
DIVersion

**PRO
CESS
BOOK**

aley Vo

**look
around
with
DIVersion**

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INTRODUCTION

3D models are very popular today, but digital 3D models of schools are rare and its application is also limited to education as well as creating a playground for students during the current pandemic. 3D design is the trend of 2022, especially when the metaverse is gradually appearing in the world. The applications of 3D to the user interface are increasingly important and it takes experience to create it. Colleges and universities should be at the forefront of innovation, but their digital experiences are often stuck in the past. George Brown College needed to take a massive leap forward to help their constituents learn about their relationship between academics and environment.

The aim is to create a digital model that simulates an exhibition of student art. Besides building a completely new portfolio style on this model. Because the project has a fairly large and high goal, I only build a model, if there is a chance to develop more, I want to aim for a 3D website interface. Through that reactive web-based 3D experiences. I hope it would like to bring it to AR/VR to simulate it in the Metaverse world. This model will be based on the background of George Brown College, Daniel campus.

The future of everything involves 3D design and education is no exception. Rather than building an utterly predictable 2D clickable map, I would like to create an immersive 3D campus experience that marries technical capability with emotional resonance. 3D elements add a sense of uniqueness and dimensionality to any webpage. From real-life web models to video or photo illustrations with depth, three-dimensional elements can help provide extra understanding for a design, such as the architectural rendering above, or enhance visual interest. (When this model is combined with AR/VR through the website, it is called WebXR. A collection of experiences made with WebXR, which brings together AR and VR on the web to

make them more convenient and widely accessible and bring them to Metaverse because:

- The metaverse represents the next iteration of the mobile internet: immersive, virtual and interactive.
- While nascent versions exist, the technology is some way off maturity, with a lack of system interoperability a key obstacle.
- Many companies will have to adapt their business models to work within an inter-operable metaverse.
- Investors tend to overestimate the short-term impact of such technologies, driving up valuations, but underestimate the long-term influence on the competitive landscape.

· From 2025 onwards, more specific investable opportunities should arise, especially in the experiences segment.)

For example, the fact that we can go to school during the online learning period with the virtual character we create, participate in activities at this playground, meet and connect on this digital model, and how to get them there. That is through the website about this project.

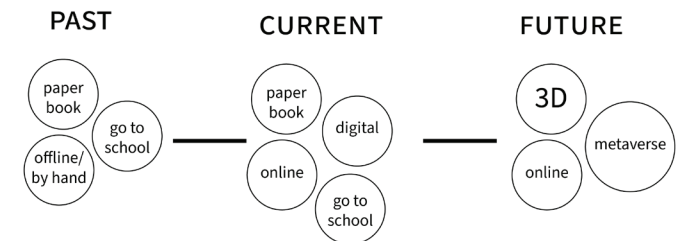
INTRODUCTION

Target

George Brown College students, design students, new college students or graduates who want to participate in 3D experiences or events with new models of art exhibitions. As well as creating a separate space for their works on 3D models.

How to do

Animate and Build low poly models in Blender software.
Create 3D avatars or characters.
Learn how to animate and animate objects.
Update, design and edit on each for details.
Take pictures and edit short videos in Blender, render products and upload them to the website.



This project plan to build a model of George Brown College - School of Design, thereby showing a simple 3D website to demonstrate the school's concept rooms.

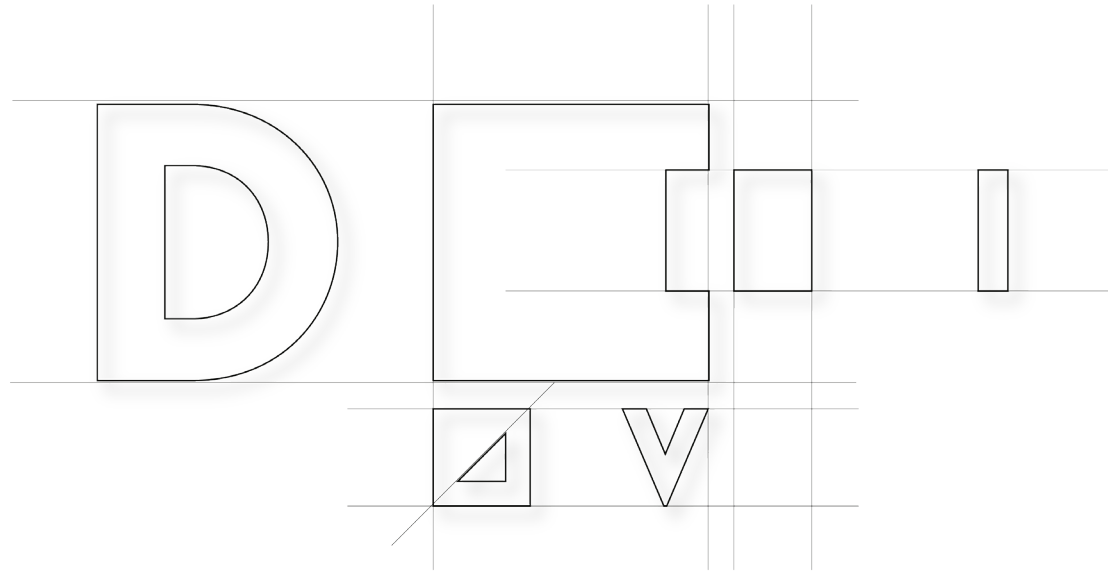
- Digital 3D illustration or photographed scale model of didactic exhibit space with original text and images. (lookbook)
- Simple website for this modelings.

DIVersion

3D Modelling of the School of Design
- George Brown College -







Type

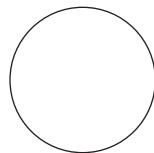
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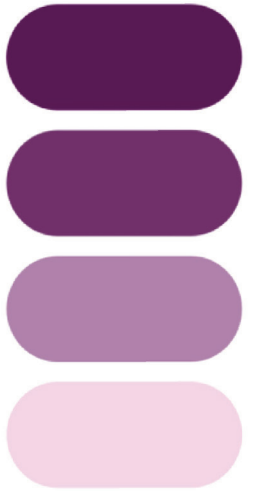
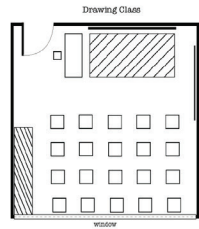
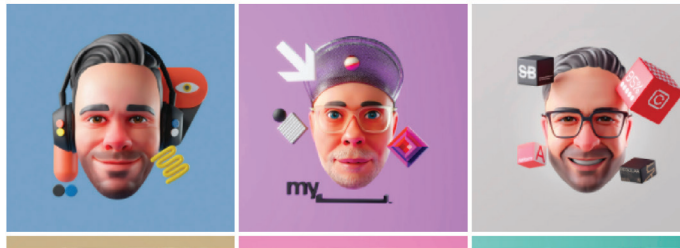
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MOODBOARDS





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MOODBOARDS



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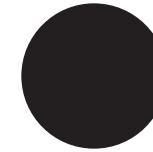
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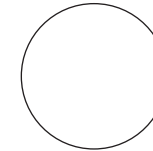
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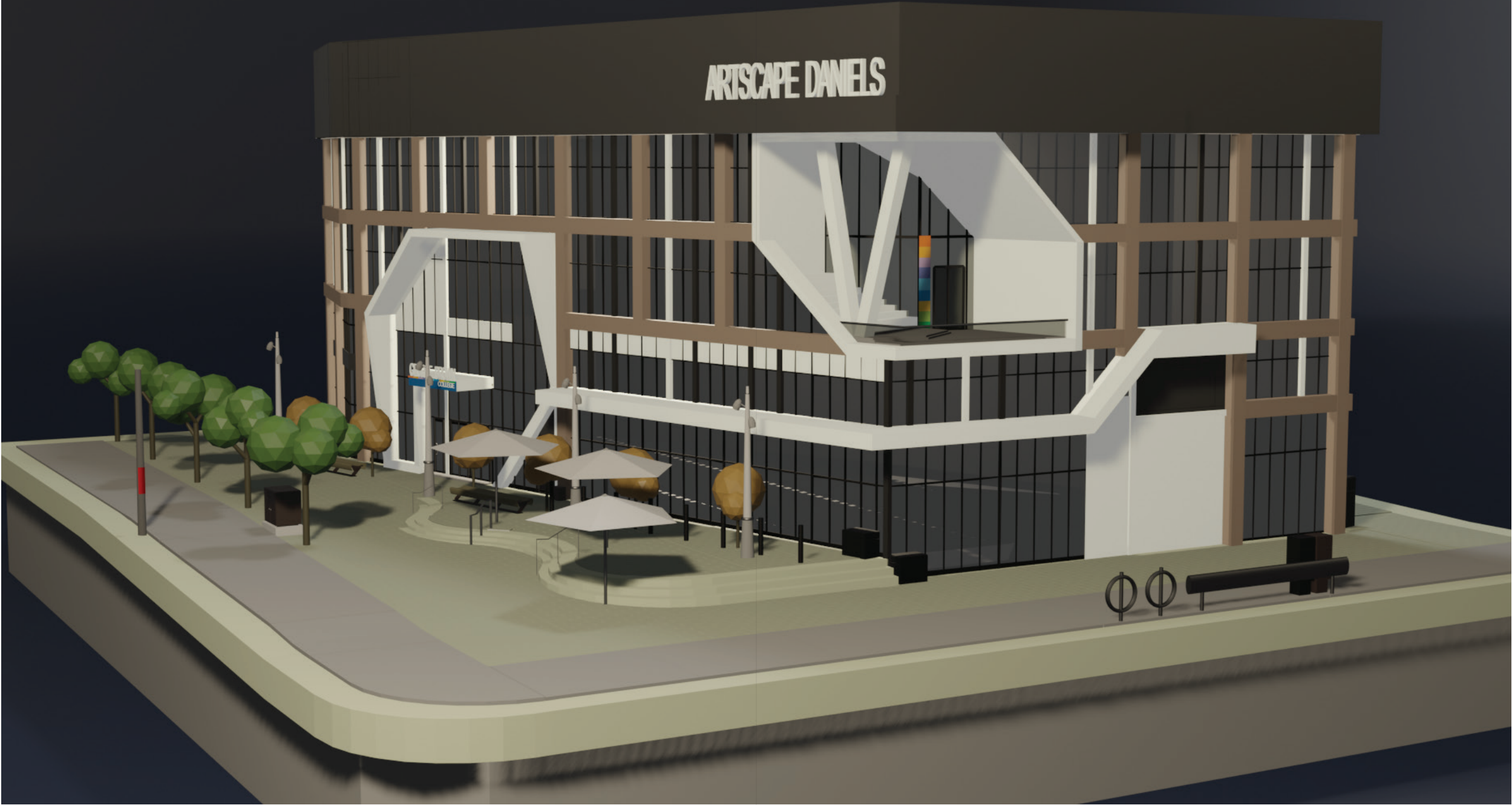


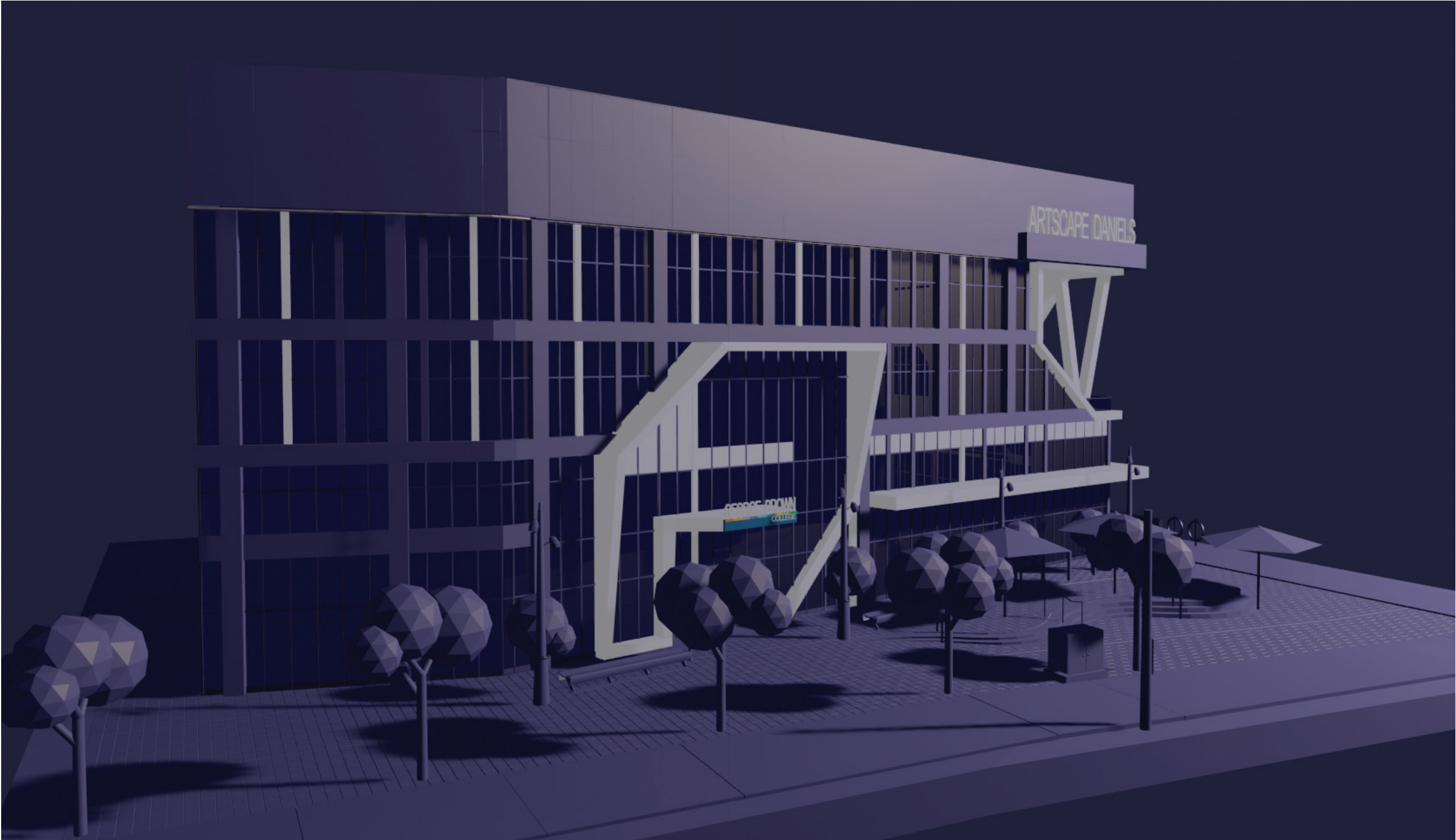
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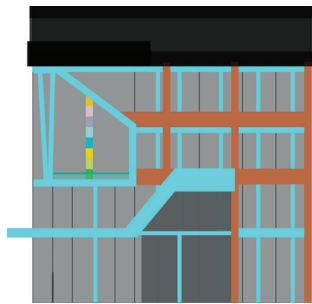
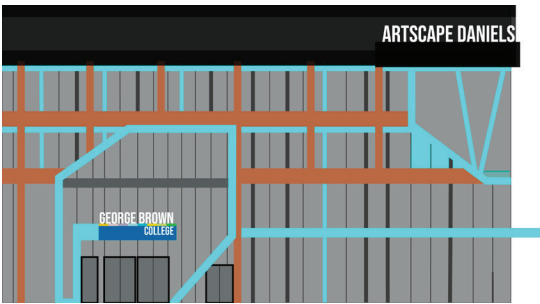
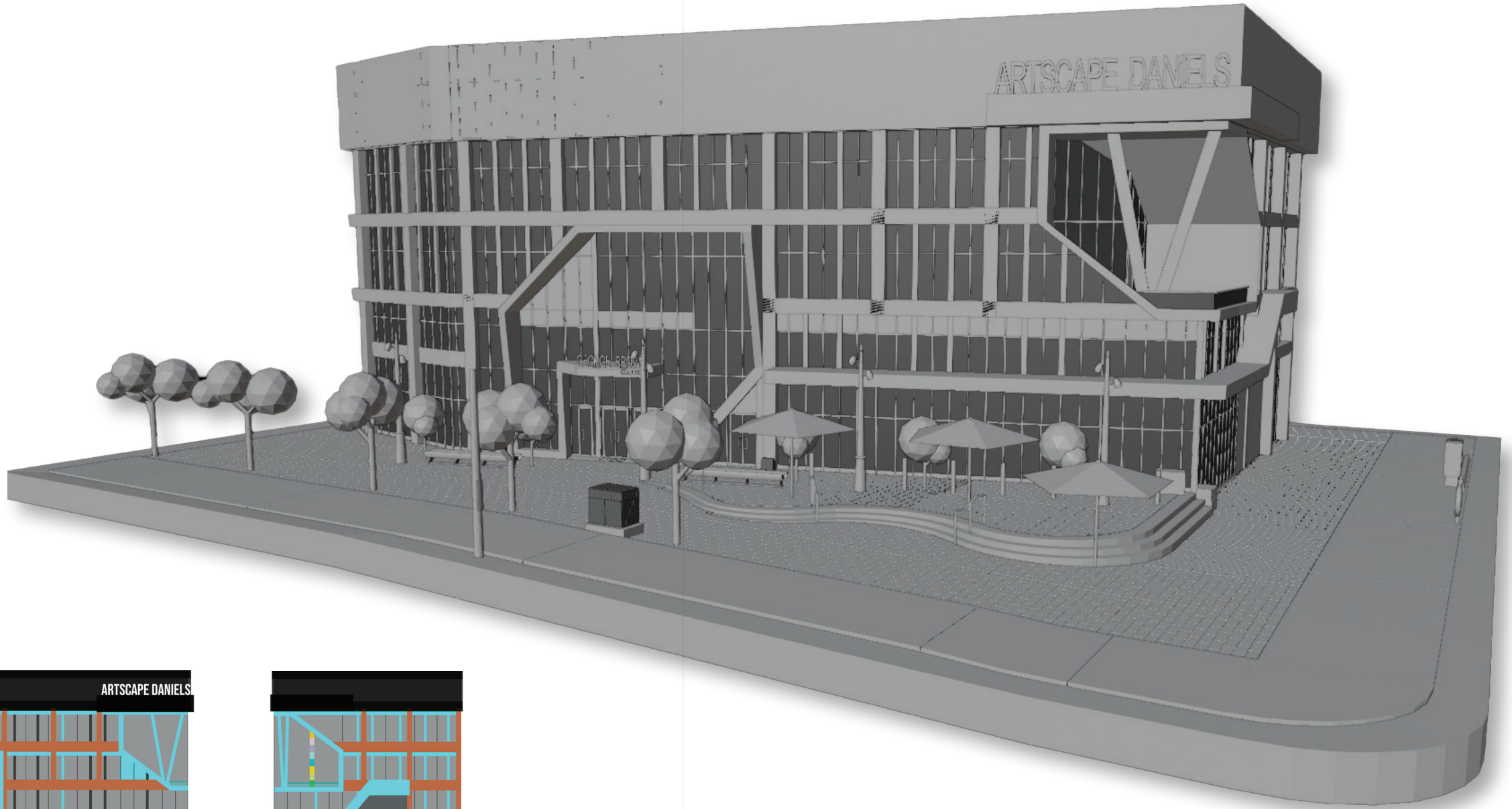
First & Second Deliverables



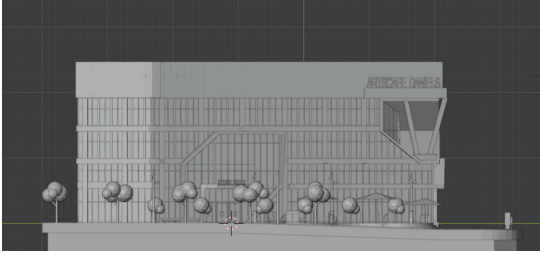
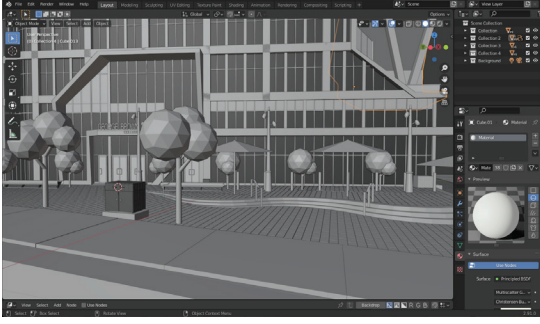
Daniels Campus Model Process



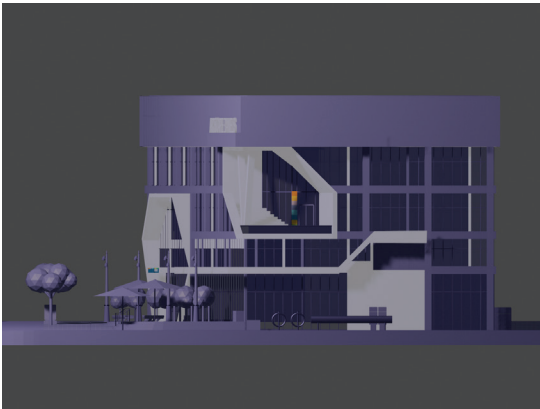
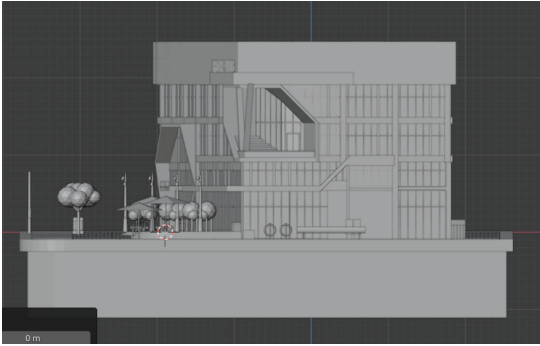




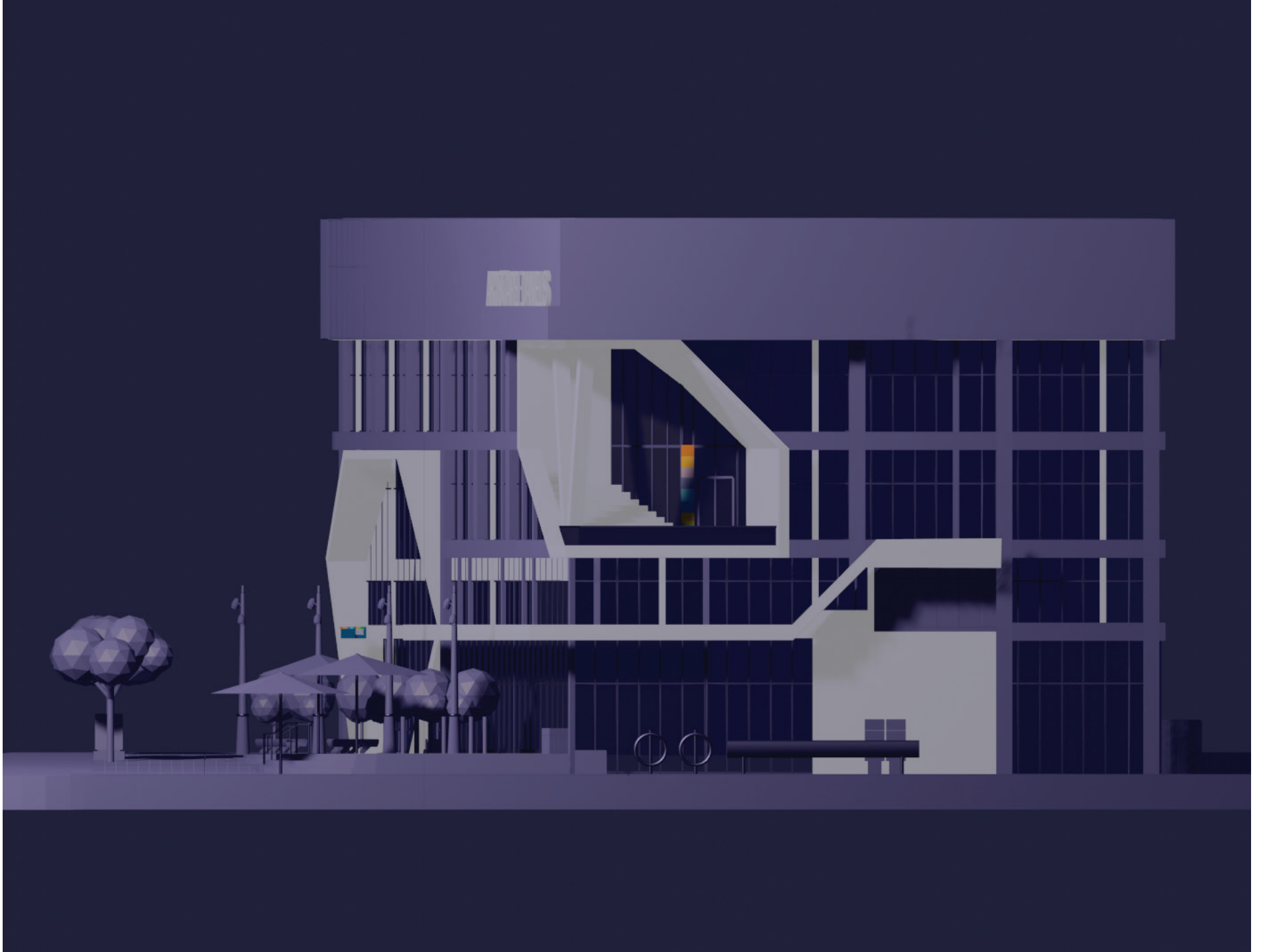
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Process Book



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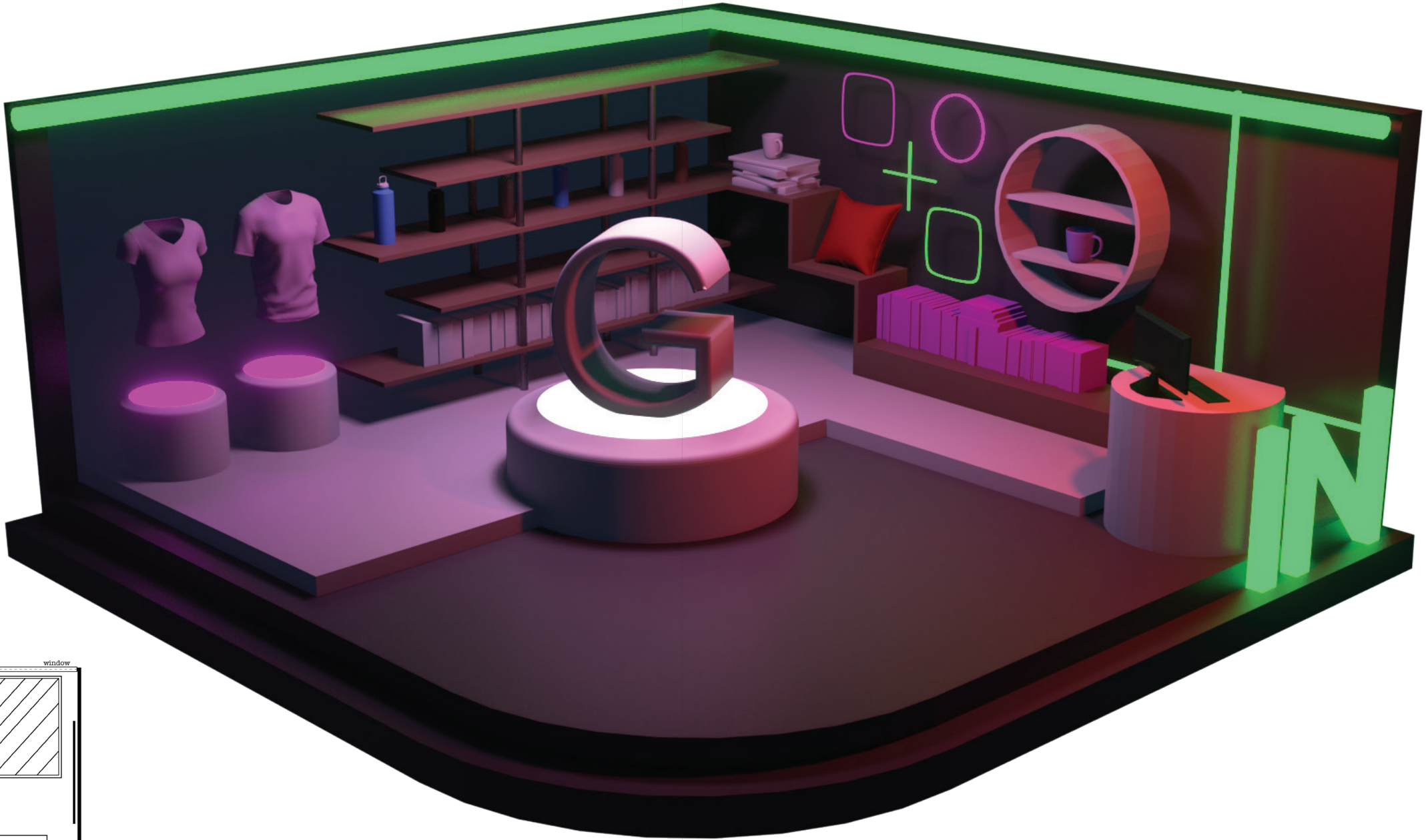
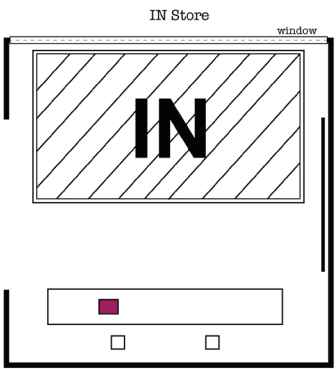
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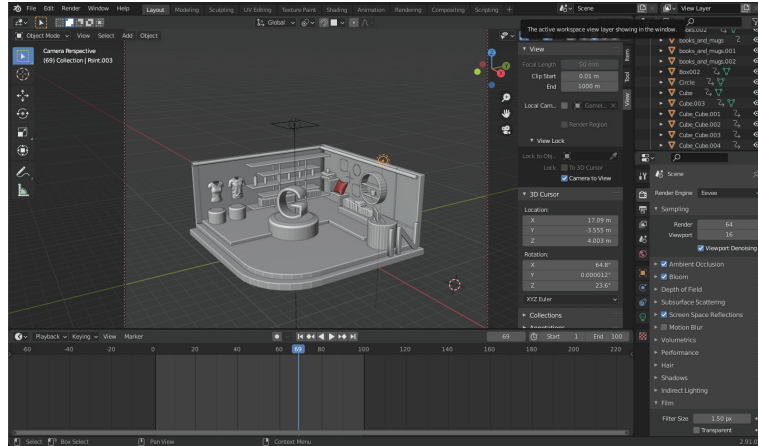
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IN Store Model Process

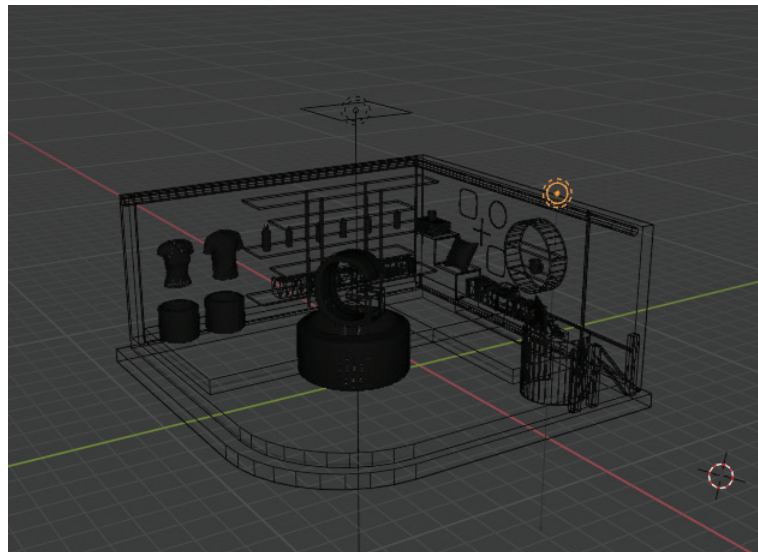


IN STORE

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Process Book

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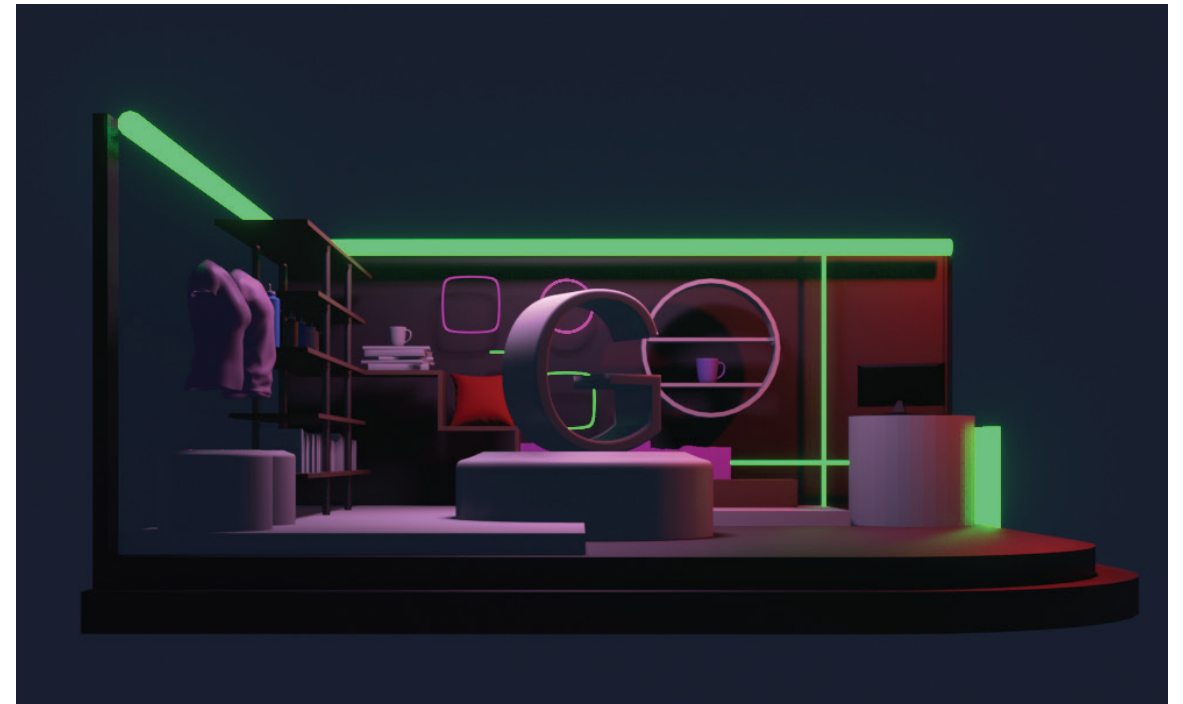
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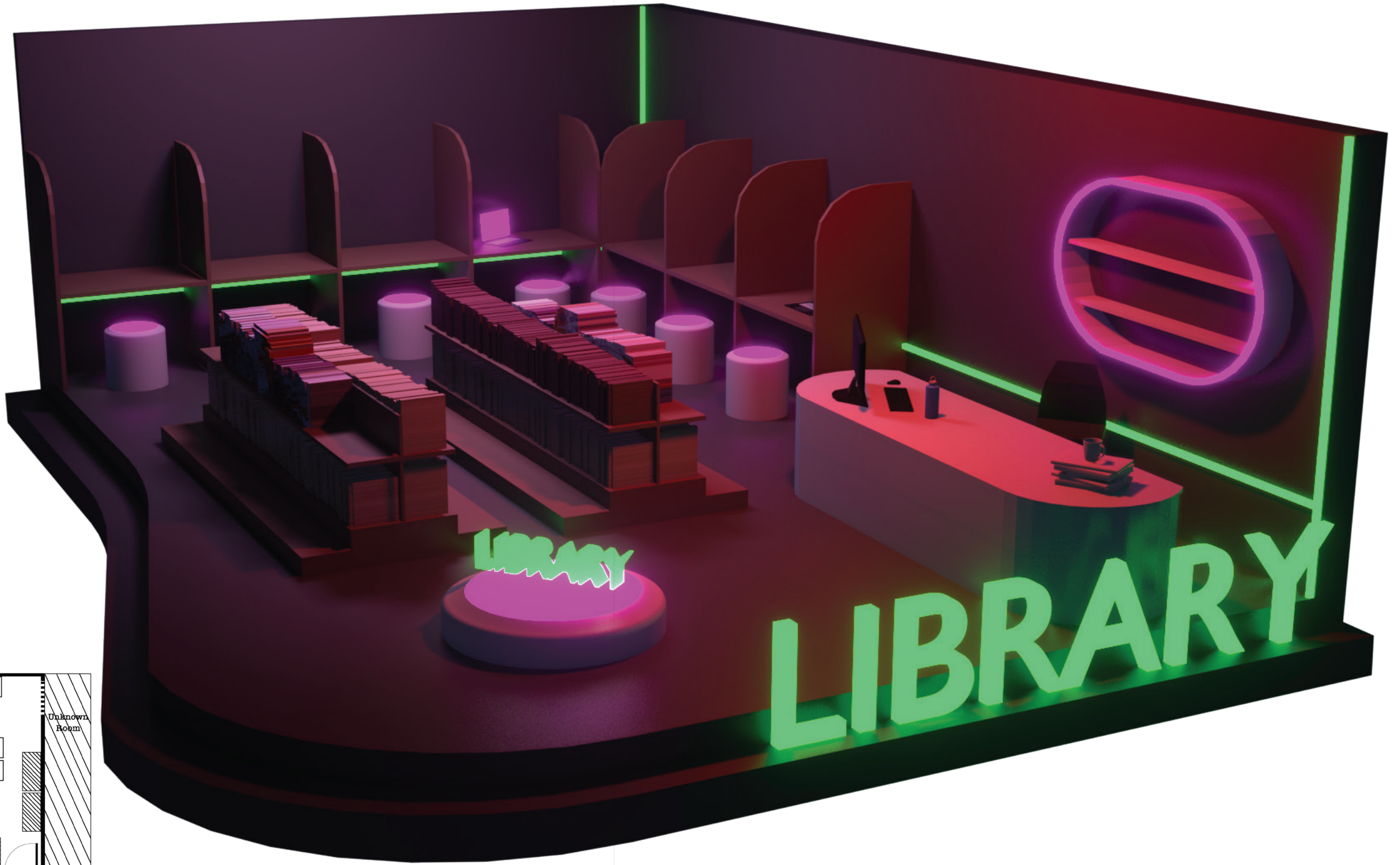
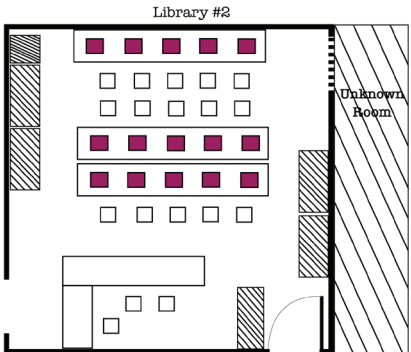
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Diversion

Library Model Process

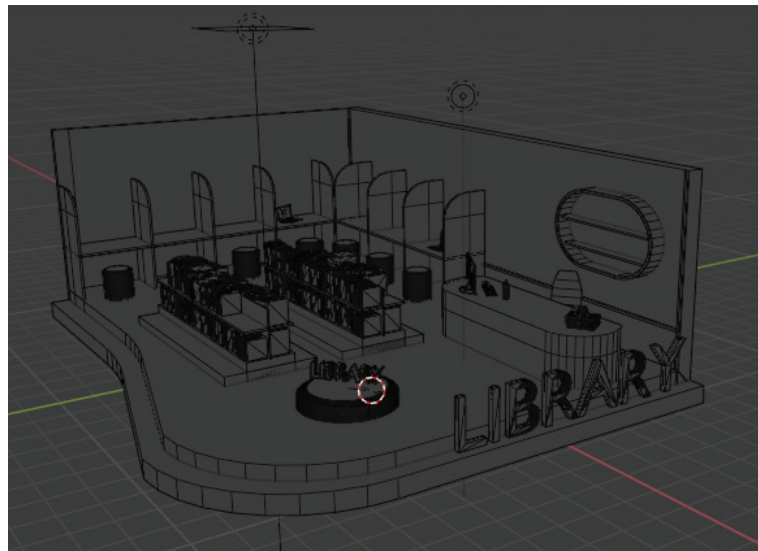


LIBRARY

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Process Book

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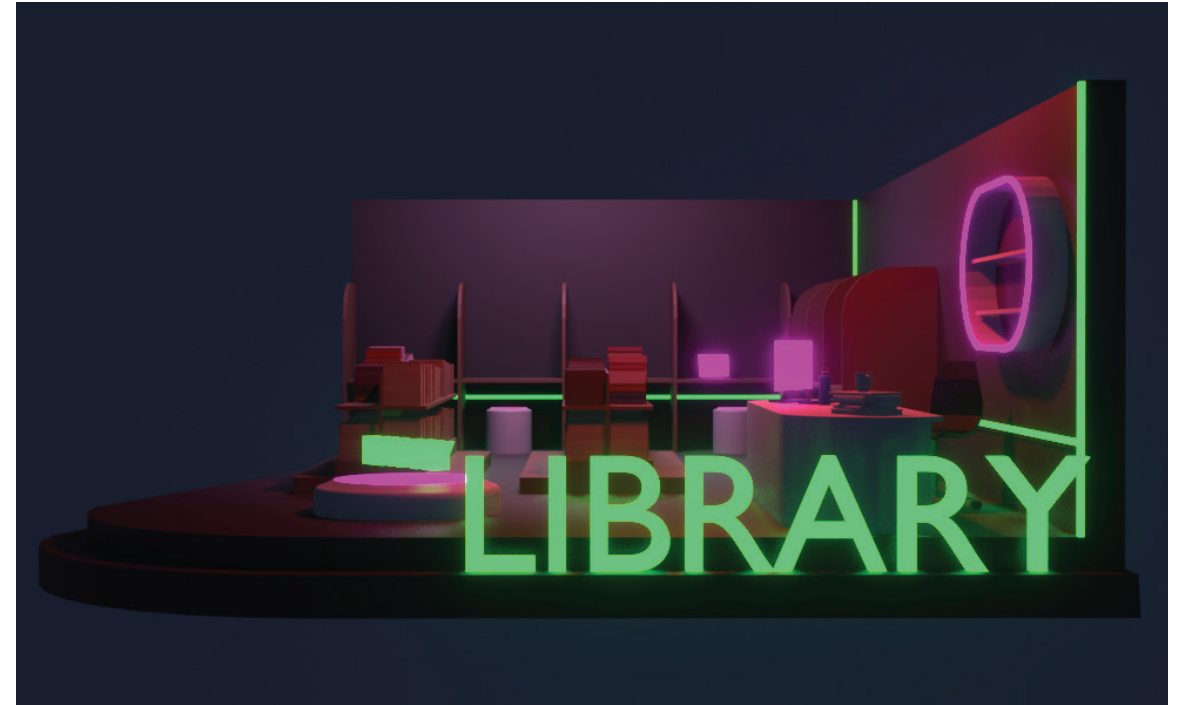
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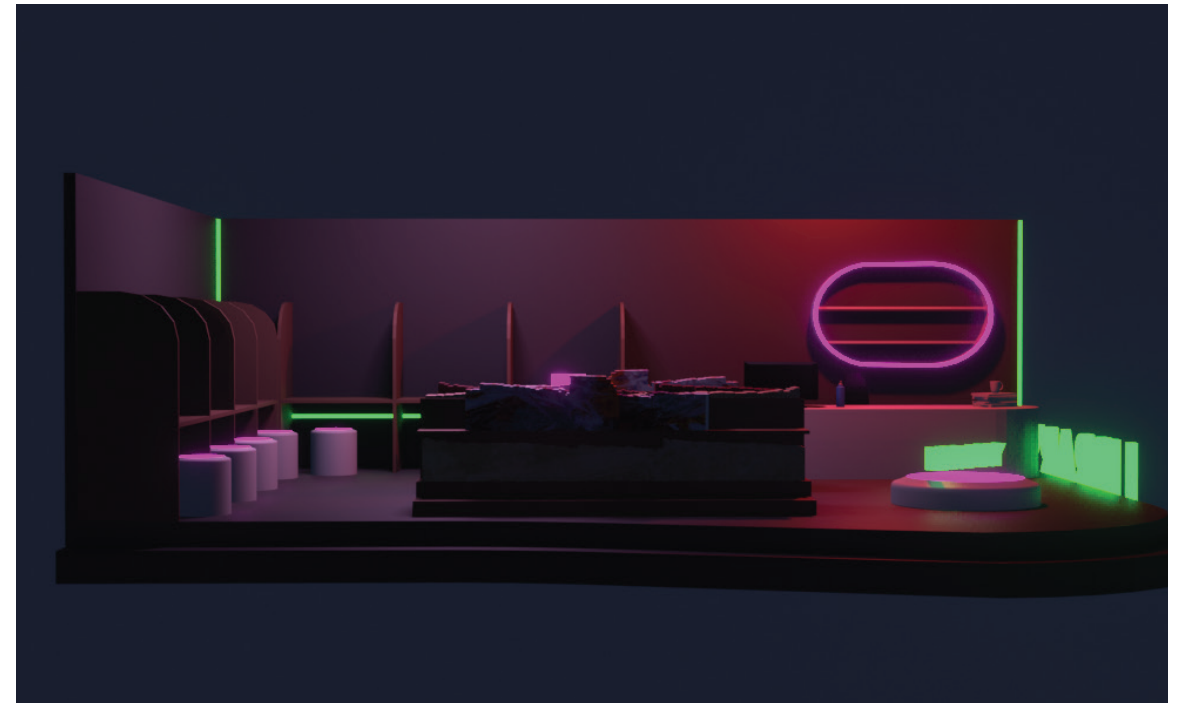
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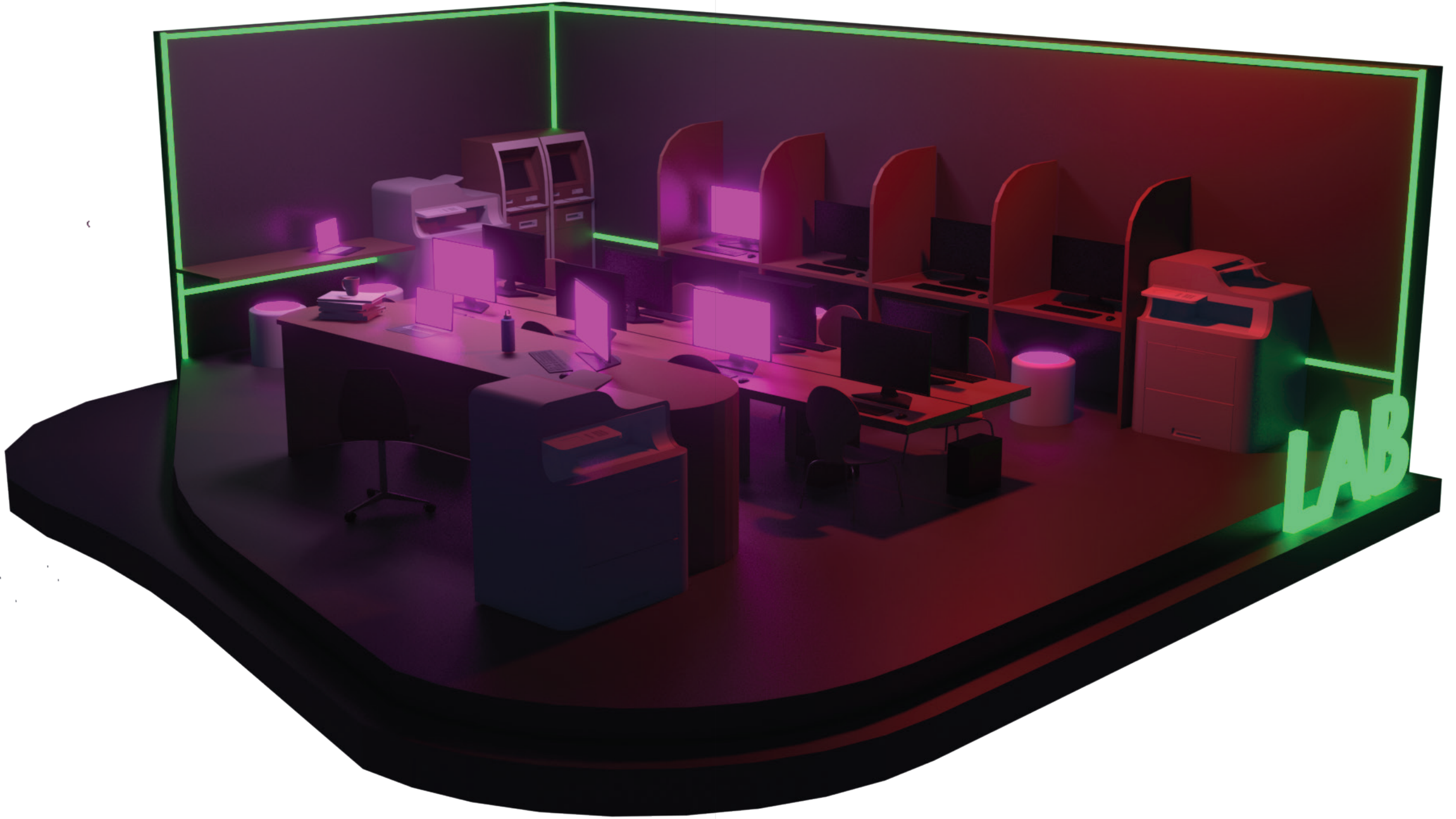


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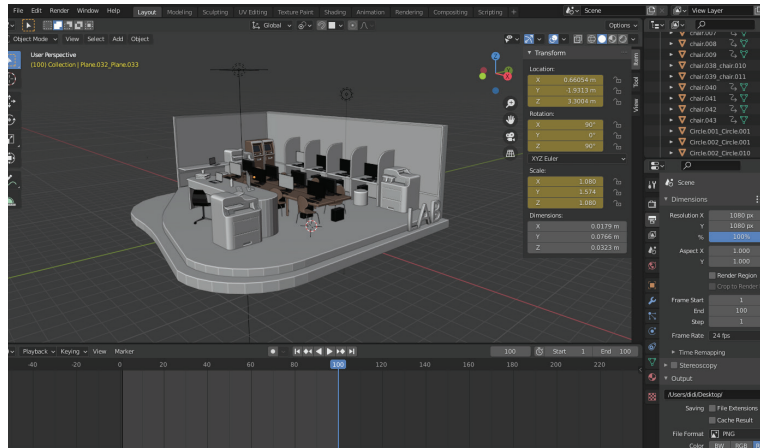
Diversion

Lab Model Process

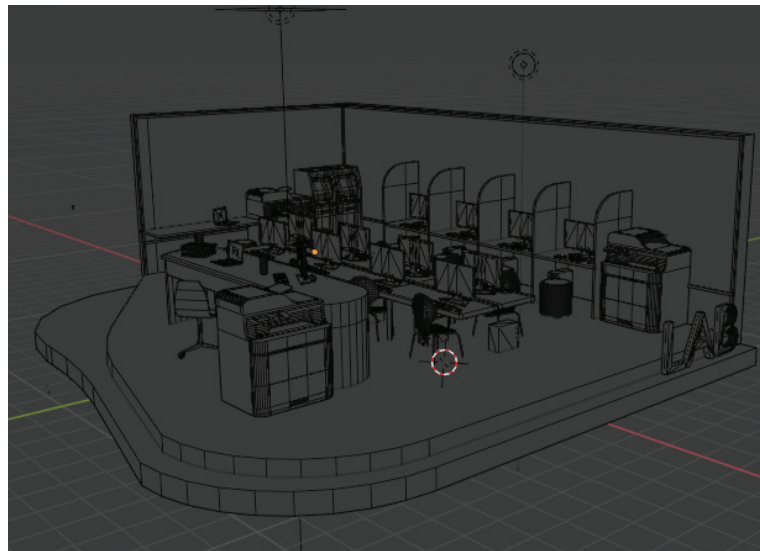


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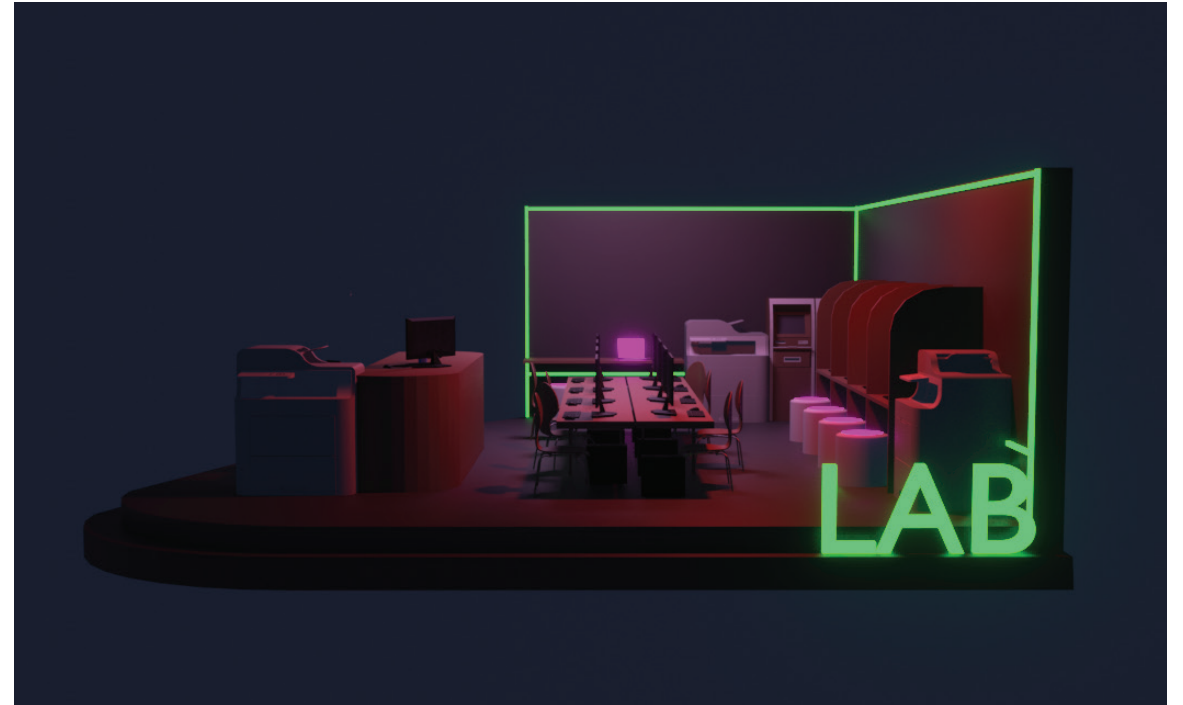
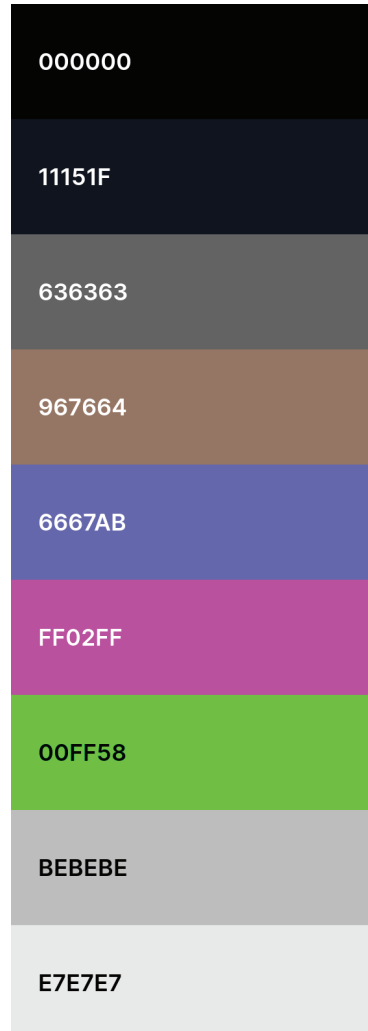
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Process Book



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Diversion

Self-Study Room Models Process



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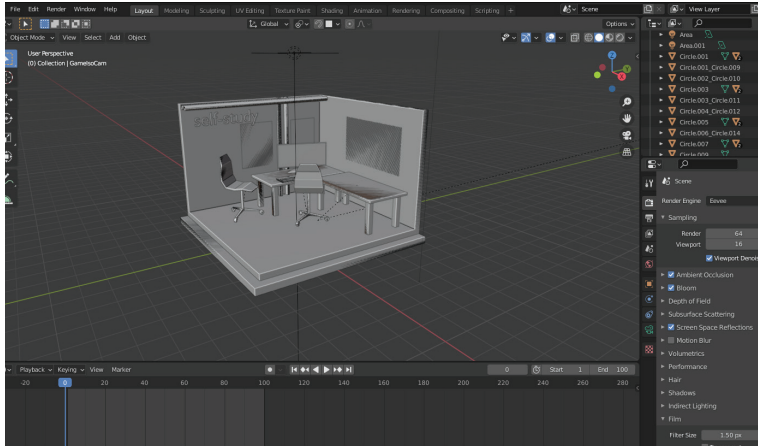
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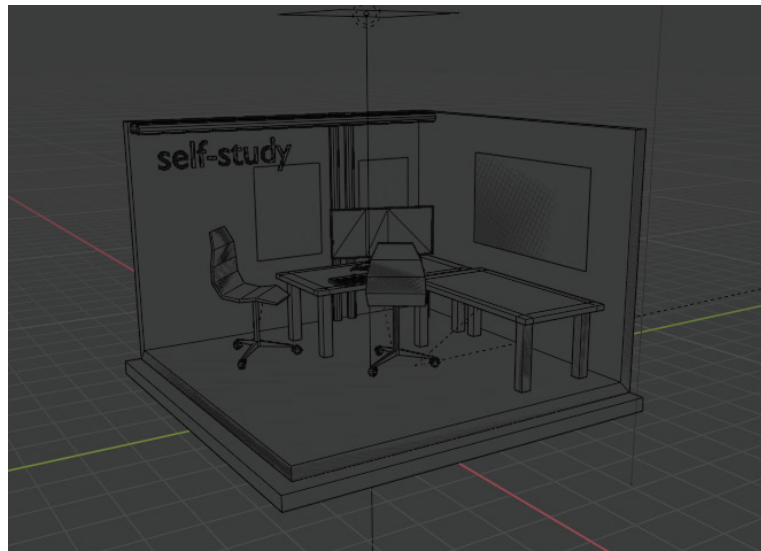
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Process Book

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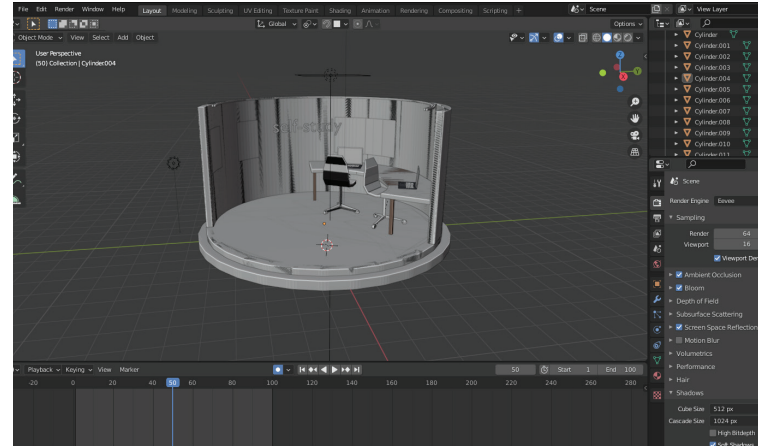
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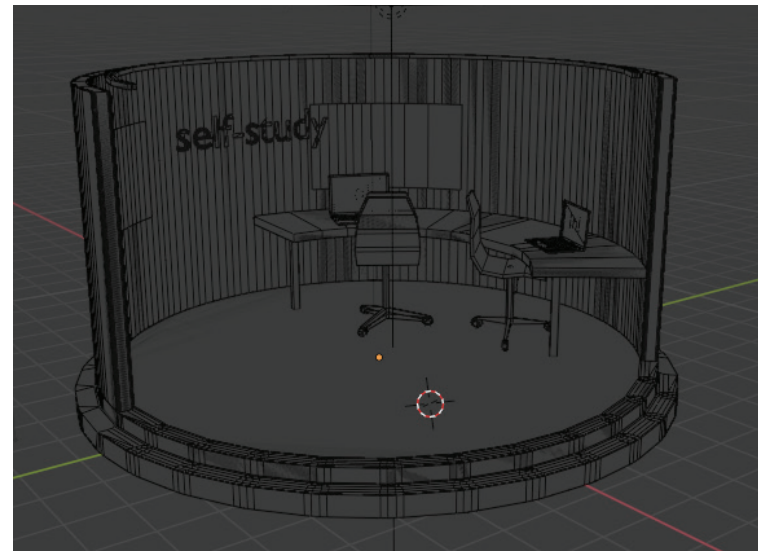
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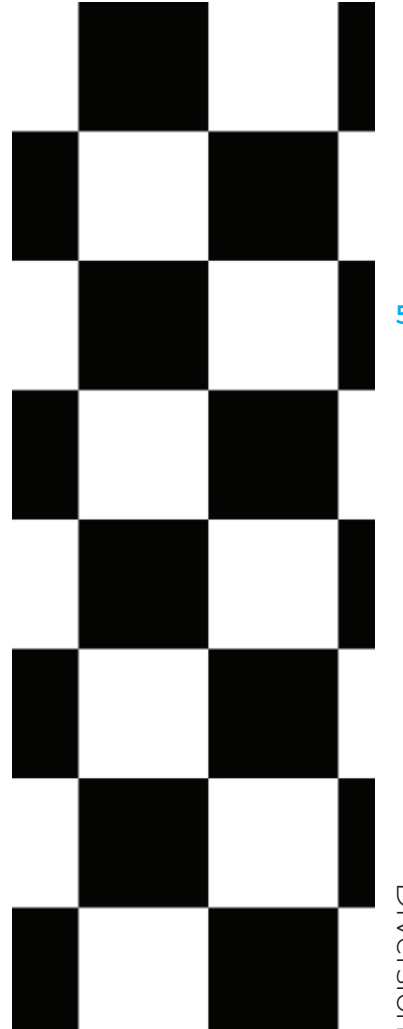
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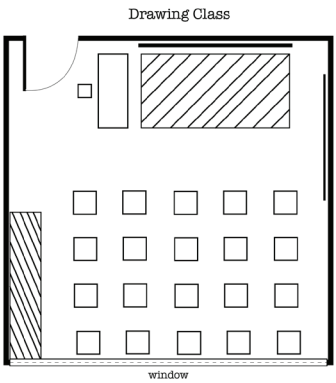
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Diversion

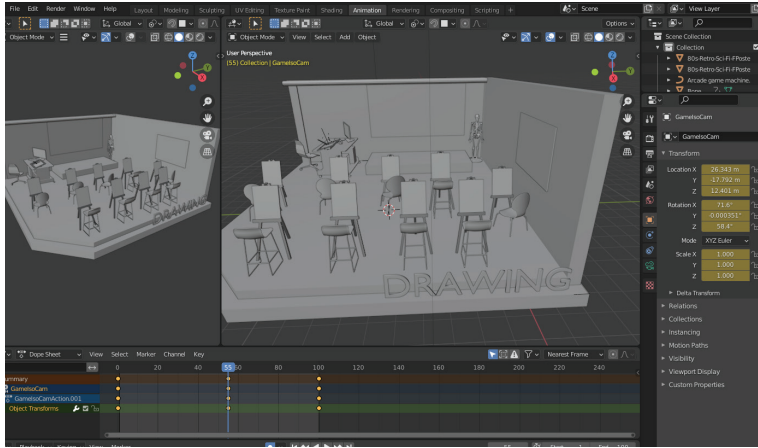


Drawing Class Model Process

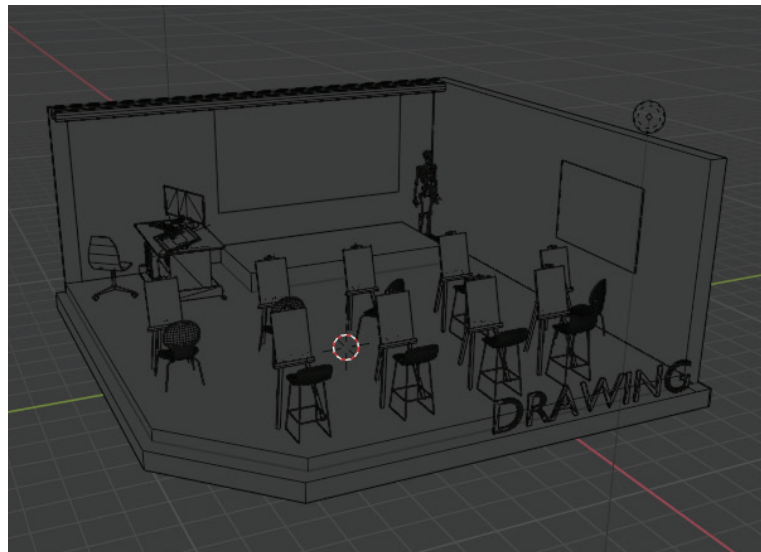


DRAWING

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Process Book

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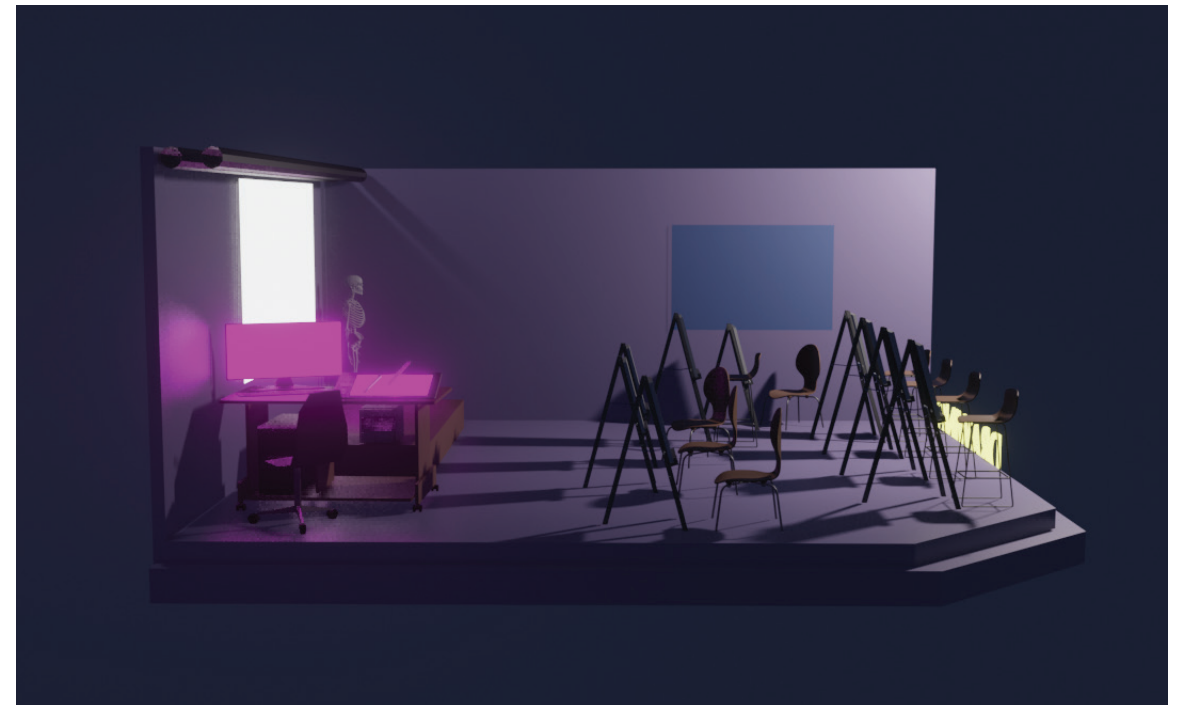
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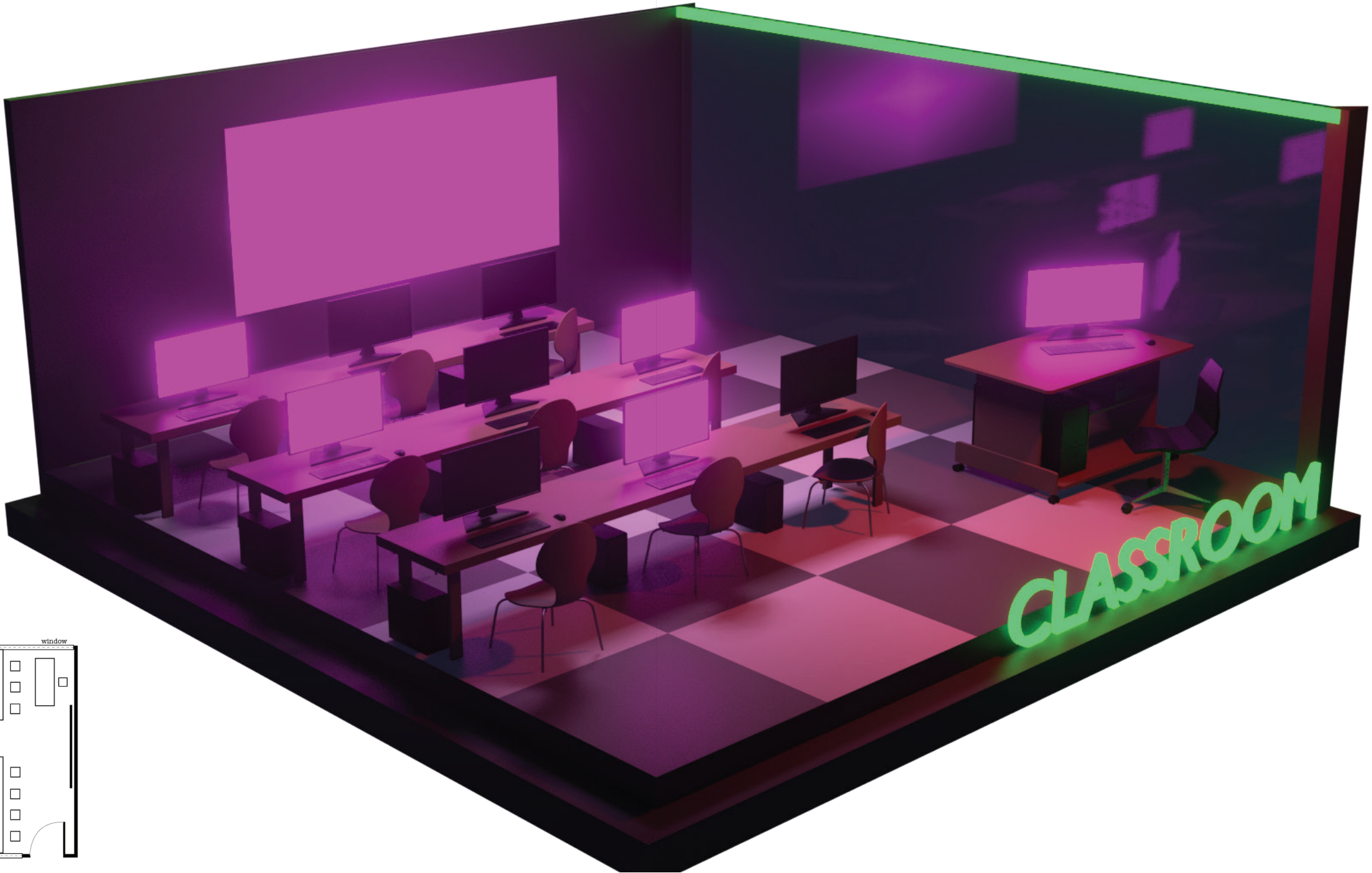
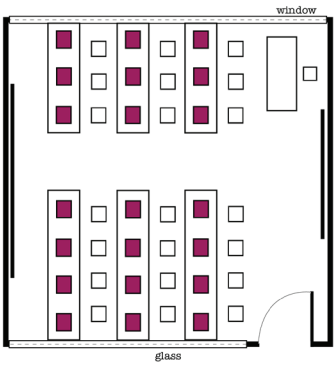
2022

61



Diversion

Classroom #1 Model Process

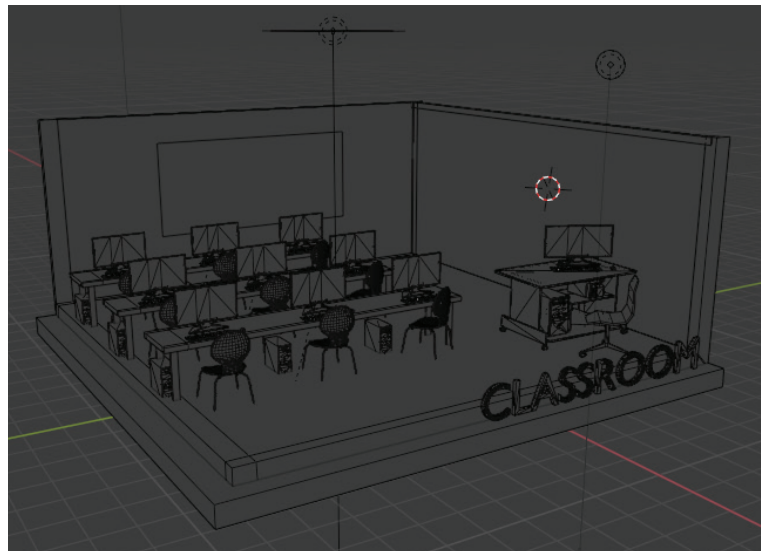


CLASS 01

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Process Book

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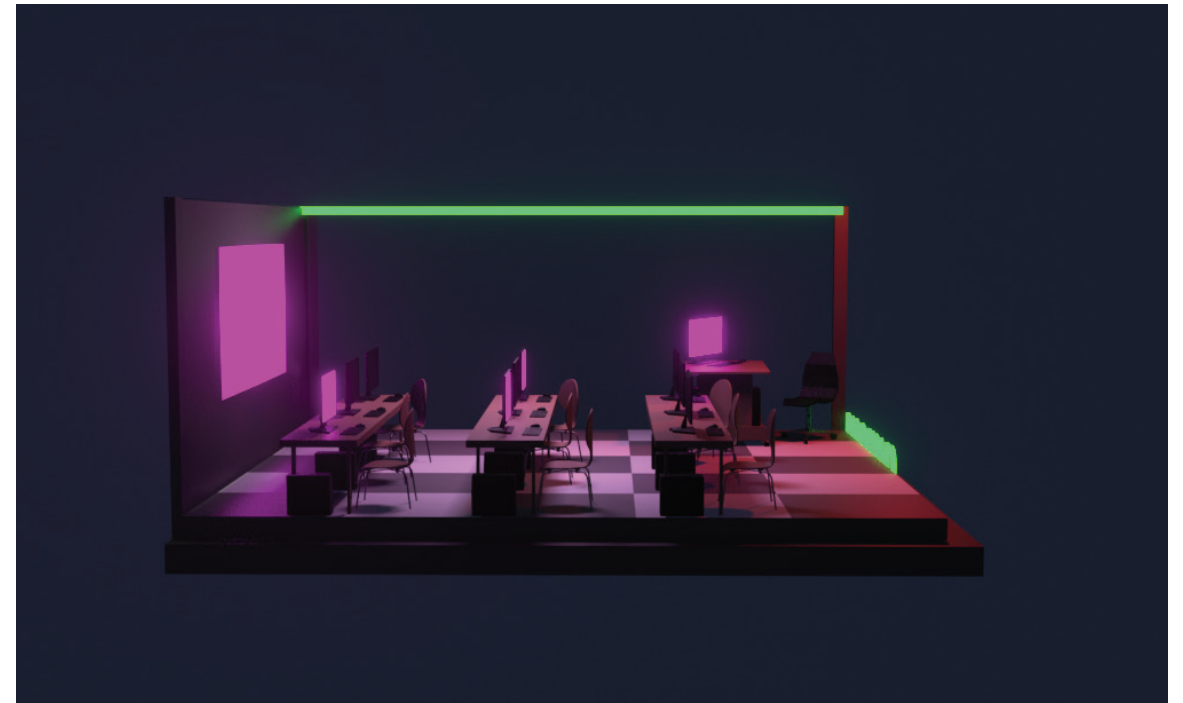
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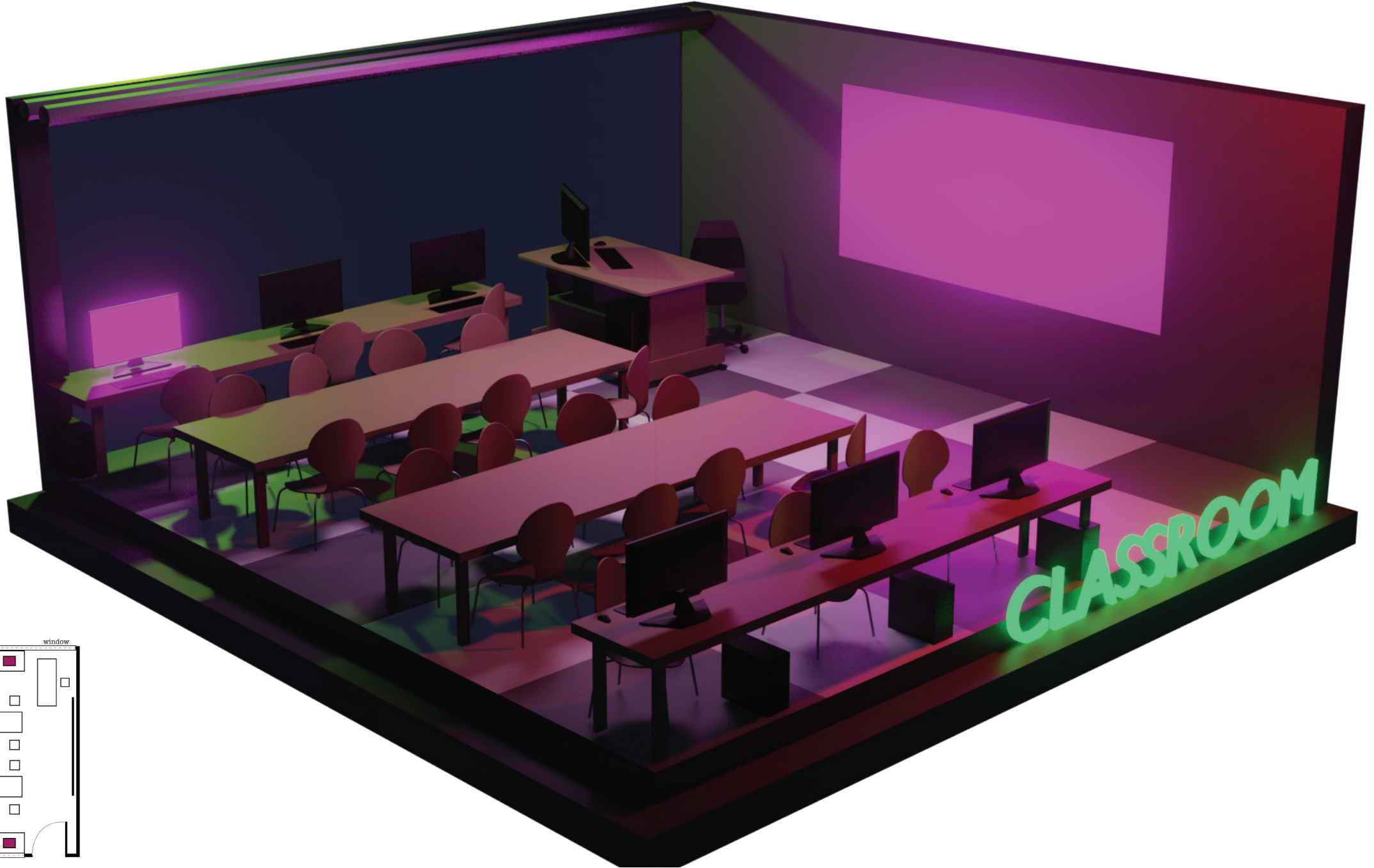
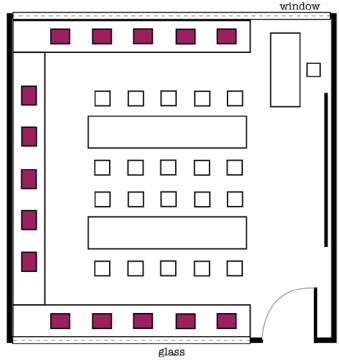
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Diversion

Classroom #2 Model Process

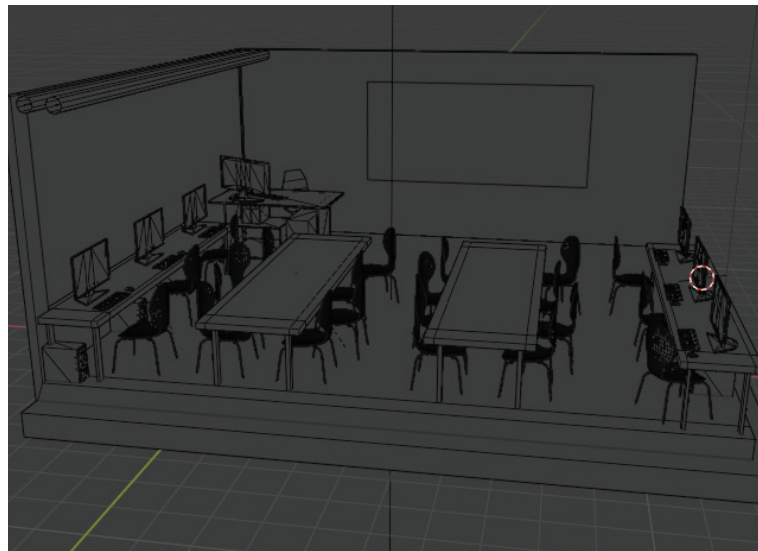


CLASS 02

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Process Book

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Diversion

Showroom Model Process



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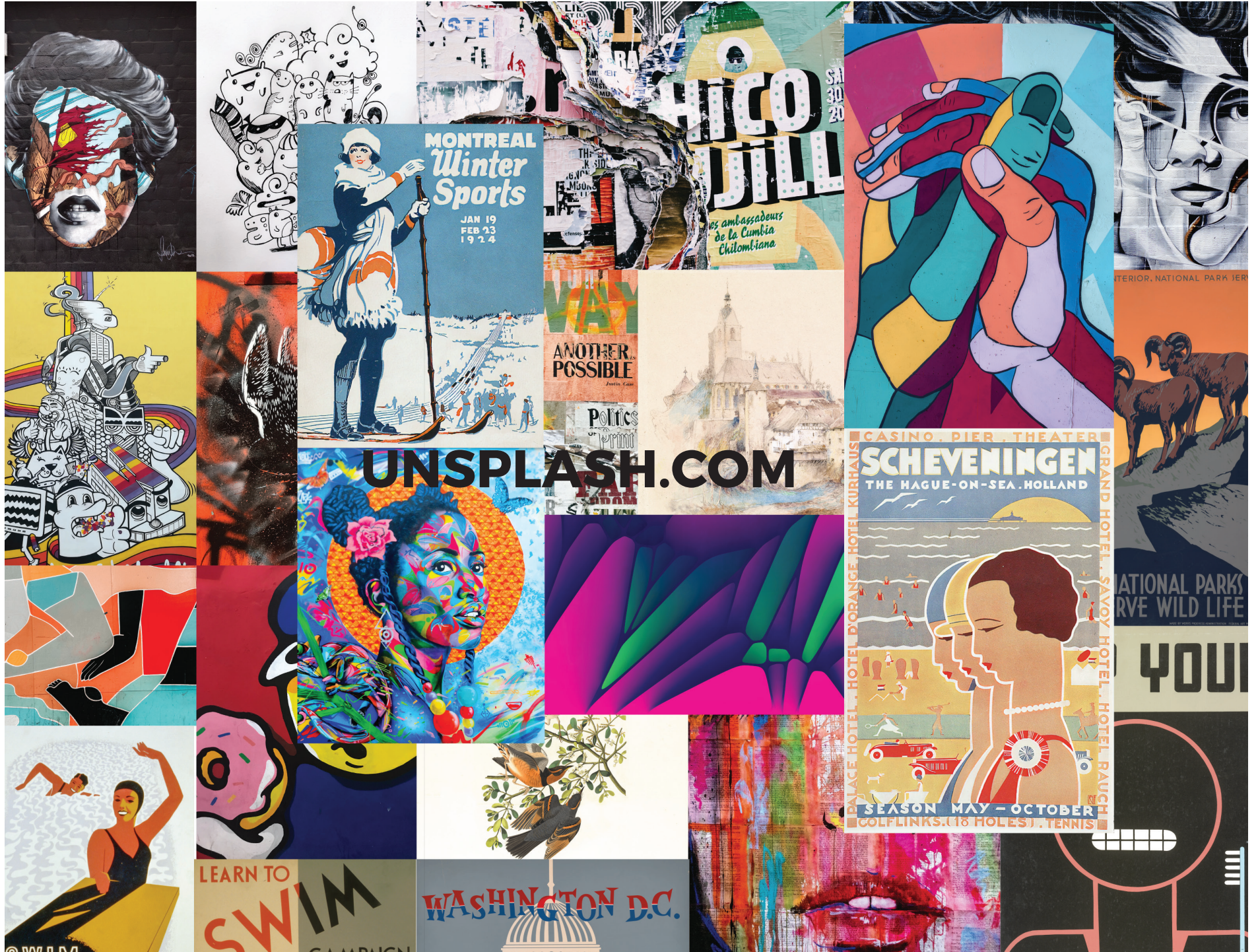
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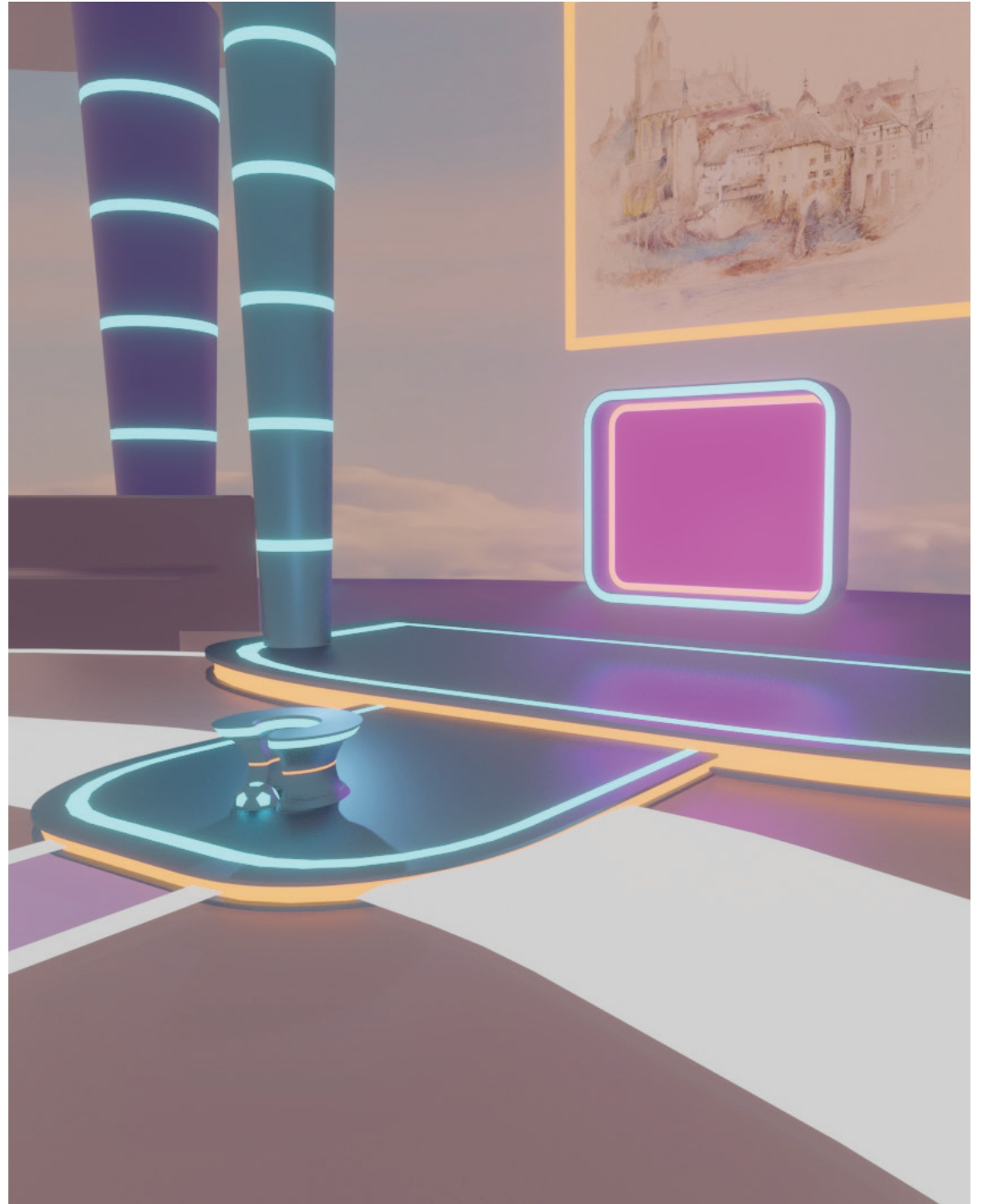
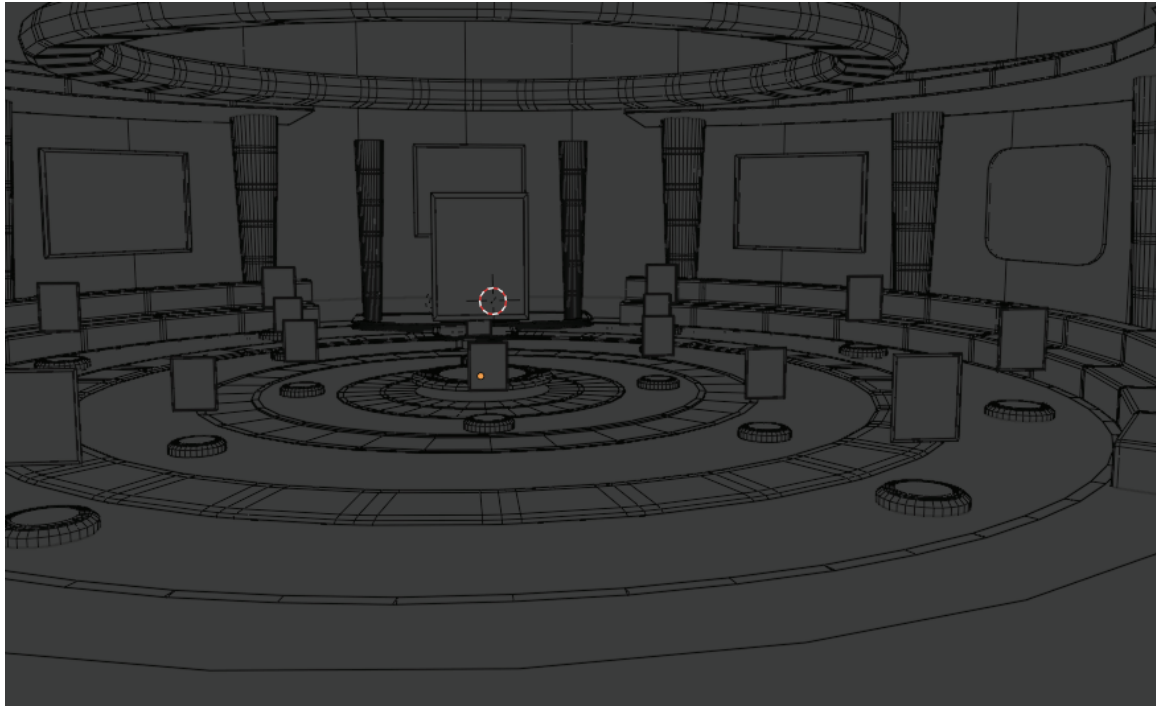
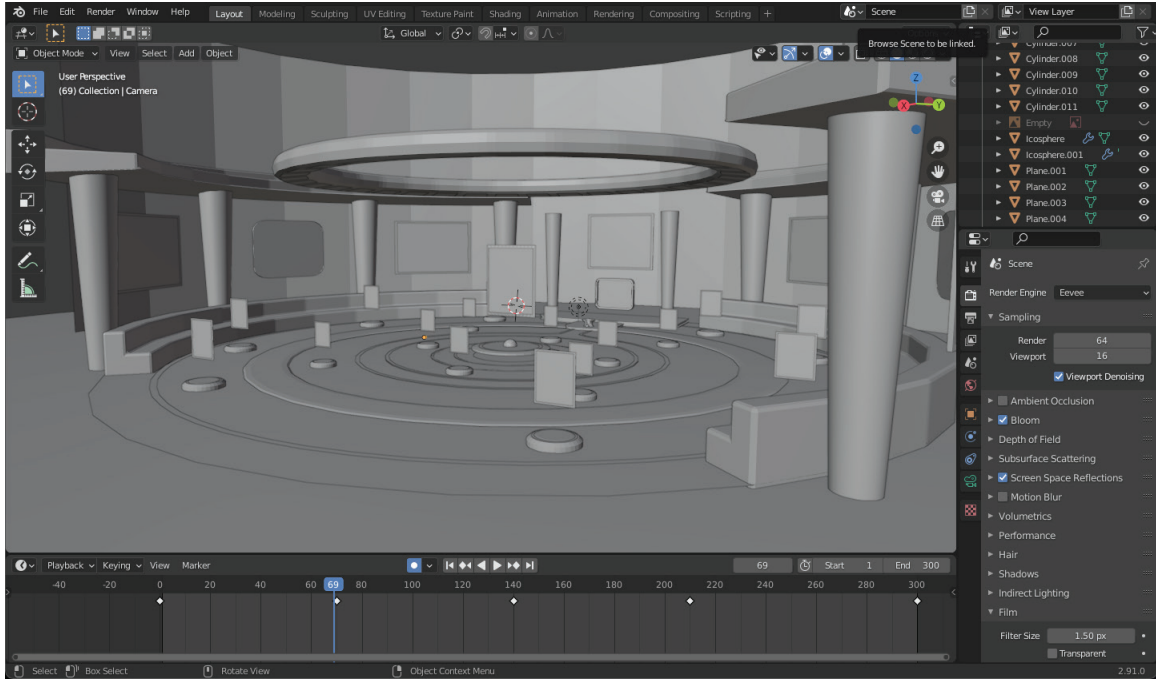
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Printer Model Process

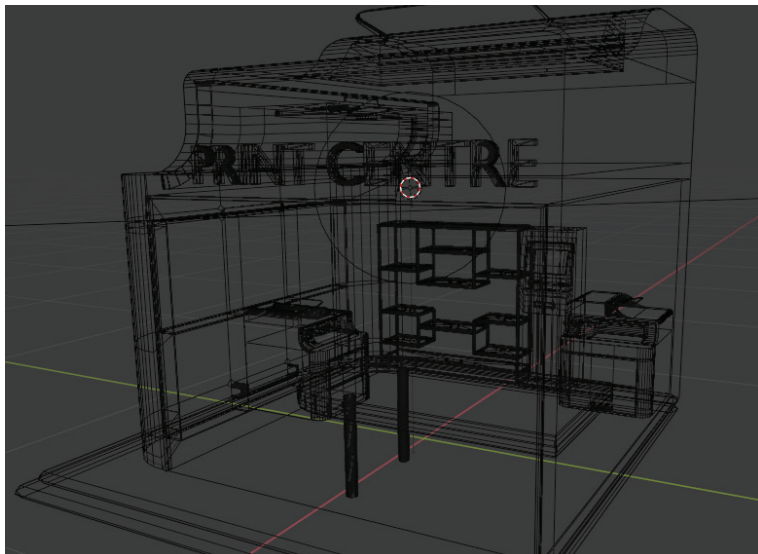


PRINTER

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Process Book

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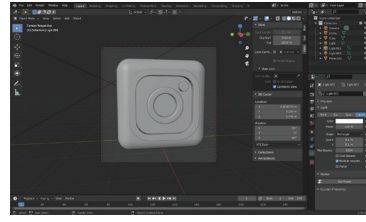
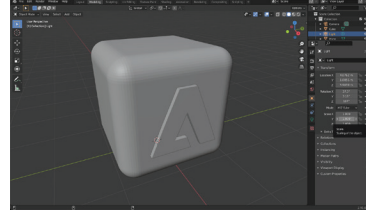
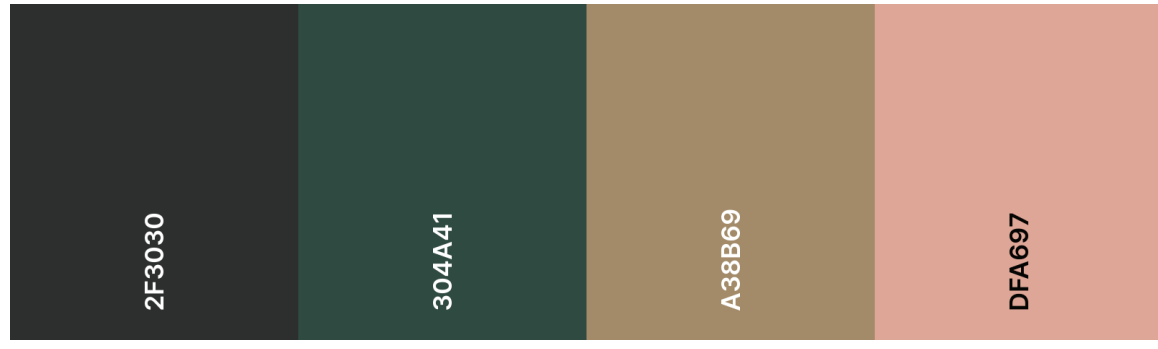
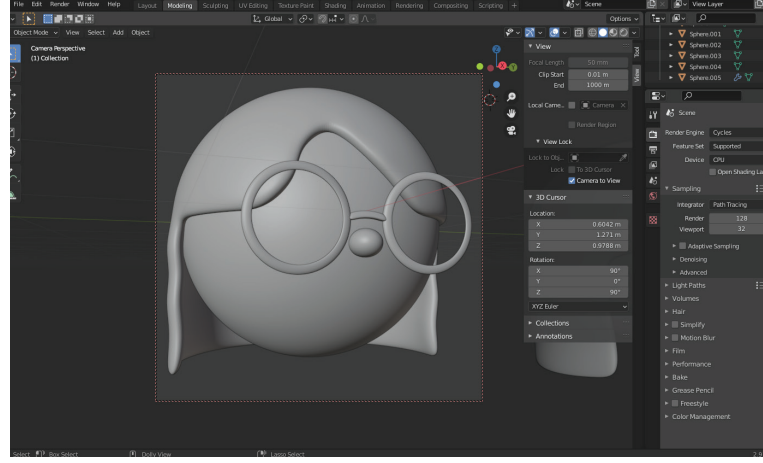
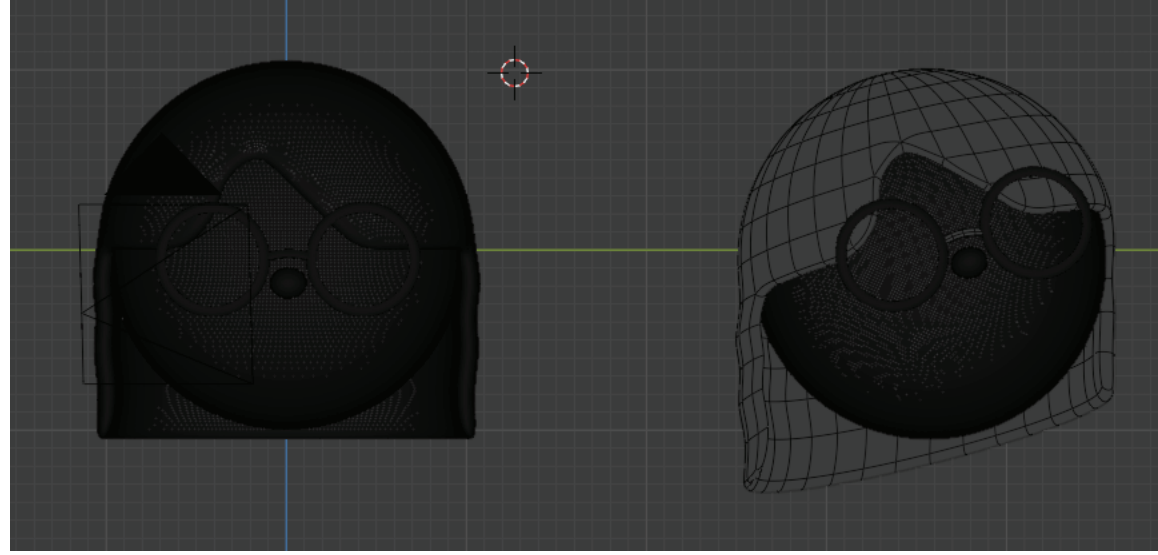
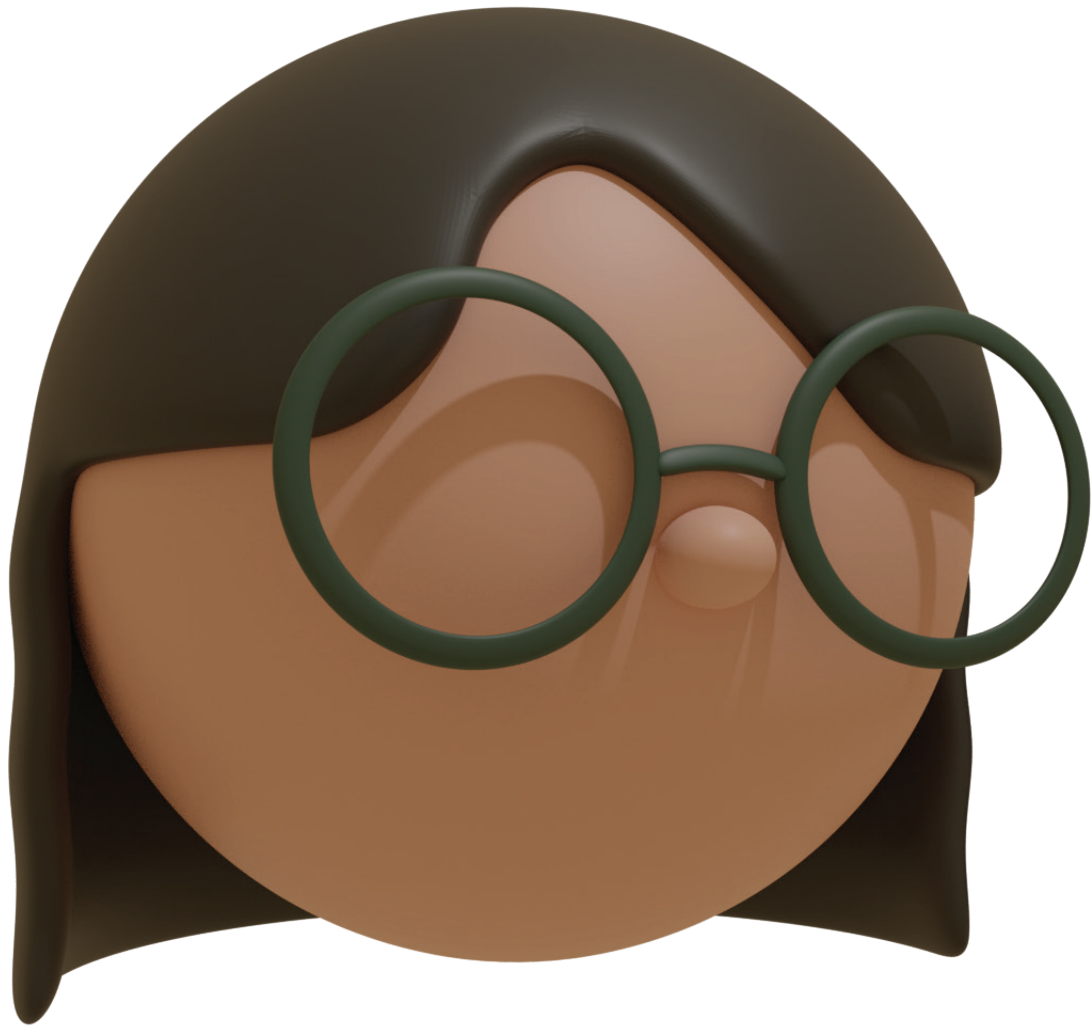
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DIVersion

Profile Avatar Model Process



First Deliverable Process

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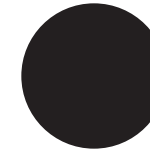
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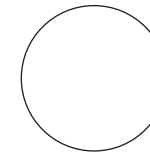
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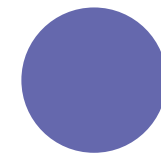


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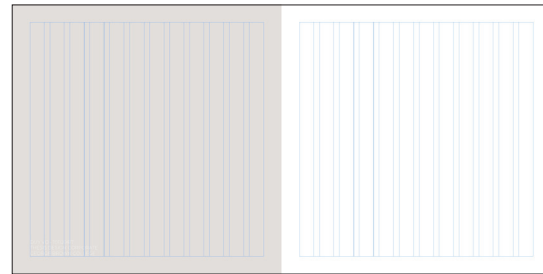
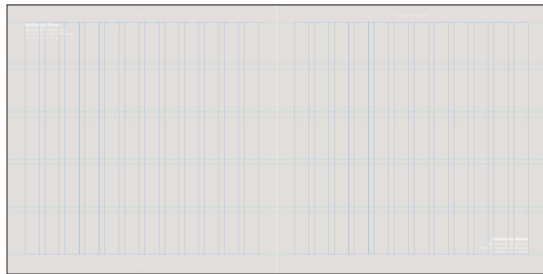
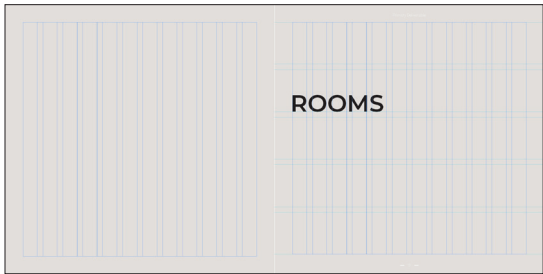
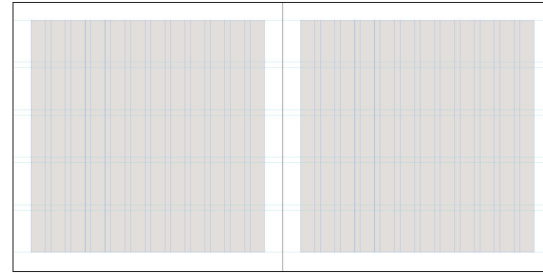
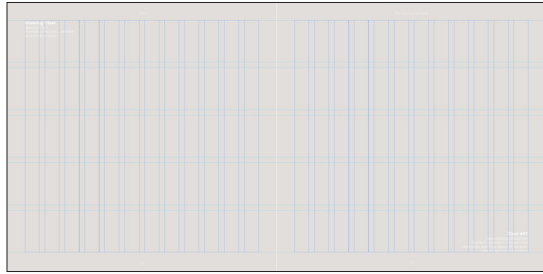
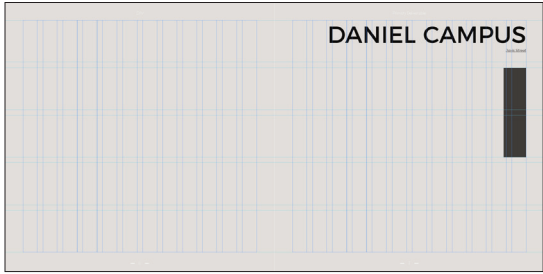
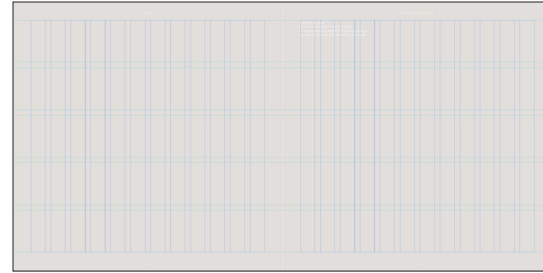
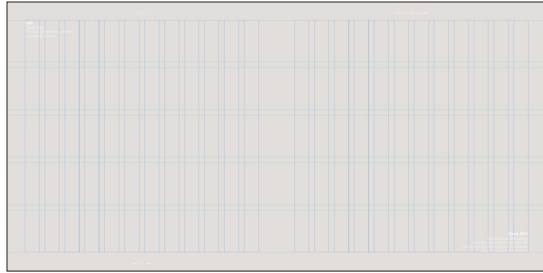
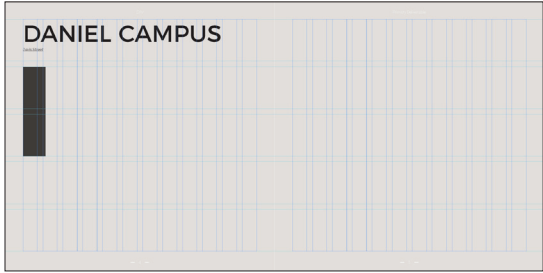
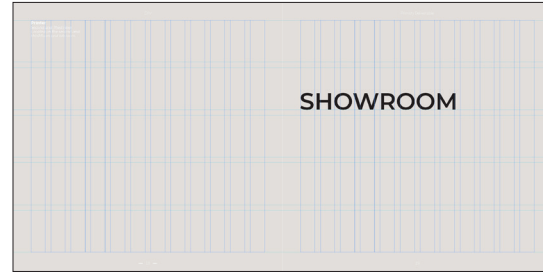
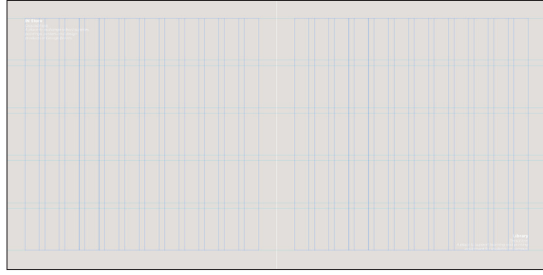
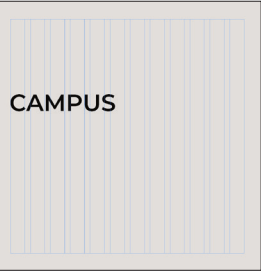
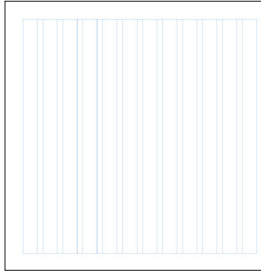
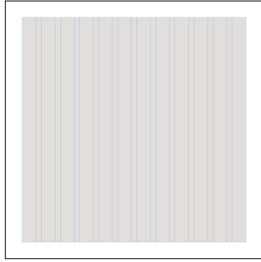
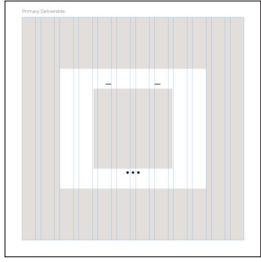


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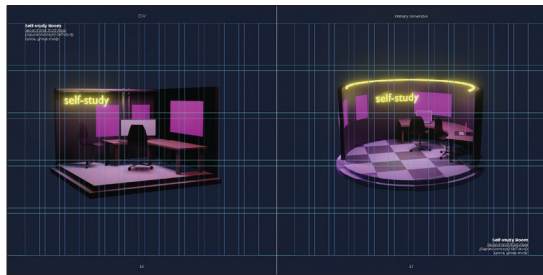
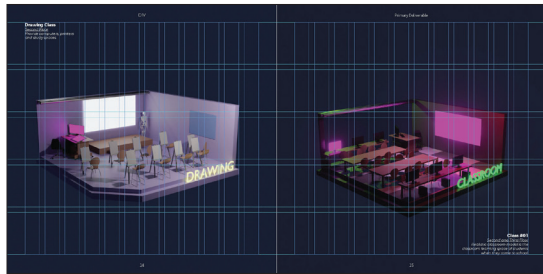
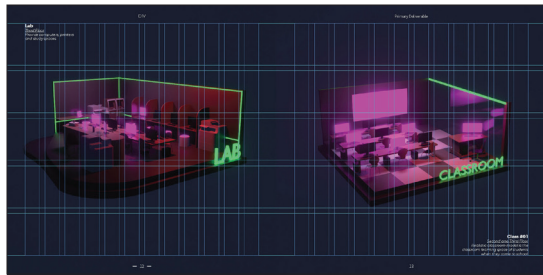
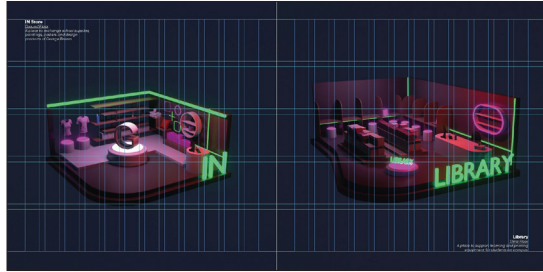
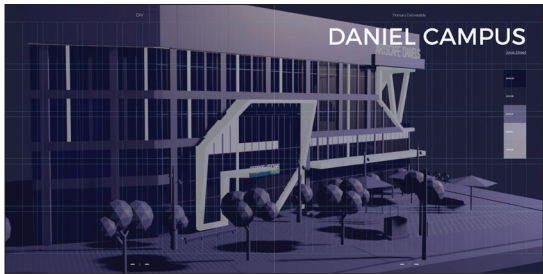
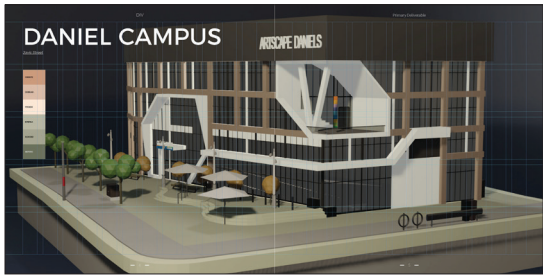
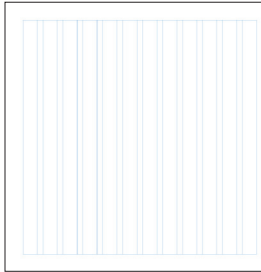
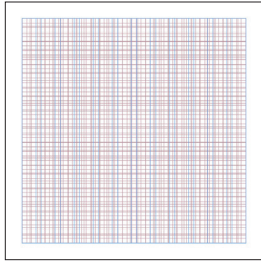
First Deliverables



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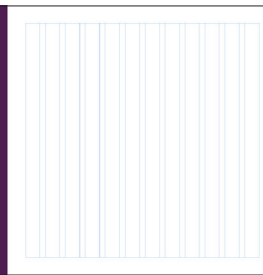
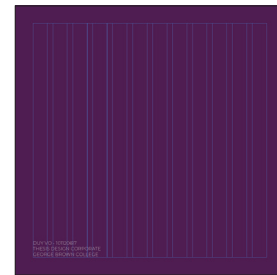
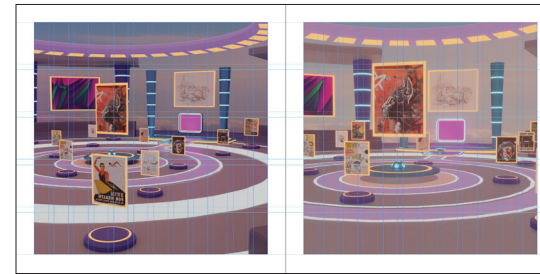
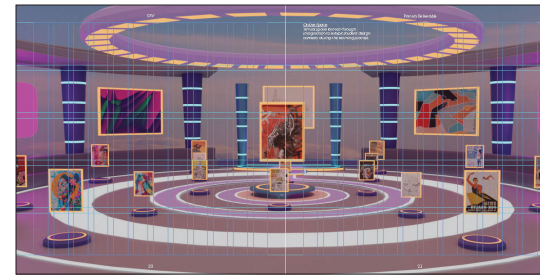
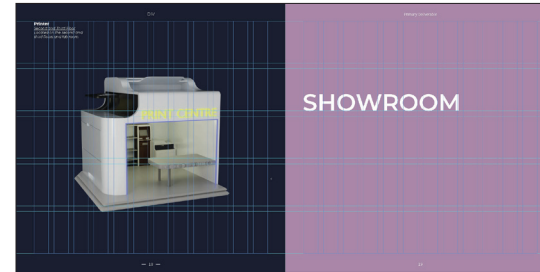


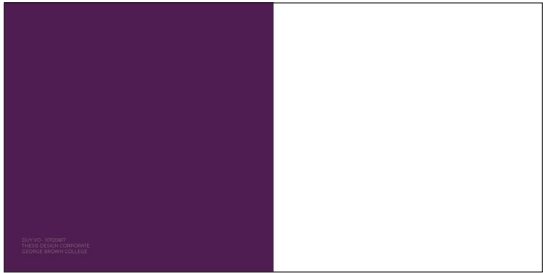
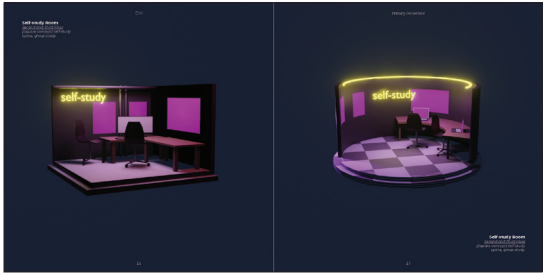
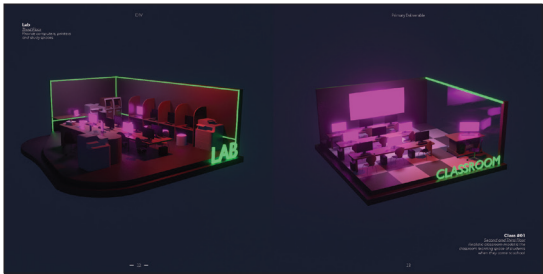
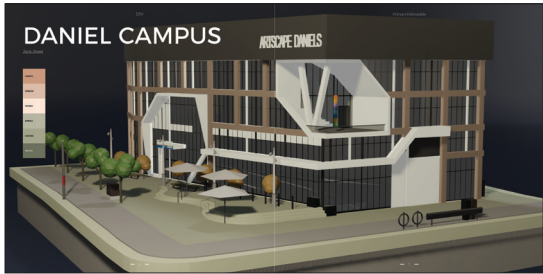
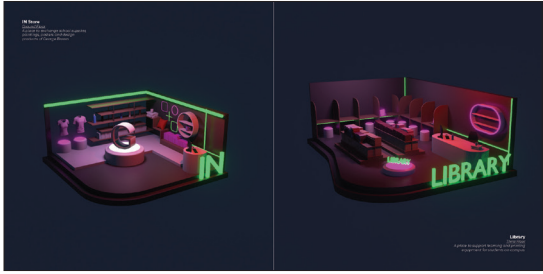
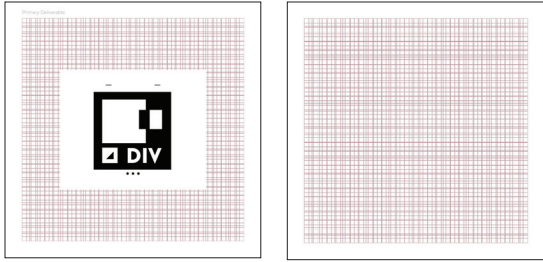
LAYOUT



FIRST DELIVERABLE

(VISIBLE GUIDE)





FIRST DELIVERABLE (FINAL PRODUCT)

Second Deliverable Process

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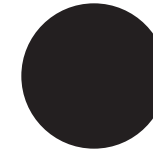
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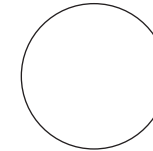
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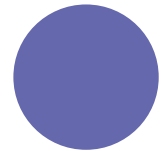
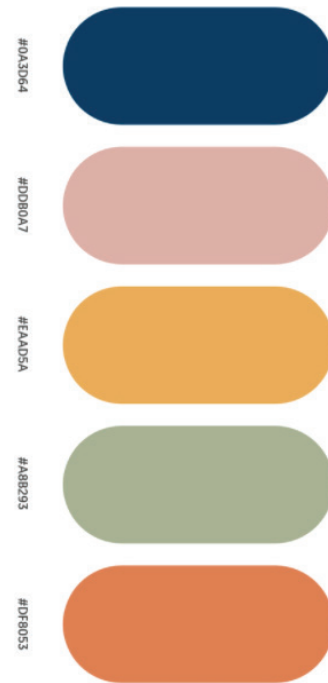


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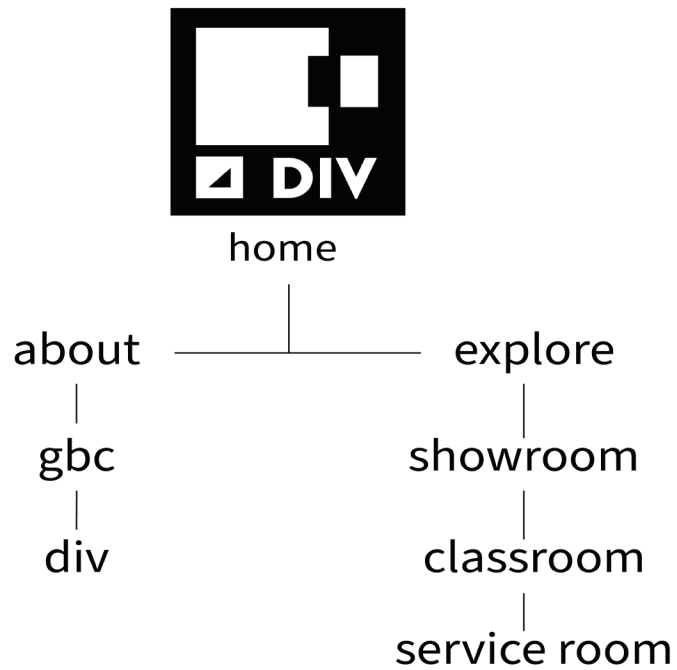


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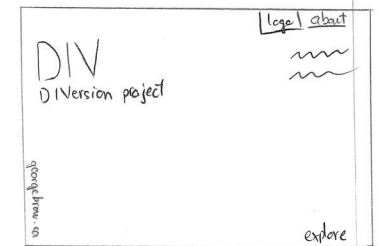
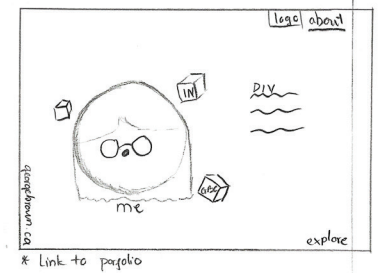
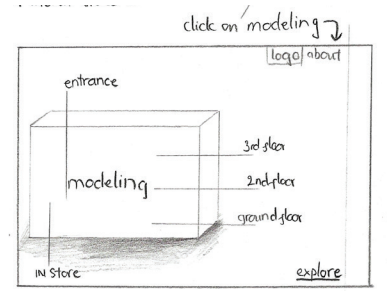
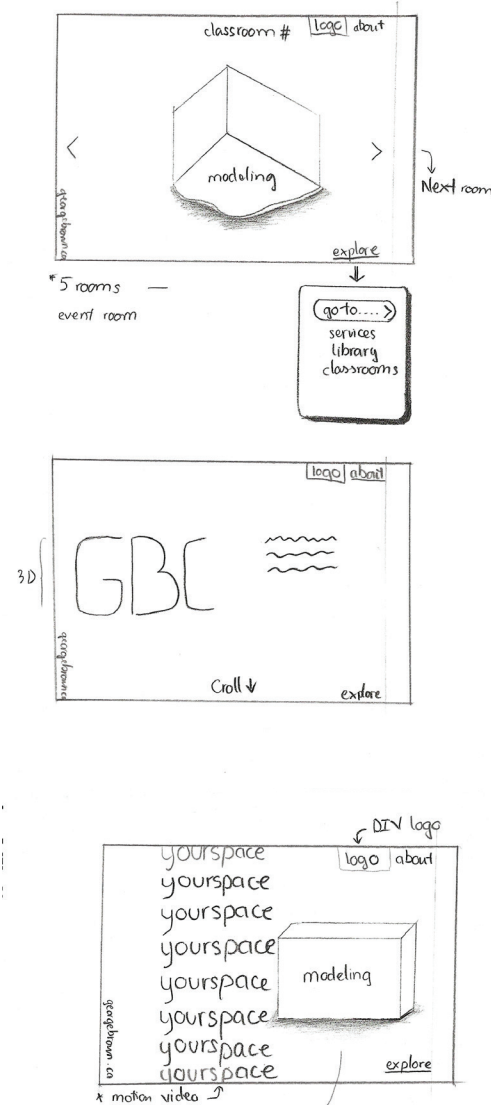
Second Deliverables



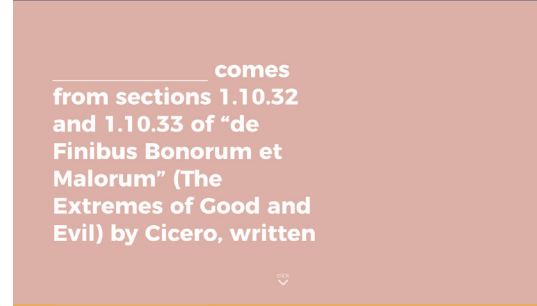
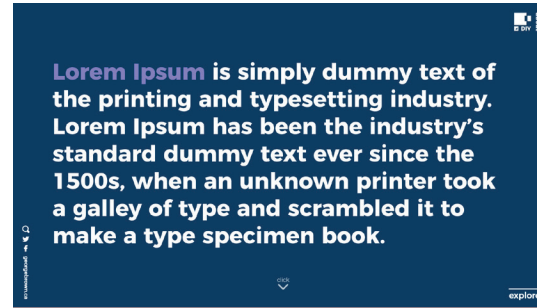
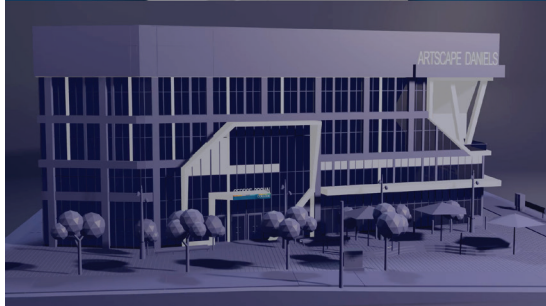
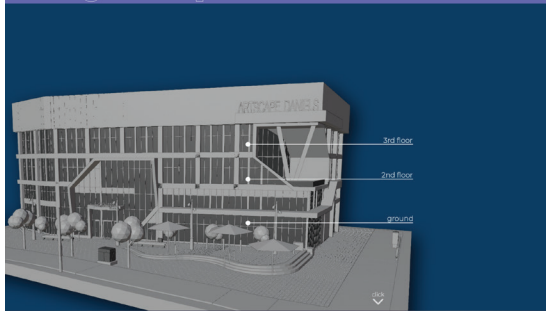
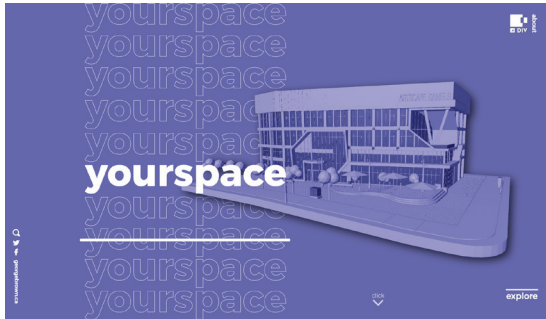
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SITEMAP & THUMBNAILS



* Main color
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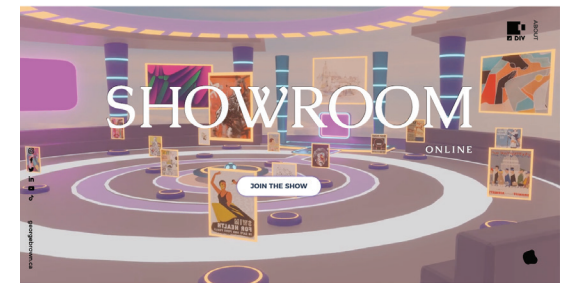
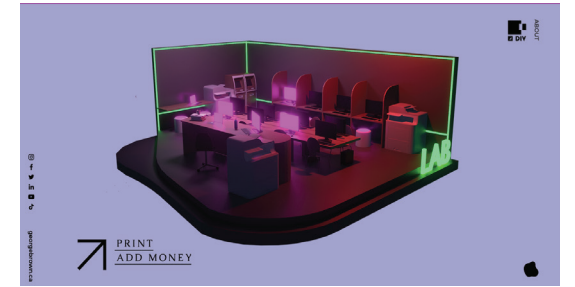
PROTOTYPE

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SAMPLE WEBPAGE



Thesis Design Contract > DIVERSION – An Immersive Experience

Problem > 3D design is the trend of 2022, especially when the metaverse is gradually appearing in the world. The applications of 3D to the user interface are increasingly important and it takes experience to create it. Colleges and universities should be at the forefront of innovation, but their digital experiences are often stuck in the past. George Brown College needed to take a massive leap forward to help their constituents learn about their relationship between academics and environment.

Goal > To show, build and simulate a virtual environment, an exhibition space for designers in a more modern and fun style. Through that reactive web-based 3D experiences. (If more development is possible, I would like to bring it to AR/VR to simulate it in the Metaverse world)

Client > The client of this design is Diversion – 3D Modelling Exhibition Art Event of the School of Design – George Brown College. It involves and collaborates to create the creative platform for designers and design students at GBC as well as Canada.

Research Insights > The future of everything involves 3D design and education is no exception. Rather than building an utterly predictable 2D clickable map, I would like to create an immersive 3D campus experience that marries technical capability with emotional resonance. 3D elements add a sense of uniqueness and dimensionality to any webpage. From real-life web models to video or photo illustrations with depth, three-dimensional elements can help provide extra understanding for a design, such as the architectural rendering above, or enhance visual interest. (When this model is combined with AR/VR through the website, it is called WebXR. A collection of experiences made with WebXR, which brings together AR and VR on the web to make them more convenient and widely accessible and bring them to Metaverse because:

- The metaverse represents the next iteration of the mobile internet: immersive, virtual and interactive.
- While nascent versions exist, the technology is some way off maturity, with a lack of system interoperability a key obstacle. Many companies will have to adapt their business models to work within an inter-operable metaverse.
- Investors tend to overestimate the short-term impact of such technologies, driving up valuations, but underestimate the long-term influence on the competitive landscape.
- From 2025 onwards, more specific investable opportunities should arise, especially in the experiences segment.)

Target > George Brown College students, design students, new college students or graduates who want to participate in 3D experiences or events with new models of art exhibitions. As well as creating a separate space for their works on 3D models.

Competition > There are very few design teams, most of the architectural and home models, concept design for education like the projects of Handsome company are really attractive. Their project for Southwestern University is a 3D map of the university's campuses. In addition, there are many impressive websites with this design trend such as Skolkovo Park business district project, Cowool, Yourhome.

Design Challenge > How might we help design students to get the information they need, create a vivid space model and a virtual playground for students at GBC.

Other Initiatives > In addition to creating a website just to show this model, I thought if I could put it into practice, like showing my portfolio on an animated 3D model. Or Combine the GBC

model with the map of Daniel campus and locate people on it, through which people can study online at home with their 3D version of themselves in this virtual classroom.

Design Solution > Create vivid 3D environments and playgrounds for Designer at GBC. Practical application to life and interesting experiences for students. Through that, a part of the educational environment in the virtual world will be shown.

Design Applications > Website for this exhibition and playground will be formed. All digital 3d photographed scale model and images will be showed through that website or through a simple book. With the desire to bring a lively and more challenging environment and experiences to the students of the school.

Envisioned Design Approach > Objects and goals are accessed through the project's website with features and models, images that describe the real space and virtual playground. But most of all, they can participate in displaying products and portfolios on completely 3D models and avatars. In addition, the Daniel campus model will be recreated and designed to be a playground.

Design Deliverables >

- 3D Model of Exhibition (show by a simple website)
- Digital 3D illustration or photographed scale model of didactic exhibit space with original text and images. Structure, materials and finishing details required including 3 mood boards.

Design Thesis Contract >

Student: Aley Vo

Date: Jan 23, 2022

Professor: Dominic Ayre

Date: Feb 4, 2022

Nicely written Aley. I think this is a compelling overview of your projects.

2022

primary deliverable

201

122

secondary deliverable

99

Process Book

*hrs

11 jan to 04 apr

process book

39

other tasks

78

2022

123

Diversion

