

## Do I feel I met the initial goal of my project?

Yes! Totally yes! I can say I finished all of things with no doubt; But there still have some regrets.

### What I feel already to meet my initial goal:

- Dance with yourself: trigger button can all work. I added 7? 8? 9? VFX with buttons on human body also with trailers at the same time. It all worked. I didn't find any limitations. The limitation is just the hard design.

- No guidance:

no one needs guidance, just focus on yourself's feeling, no depression in the whole world.

- Freedom:

Anything can happen with triggering button.

Any part of body can be a entrance of button.

Any music you can dance with your freestyle. The whole animation will be controlled by your own living status:

\*When you are sad, it is different;

\*When you are happy, it is totally different.

\*Different people also have different style.

This is what I want.

- So I also deleted the function of AudioPlay. It is of no need for my project. I want all music chosen by yourself! Not by me. So it can work in any place such as concerts.

- Plus also because of AR Human Body Tracking, it can happen at any time on anybody's body without any limitations of connection with devices, physical places. It is totally free for audiences and creators.

I know AR has a couple of limitations. But in my work it seemed had too much random possibilities.

- It is not a exercise game, or a system of exercising guidance. It is a total yourself's creation; Yourself's world. You can create your performance with your free style. Nobody can stop you.

I am so happy that triggering button can all work!

### Challenging part:

I haven't known before that it could be so hard to balance Visual Effects and human body movement. It is too much free if you add a couple of buttons, a

couple of VFX, actually it can work! But It needs a longer time for designing.

- Freedom plus freedom is nothing!

Trailers with movement to be random, trailers with dots' movement( the VFX Animation) to be random, And also added with button controlled by free person, which is so tiring for me to focus on so many random animations. I already deleted so many things, that's my own pity. I want them all have possibilities at the same time!

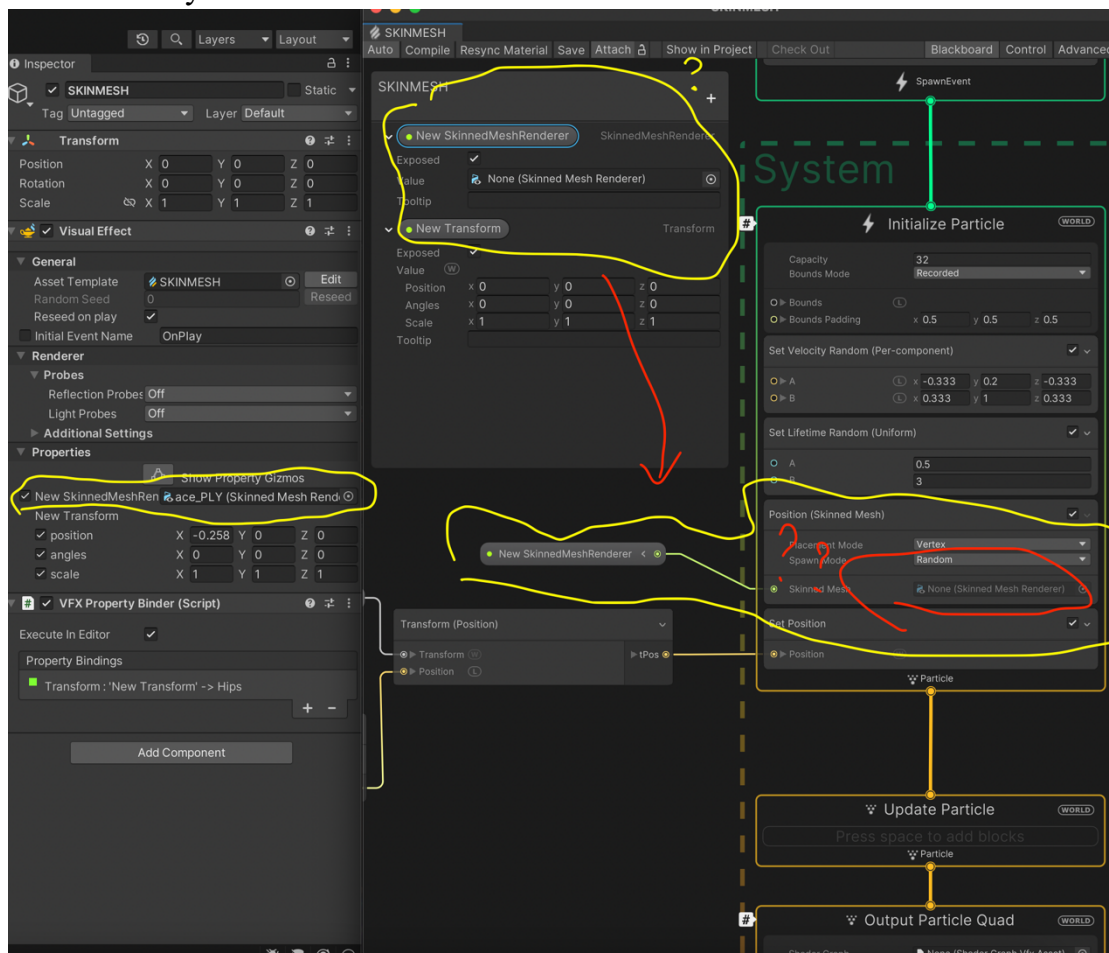
That's why I still tried this one in a very tight timeline:

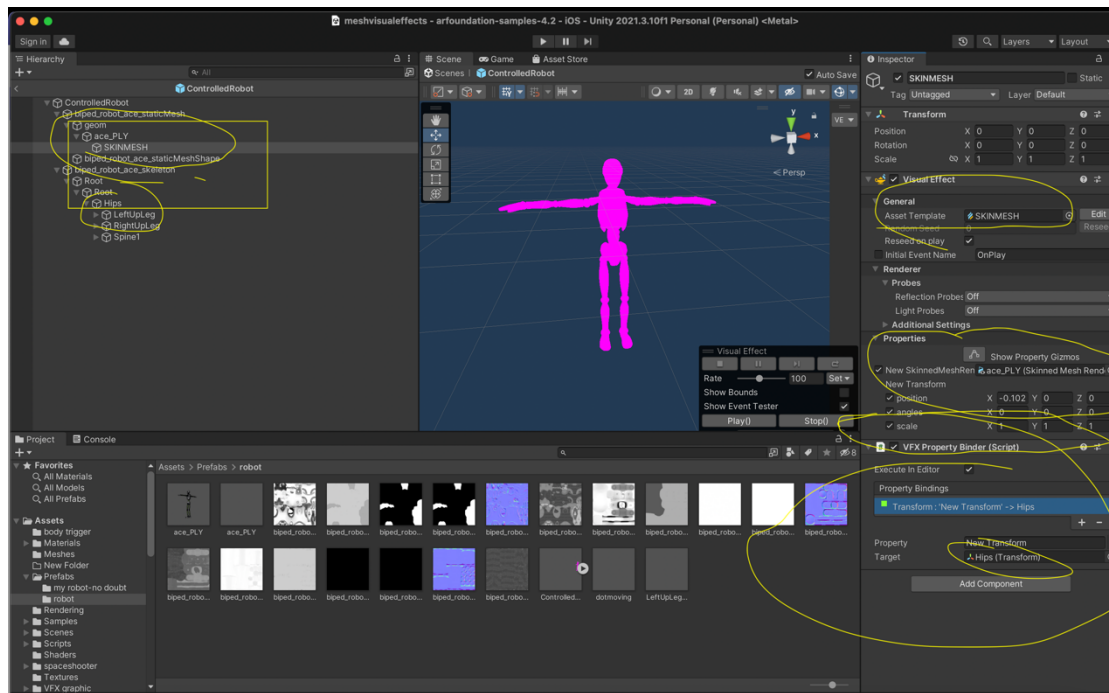
- SkinMeshRender New Postion( trailers) , which is what I want to try to add on human body tracking! I almostly finished! But it doesn't work!

It's hard to say if it has a error, I can't find original Skinned Mesh- object in Intialize Particle. It seemed lost connection with the SkinMesh.

Maybe I need to check if SkinMesh still has something to set up. There is no certain tutorial online for human body tracking with New SkinnedMeshRenderer.

- This is my error:





If it can work. It means I can control and interactive with a certain mesh with VFX but from Maya, I can use Maya mesh to import in Unity. It has more possibilities. It is so crazy if it can work!