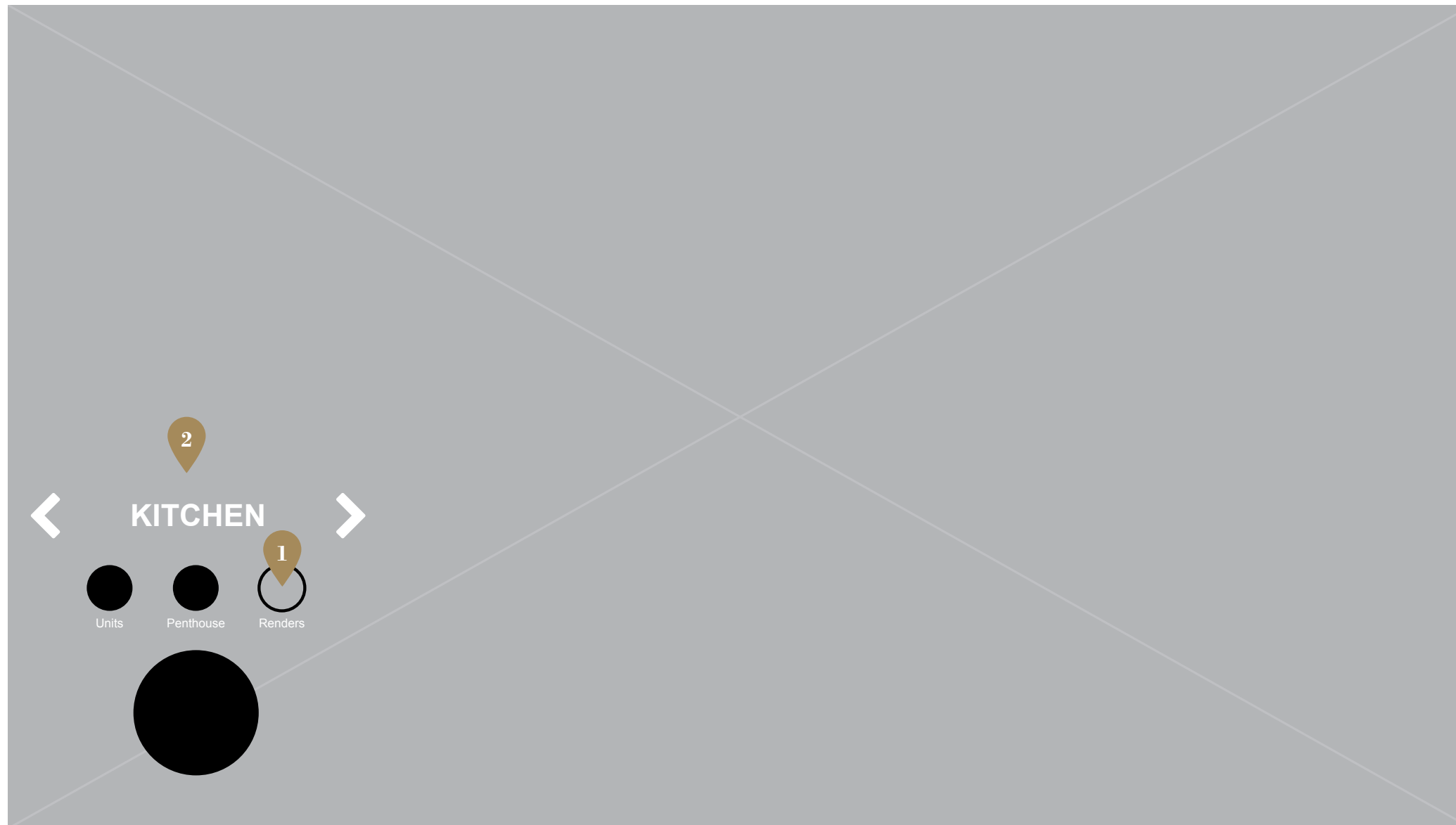
A slider with a floor plan keyline (not pictured) and label animates in. The user will be able swipe through the different penthouse floor plans. Pressing the label or keyline will open the floor plan image.



Fiducial - Units (View Hotspots)

1

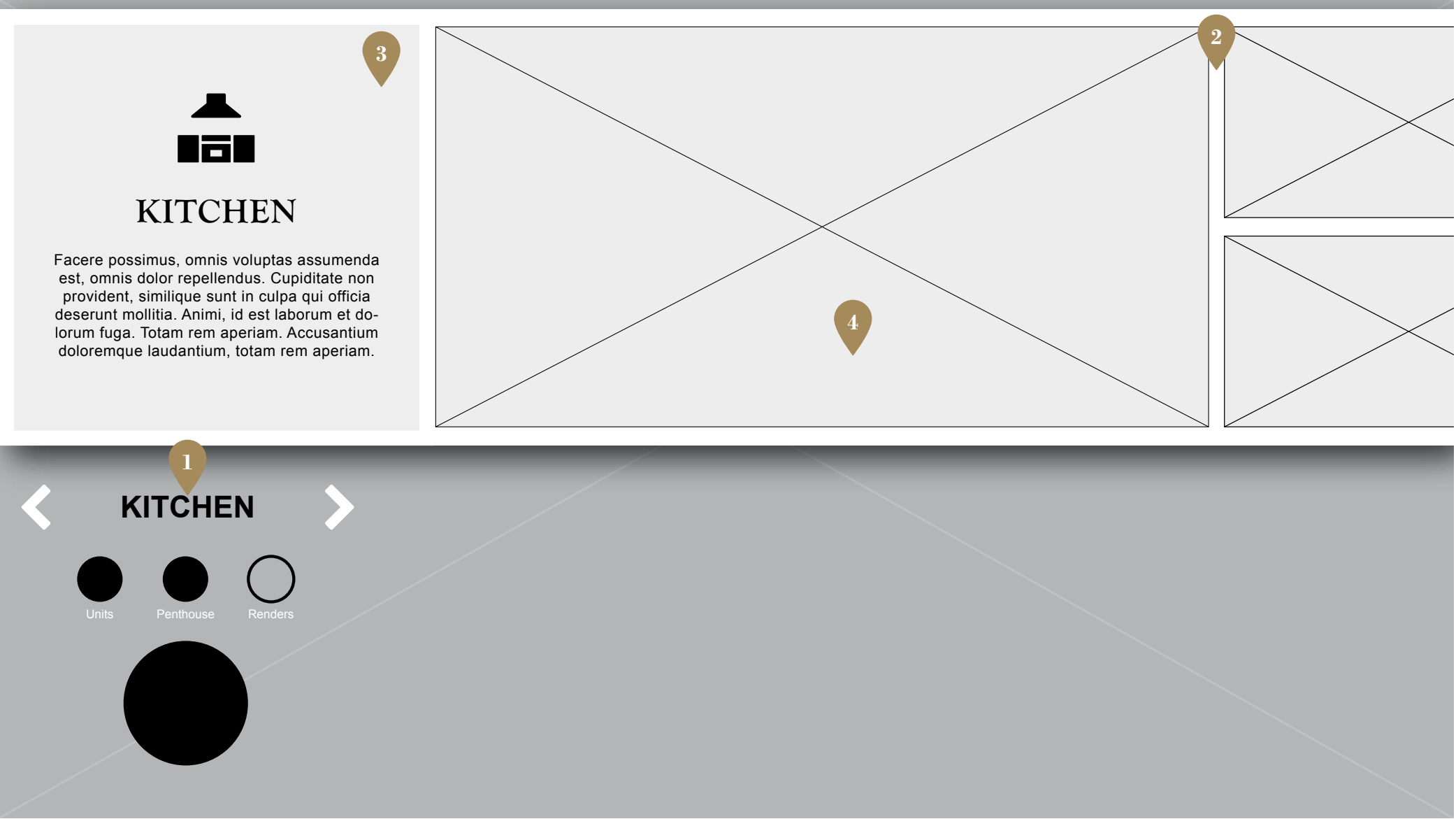
The penthouse view hot spots function the same as the regular units. The only difference is that there is only the upper view available.



Fiducial - Units (Selected Item)

1 User has selected Renders. (Renders may not be available at release. this might need to be hidden)

2 A slider with a labels animates in. The user will be able swipe through the different render groups. Pressing the label will open a swimlane for that render group. For example: if kitchen is selected a swimlane with kitchen renders will animate in.



Fiducial - Units (Selected Item)

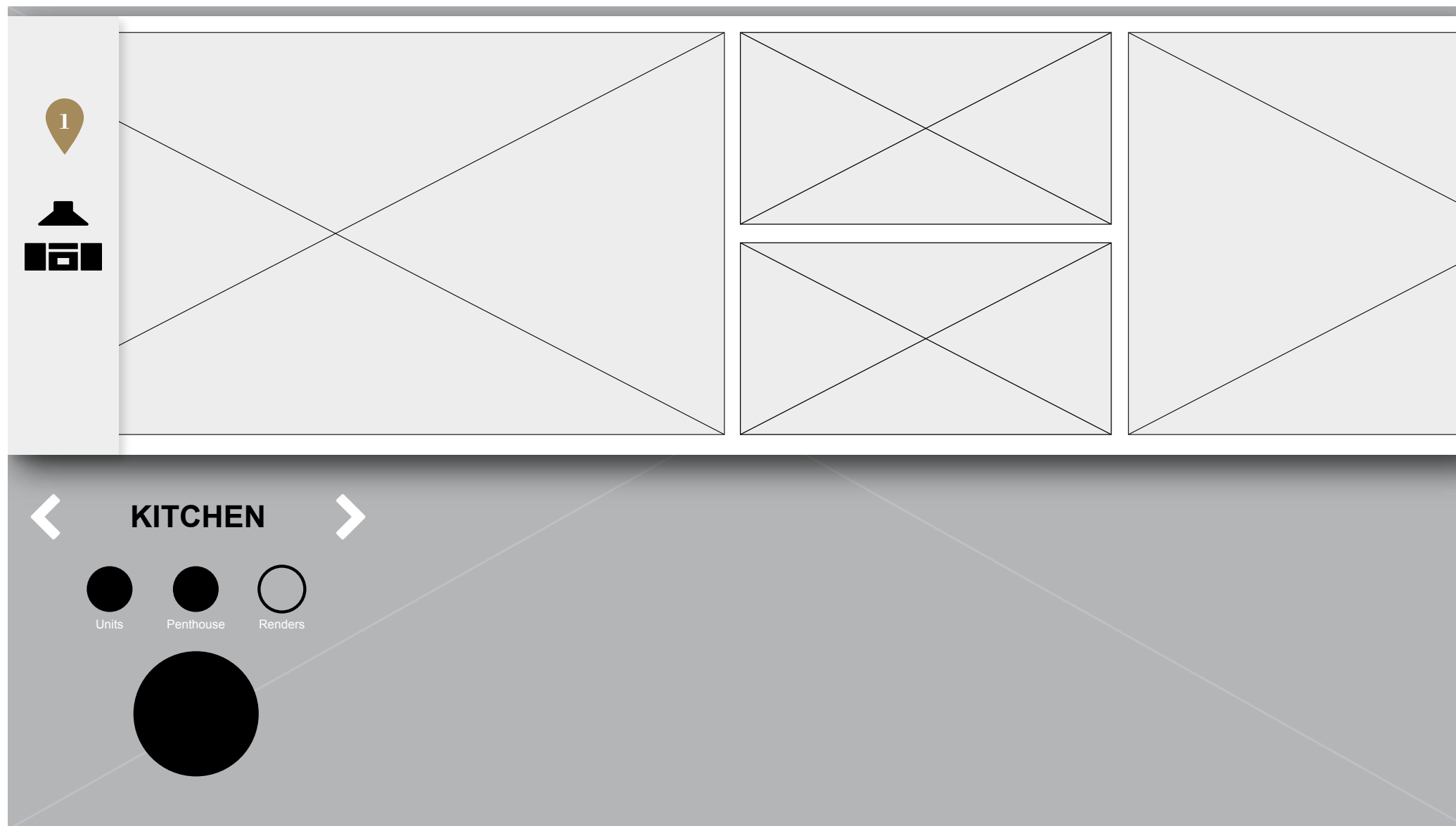
1 User has selected Kitchen.

3 Swimlane title card.

2 Swimlane opens via animation sliding from right to left to the full width of the table.

4 Selectable images in the swimlane. The user will be able to select an image (press and hold) to manipulate. Once the image pops out of the swimlane the user can pinch, zoom and fling onto the walls.

*If a swimlane is open and the user rotates to another item the swim lane will cross fade into the new swimlane.



Fiducial - Units (Title Card Collapsed)

1

When the user drags the swimlane to the left the title card will collapse like a sticky nav on a website. When the user drags to the right and the swimlane content has reached the title card, the title card will expand back to original size based on the distance of the drag. It should feel like amount of drag effects the state of the title card. The title card should always be locked to the left edge of the table.

Example : <http://codepen.io/malZiirA/pen/cbfED>



Fiducial - Units (Image Popped Out)

1

The user presses and holds the image to view.
After 3 seconds the image pops out.

2

The image is now released from the swimlane and
ready for manipulation.

Fiducial - Views



Fiducial - Views (Placed)

1 User has placed the Views fiducial on the table.

2 Navigation items are presented to the user. The user will rotate the fiducial to the desired item which adds that view to all screens.

*By default the Ocean View is selected

3 Switch between Day and Night for each view. Sunset is selected by default.

*When a view is selected it should be updated on the main screen (center) then the left and right screen should update to match. For example: Ocean View is selected by default (shown center) Aventura View in on the left screen and Downtown Miami View in on the right.



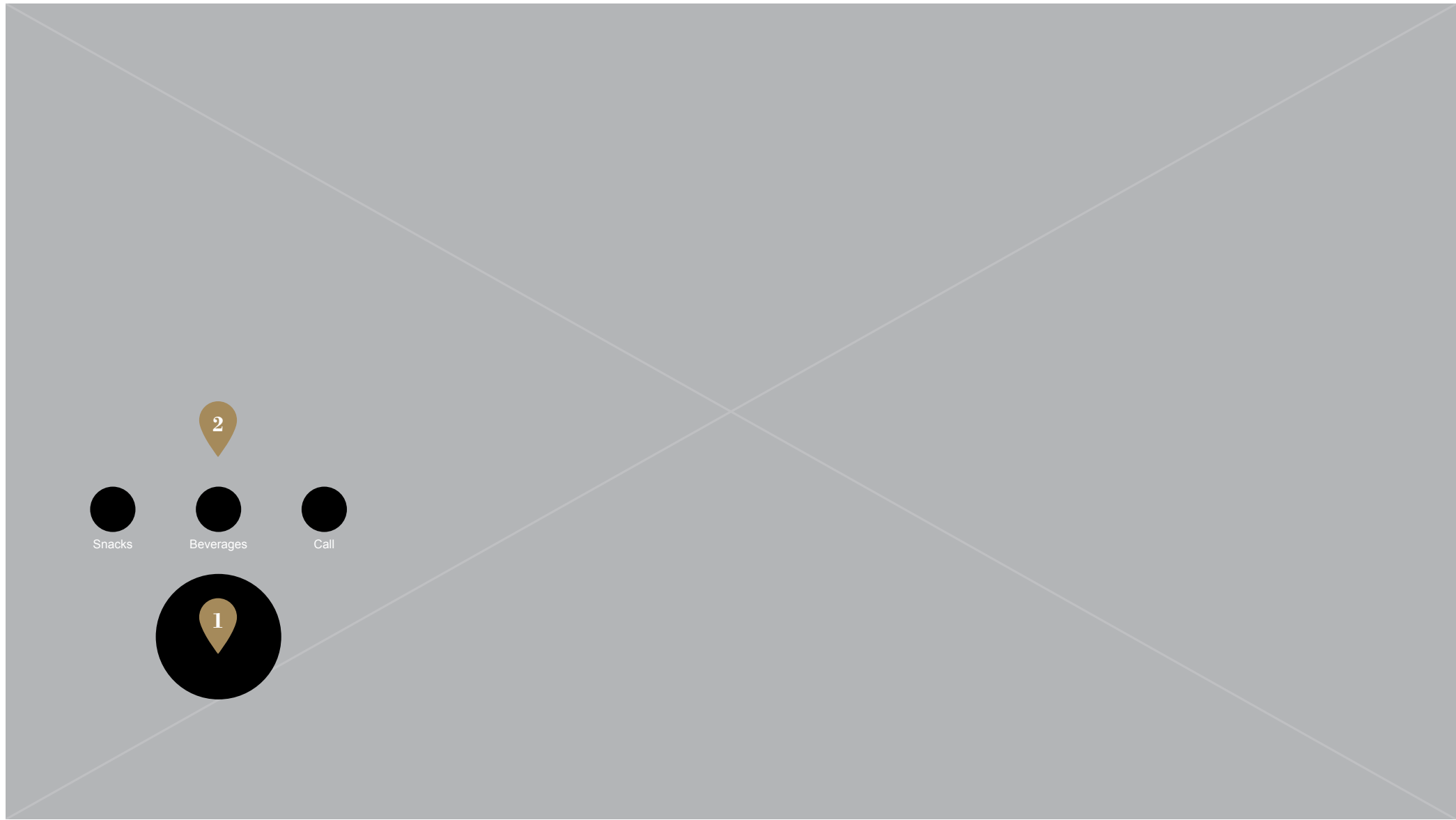
Fiducial - Views (Selected)

1

User has selected Biscayne Bay View. The current view will be replaced by the selected one.

*In this case the user has selected Biscayne View (shown center) where Downtown Miami is shown on the left and Aventura is shown on the right

Fiducial - Virtual Butler



Fiducial - Virtual Butler (Placed)

-
- 1 User has placed the Virtual Butler fiducial on the table.
 - 2 Navigation items are presented to the user. The user will rotate the fiducial to the desired item which opens a sub navigation with options.



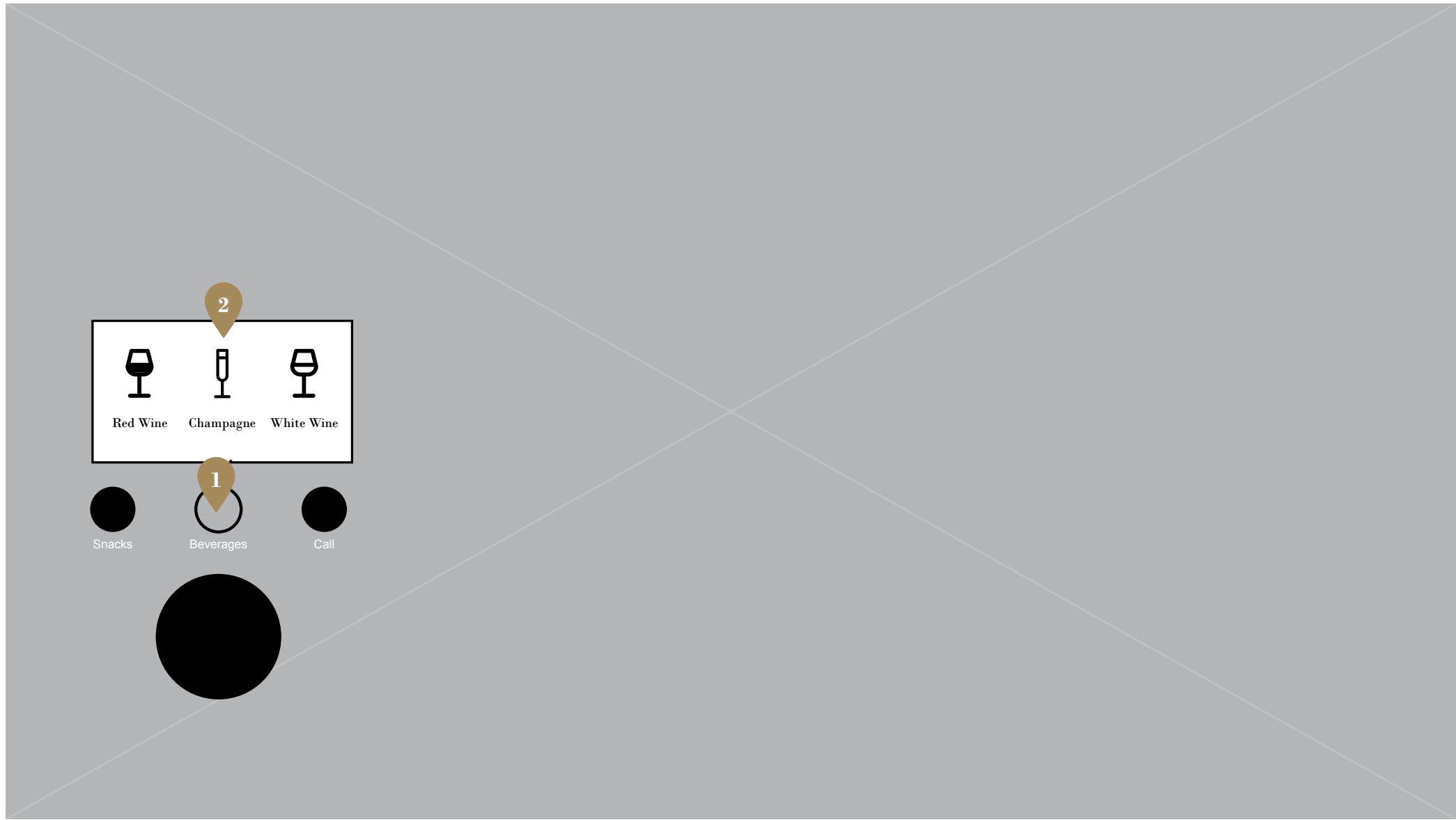
Fiducial - Virtual Butler (Selected)

1

User has selected Snacks.

2

A sub navigation window will open with options.
The user will select an option and the Butler will be alerted to bring the selected item.

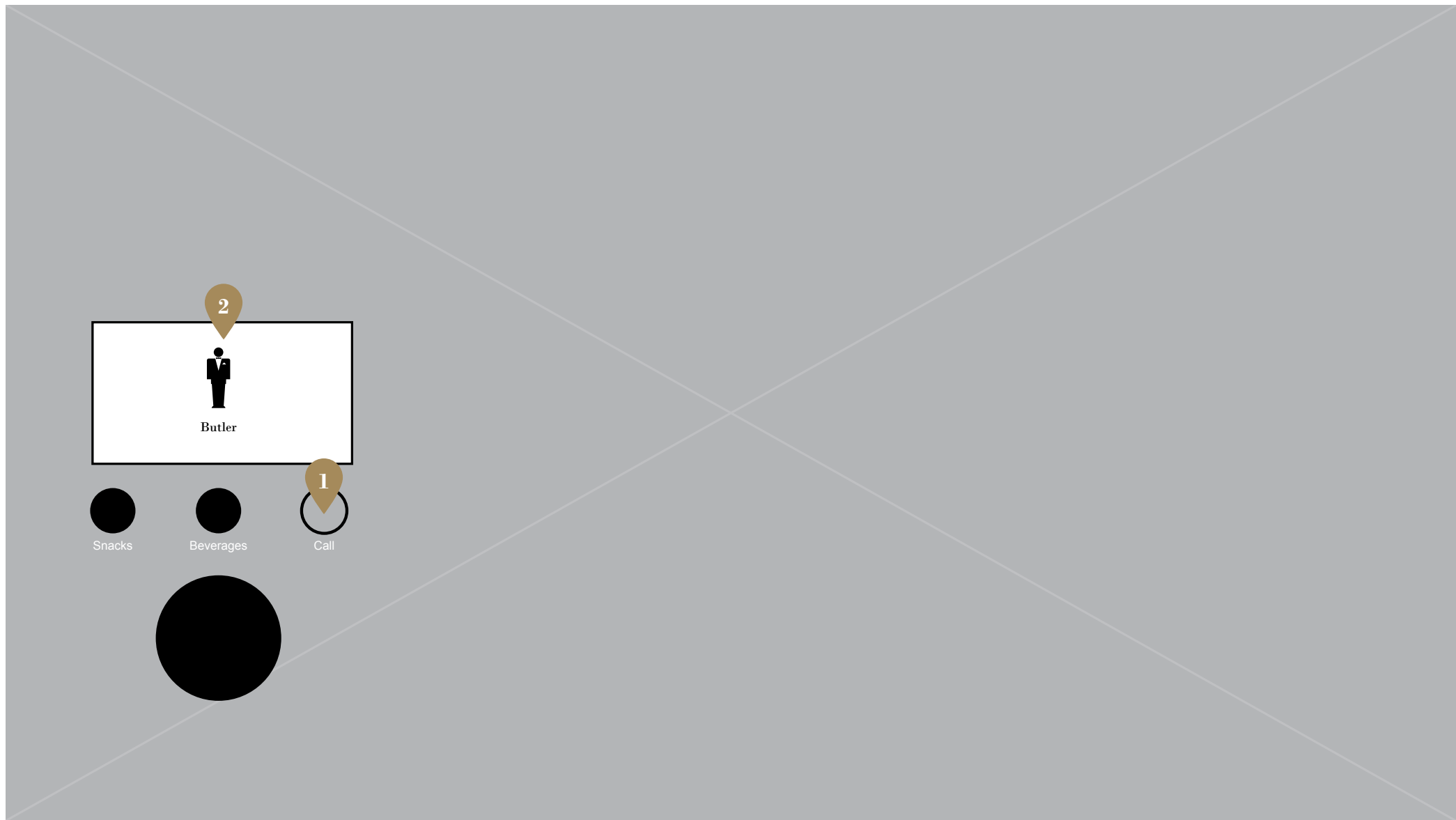


Fiducial - Virtual Butler (Selected)

- 1

User has selected Beverages.
- 2

A sub navigation window will open with options.
The user will select an option and the Butler will be alerted to bring the selected item.

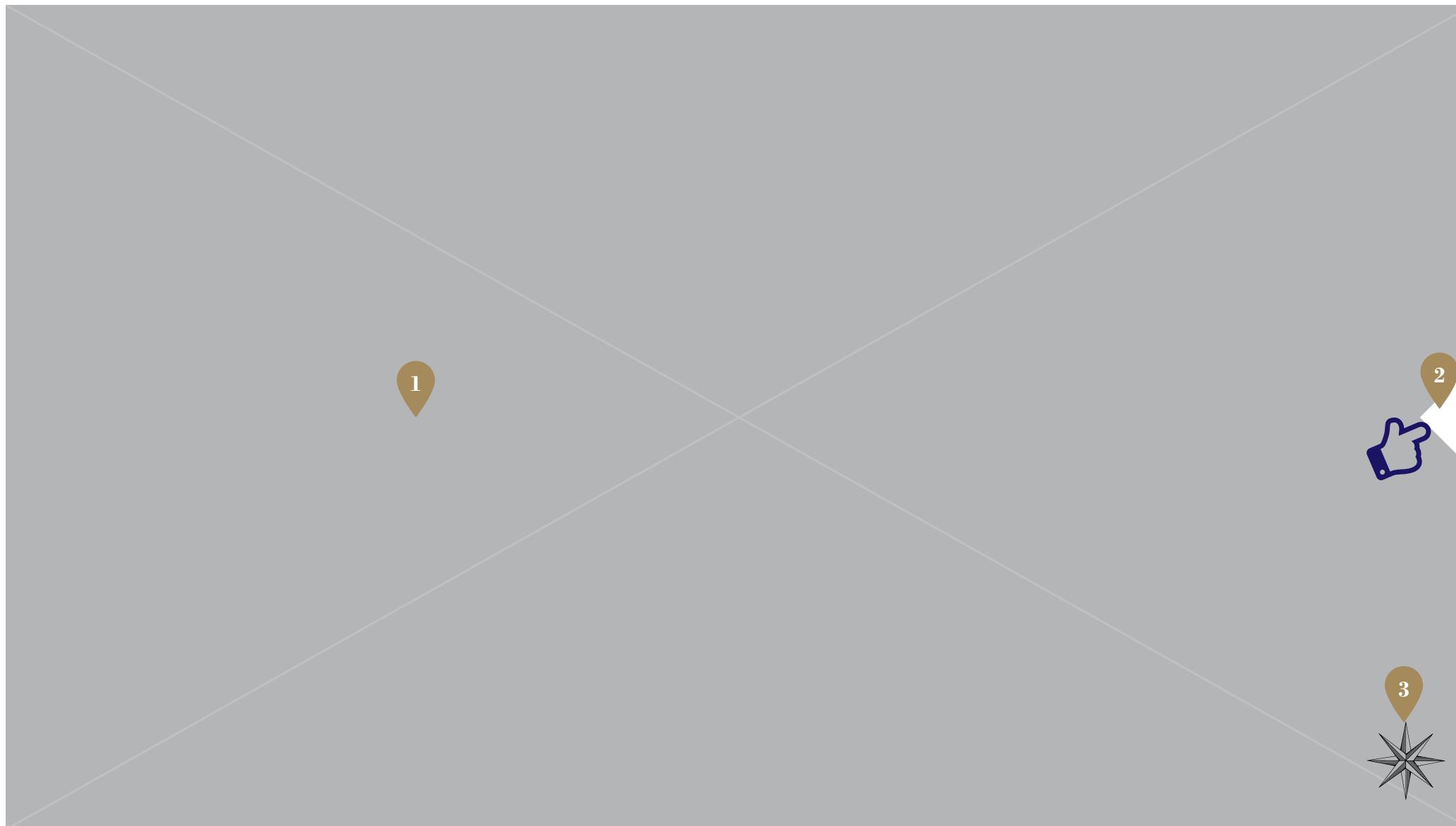


Fiducial - Virtual Butler (Selected)

1 User has selected Call.

2 A sub navigation window will open with options.
The user will select an option and the Butler will be alerted to bring the selected item.

Building Explorer



Building Explorer - Initial Screen

1 Landing image also the 1st section of the building, the beach.

2 Arrow nub that when pressed slides to the left to reveal the building navigation panel.

3 Map icon. When clicked opens a map that takes over the whole table. Cannot be flung to the walls.



Building Explorer

Esse cillum dolore eu fugiat nulla pariatur. Ut aut
reiciendis voluptatibus maiores alias consequatur
aut perferendis doloribus asperiores repellat. Esse
cillum dolore eu fugiat nulla pariatur.

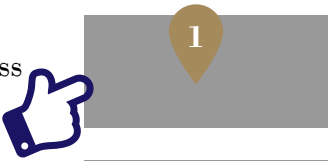
Penthouse



Club Level



Wellness



Lobby Level



Pool & Beach
Deck



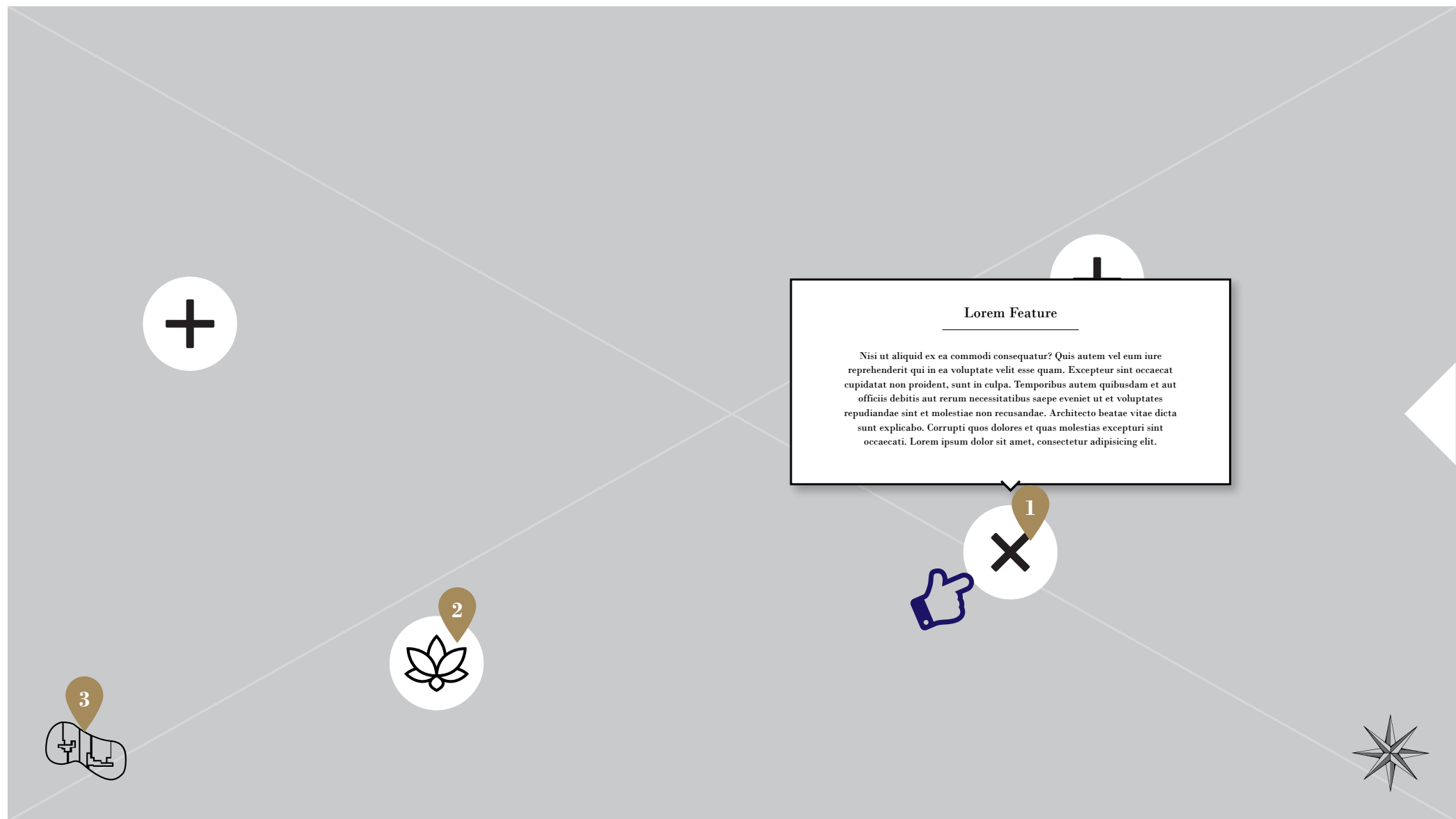
2
Private Beach

Building Explorer - Nav Drawer Open

- 1

User is now shown the different floors that can be viewed. Pressing a floor will trigger the video to the left to animate to the selected floor. Essentially the navigation works like a chapter selector on a bluray or dvd.
- 2

Returns the user back to the main landing page. Styled different from the other nav items.



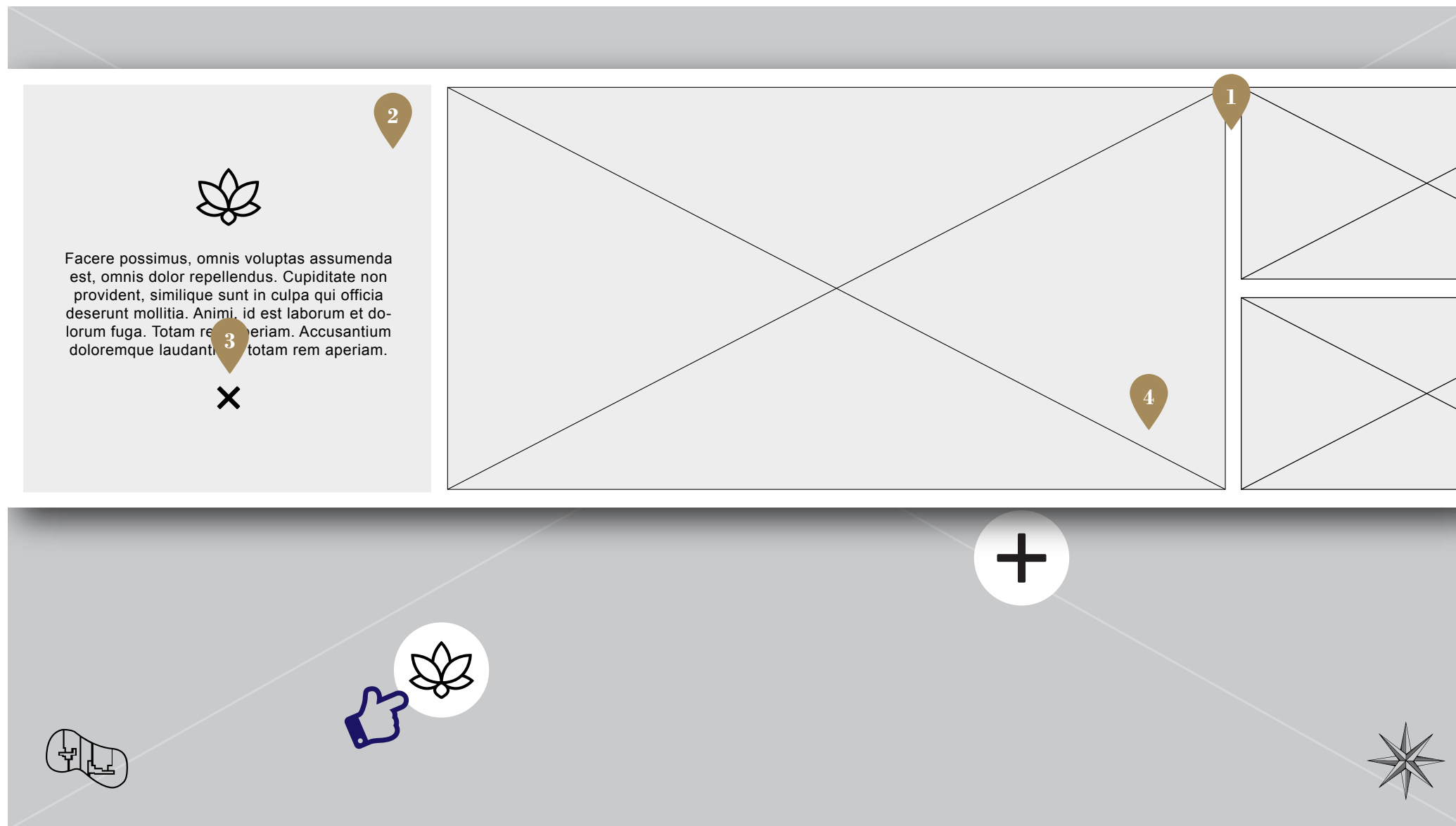
Building Explorer - Building Section (Wellness)

1 Selecting the plus icon opens a popup tool tip. These are text based and cannot be flung. Pressing again will close the tool tip

3 Selecting the keyline will open a jpg of the site plan render for the selected section. In this case, Wellness. This can be flung.

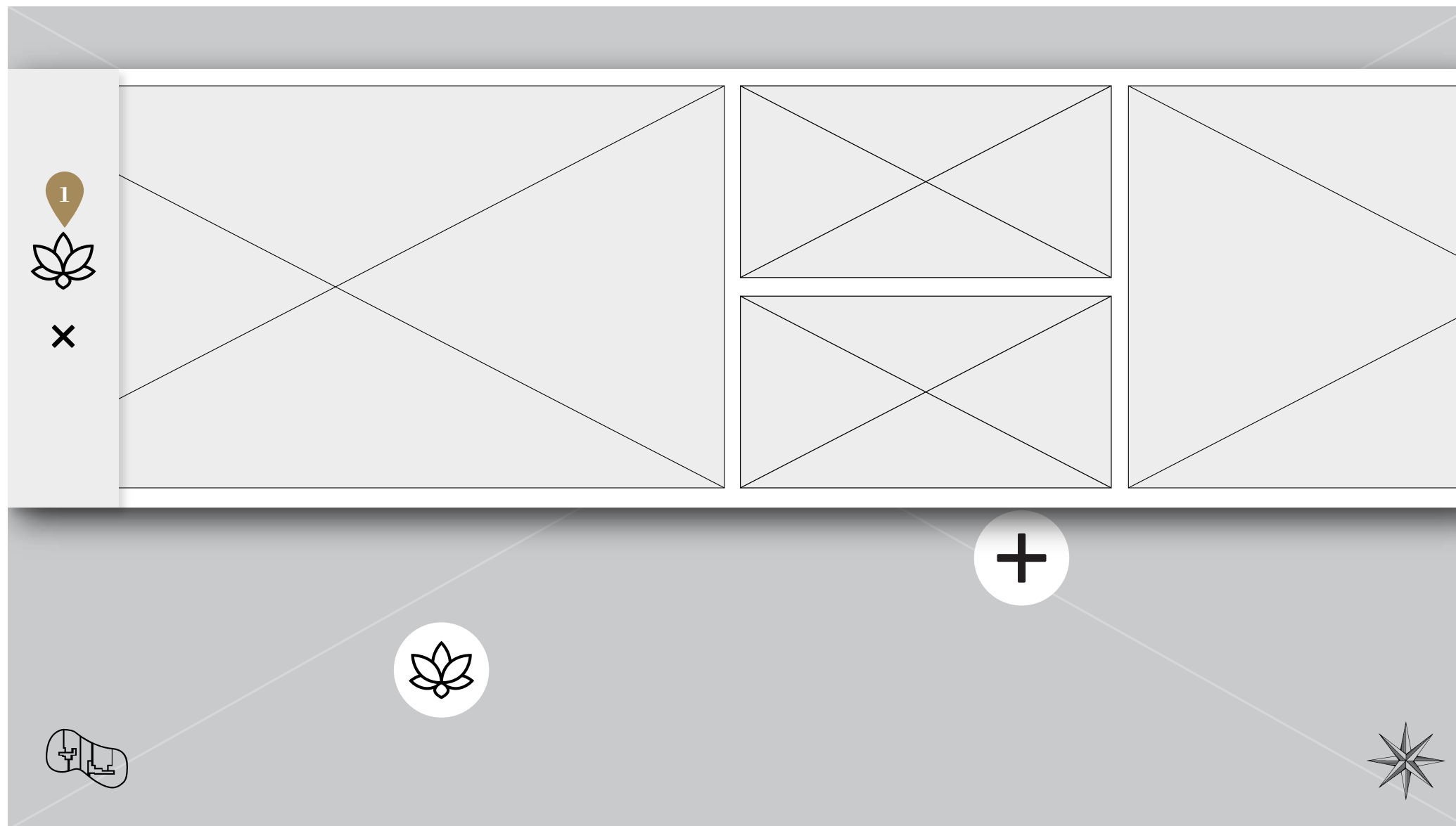
2 Selecting an icon hotspot opens a swim lane. These will allow flinging of images.

*Tool tips may become swimlanes once the content is available. Phase 2 perhaps.



Building Explorer - Swimlane Open

- 1 Swimlane opens via animation sliding from right to left to the full width of the table.
- 2 Swimlane title card.
- 3 Close button animates the swimlane out from left to right off screen.
- 4 Selectable images in the swimlane. The user will be able to select an image (press and hold) to manipulate. Once the image pops out of the swimlane the user can pinch, zoom and fling onto the walls.

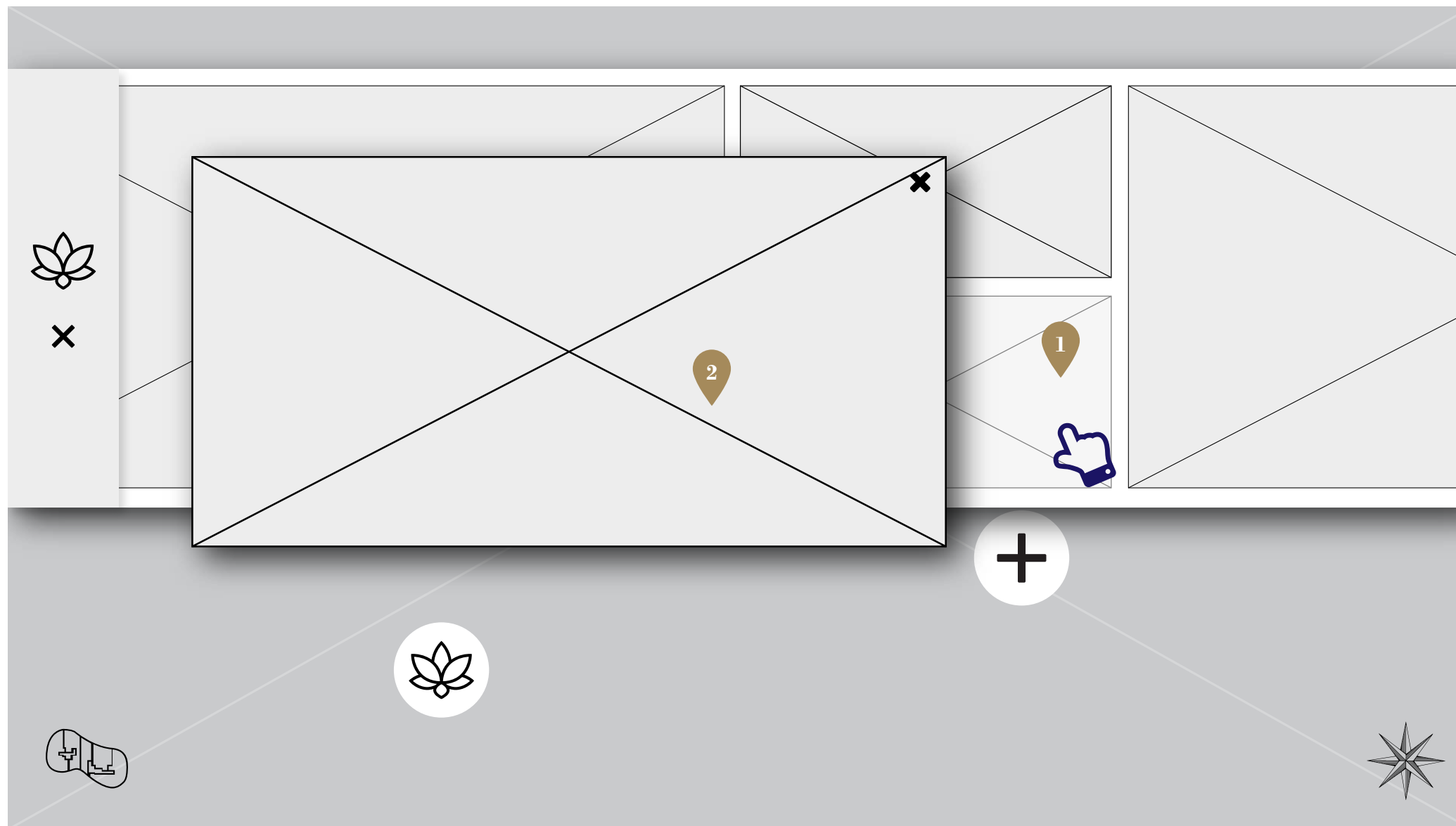


Building Explorer - Title Card Collapsed

1

When the user drags the swimlane to the left the title card will collapse like a sticky nav on a website. When the user drags to the right and the swimlane content has reached the title card, the title card will expand back to original size based on the distance of the drag. It should feel like amount of drag effects the state of the title card. The title card should always be locked to the left edge of the table.

Example : <http://codepen.io/malZiirA/pen/cbfED>



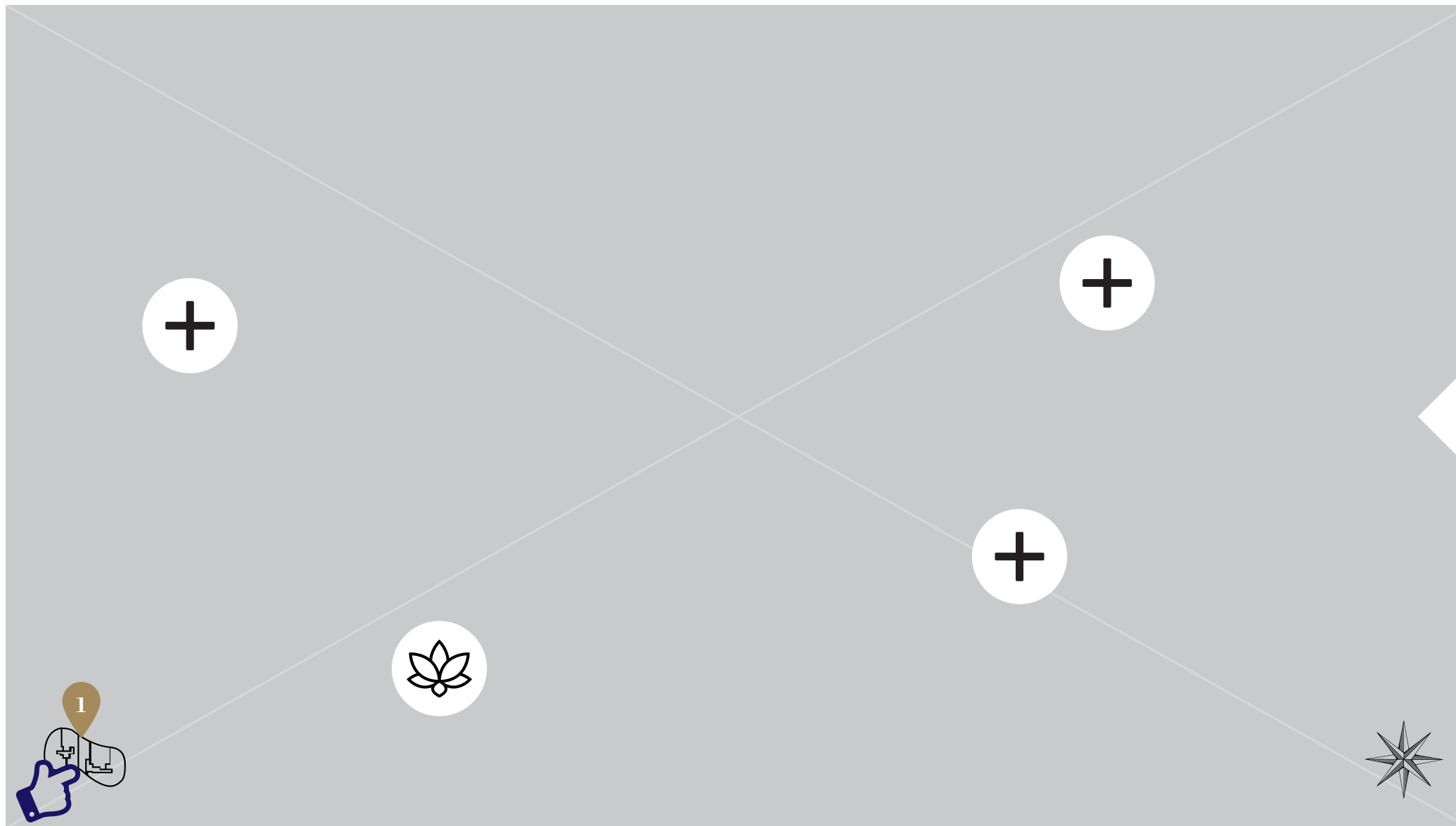
Building Explorer - Image Popped Out

1

The user presses and holds the image to view.
After 3 seconds the image pops out.

2

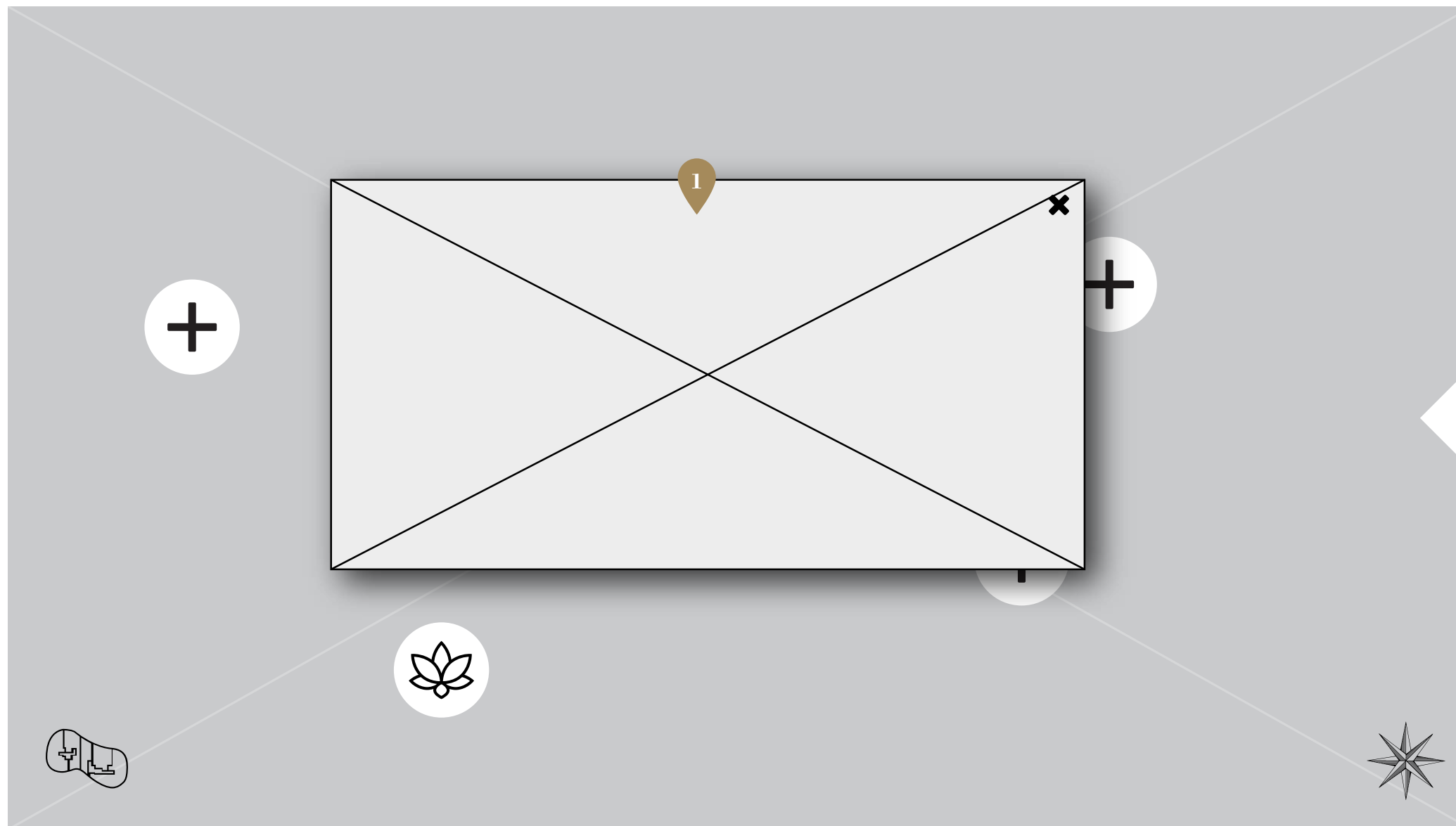
The image is now released from the swimlane and
ready for manipulation.



Building Explorer - Key Line

1

User selects the key line



Building Explorer - Key Plan

1

A jpg of the site plan render pops up. This would be a render of the selected building section. It can be flung

Image Remove Widget

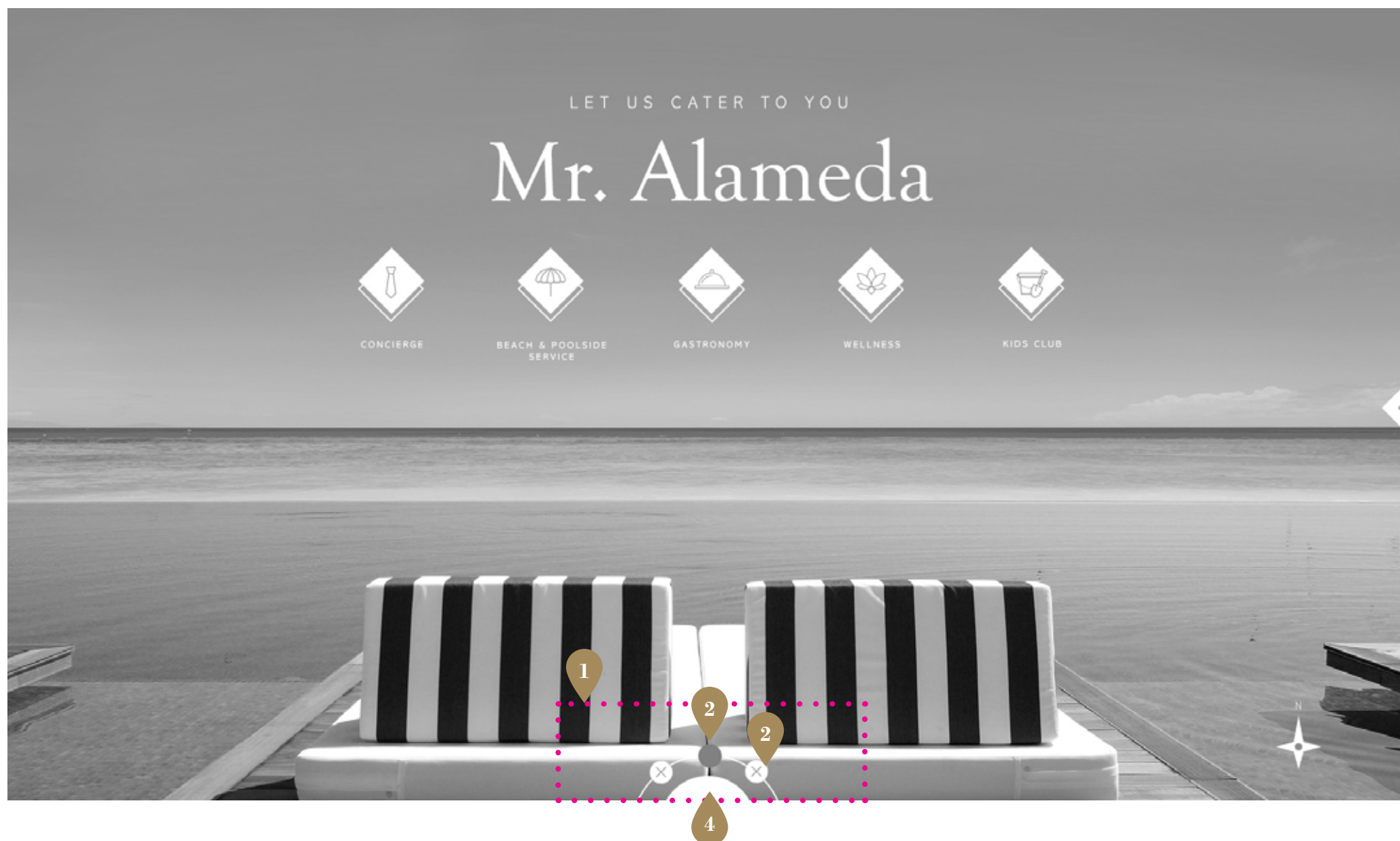


Image Remove Widget

- 1** An invisible swipe area to show/hide the widget. Swipe up to show, down to hide.
- 2** User presses X to remove.
- 3** Blank circle denotes that the wall is available.
- 4** Removes all screens when pressed.

Map



Map (Closed)

1

User presses the compass icon to access the map.



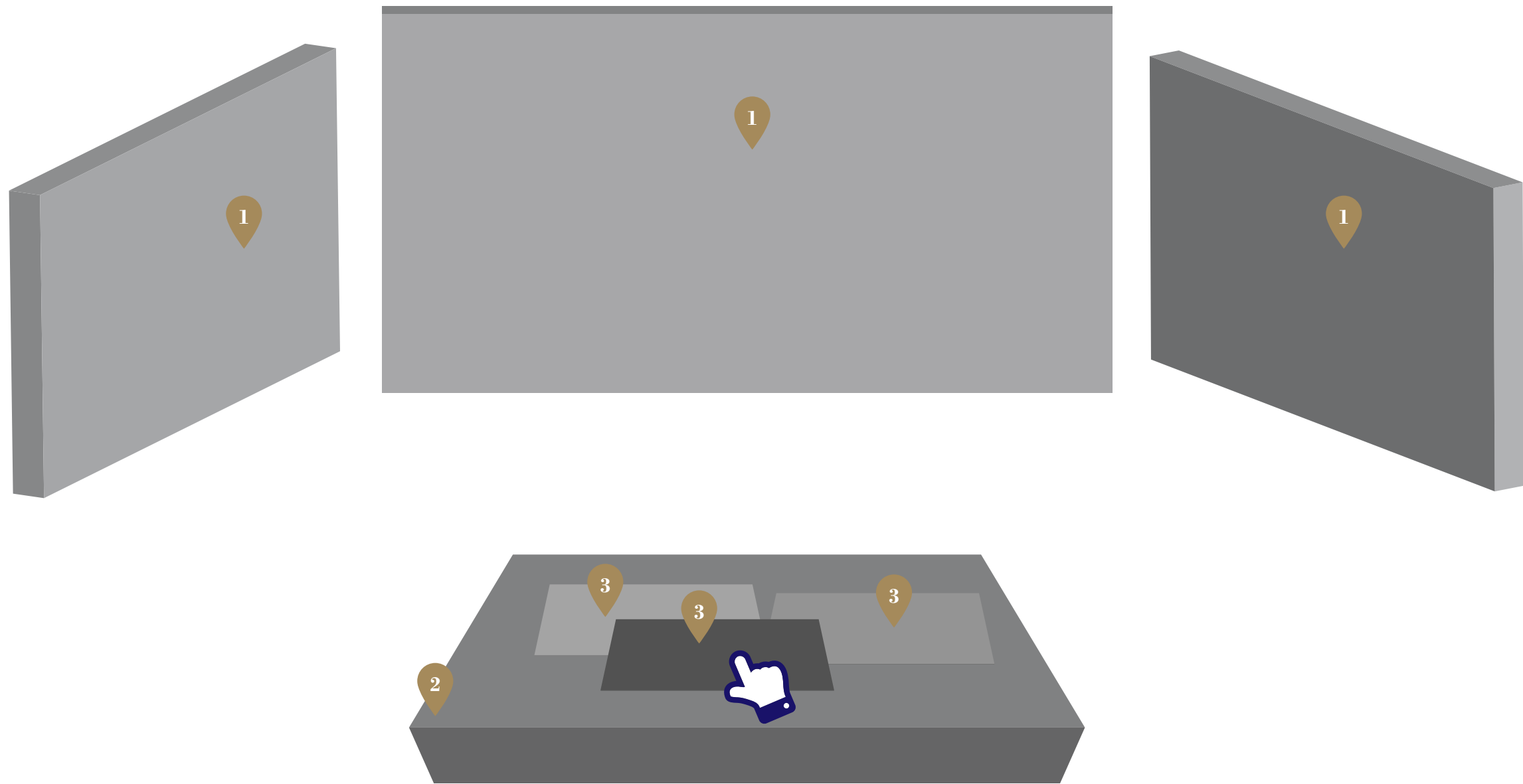
Map (Open)

- 1

The map opens and takes over the whole table exposing POIs and descriptions.
- 2

Pressing the same map icon as before will exit the map.

Swipe Interaction



Swipe Interaction - Images Ready to Swipe

1

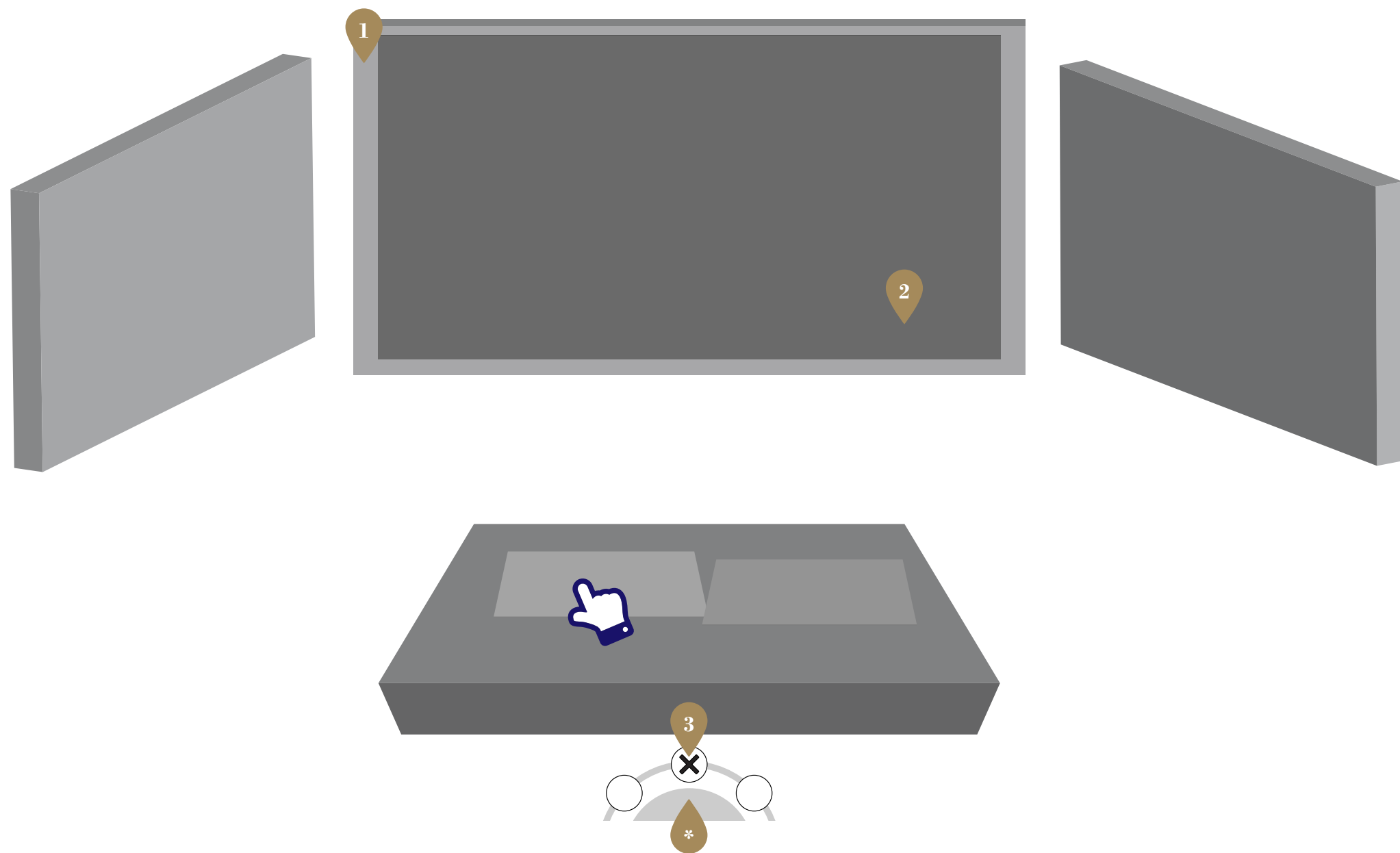
Represents the wall screens. Left, Center & Right.

2

Represents the table.

3

Represents swooshable images.



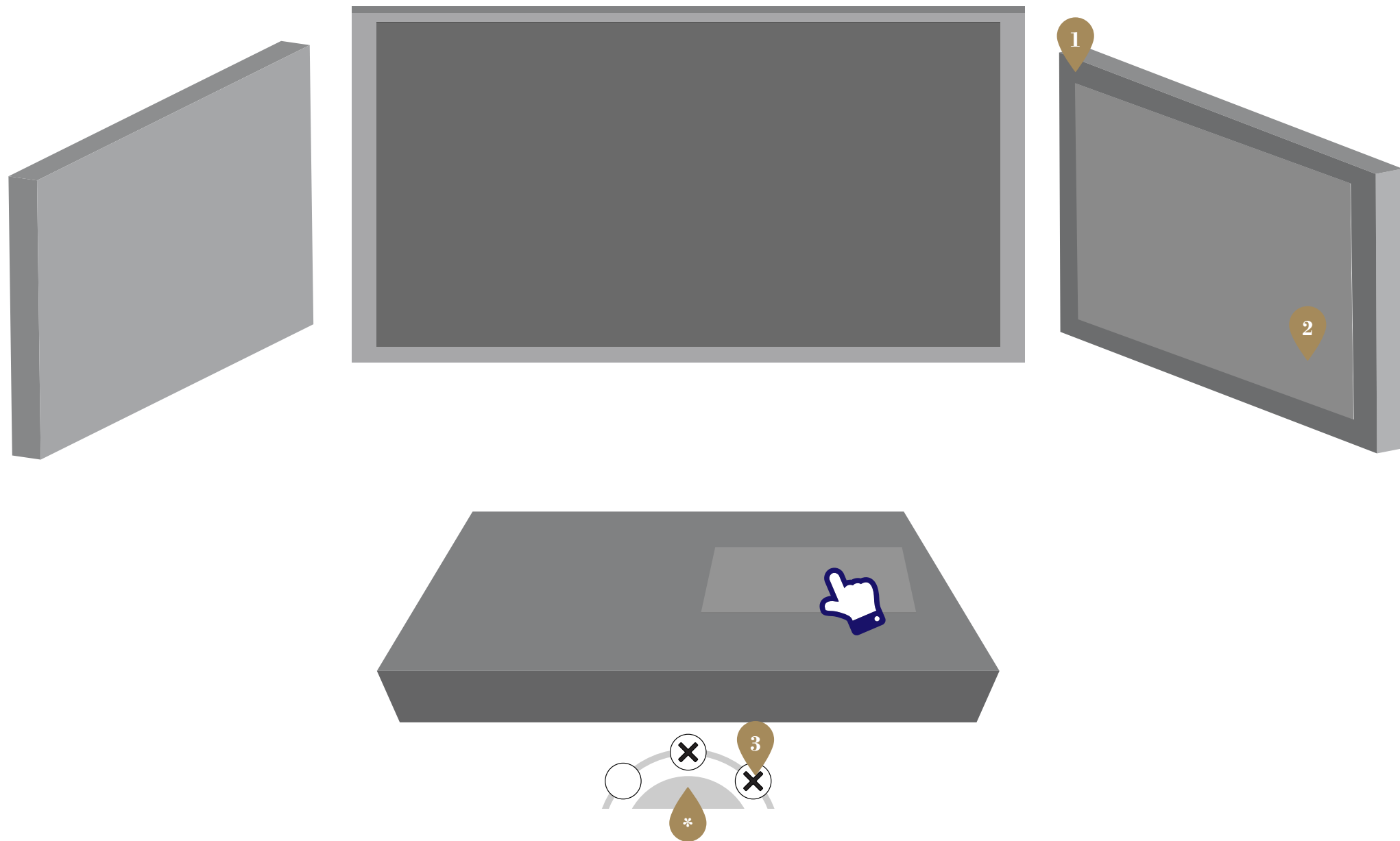
Swipe Interaction - Images Ready to Swipe

1 The center screen with an image that's been swooshed.

2 The image that was swooshed.

3 Image retractor widget. Shows when an image has been swooshed to a wall. In this case it's indicating that an image has been swooshed to the center screen. Pressing the X will remove the image.

*At any time pressing the large half circle will remove all images.



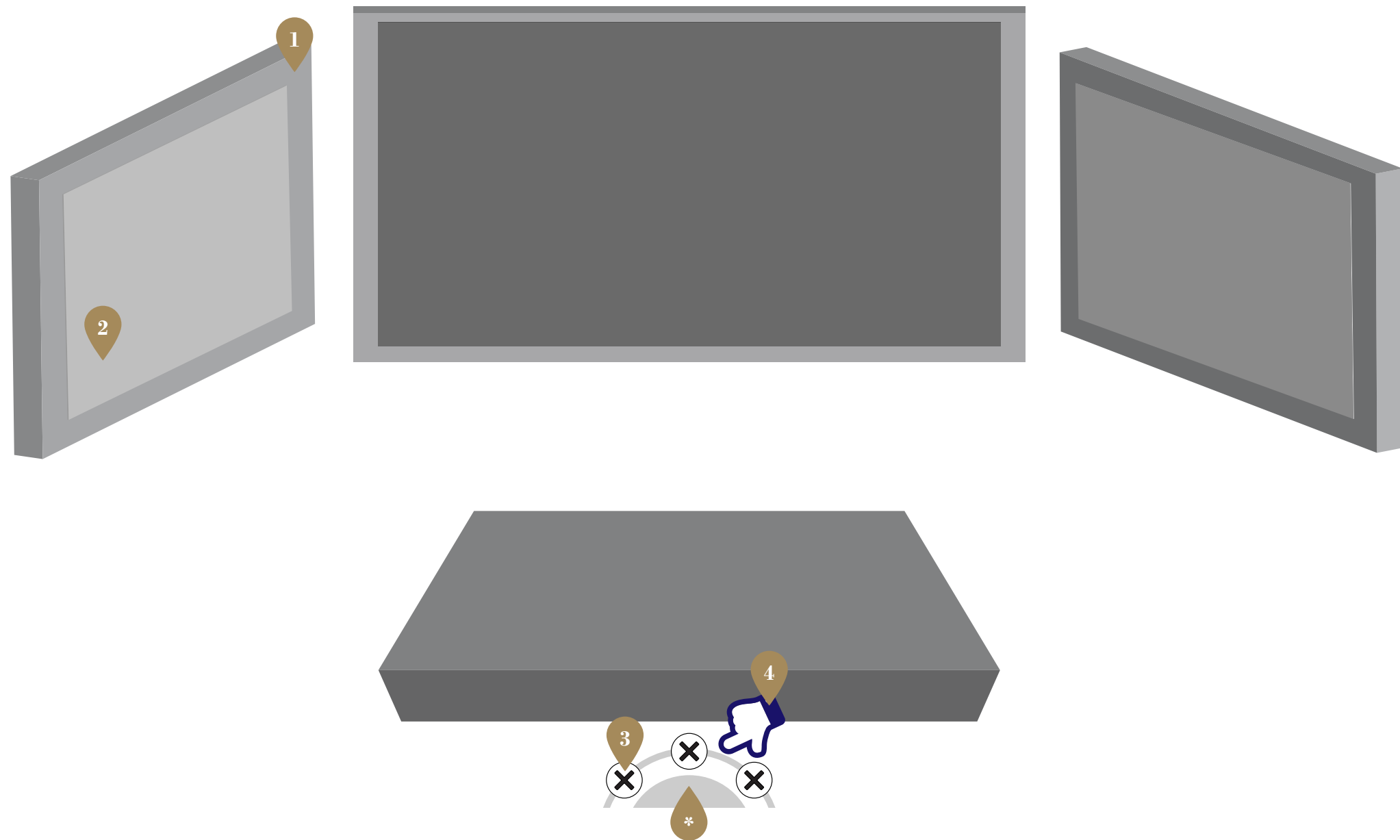
Swipe Interaction - Images Ready to Swipe

1 The center & right screen with an image that's been swooshed.

2 The image that was swooshed.

3 Image retractor widget. Shows when an image has been swooshed to a wall. In this case it's indicating that an image has been swooshed to the right screen. Pressing the X will remove the image.

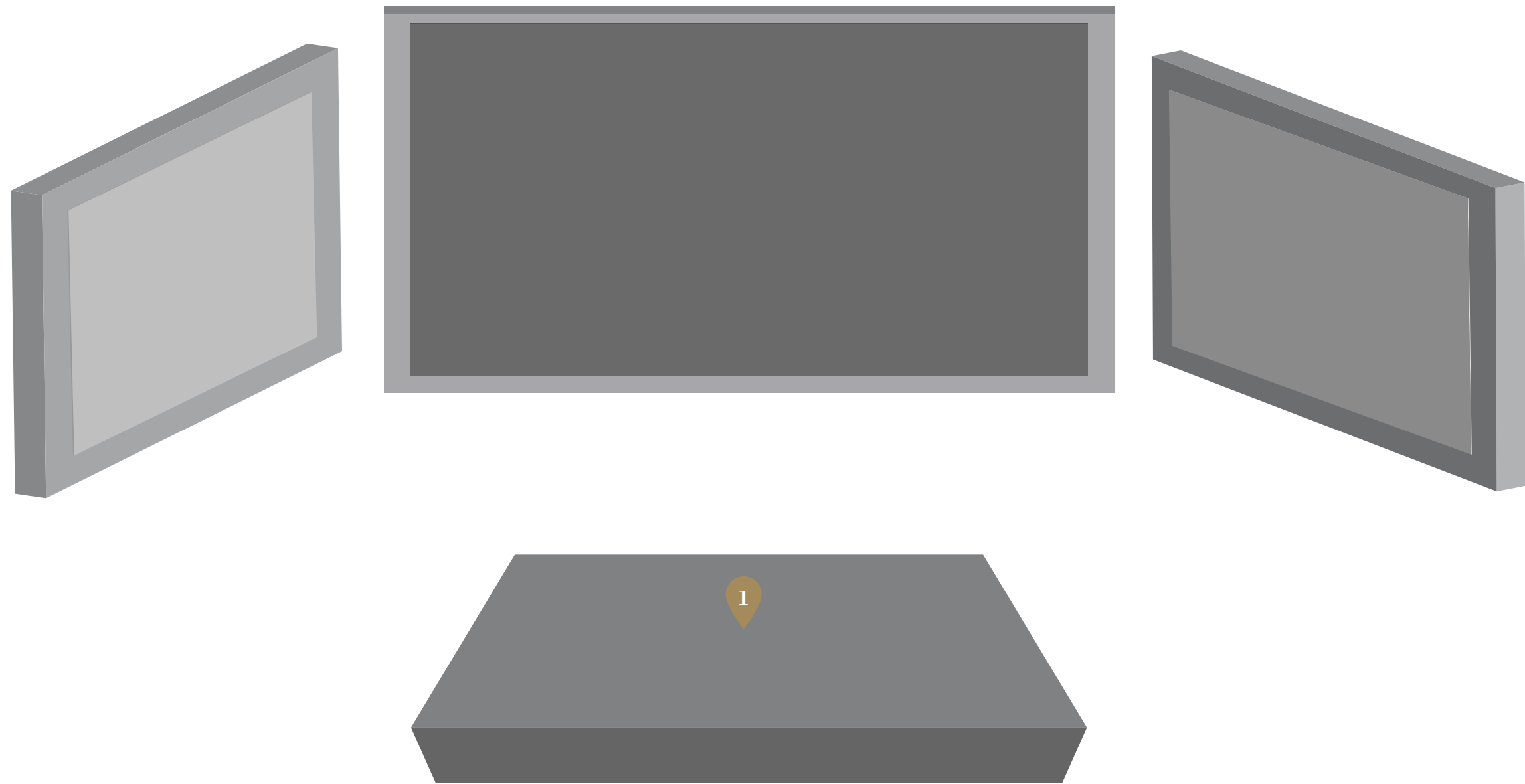
*At any time pressing the large half circle will remove all images.



Swipe Interaction - Images Ready to Swipe

- 1 The center, right & left screen with an image that's been swooshed.
- 2 The image that was swooshed.
- 3 Image retractor widget. Shows when an image has been swooshed to a wall. In this case it's indicating that an image has been swooshed to the left screen. Pressing the X will remove the image.
- 4 Indicates that the entire widget can be swiped to hide / show. Swipe down to hide, swipe up to show.

*At any time pressing the large half circle will remove all images.



Swipe Interaction - Images Ready to Swipe

1

View when the user hides the widget.

More pictures can be popped out at anytime and swooshed to screens that already have images.

The existing image will be replaced with the new image.