LEXUS

IPAD & VR CONFIGURATOR UPDATES

WIREFRAMES | GESTURE, INTERFACE, FUNCTIONALITY, MULTIPLE MODELS

NOVEMBER 28, 2016

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DOCUMENT CHANGE LOG

DATE MODIFIED	EDITED BY	UPDATE DESCRIPTION	NEW VERSION #
11.28.2016	MAX W.	DETAILED ALL UPDATES TO VR AND IPAD CONFIGURATORS.	1.0
11.30.2016	MAX W.	REMOVED OUT-OF-SCOPE FUNCTIONALITY	1.1
11.30.2016	MAX W.	MINOR TEXT EDITS	1.2

SUMMARY OF UPDATES

EXTERIOR GESTURE PATTERNS

- ONE FINGER DRAG ORBITS VEHICLE
- TAP ZOOM-IN TO SELECTION
- TWO FINGER DRAG PIVOTS ON X/Y AXIS
- INWARD PINCH RETURNS CAMERA TO CENTERED VIEW OF VEHICLE WHILE TRANSLATING OUTWARDS

INTERIOR GESTURE PATTERNS

- ABILITY TO PINCH ZOOM IN, BUT NOT THROUGH
- ABILITY TO TAP IGNITION BUTTON - LC (TO ADDRESS ENGINE START UI OF VEHICLE SWITCHING)
- TAP TO FOCUS ON SELECTED PART.

CHANGE CAR TAB

- ADD CAR NAME AND VEHICLE TOGGLE TRAY TO UI.

UI ICONS

- INSIDE OPEN DOOR AREA OF CAR, BOTTOM INTERIOR VIEW ICON GLOWS LIKE INTERACTABLE PART.
- WHILE ON EXTERIOR VIEW THE CAR ICON CYCLES THROUGH CAR HERO ANGLES ON TAP.
- WHILE ON INTERIOR VIEW THE SEAT ICON CYCLES THROUGH INTERIOR SEATS ON TAP.
- TAPPING EXTERIOR VIEW ICON FROM INTERIOR REVERTS USER TO PREVIOUS EXTERNAL VIEW.
- TAPPING INTERIOR VIEW ICON FROM EXTERIOR REVERTS USER TO PREVIOUS INTERNAL VIEW.

VR CONTROLLER

- LEFT AND RIGHT D-PAD SELECTIONS MOVE TO THE OPTION IMMEDIATELY LEFT OR RIGHT RESPECTIVELY. INVERSE MOVEMENT TO CURRENT STATE.
- PRESSING MENU ON THE CONTROLLER OPENS THE CAR SELECTION OPTIONS
- DOUBLE TAPPING MENU OPENS 'HELP'.
- ON VEHICLE SELECTION, TAPPING DOWN OPENS STANDARD CONFIGURATION OPTIONS.

EXTERIOR GESTURES

UPDATES TO SWIPE, TAP, TWO FINGER DRAG, & INWARD PINCH
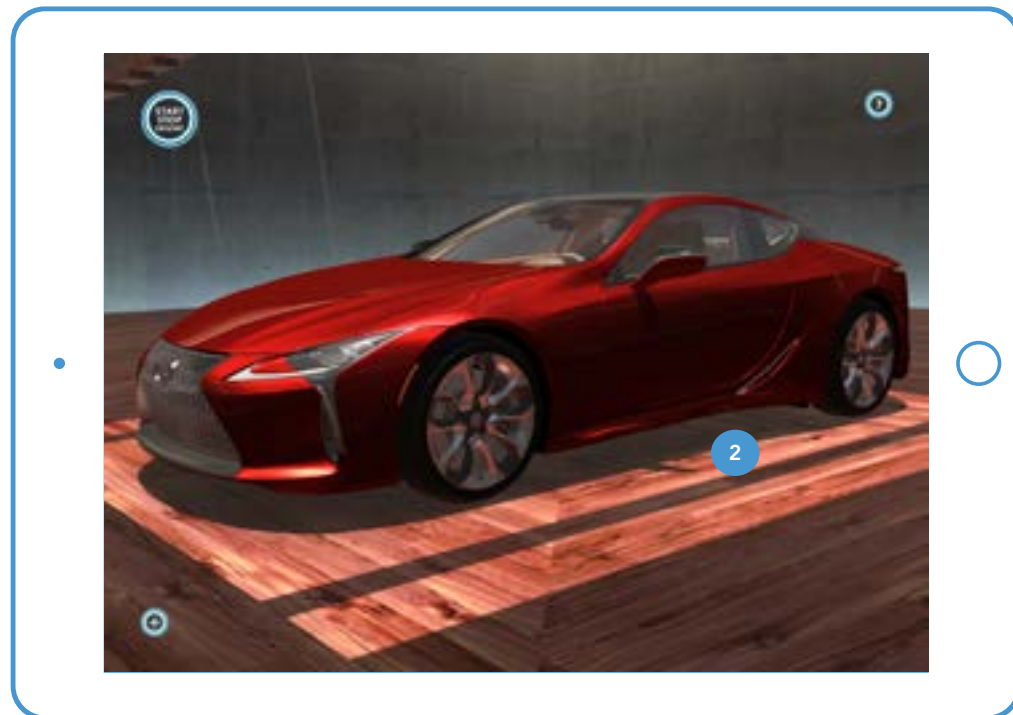
EXTERIOR GESTURES - SWIPE

1. SWIPE
User can swipe in any direction to orbit around the car.
In this example, the user swipes left.

2. ON LEFT SWIPE
When the user swipes left the car spins leftward.
User view remains the same distance from the car.
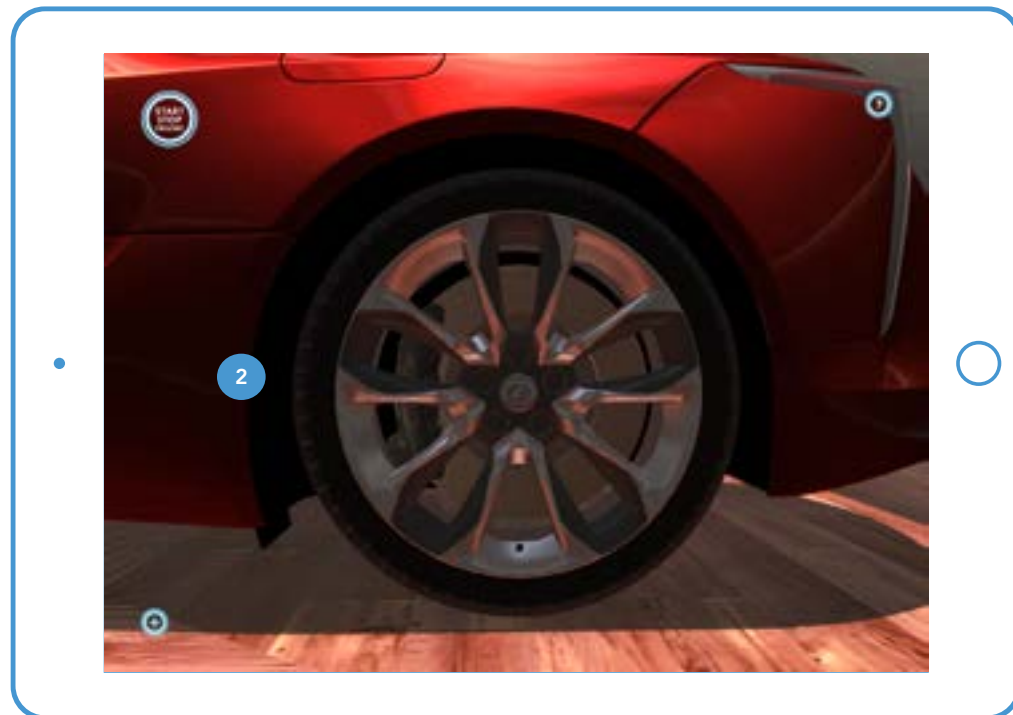
EXTERIOR GESTURES - TAP

1. TAP

The user may tap any part of the car to zoom in for a closer look.
The camera pans automatically to the best viewing angle for the selected part.

2. ON WHEEL TAP

In this example, the user has tapped the left rear wheel.
The camera positions itself so that the wheel is the centered object in the frame.

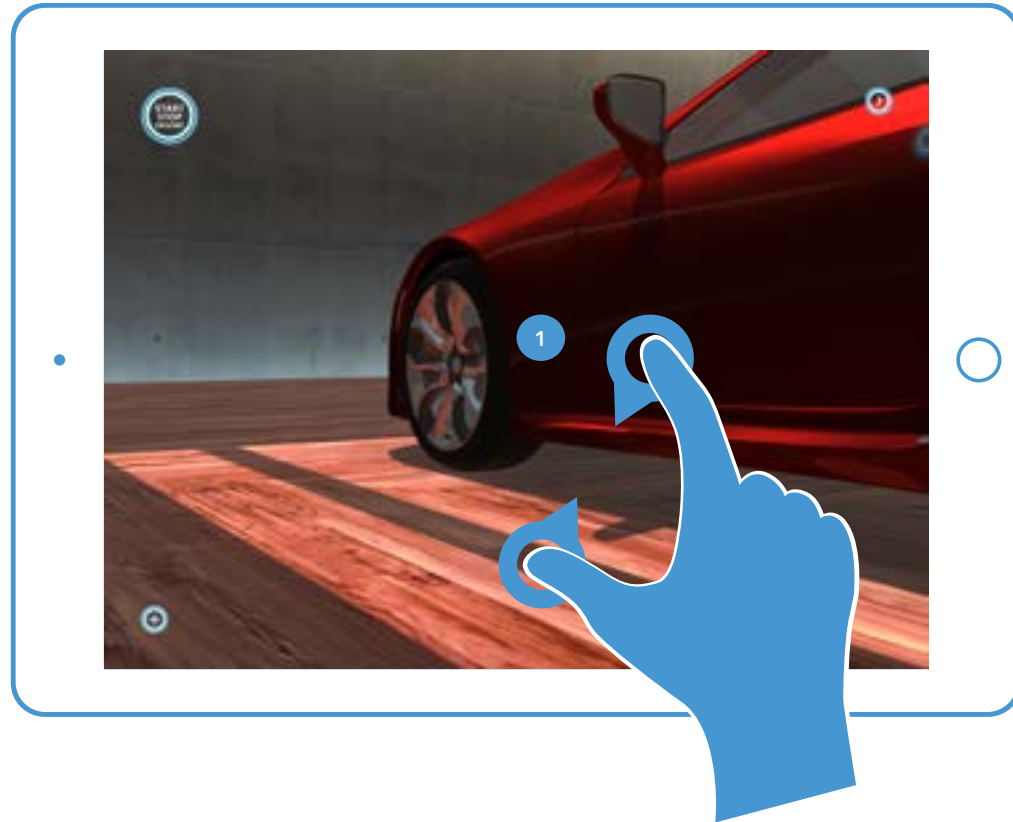# EXTERIOR GESTURES - TWO FINGER DRAG
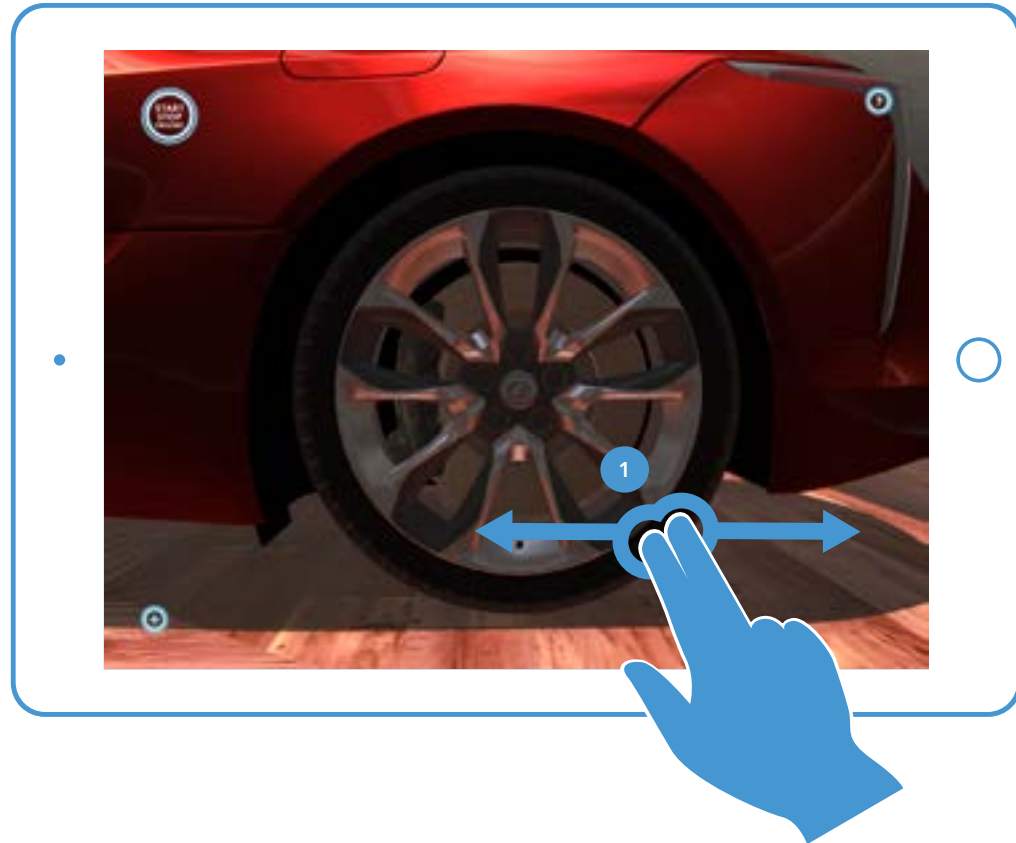
1. TWO FINGER DRAG
The user can two finger drag in any direction to pivot the camera on its axis. In this example, user drags right.

2. ON DRAG
User has dragged right to pivot the camera to the left.
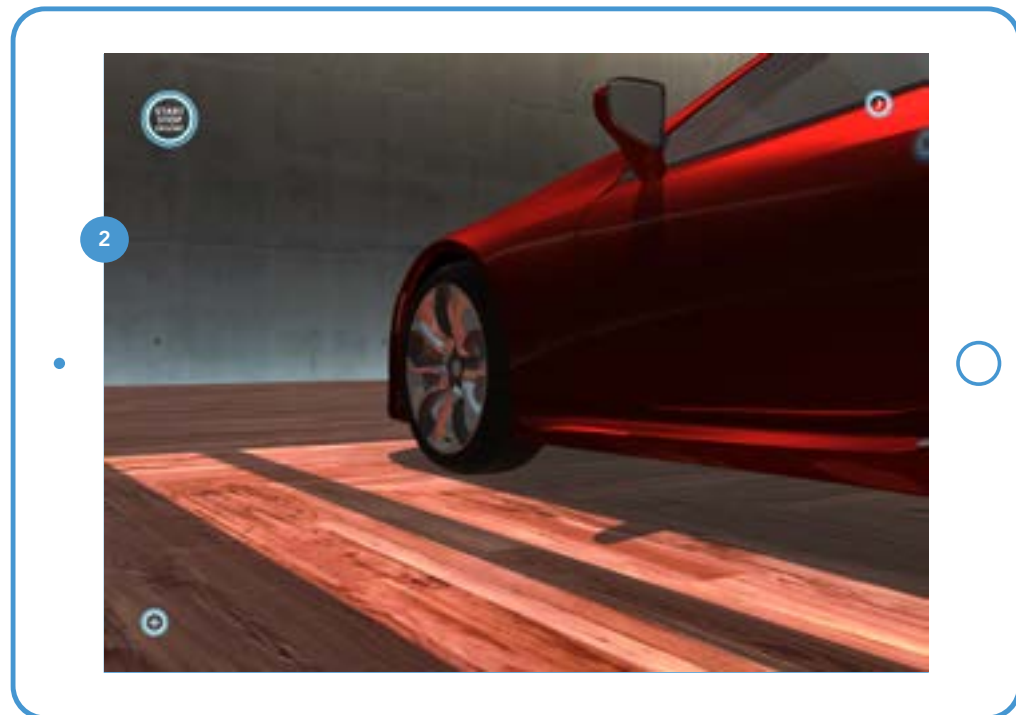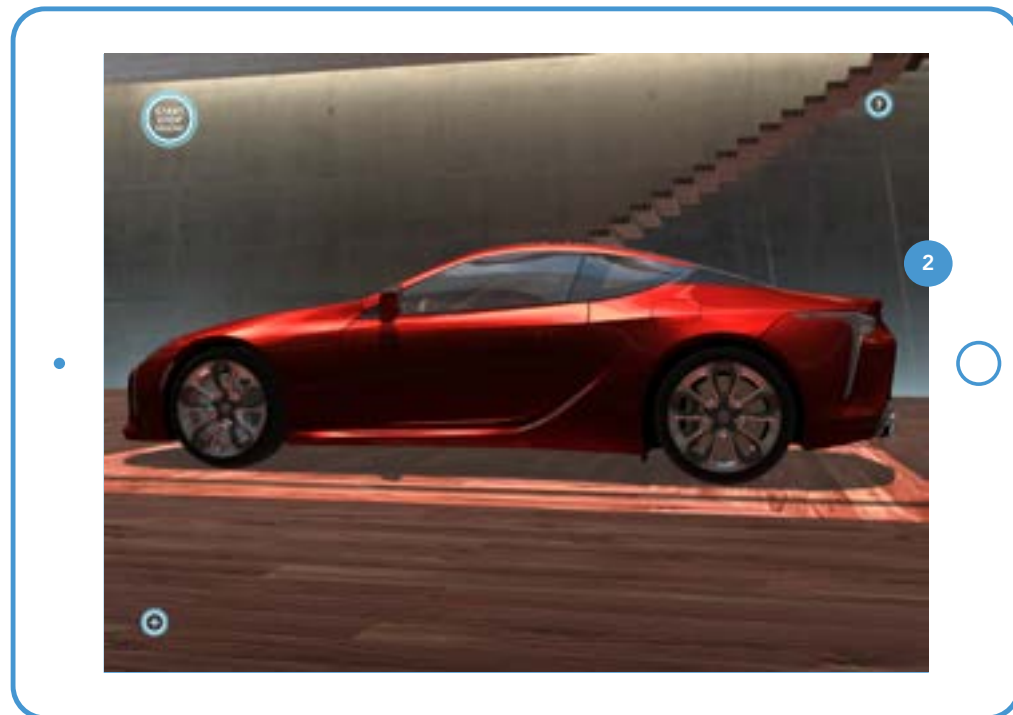
EXTERIOR GESTURES - INWARD PINCH

1. ZOOM OUT
The user can pinch inwards to zoom out from the model.
Zooming out at a certain point reverts the camera to a default view.

2. ON ZOOM OUT
In this example, the user has zoomed back from the previous view.
The camera returns to the default view of the entire vehicle.

INTERIOR GESTURES

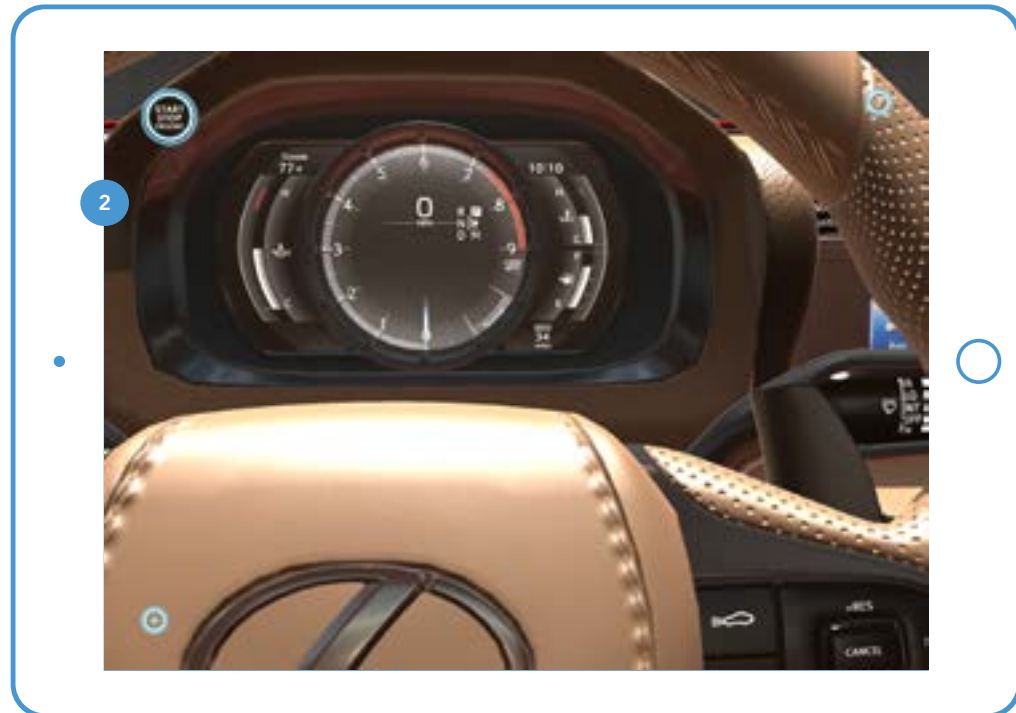UPDATES TO OUTWARD PINCH & TAP

INTERIOR GESTURES - OUTWARD PINCH

1. ZOOM IN

The user can zoom in to the interior from the resting seat position.
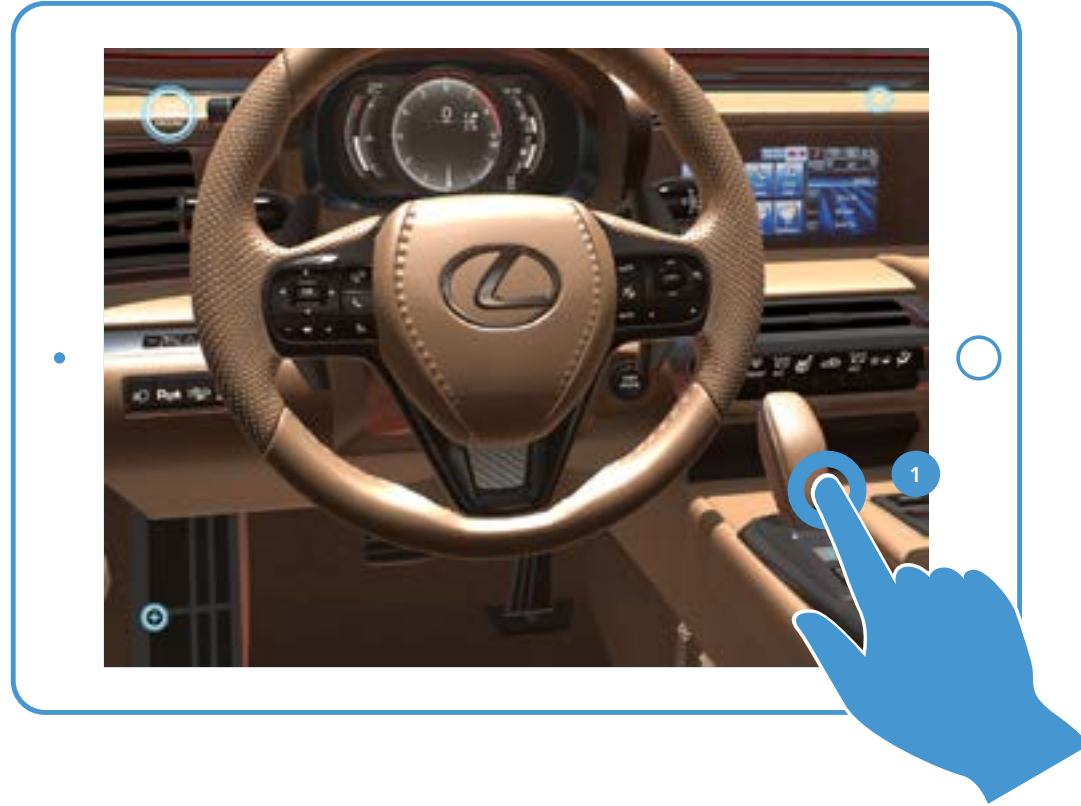
*User may not pass through objects on zoom.

2. ON ZOOM IN

In this example the user has zoomed in to the speedometer.

The user can no longer outward pinch to prevent passing through the steering wheel.
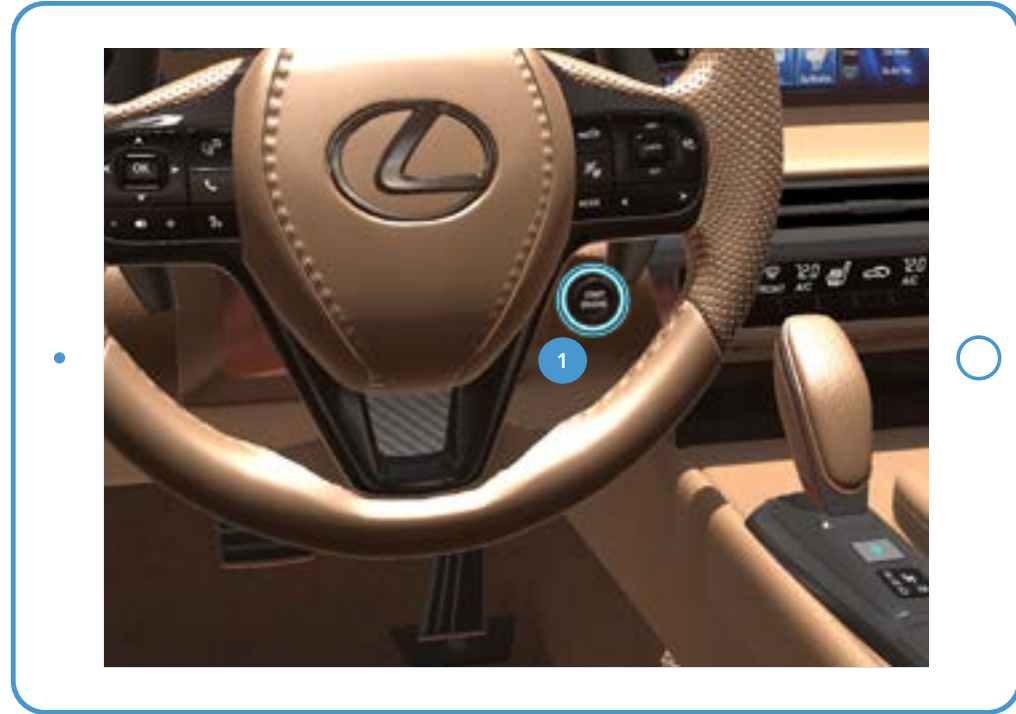
INTERIOR GESTURES - TAP

1. TAP
The user may tap on parts of the interior to get a closer look.
In this example, the user taps the gear shift.

2. ON TAP
When the user taps the gear shift, the camera zooms to center the gear shift in the frame.
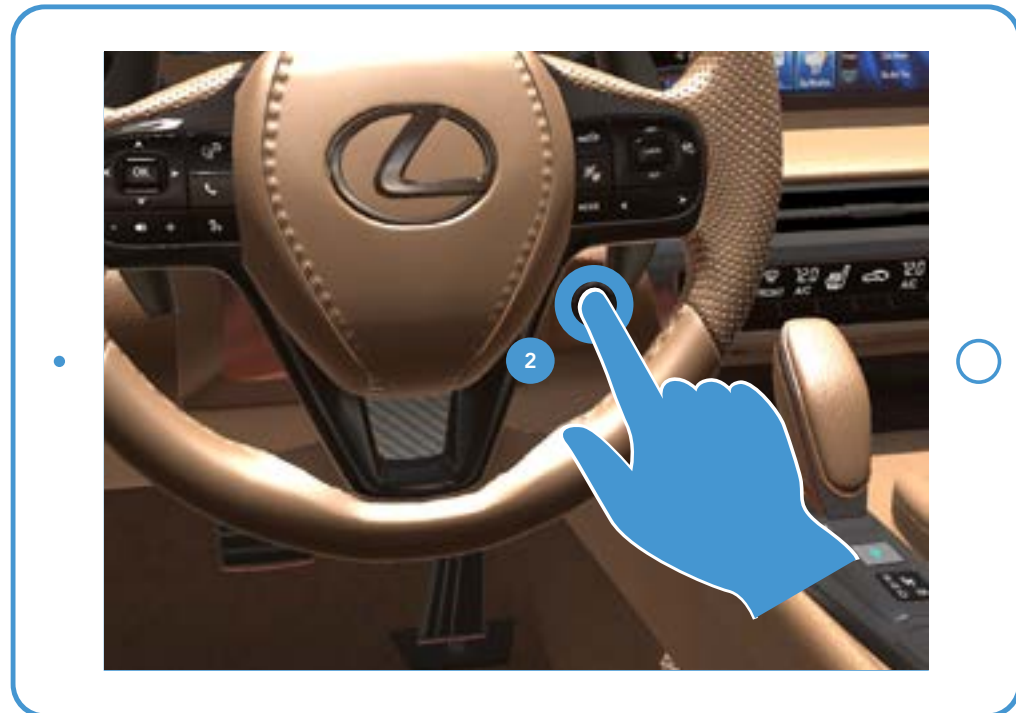
INTERIOR GESTURES - TAP (INTERACTIVE PART)

1. INTERACTION TAP
Interactive parts of the interior will glow when viewed.
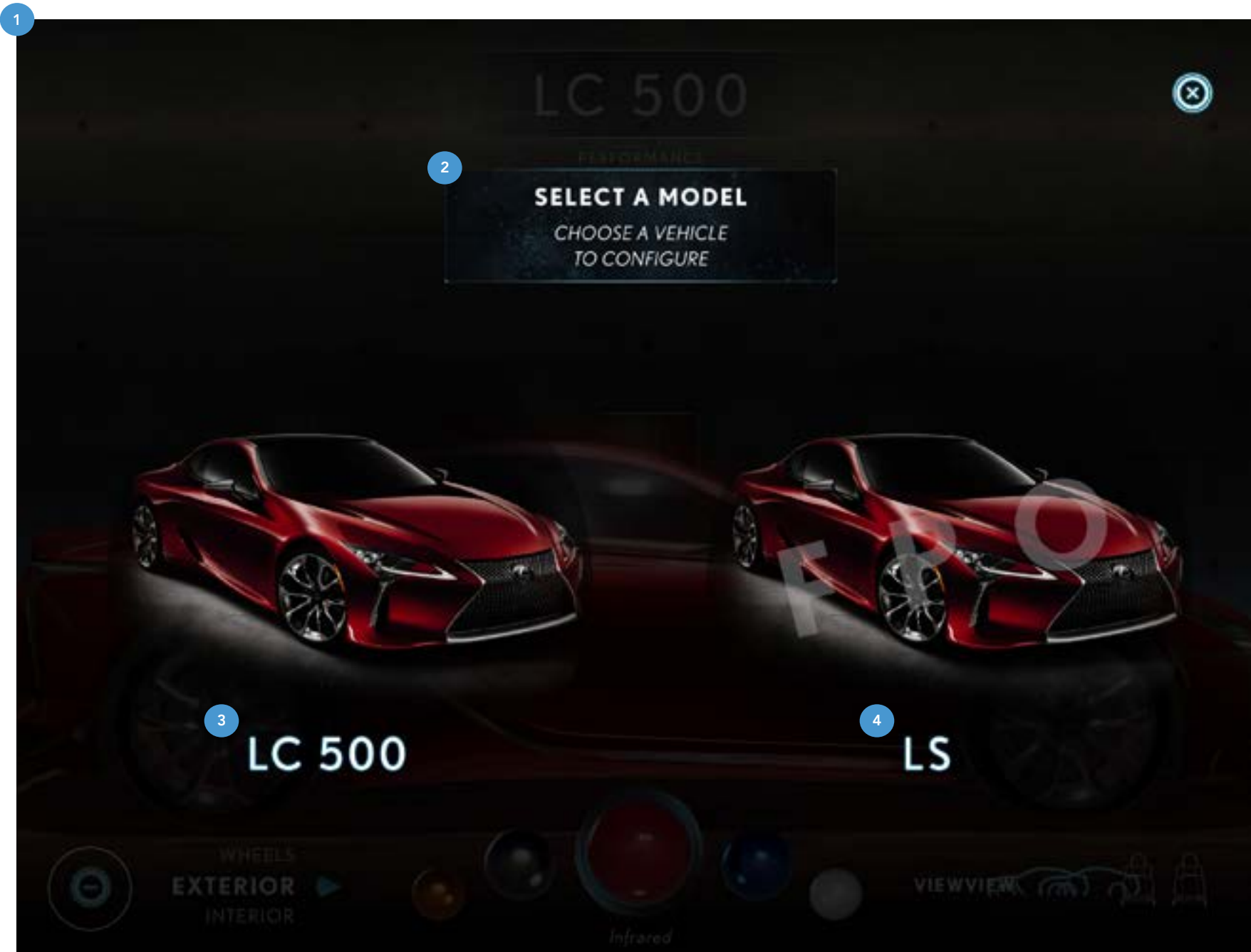In this example, the user is viewing the start button.

2. ON TAP
When the user taps the start button, the engine sound file plays.
On second tap, the sound file fades out and stops.

VEHICLE SELECTION

CHOOSING BETWEEN MULTIPLE MODELS IN THE CONFIGURATOR

VEHICLE SELECTION - SPLASH PAGE

1. MODEL SELECTION OVERLAY
On opening the app this overlay will load.

2. "SELECT A MODEL" COPY
Instructions guiding users through selection process.

3. MODEL 1
On tap loads the experience for the LC.

4. MODEL 2
On tap loads the experience for the LS.

VEHICLE SELECTION - HEADER

1. LC ENVIRONMENT
This is the default environment that the user enters on load. By default the instructions will open within 3 seconds every time app is loaded.
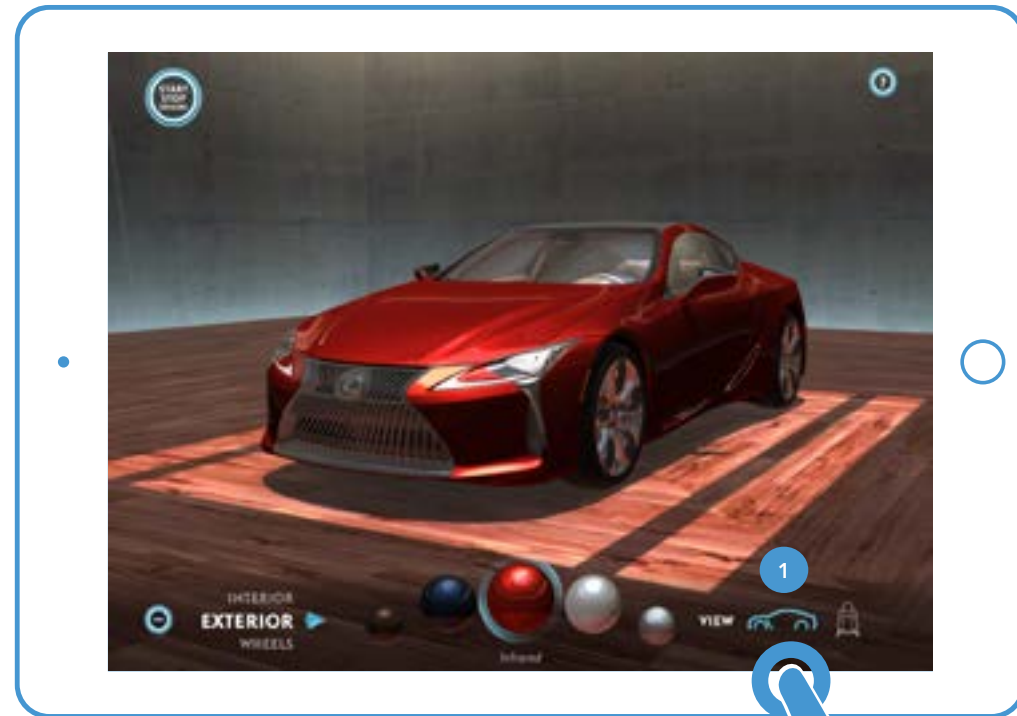
2. MODEL HEADER
Displays the model name of the user's selection.
On tap loads the Vehicle Selection Splash page.
L/R swipe cycles through available models.

VIEW ICONS

CAR AND SEAT ICONS CYCLE EXTERIOR / INTERIOR VIEWS
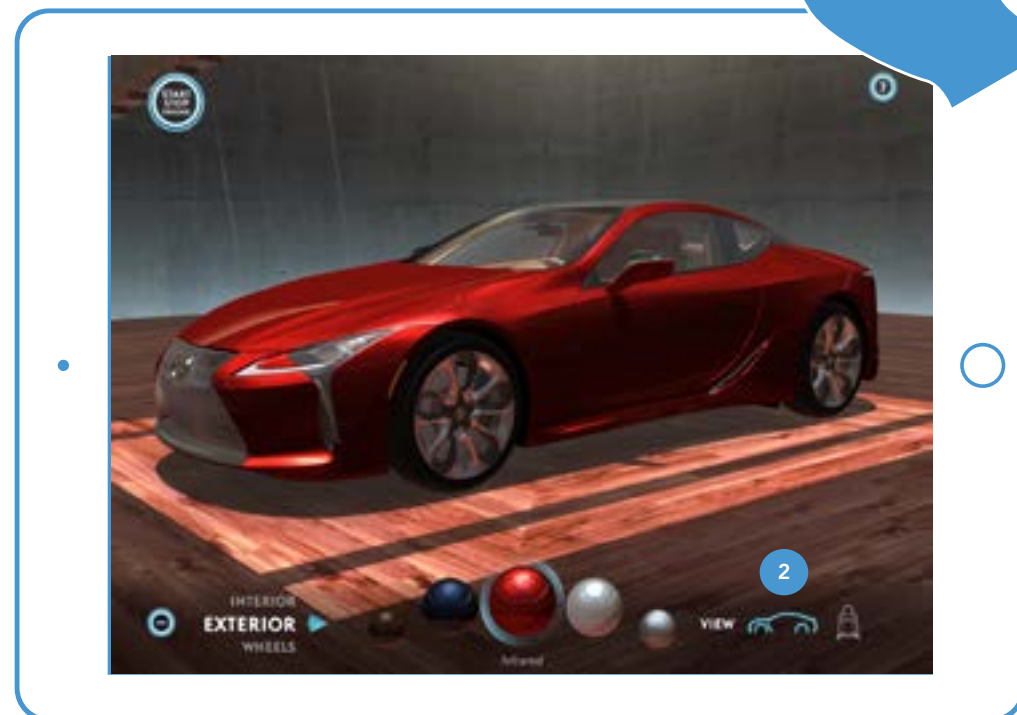
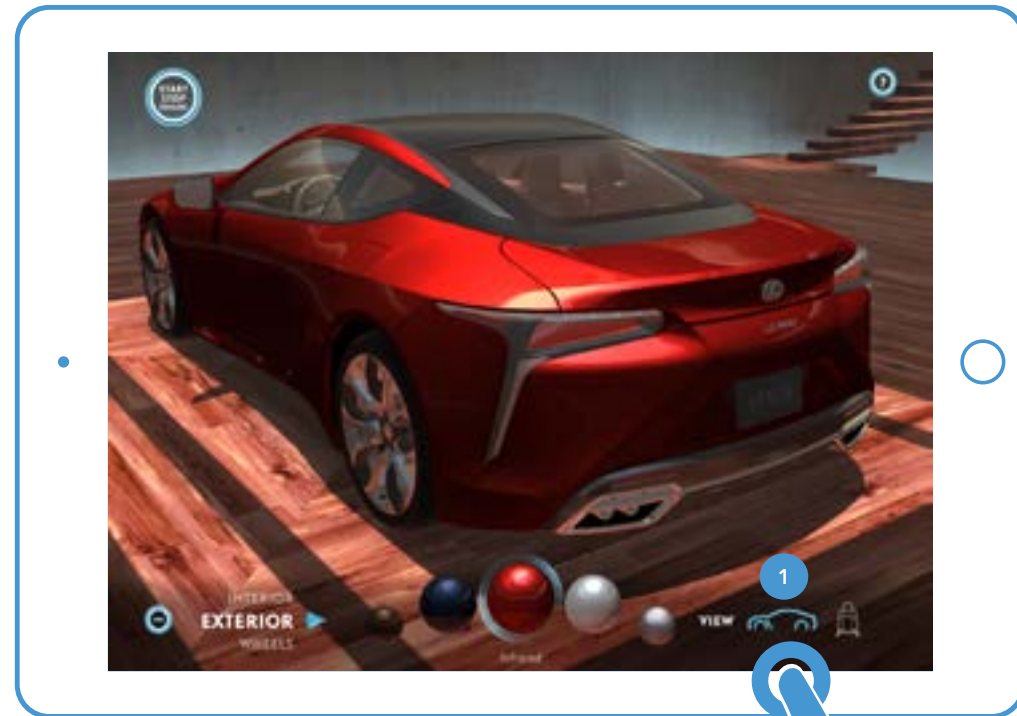# EXTERIOR VIEW ICON - HERO ANGLES

1. EXTERIOR VIEW ICON
When the user taps the car icon the camera pans to the nearest Lexus suggested viewing angles. Tapping again will pan the camera to the next viewing angle.

2. TAP
User has tapped the exterior view icon to change the view to the next angle.

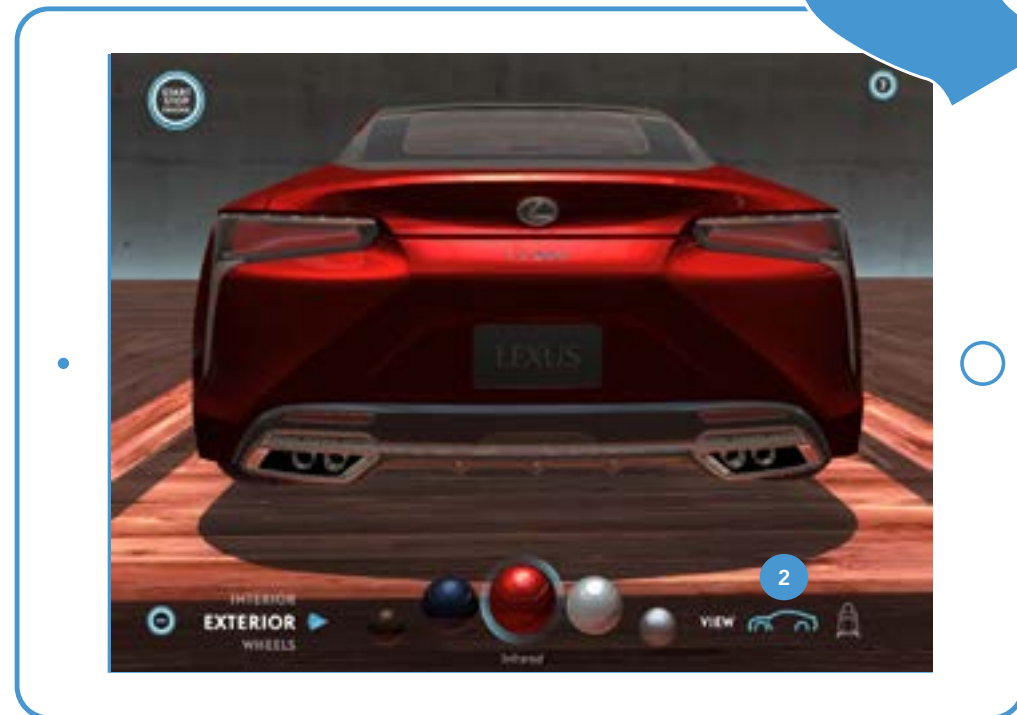# EXTERIOR VIEW ICON - HERO ANGLES
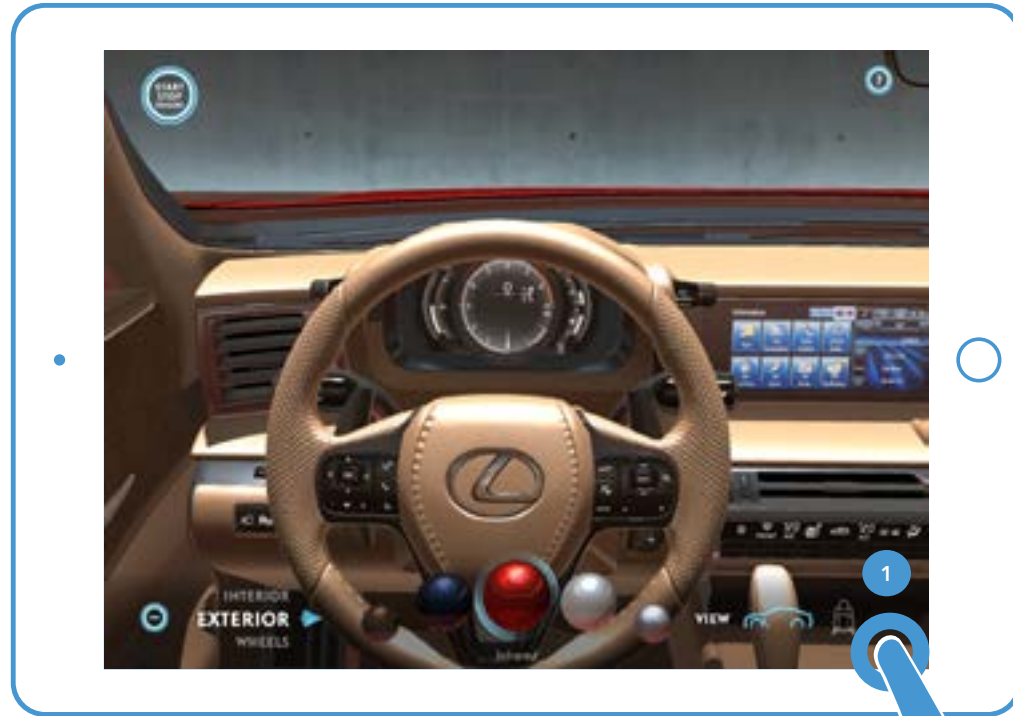

1. TAP
User has tapped the exterior view icon to change the view to the next angle.

2. TAP
Another tap moves the camera to the next angle.

INTERIOR VIEW ICON - ALL SEATS

1.INTERIOR VIEW ICON
When the user taps the seat icon, the interior experience loads.
Tapping again will cycle the user to the passenger seat.

2. TAP
Tapping from the passenger seat cycles the camera to the rear seats.
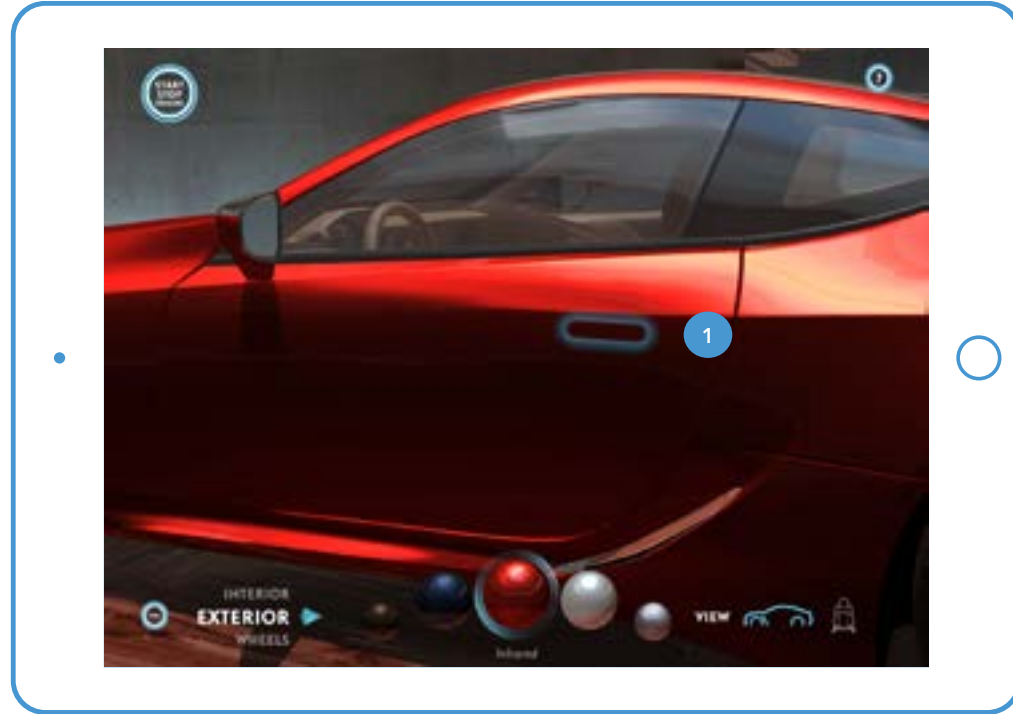
INTERIOR VIEW ICON - ALL SEATS

1. TAP

Tapping from the left rear seat cycles the camera to the right rear seat.

2. TAP

Tapping from the right rear seat cycles the camera to the drivers seat.
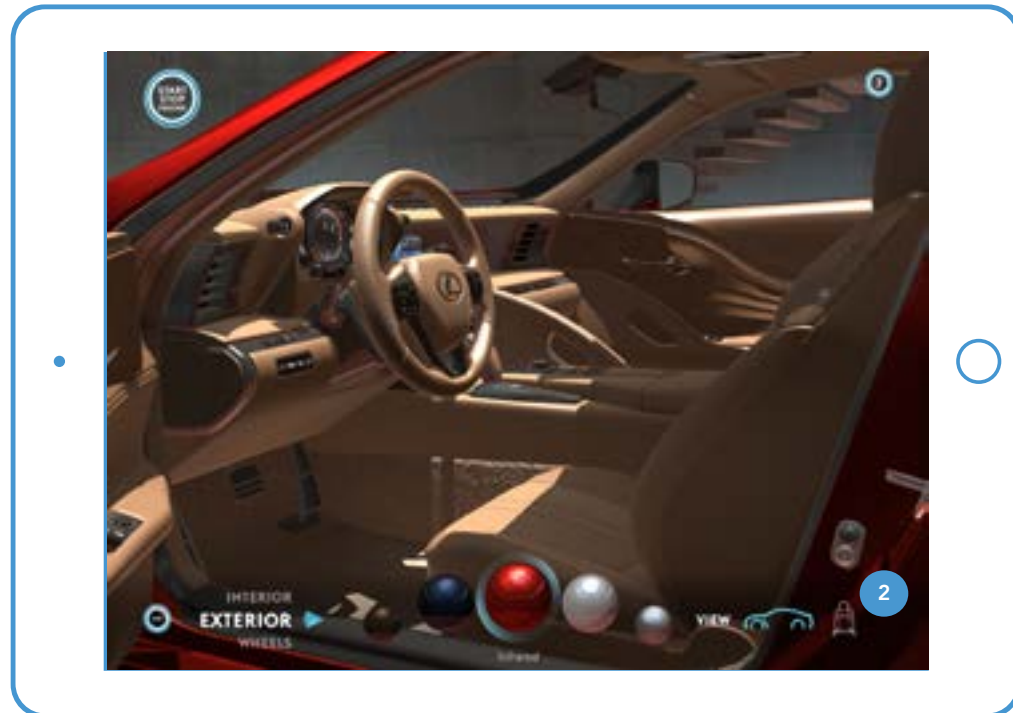
INTERIOR VIEW ICON - DOOR AREA

1. GLOWING PART
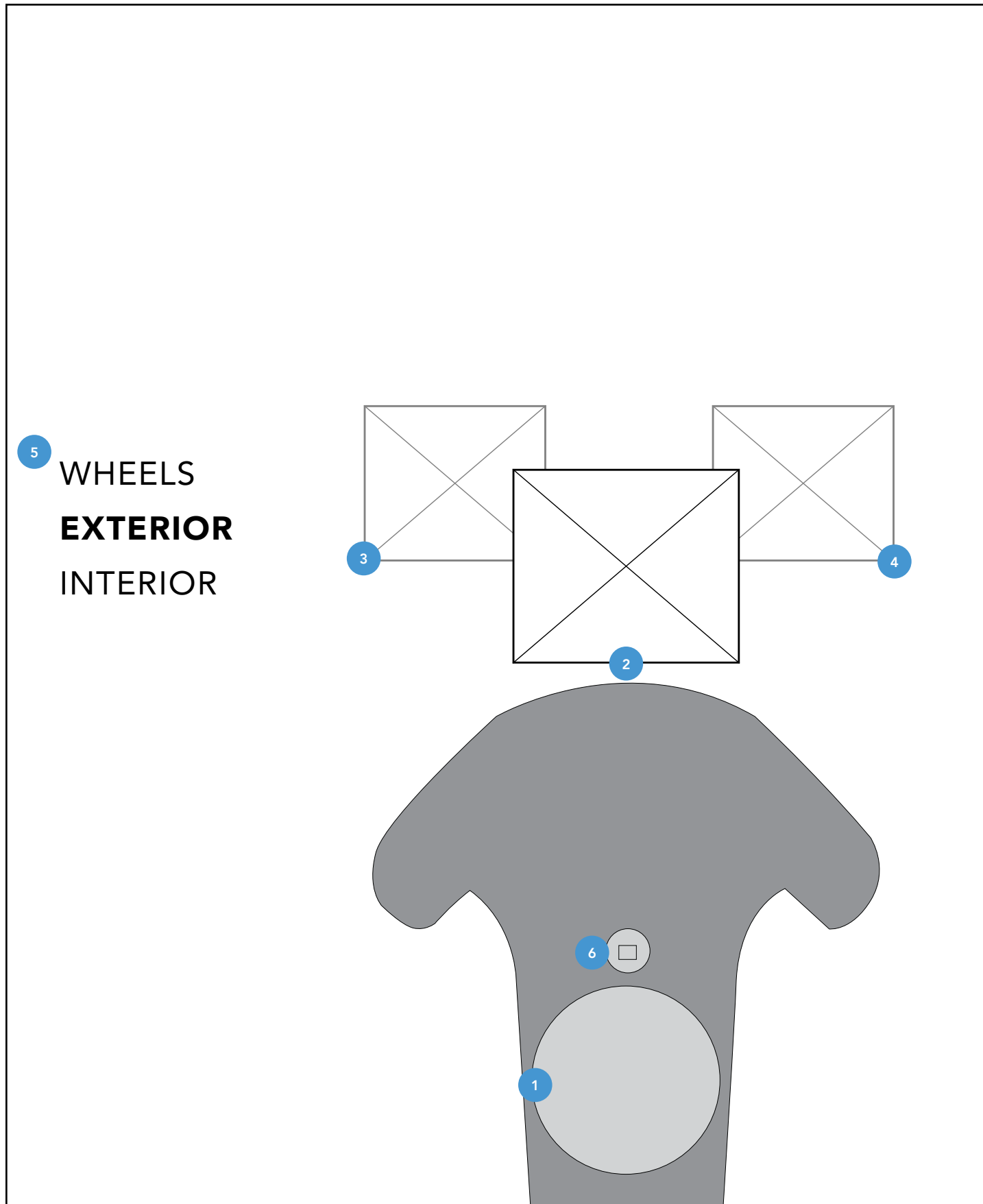User taps to open door.

2. GLOWING ICON
When user is in the opened area of the door, the seat icon will begin to glow similarly to interactive parts. Glowing seat icon will draw attention to ability to load interior experience.

VR CONTROLLER UPDATES

CONFIGURATOR CONTROLS & MODEL SELECTION

VR CONTROLLER - SELECTION DIRECTION

1. SELECTION DIRECTION
Tapping left on the pad changes selection from 2 to 3. (Previously 2 to 4).

5. HIDDEN CONTROL
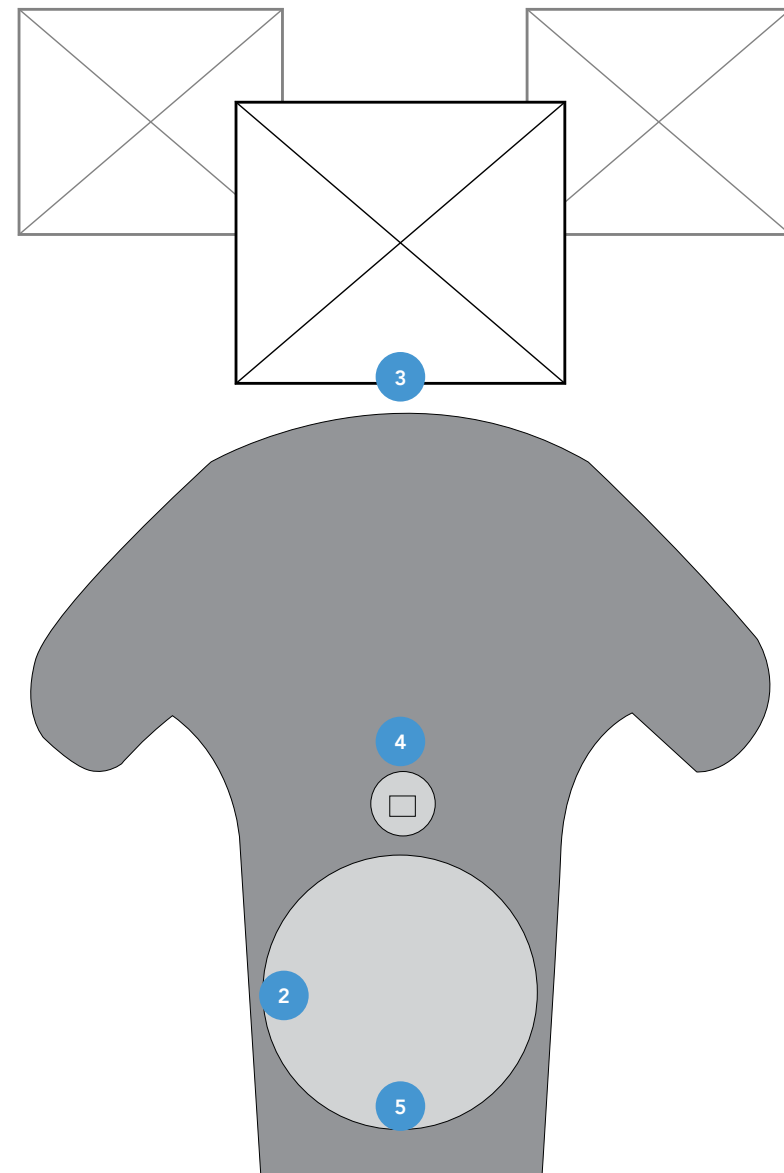Controls for model selection not available until menu button (6) is pressed.

6. MENU BUTTON
Tapping menu button allows user to select from available models.

WHEELS
EXTERIOR
INTERIOR

VR CONTROLLER - MODEL SELECTION

MODEL

WHEELS
EXTERIOR
INTERIOR

1. MODEL CATEGORY

Hidden category is accessed by pressing the menu button.

2. MODEL SELECTOR

Pressing left or right on the pad cycles through the models.

3. AVAILABLE MODELS

Models available for configuration.

4. MENU BUTTON

Tapping menu before making selections returns user to previous model experience.

5. CATEGORY SELECTOR

Pressing down loads new selected model.
User is returned to standard configuration options.