



Batch Tea

Colab Team 17

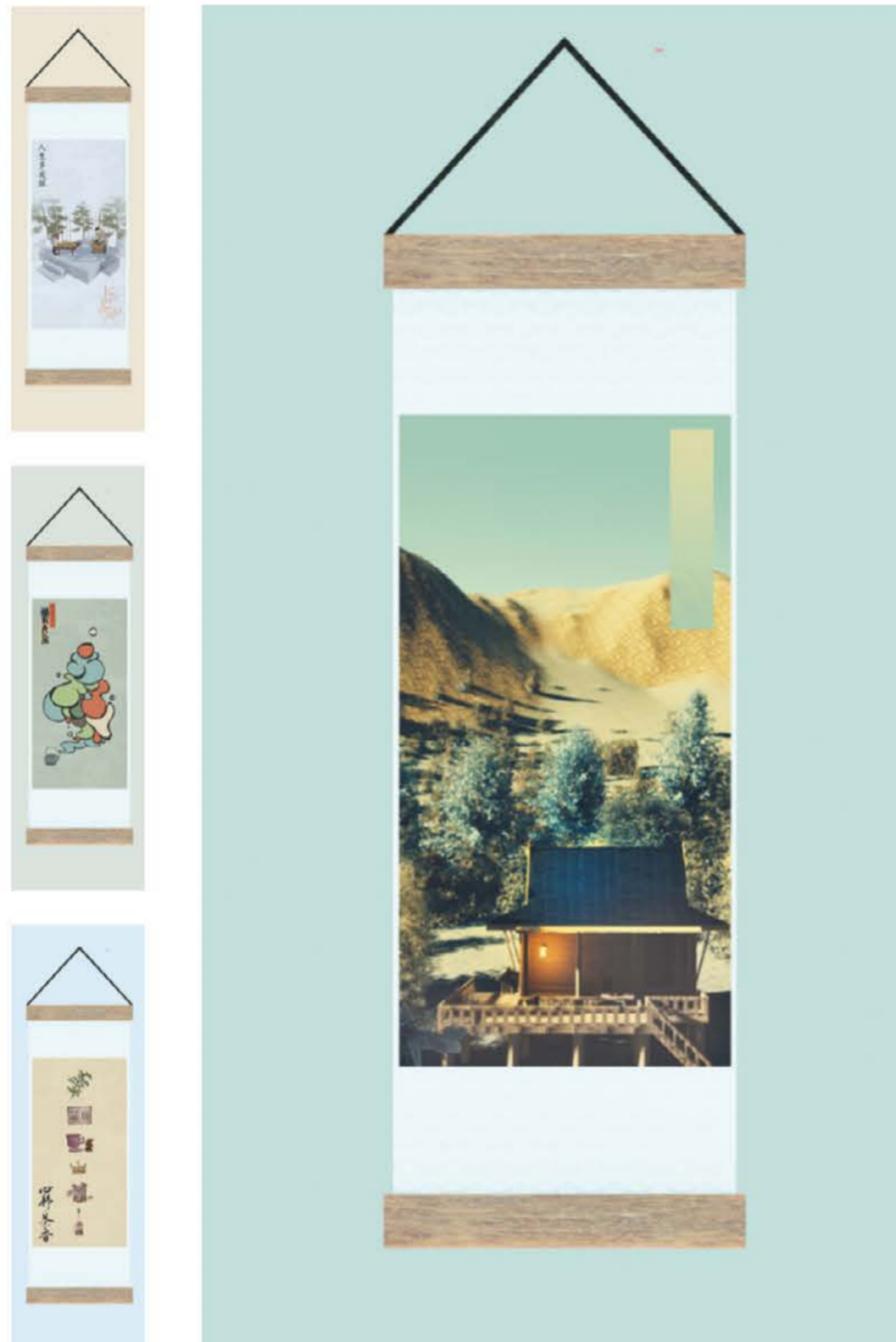
A collaboration between Level 4 & 5 Interior Architecture
& Design and Product Design Students

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To view demos and videos

<https://photos.app.goo.gl/aQQfoS3Kk2c2CZZm7>



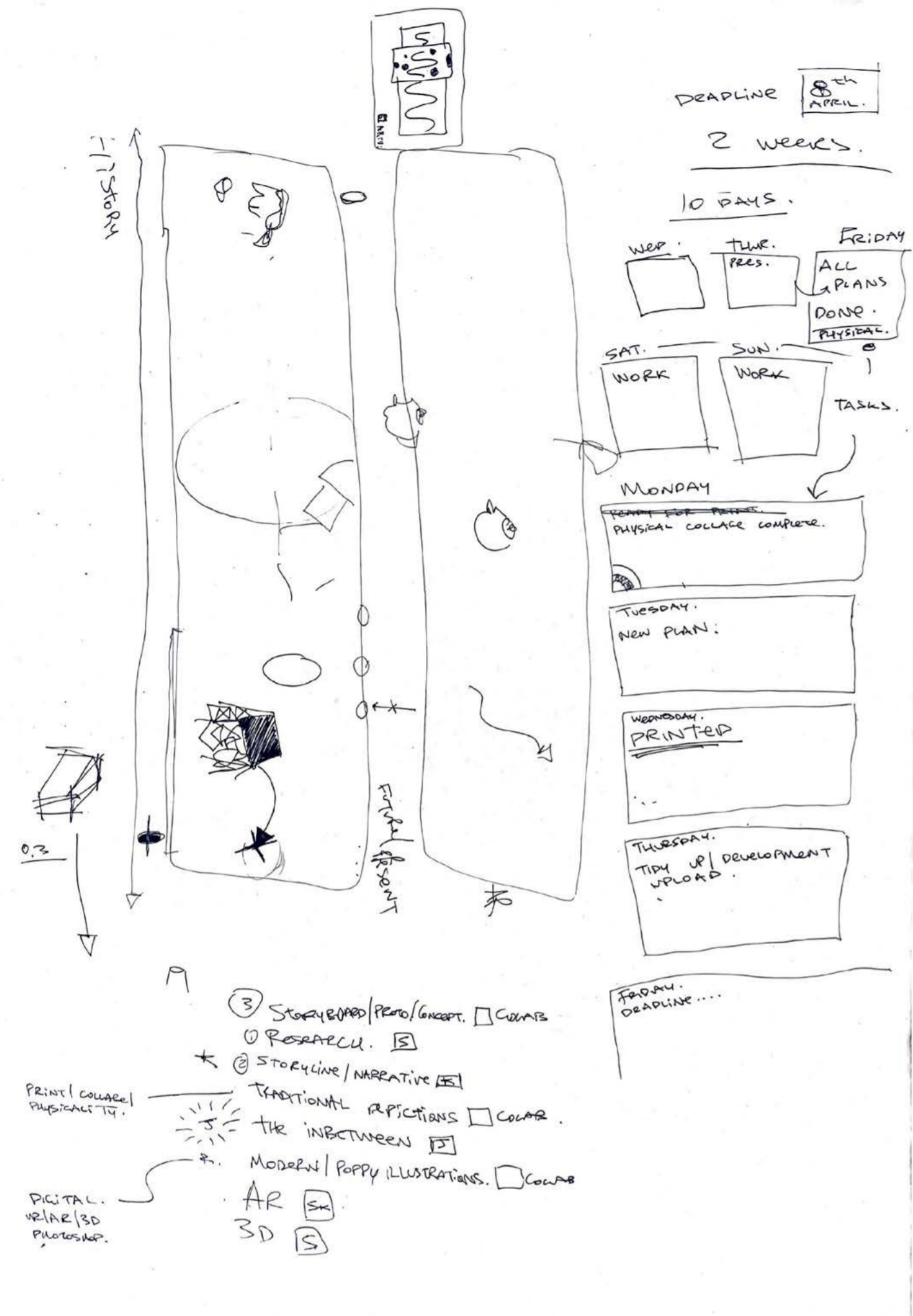


Concept

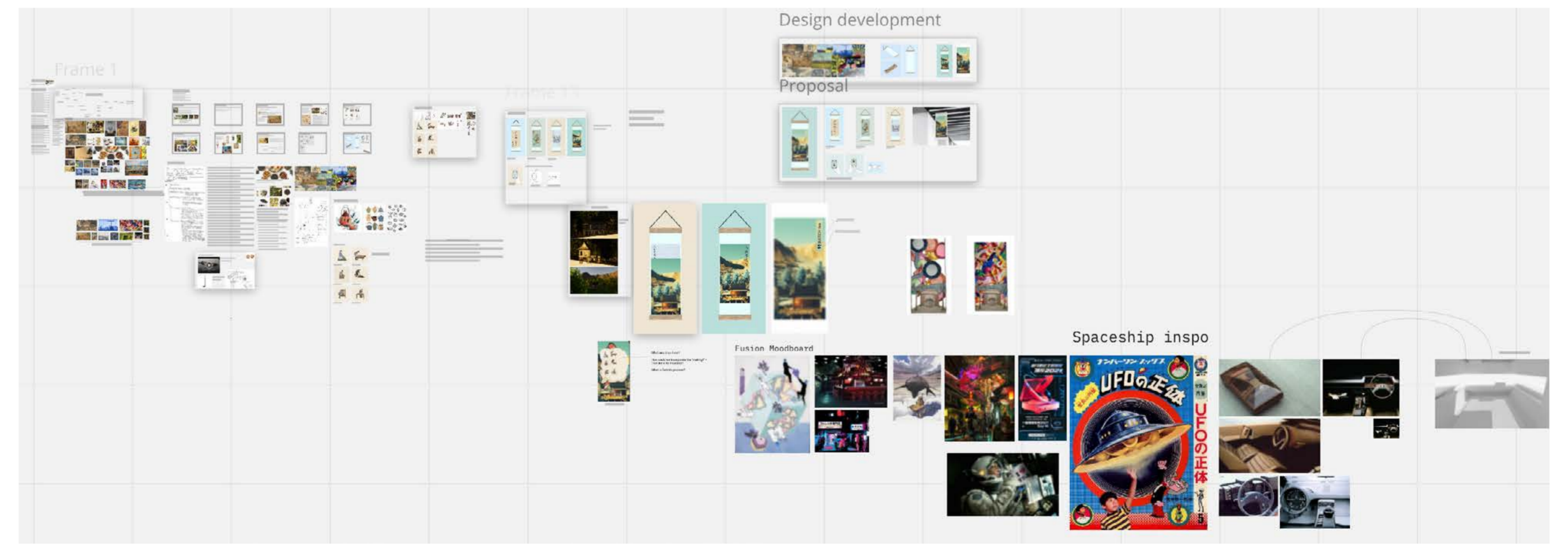
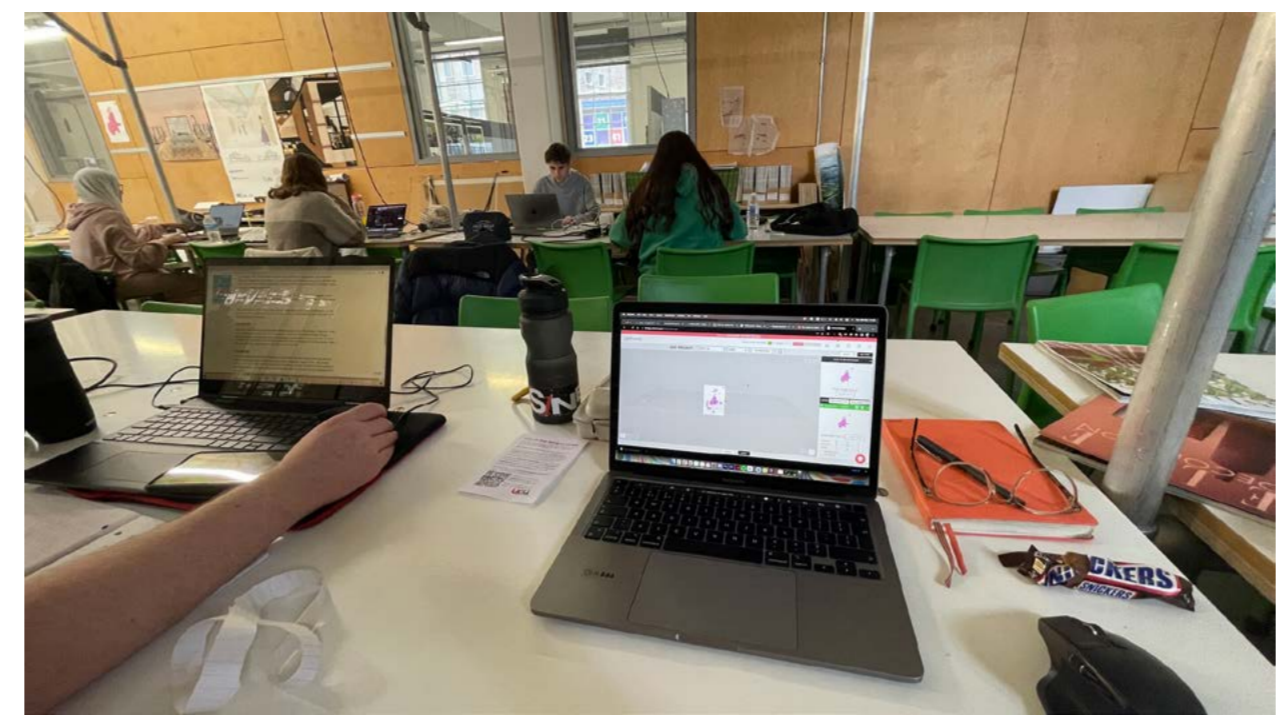
Our brief was to create a piece of art that told the story or payed homage to tea and its origins. Our proposal is a digital piece of art displayed within a portable and traditional chinese scroll. We wanted to explore *how people might experience art in the future* and we landed on using augmented reality to turn a 2D piece into a 3D experience.

The 2D art piece is a fusion between a traditional scene and a modern digital medium that pays homage to tea's origins and explores it's future. The added element of augmented reality acts as an extension of this, allowing people to experience 3D obejcts and scenes in their real world environment.

The three other scroll banners show that the design can be changed along with the AR elements. This flexibility allows this work to move with the company in the direction they want. If Batch Tea wish to push their branding or new products they could do that through this medium.



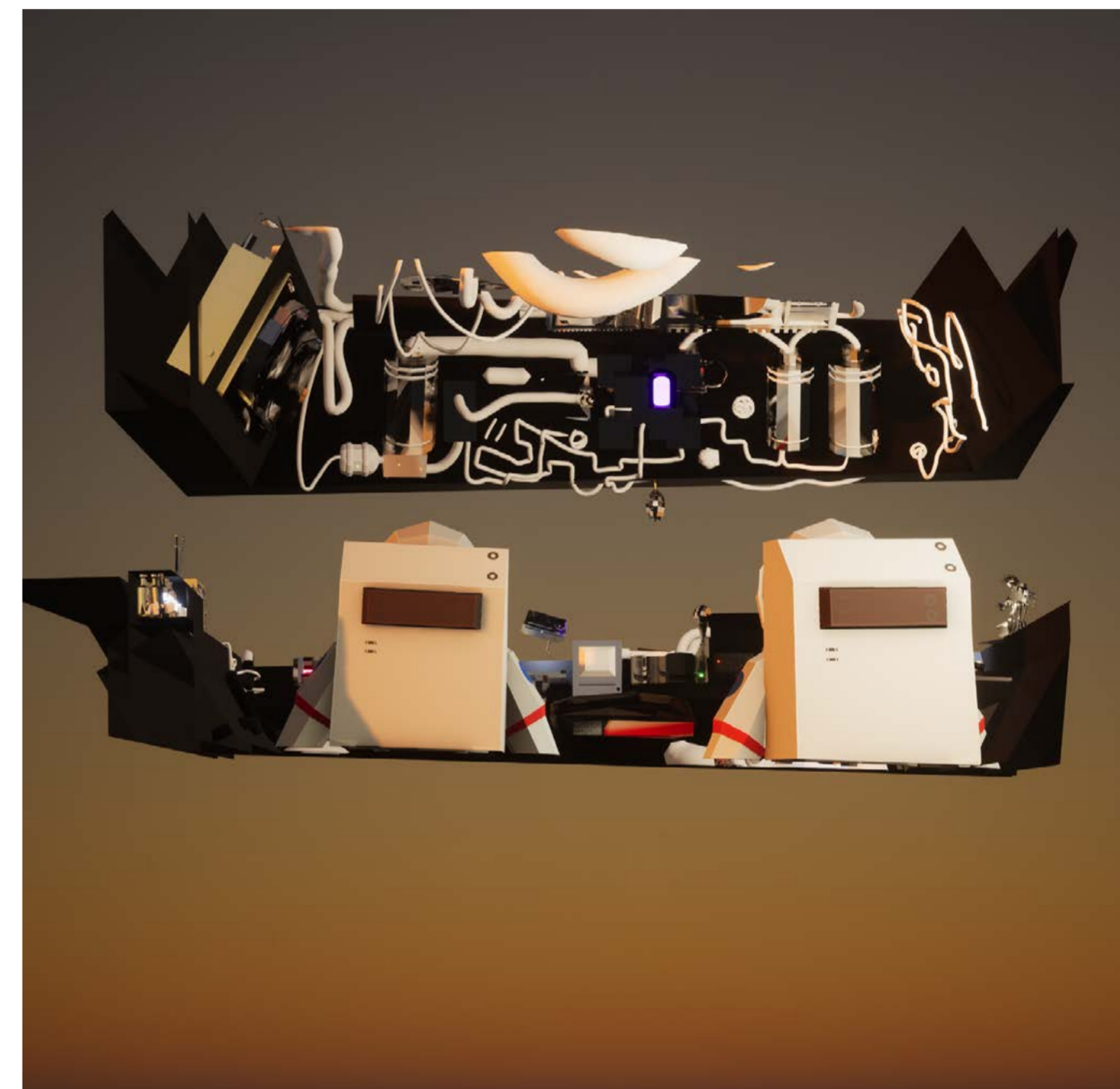
**Working together
Physical/Digital**

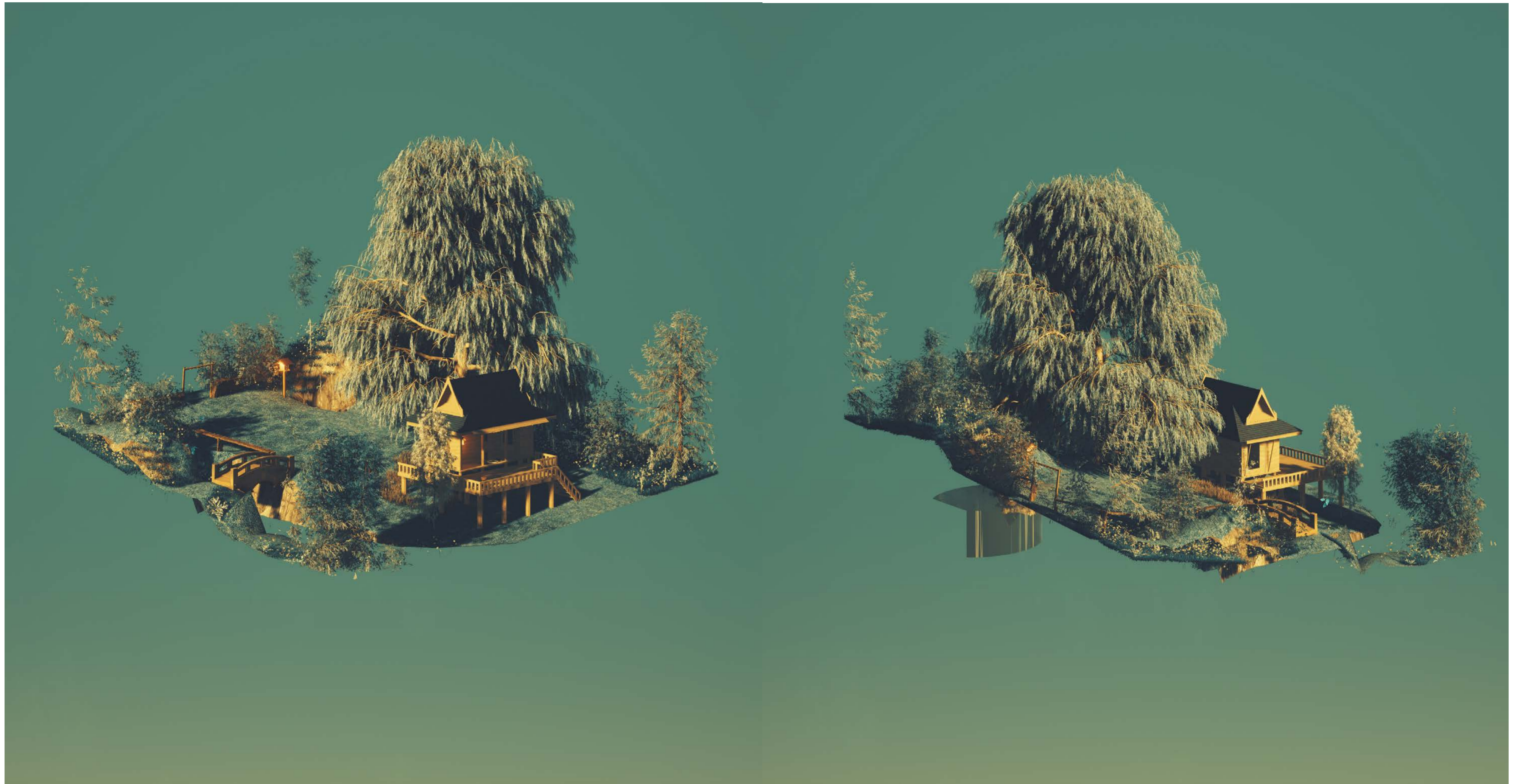


SCENE BREAKDOWN: Ship Interior

To create this scene I primarily used Twinmotion to record and light, along with Gravity Sketch and other VR libraries to add and place the objects.

To make it work with Artivive I simply linked it on Artivive Bridge, aligned the images with the animation.





SCENE BREAKDOWN: Zen Garden

The process for this scene was the same, with the inclusion of SKetchup to create the cabin and more research into a traditional layout.