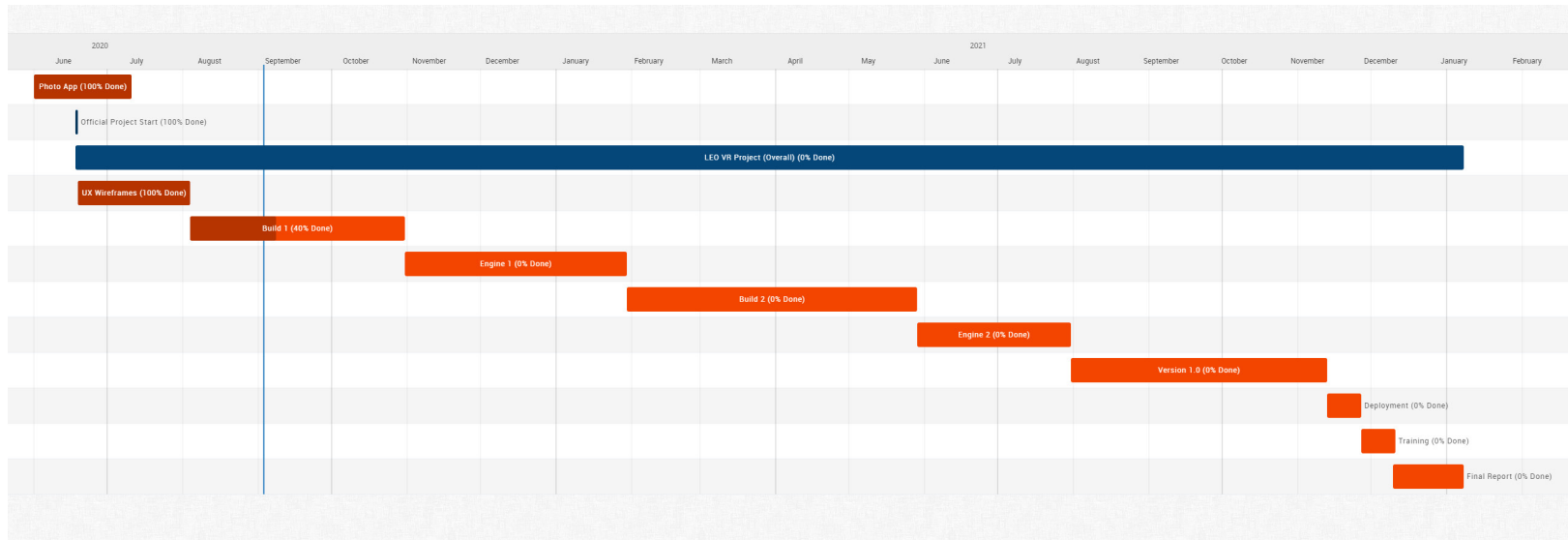


LEO VR

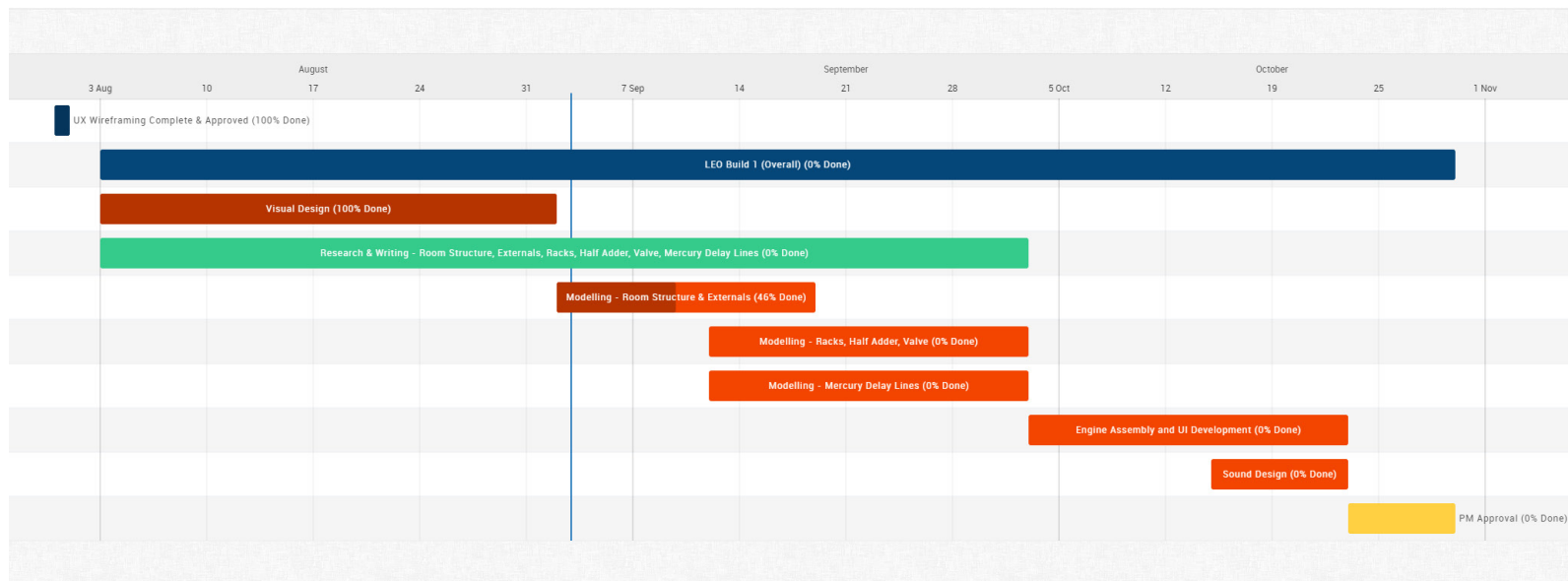
Steering Group Meeting

Thursday 3rd September, 2020

Project Planner

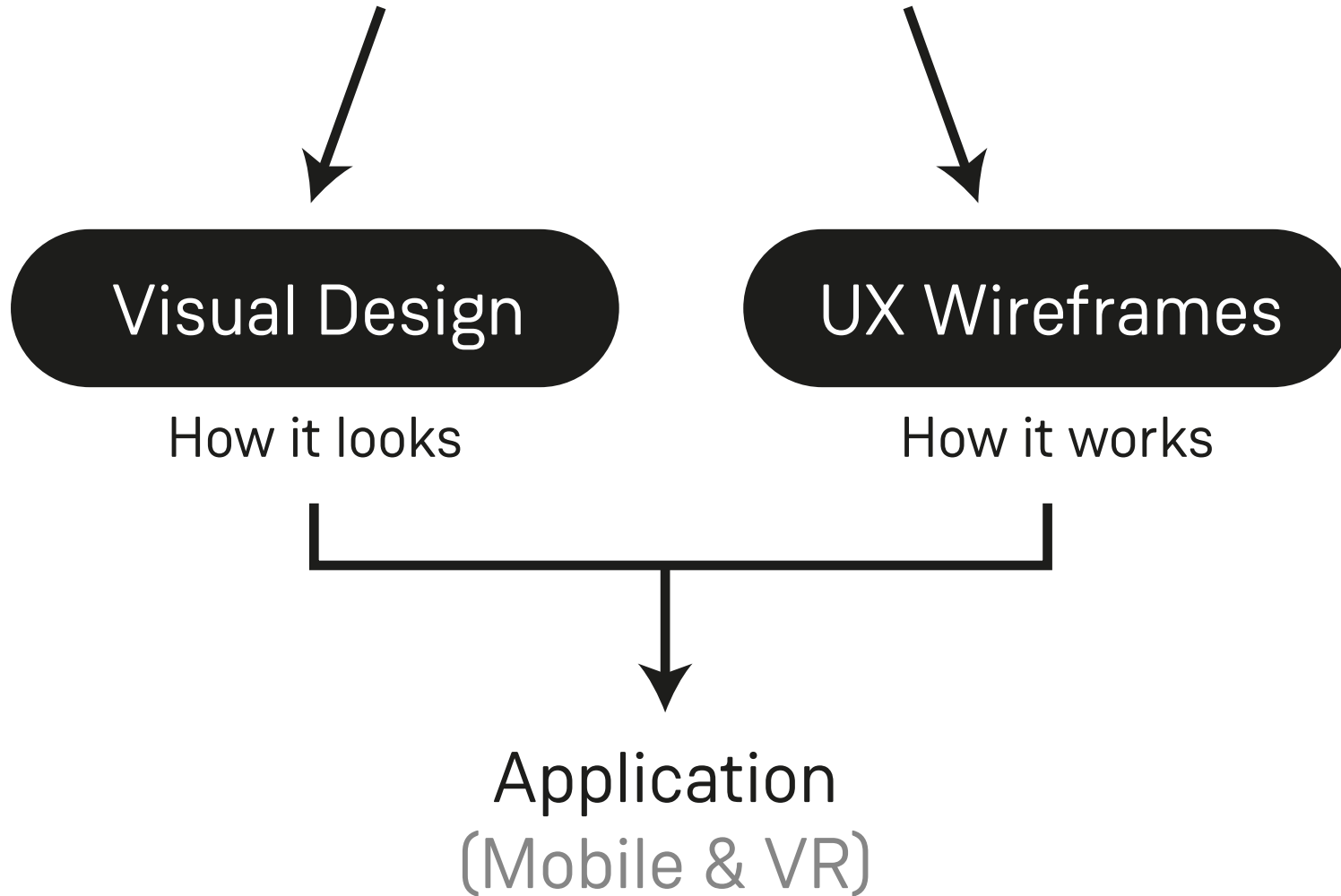


Build 1



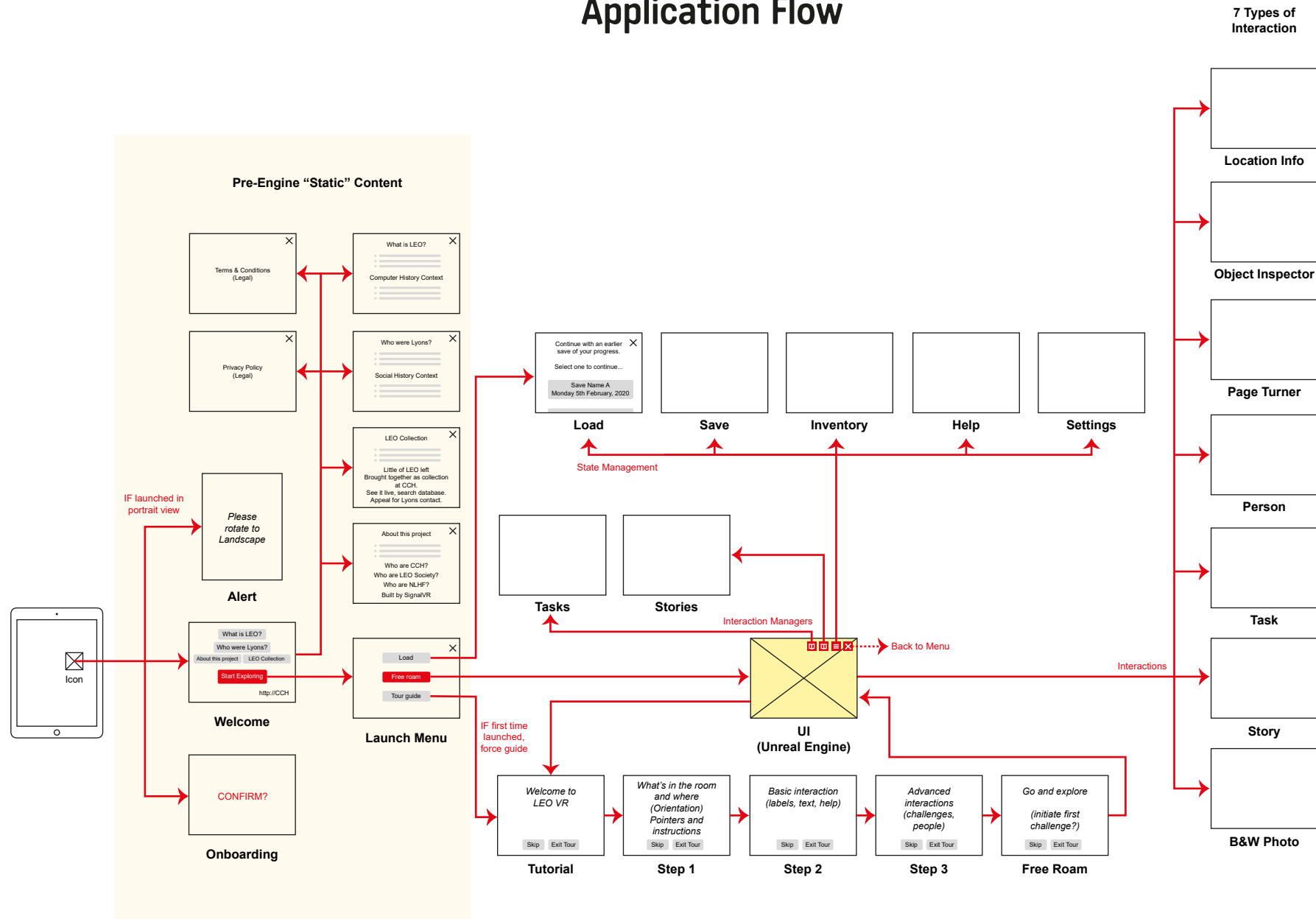
Design Process

Form vs Function

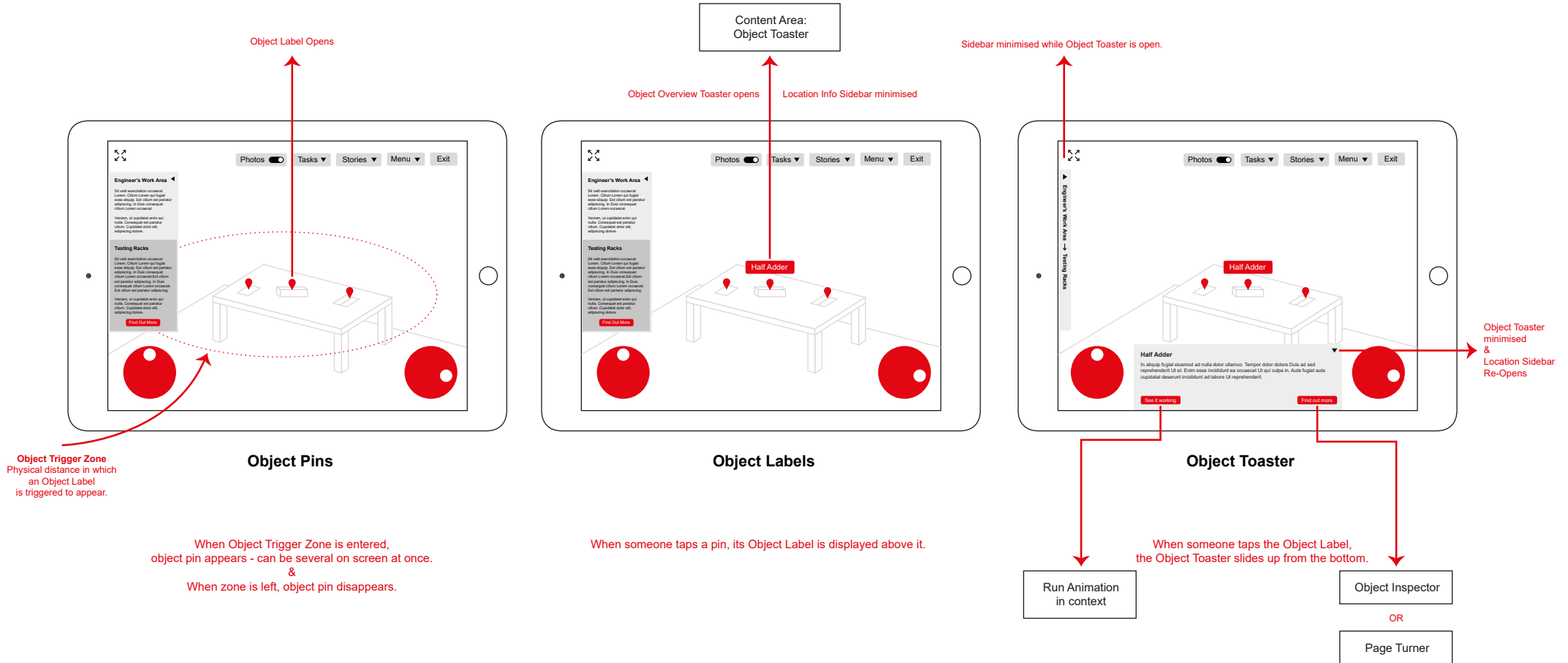


UX Wireframes

Application Flow

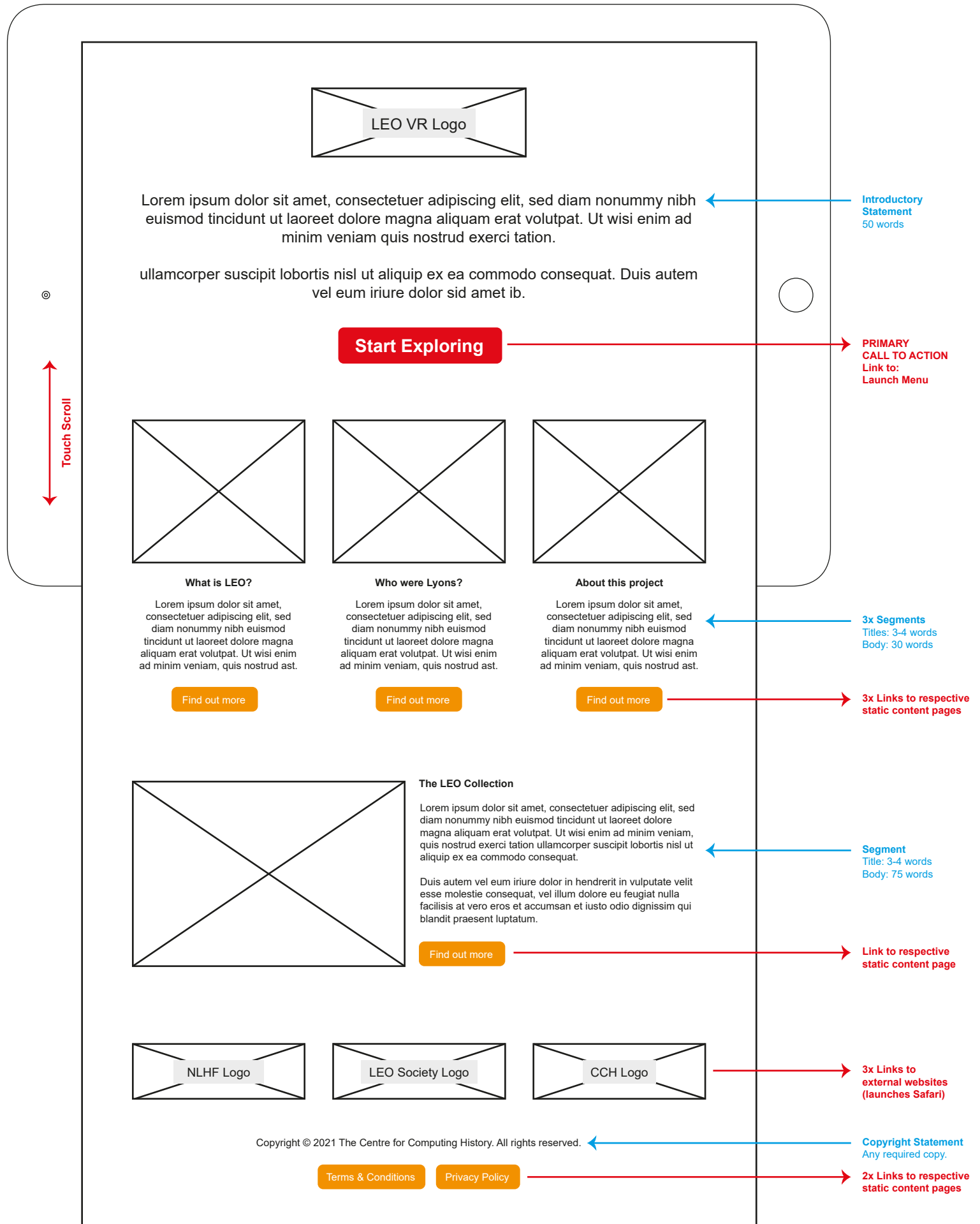


UX Wireframes Dynamic Content



UX Wireframes Static Content

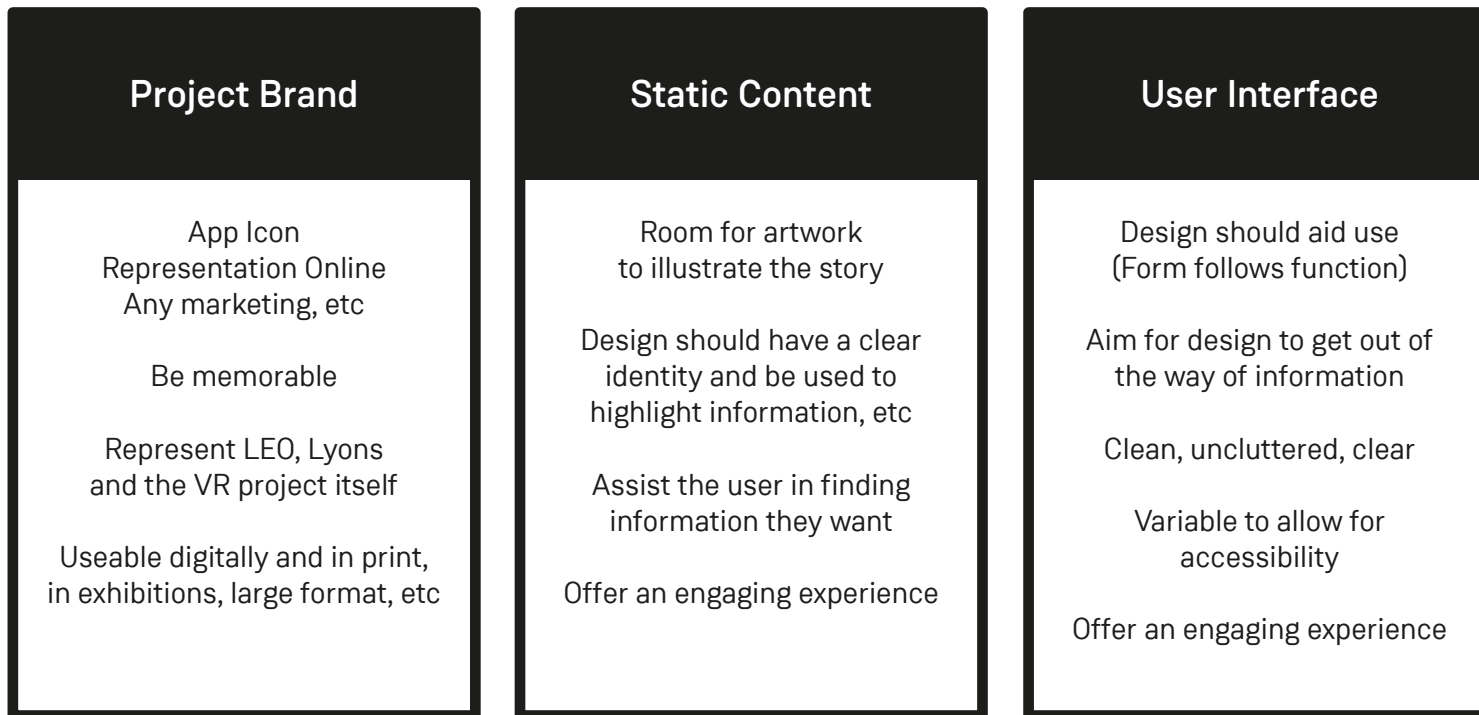
Static content page: Welcome



Brand & Visual Design

Visual Design Components

Design Concept will flow across each segment



Visual Design Aims & Concept

An important, revolutionary moment in history

Britain's critical role in the computer revolution.
The first ever computer used for business.

Data processing moving from mass-labour to fully automated.
Social changes of the 1950s transitioning into 1960s.

Post-war Britain increase in consumer spending - service sector rather than manufacturing, etc.
Re-building as a nation post-war & as a company - could only happen at this time.

Connections coming together

LEO being one point supporting many business roles, etc. Beating electronic heart of an organisation.
Wires and complex electronics & machinery.

Great minds coming together to build a unique idea - and make it happen.

Location in London (underground map), the UK, etc.

LEO's journey - EDSAC > LEO I > II > III > English Electric / LEO / Marconi > Elliot > ICL > Fujitsu, etc is long and winding.

Early computers - their size, valve electronics, winding wires rather than geometric circuits

Social History

Quintessentially British.

A family business.

The role of women (nippies, mass-labour data entry
first female coder counterpoint + technical work post-war).

LEOVR





LEO VR



Step Back in time

WHAT WAS LEO?

LEO was one of the world's first generation of electronic computers.

A huge machine, its installation spanned over 230 square metres.

With just 2 Kilobytes of memory and using 25 Kilowatts of power, an individual could stand inside LEO and marvel at how much work it could achieve.



DISCOVER THE STORY OF LEO

Your way

This app lets you explore as you wish and proceed at your own pace.

Delve as deeply as you choose into the creation of the world's first business computer and the its world changing role in history.

LYONS' TEA

WHO WERE LYONS?



J. Lyons & Co. was a leading British restaurant chain, food manufacturer, and hotel business founded in 1884.

With a factory in Hammersmith, West London, at its height, Lyons produced bread, cakes, pies, tea, coffee and ice cream and operated more than 250 tea shops across London.

So important is the LEO computer to our technological heritage that we are building a collection to preserve, archive and digitise LEO artefacts, documents and personal memories before they are lost forever.

This is helping to make safe internationally significant, historically important artefacts relating to the early Lyons Electronic Office (LEO) computers.

PRESERVE ARCHIVE & DIGITISE





1949

Start of construction for LEO

16
years

Of experimentation & operation

1965

Final shut down

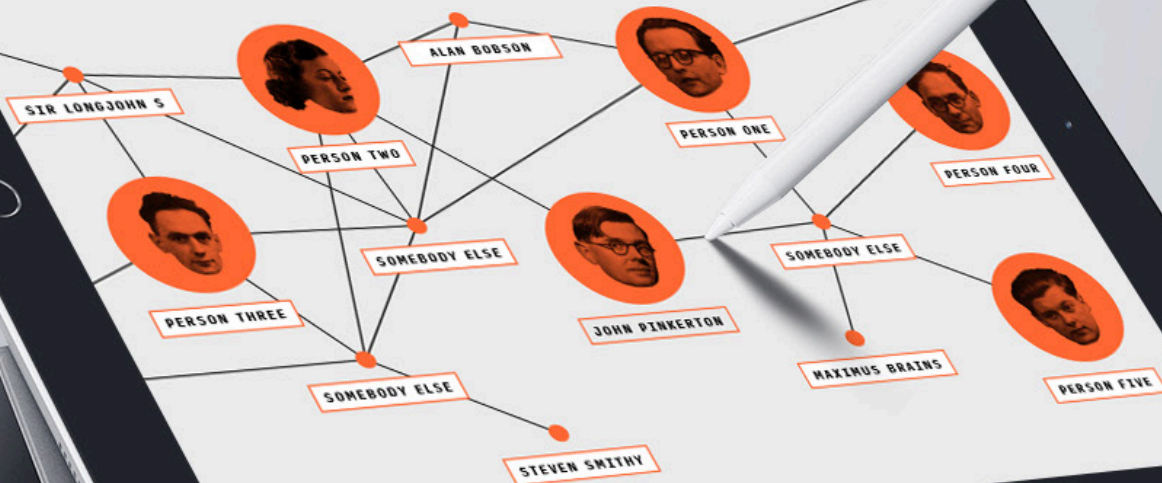
Cadby Hall

Home to LEO in Hammersmith
West London, UK

LYONS
TEA



When great minds come together.



EXPLORING TECHNOLOGY

Through History

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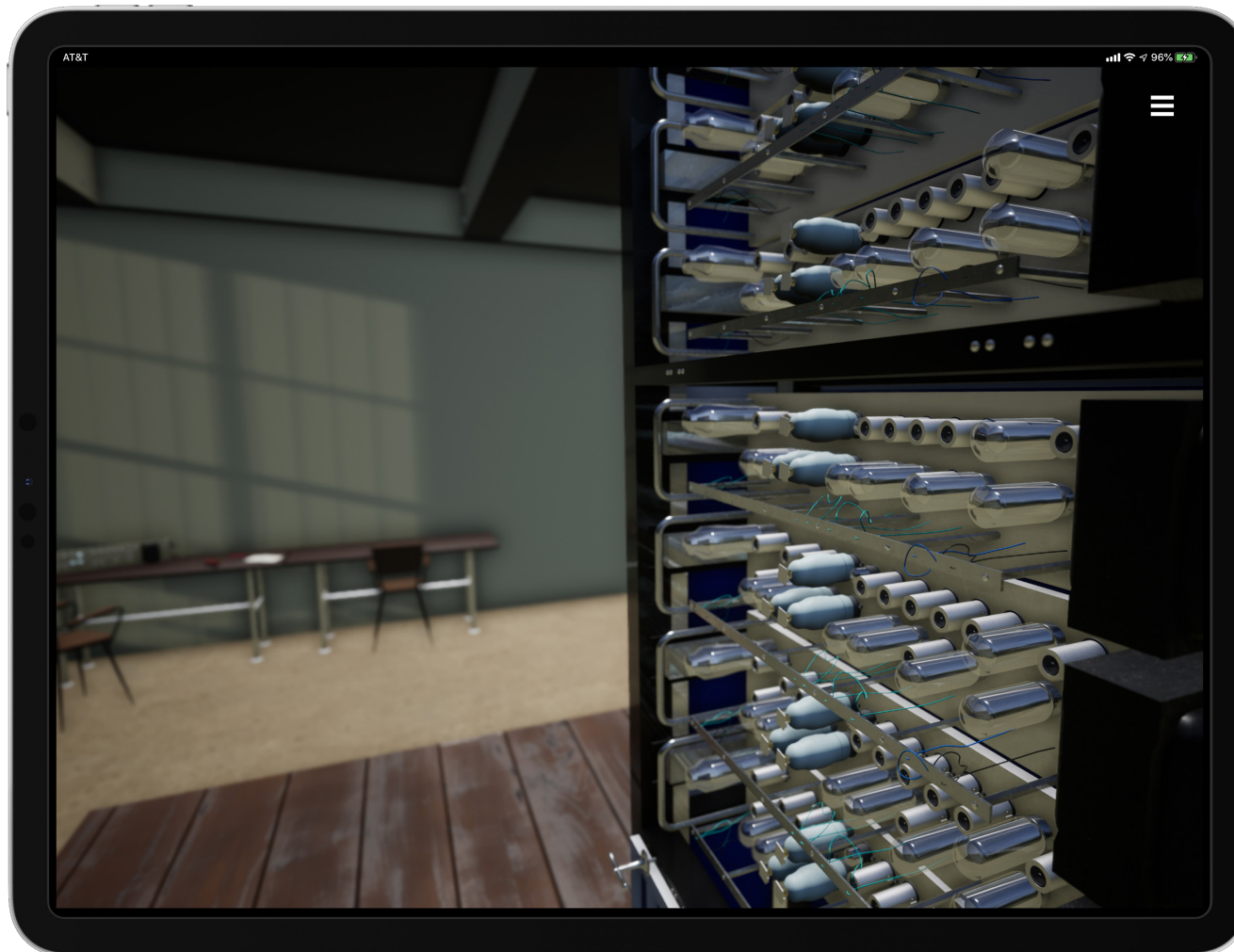
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[Find out more](#)

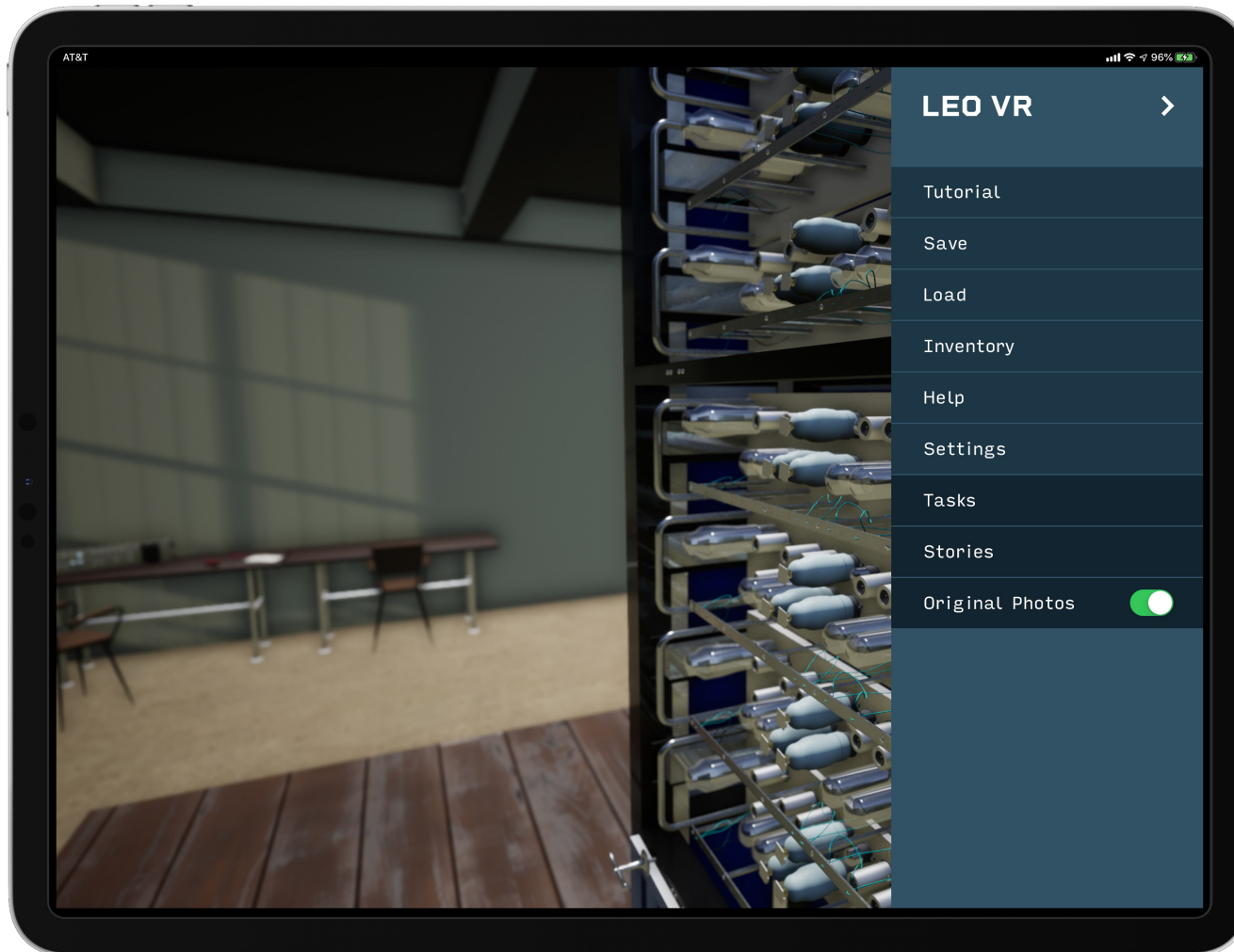
User Interface



Main Menu Menu Closed

All main menu items are to be contained within the Menu (Hamburger) icon at the top right.

This has been done with the objective of simplifying the layout as much as possible so the user can focus on content.



Main Menu Menu Open

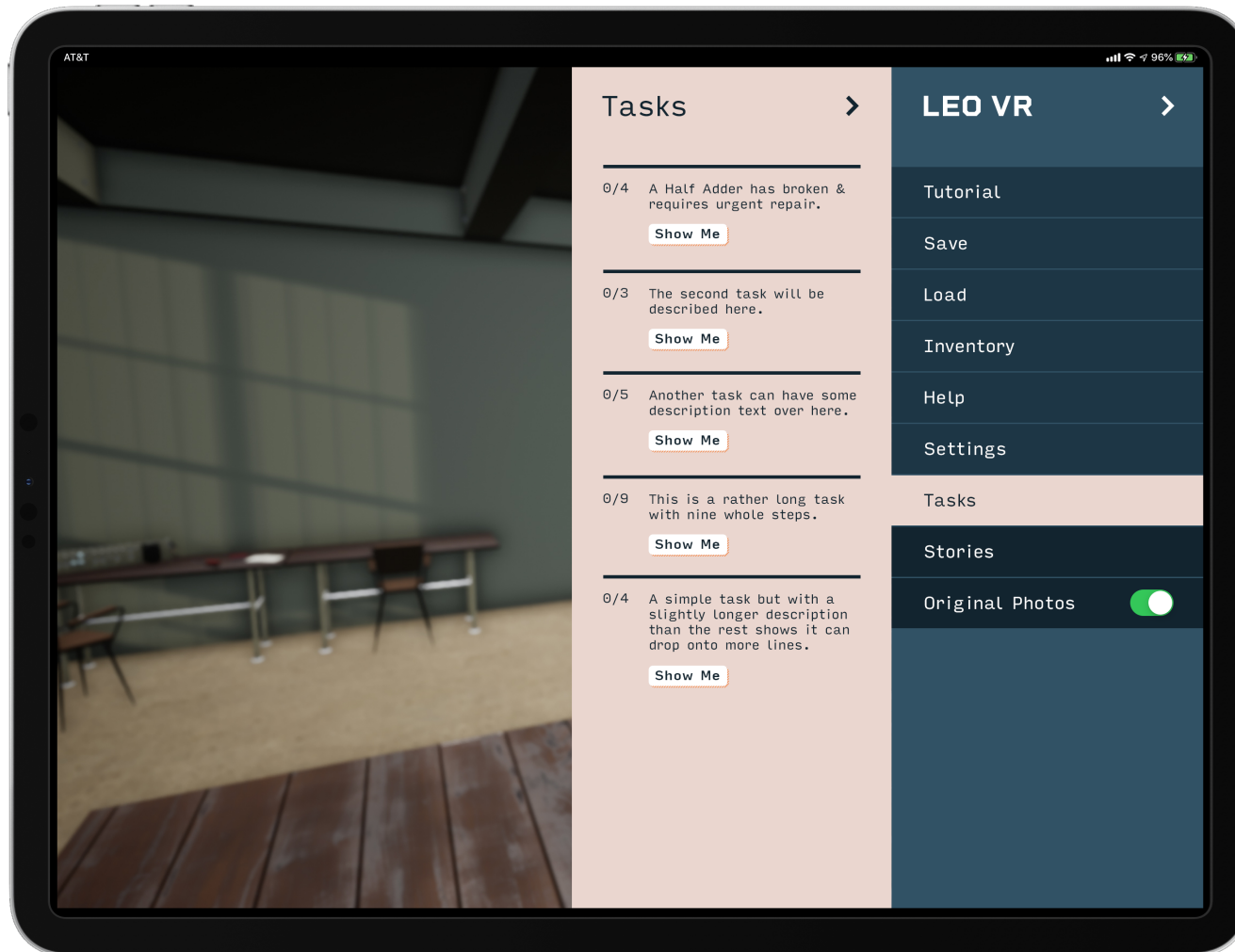
When the user touches the Menu (Hamburger) icon, the Main Menu slides out from the right of the screen.

The right arrow (>) at the top right of the menu allows the Main Menu to be closed when touched. It will slide right back off the screen when closed.

Primary menu functions (Load, Save, etc) are indicated in a different button colour to Secondary menu functions (Task, Stories, Photos, etc).

Selecting Tasks or Stories buttons will trigger a second menu layer as detailed next.

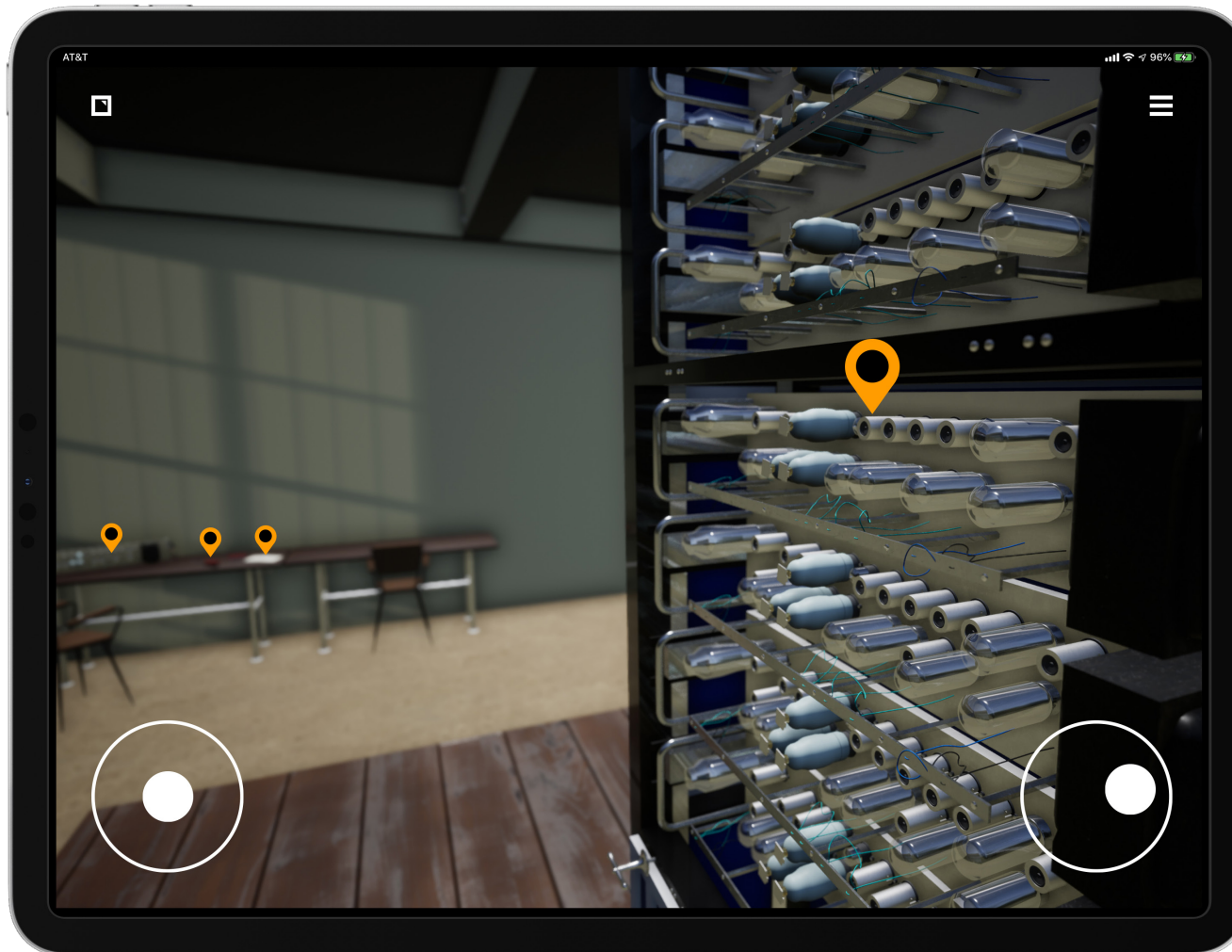
Original Photos is not a selectable button, but instead simply an On/Off toggle switch.



Main Menu Menu Layer 2 Open

When the user selects either Tasks or Stories, a second menu layer slides out from beneath the first from the right.

Secondary menus are designed to show information specific to the user's actions. For example, recording how many steps of a specific action have been completed, or used to point toward a Task / Story location.



Objects Object Identifiers (Pins)

Pins

A simple pin icon will be used to identify objects that can be interacted with.

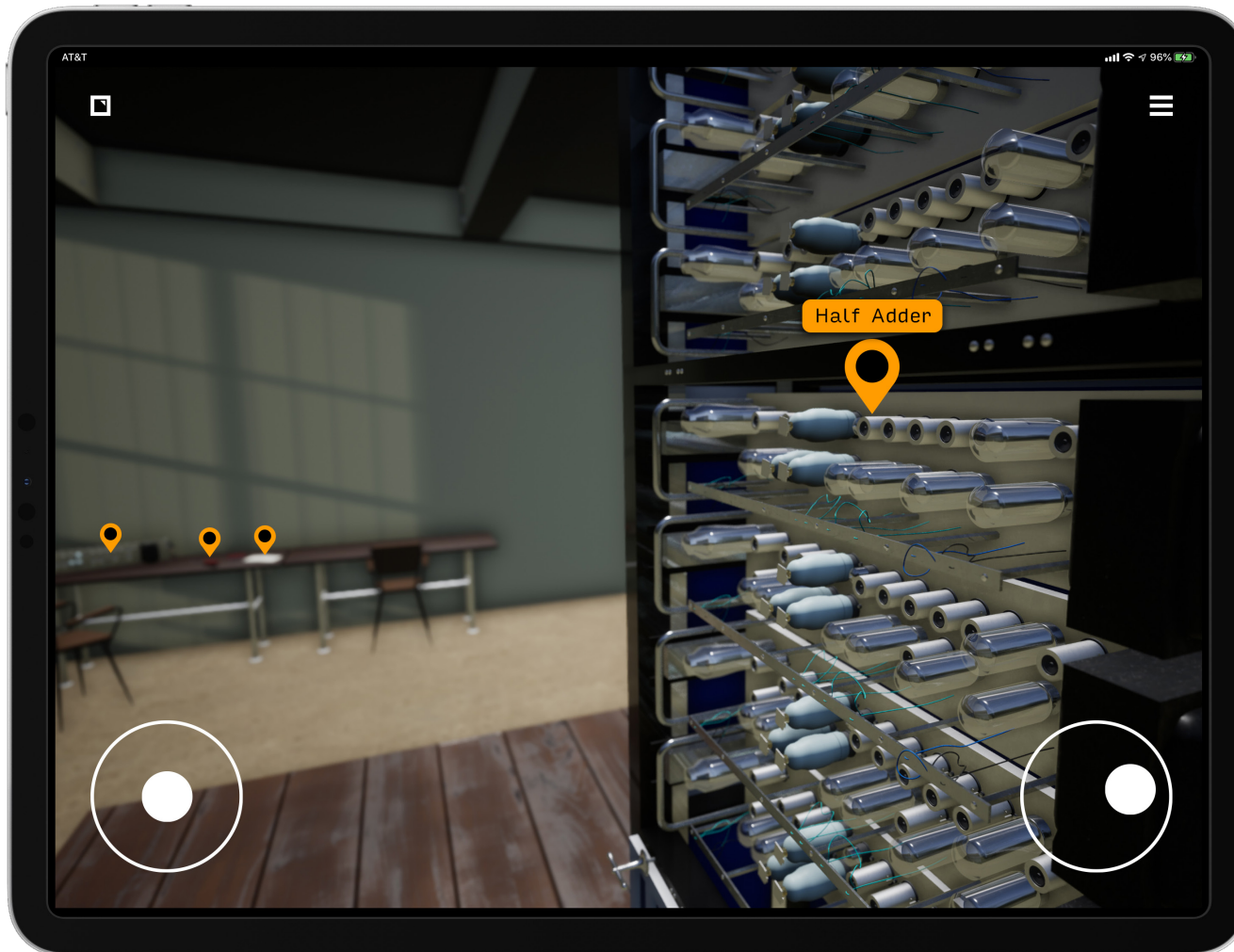
Pins will respond to distance, allowing further away objects to be clearly differentiated from close-up ones. The furthest objects simply will not show, as each pin has a trigger zone that makes them visible (see Wireframes) preventing the screen from becoming too cluttered.

Minimise All

The icon on the top left of the screen can be touched to force all content on the screen to be minimised.

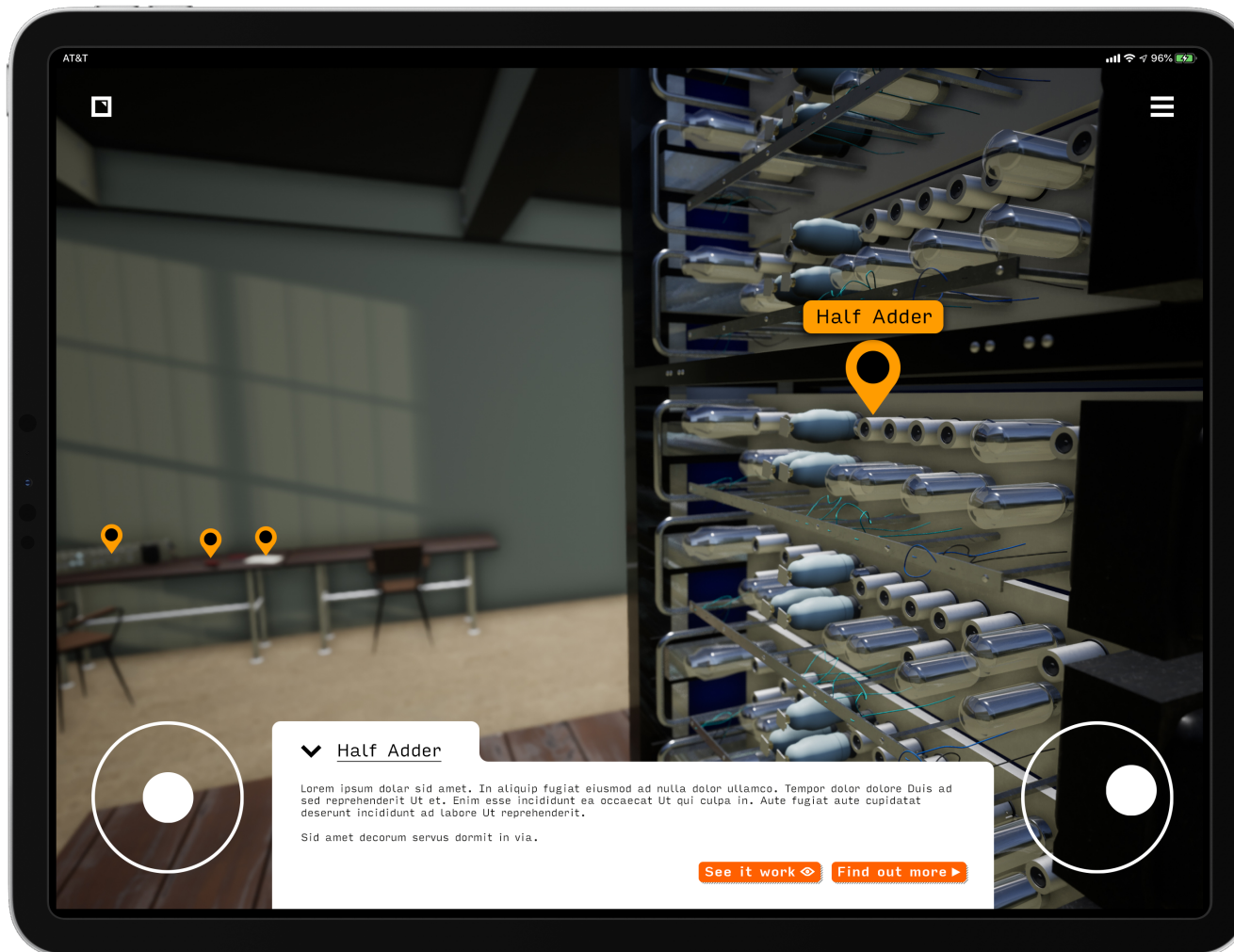
Navigation Controls

Navigation controls are offered in a gamepad style, allowing 2-handed control and 6-degrees of freedom for the user. At the bottom of the screen two circles, used in the same minimalist style as other icons on the screen, are presented for the user to touch with their thumbs. Right hand side offers rotation, left hand side offers locomotion.



Objects Object Labels

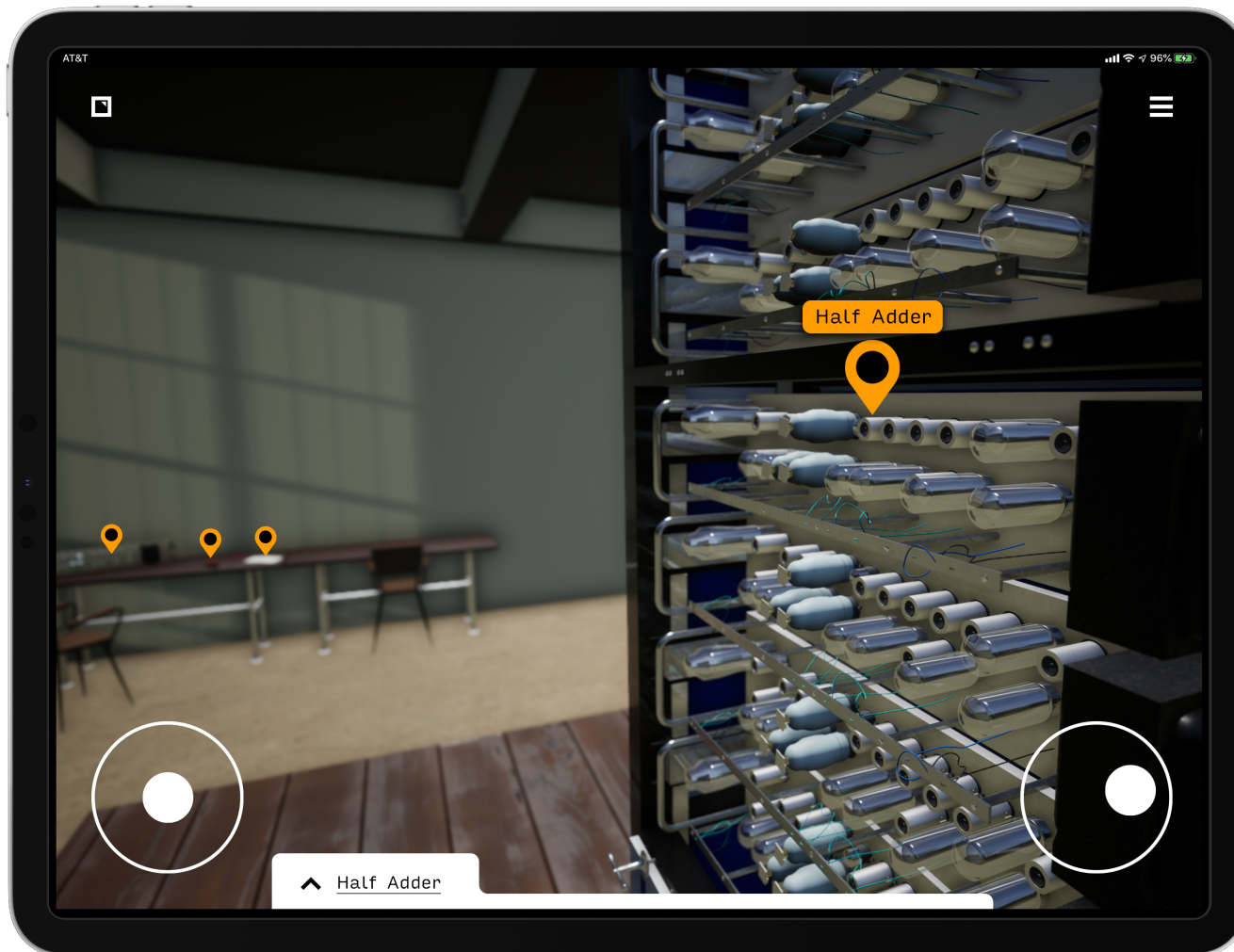
A simple, prominent label used to identify the object is displayed above a Pin when the user touches it.



Objects Object Toaster

Object Toaster rises from the bottom of the screen when the user touches an Object Label. This contains a short description of the object and offers functions to delve deeper.

The down arrow placed next to the object name allows the Toaster to be minimised.



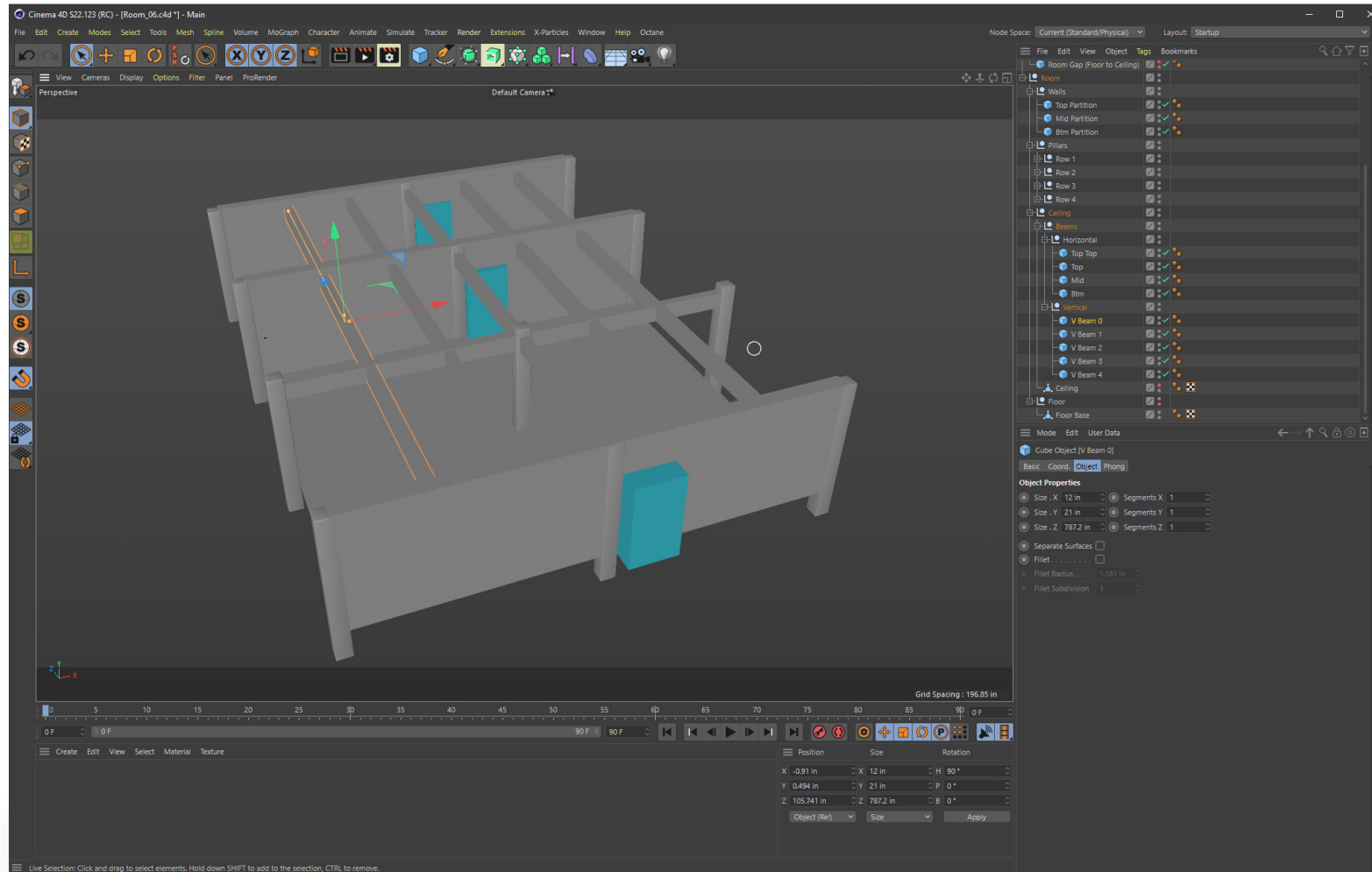
Objects Object Toaster Minimised

Object Toaster can be minimised to the bottom of the screen and returned to its normal position by touching the up arrow.

3D Modelling

3D Modelling - Starting from Scratch

Physically correct, research influenced



Thank You

This document is intended as a sample of work completed so far on the LEO VR project during the first 3 months. It is by no means exhaustive.

If you need to see anything further or have any questions, please just ask.

All feedback welcome.

richard@signalvr.co.uk