

## Observation Diary | *Learning Oculus Gravity Sketch*

### Week 1 Observed Patterns:

- Launch->new sketch->choose brush->choose color->draw
- Launch->new sketch->tutorials->play->pause->try to mimic tutorial-> repeat play, pause, try

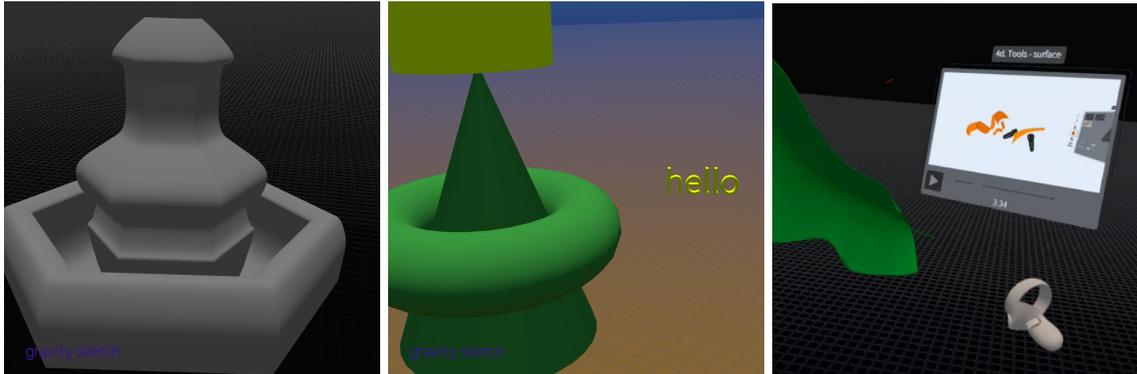
### Week 1 Observed Insights:

- Some things feel super intuitive such as picking a brush, picking a color, drawing, undoing
- Specific desired actions to should be intuitive aren't such as deleting, selection, closing. I still do not know how to delete or close certain UI
- Gravity Sketch is loaded with features that are only discoverable through tutorials
- They are trying to inspire and motivate by having random drawing prompts. They could do more of these but perhaps with a 30 sec instructional guide to help you with the prompt, but also the ability to opt out.

### Week 1 Notes *(these are in reverse order, start from the bottom for the earliest entry)*

4/29

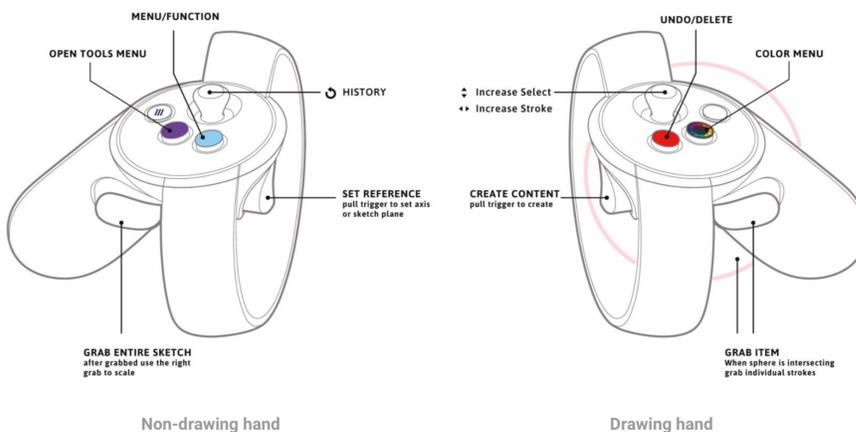
- I learned how to better use the surface tool by revolving around an access. It's also really cool that you can draw two separate lines and "fill" them in with the surface brush.
- I can see how I need to spend alot more time in the tutorials and perhaps more time on my desktop watching their online tutorials as well

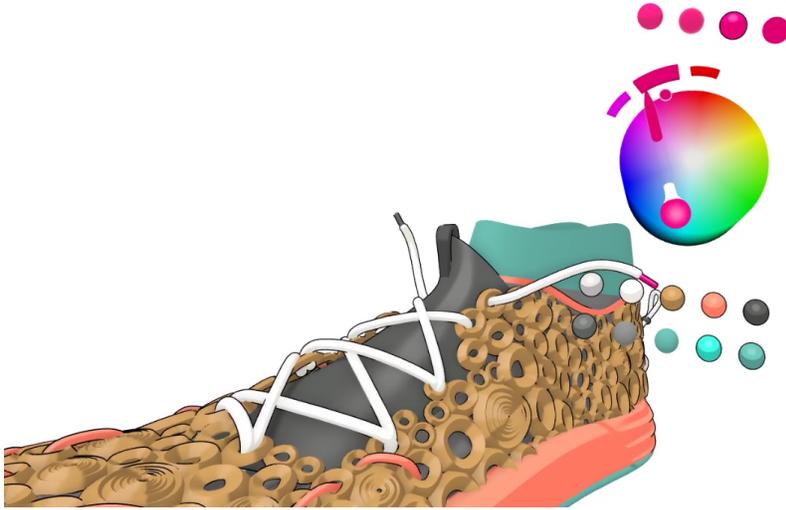


## 04.28

- In the snapshots, you don't see the hand controllers. As a workaround, I cast my session onto my phone and tried to screensnap some shots. This is not so easy to do with the headset on my head! I grabbed a couple images from the Gravity Sketch Documentation to help show the controller interface and the color picker.

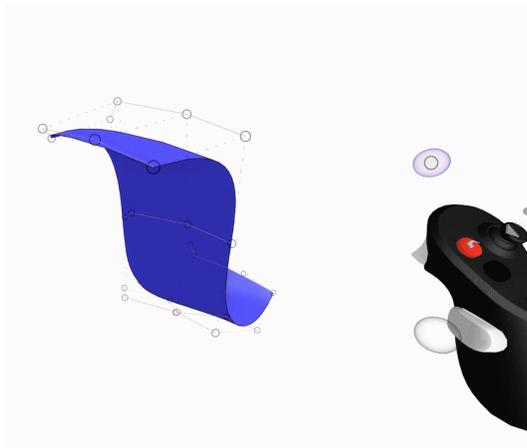
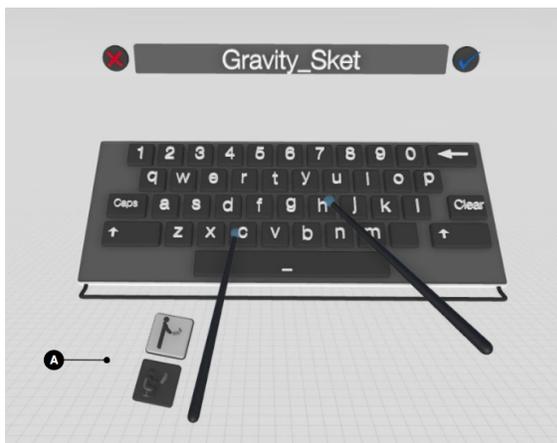
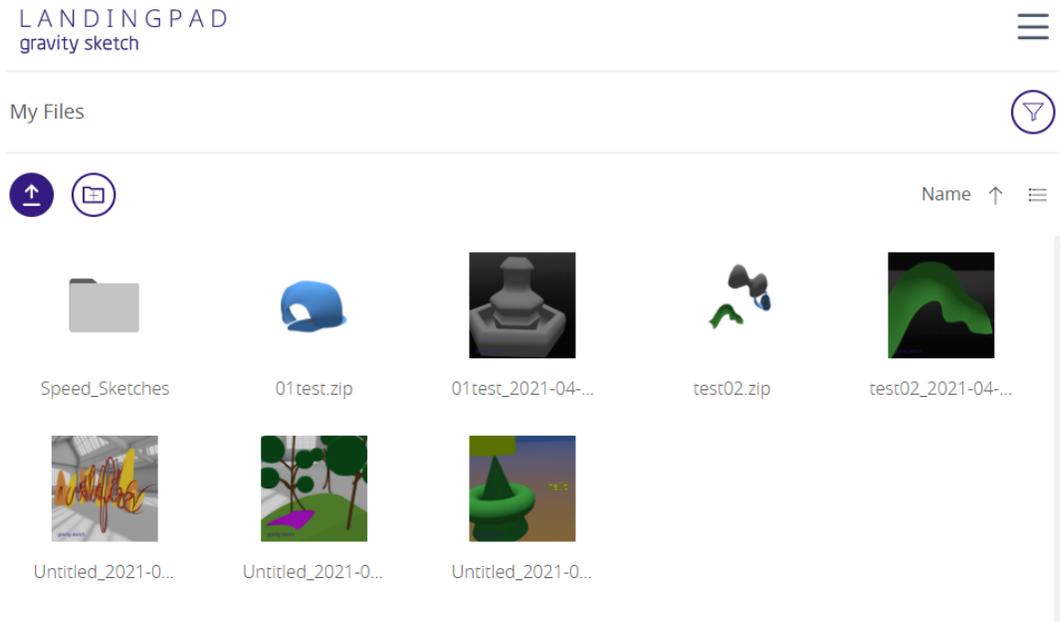
### Getting Started 04. Controller Layout: Oculus Rift





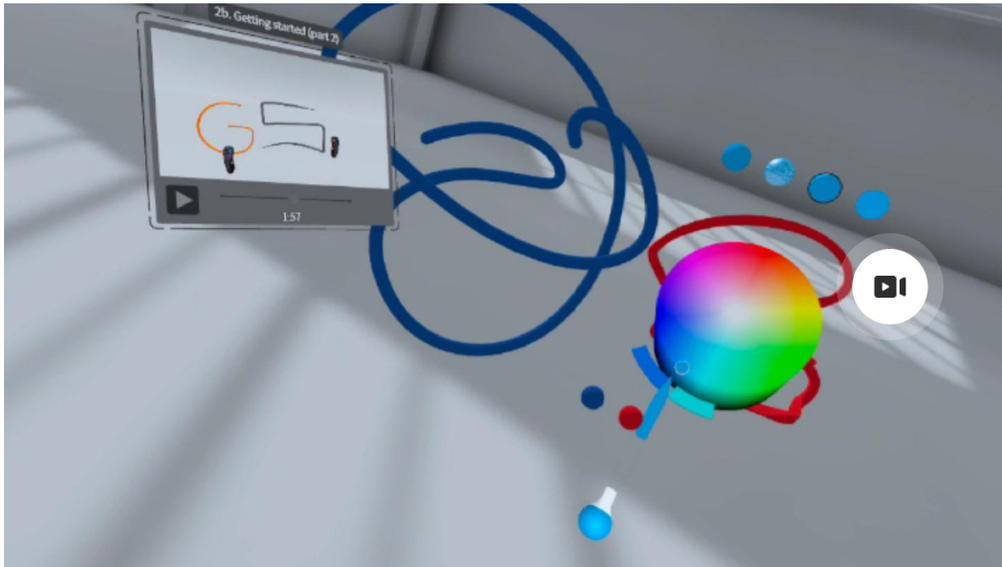
#### 04.27

- As mentioned in an earlier post, Gravity Sketch uses a partner app called Landing Pad to save snapshots and files. It's not always clear to me what is being saved in landing pad vs in the actual oculus. In Gravity sketch you can take a snapshot, export, and save. You can save out models in addition to flat images
- When saving files, there is a keyboard input. It took me at least 3 sessions to realize that I didn't need to squeeze the trigger when I touched a key, that I could just touch the key to "press" it. There was a haptic response.
- I also learned that you can edit points in your drawings. I don't know why I assumed that these were image based and not vector based drawings, but was pleasantly surprised to learn that I could further edit points on curves.



#### 04.26

- Took some time with a couple of the intro tutorials which were VERY useful and explained some of my frustrations from the last session
- I learned how to grab and scale and how to use the joystick to toggle between what other controller I was affecting. This would not have been discoverable without having watched this tutorial



04.25

- Played more with the surface brush to try and make an ocean and a sky
- Somehow got the left controller to grab my entire sketch and move it around
- Learned that there were layer options by clicking the icon that looked honestly like a piece of square layer cake
- Also found in app tutorials by clicking the graduate icon. Once I started one however, I wasn't able to close the pop up video screen. This was a problem when I tried to save as the keyboard kept colliding with the tutorial video screen when I tried to name the file.



#### 04.24

- Before starting, Gravity Sketch offered me to sign up for Landing Pad, a connected app to store files. I entered my email on a virtual keyboard then removed the headset to check the confirmation on my computer.
- When I resumed in the headset, Gravity Sketch popped a prompt for a 5 min speed sketch challenge. They wanted me to draw a random word they provided. It explained that it was an experiment to see if it helped users warm up to use the program.
- My word was wildfire. I wrote the word and used the volume brush to create shapes behind it. I took a snapshot
- After it was over, I wanted to quickly play with some brushes. I used the volume brush to create a land mass, the tubelike brush for the trees, the shapes for the “leaves” and after some fumbling, figured out how to use the surface brush to create a blanket by squeezing and dragging both triggers.

