



# Annotated Bibliography

Pixel Pioneers

# 01 | *Artworks*





A three-way  
Symbiosis  
By Lukas Truniger

Dérive  
by  
François Quévillon





Repository  
by  
Weidi Zhang

# Listen to Wikipedia by Hatnote

outh Dakota State Jackrabbits football team

Arnold Buffum

Starmax

02

Our  
Direction



# 3D Environments

AR Game/Experience



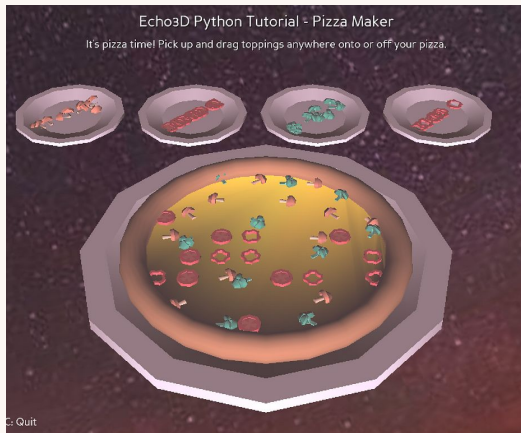
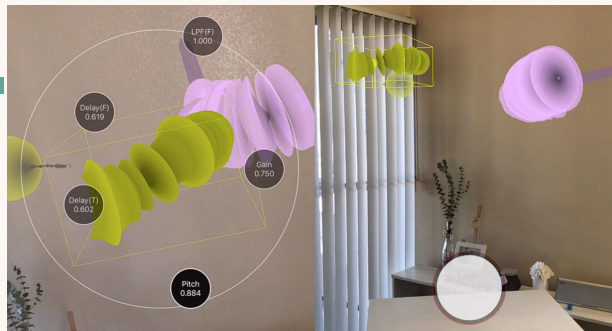


# Artwork that inspire us

[https://www.echo3d.com/post/how-to-create-a-3d-game-in-python-and-swap-models-pizza-toppings-tutorial?thumbnail=https://cdn-images-1.medium.com/max/1024/0\\*Puv3Zto-siCIWx1N.png](https://www.echo3d.com/post/how-to-create-a-3d-game-in-python-and-swap-models-pizza-toppings-tutorial?thumbnail=https://cdn-images-1.medium.com/max/1024/0*Puv3Zto-siCIWx1N.png)

<https://medium.com/echo3d/15-industries-using-augmented-reality-and-virtual-reality-3ef4577b9df4>

<https://vimeo.com/642347547>





03

Skills,  
Challenges Ahead

# Tools and Skills



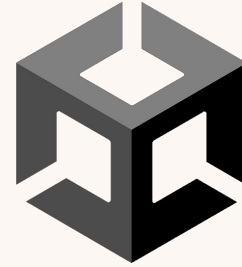
echo3D



Adobe Aero



Maya



Unity

As well as coding/programming skills for websites / apps  
(depending on time constraints)

# Sprint 1

## First Steps

- Research into databases/APIs
- Delegating tasks
- Mapping out project tasks
- Deciding whether we want a marker or markerless AR experience
- Experimenting with AR tools to figure out what is best for our ideas

## Challenges

- Project Mgmt.
- Time Constraints/Time Mgmt.
- Communication
- Figuring out GPS/Location difficulties

Thanks!