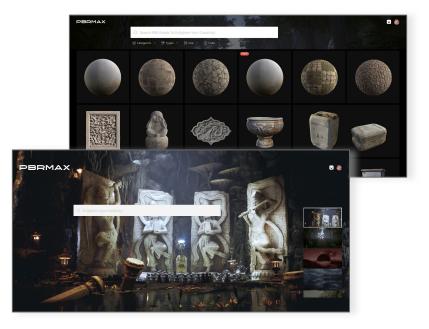
An intelligent and easy-to-use asset sourcing experience for 3D artists



Product

An online digital asset library of high-res, physically-based 3D scans to accelerate the process of CG production.



## 0 -> 1

#### Mar 2021 - May 2021

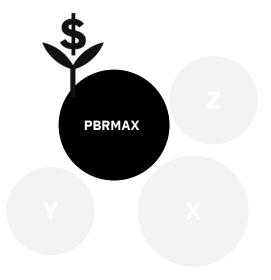
UX Research Product Strategy Visual Design Prototyping User Testing

### Team

#### **1** Product Designer (Me)

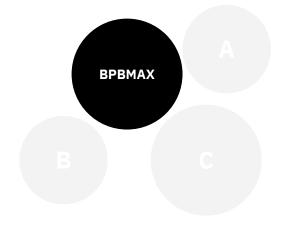
2 engineer 1 UI designer 1 business partner **Business Goal** 

The company had aimed to raise the Series A funding, and the PBRMAX 3D asset library is evaluated as <u>an important metric</u> to support this business goal.



Marketing Goal

## Highlight the personality of PBRMAX to stand out in the market and bring a stronger impression to current and future users.



Problem

In the four months since PBRMAX's first launched in Q4 2020, there had been no obvious increase in user growth or engagement.



Everyone can be a creator! 00 Elena, Amateur/Art Lover Little or no 3D design experiences Mischa, **Design Student** 1-year of 3D design experiences Lisa, **Professional Artist** 7-year of 3D design experiences Users we currently have and try to keep Users we want to attract for future growth

#### UX Research Understand the Users

#### User Research Script

Hold 1-1 interviews with our in-house professionals from various design backgrounds (i.e.computer artists, modelers, taxture artists, graphic designers, etc.) and those who have no or limited design experiences.

Have group sessions with students and professors who come from CG-related departments (i.e. digital design, communication media and film production, etc.)

#### Questions

For design professionals: • What's your design background? • How often do you meed to create 3D objects? • Where do you usually find and download 3D

- where do you usually find and download su assets?
- What's your favourite 3D asset library?
  What's the biggest frustration during your
- What's the biggest invstration during process of creating CG contents?
- How do you use PBRMAX?
- What're your suggestions on PBRMAX?

For who with no or limited design experiences: • What're the challenges to create 3D contents? • If you are provided with 3D models, would you like to create any 3D contents?

#### 25+ Interviews



#### **3 Group Sessions**

		Dated MEGASCANS	SUBSTANCE	Other CG Hatforms
Main Application	Film/TV/Game	Game	Game	Education
Texture Quality	8K-16K	2K-8K	ак	16-46
Mash Number	>1 million	N/A	NØA	10,000 · 100,000
Model Format	PBR Standard	PBR Standard	PER Standard	No standard
Production Efficiency	4000 - 6000/year	2000 - 3000/year	2000 - 3000/year	500 · 1000/year
Asset Types	3D Models/Textures	Textures/A small amount of 3D models	Textures/A small amount of white models	Low-quality Models
Manufacture Method	SD Scan	3D Scan	Auto-generation	Toditional
Style	Chinese/Driental	N/A	N/A	NØ
Customization	Based on clients' requirement	N/A	NA	NA

#### Competitive Product Analysis

#### Findings Understand the User Pain Points

## Don't Know What to Do

"The models look great, but I don't know what I can do with these 3D models."



## Insights **Design Goal**

### Don't Know What to Do

"The models look great, but I don't know what I can do with these 3D models."

## **Creative Inspirations**

How to meet different creative needs while providing a smooth and simple user experience?

#### Findings Understand the User Pain Points

## Hard to Find 3D Models

"It's hard to find the model that I need and it often returns "not found" results."



## Insights Design Goal

## Hard to Find 3D Models

"It's hard to find the model that I need and it often returns "not found" results."

## Intelligent Search

How to provide smart and convenient search features for users to find assets tailored to specific design intentions?

#### Findings Understand the User Pain Points

## **Convoluted Interaction**

"It's not very easy to complete the process from browsing to downloading."



## Insights **Design Goal**

### **Convoluted Interaction**

"It's not very easy to complete the process from searching to downloading."

## Simplified Interaction

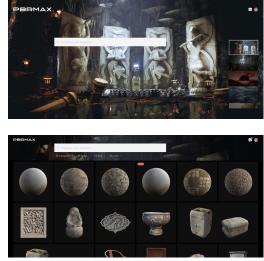
How to provide a smooth and simple user interaction experience while meeting different creative needs? My Solution



#### Iterations

## **How I Got Here**





#### Before

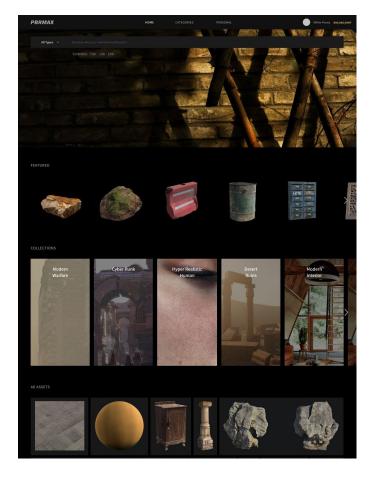
After

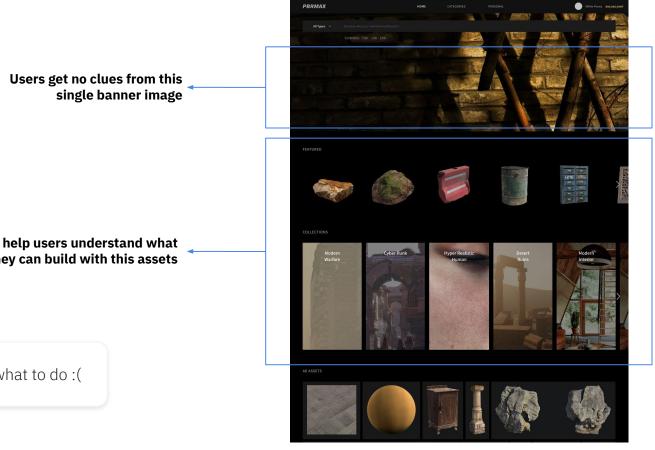
#### Design Goal #1

## **Creative Inspirations**



#### Don't know what to do :(





Cannot help users understand what they can build with this assets

Don't know what to do :(

5

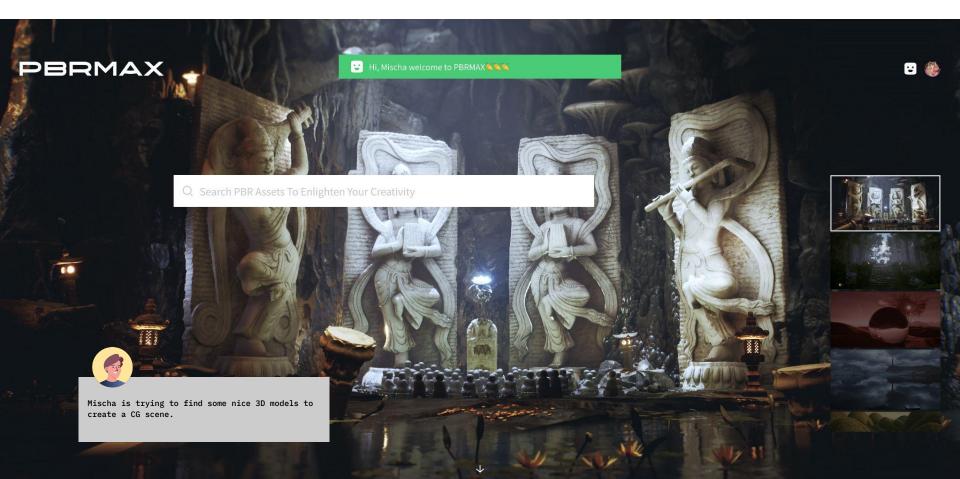
# Iterations Creative Inspirations







#### Final Design Concept: Inspire Creativity | Onboarding



#### Final Design Concept: Inspire Creativity | Onboarding

PBRMAX

Q. Search PBR Assets To Enlighten Your Creativity

THE NAME OF COLLECTIONS



He doesn't have a concrete idea yet, so he's looking for some inspirations. Once he hovers on the background, he can find the name of the scene. -

#### Final Design Concept: Inspire Creativity | Onboarding

Q Search PBR Assets To Enlighten Your Creativity

+ THE NAME OF COLLECTIONS

He clicks through several examples to get a better sense of what he can design with the 3D assets.

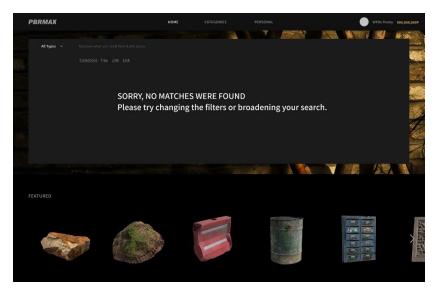




PBRMAX

#### Design Goal #2

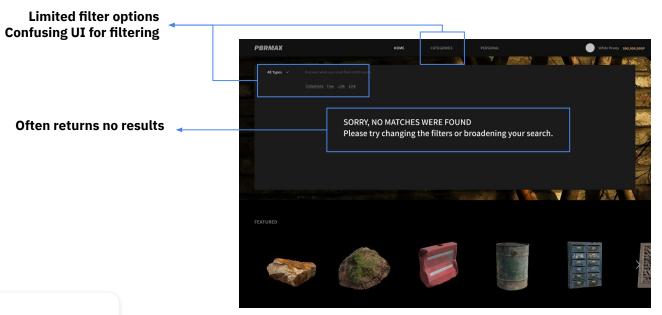
## **Intelligent Search**





Hard to find 3D models :(

Before

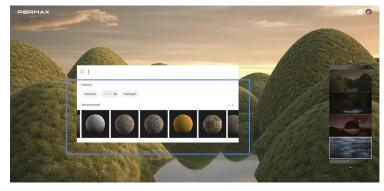




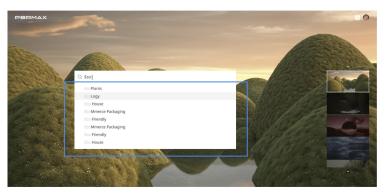
Hard to find 3D models :(

Before

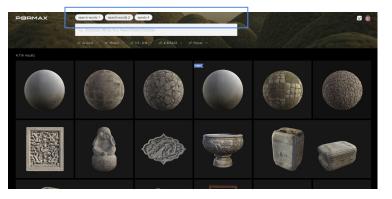
#### Design Goal #2 **Intelligent Search** | How to provide a better search feature?

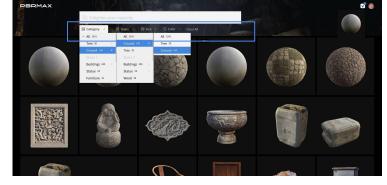


#### Search history & Recommended Search



**Associative Search** 

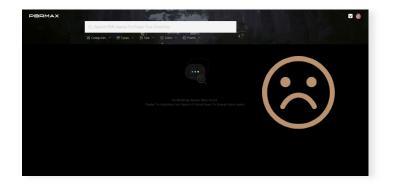


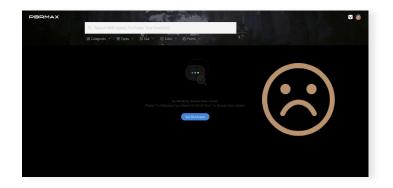


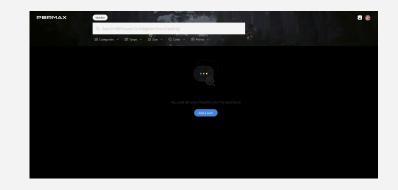
#### **Result Filter Options**

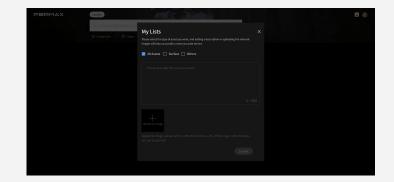
**Continuous search** 

# Iterations Intelligent Search | How to provide a better search feature?

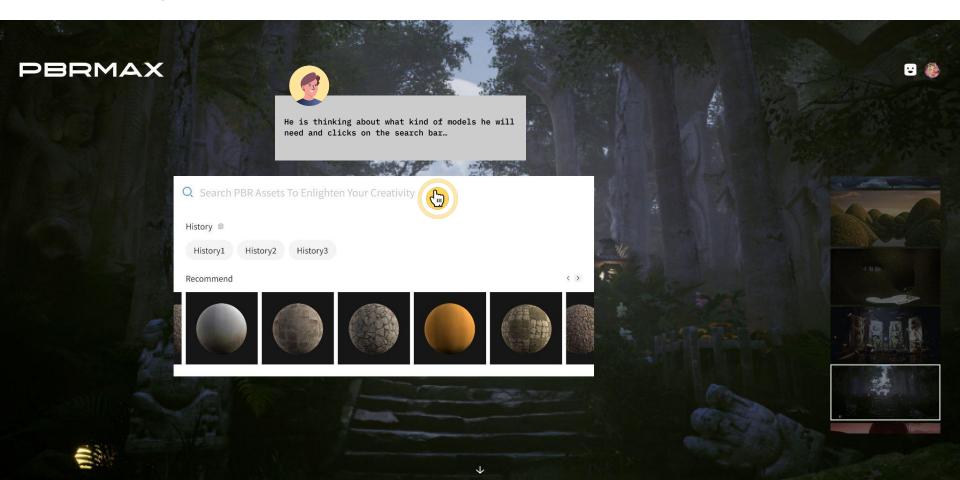




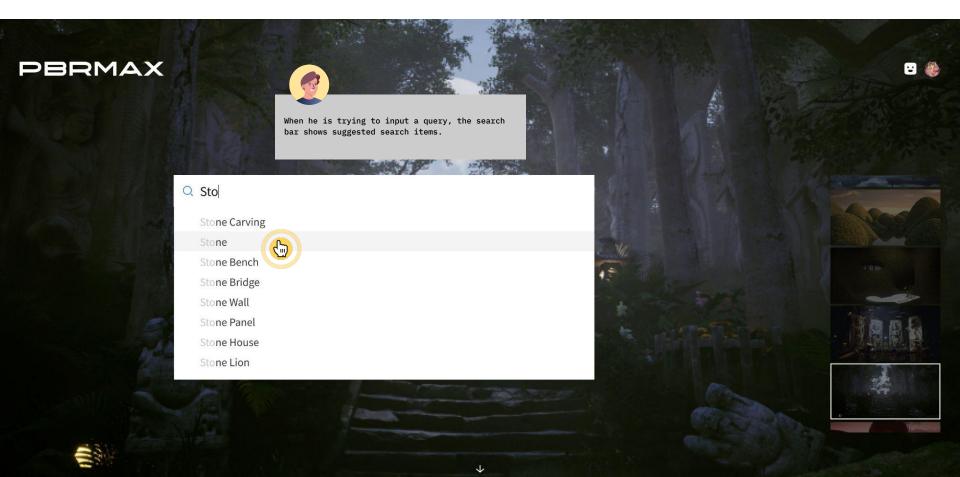




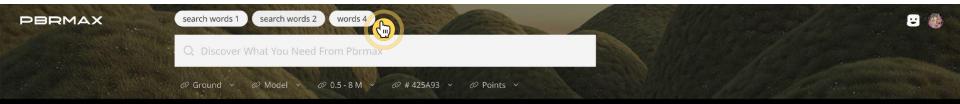
### Final Design Concept: Intelligent Search | Search History, Recommended Searches



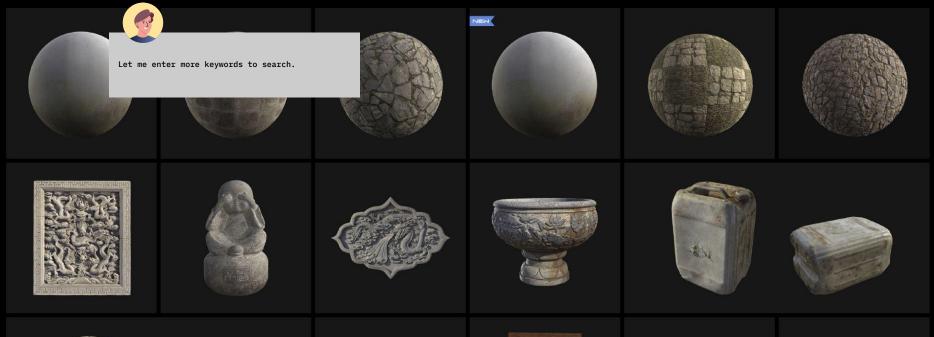
#### Final Design Concept: Intelligent Search | Associative Search



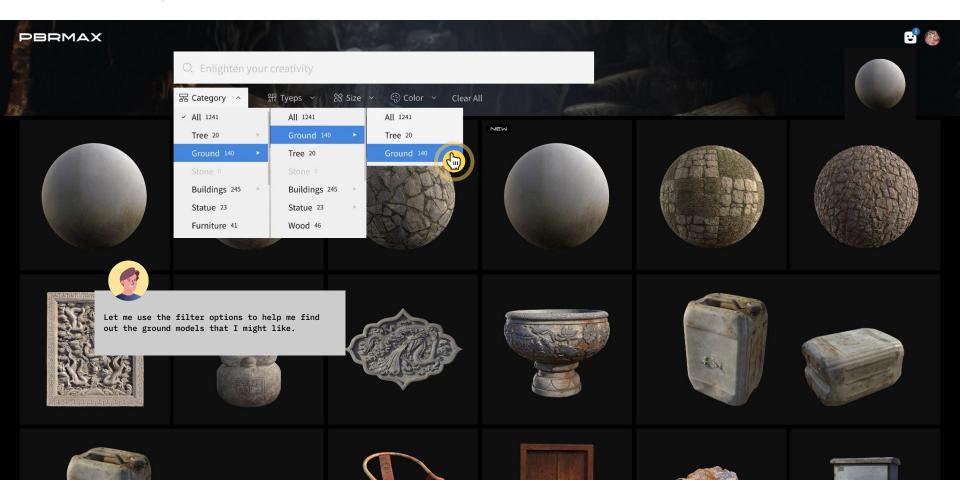
#### Final Design Concept: Intelligent Search | Continuous Search



4,116 results

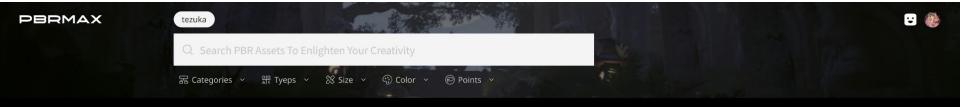


#### Final Design Concept: Intelligent Search | Continuous Search



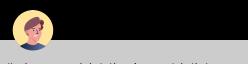
Addressing Pain Point #2: Hard to Find 3D Models

### Concept: Intelligent Search | Encourage Positive Feedback for Not Found





You could tell us by Filling the Lists if no asset found



He does a search but there's no match that can be found. But he can add a wish.

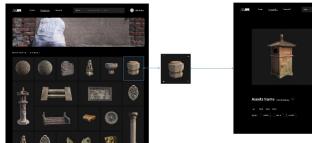


### **Concept: Intelligent Search** | Encourage Positive Feedback for Not Found

1AX	tezuka			•
	② Search PBR Assets To E 冠 Categories	My Lists         Please select the type of asset you want, and adding a description or uploading the relevant images will help us provide a more accurate service.         3D Assets       Surface       Others	×	
		Please describe the asset you want		
		0/40		
descr	n specify the the type of ass be what he's trying to find uture improvements.			
		Submit		

#### Design Goal #3

## **Simplified Interaction**



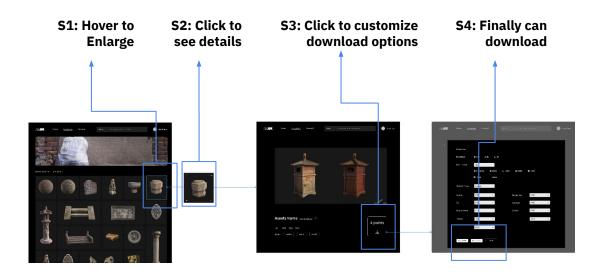




Before





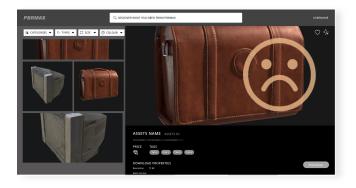


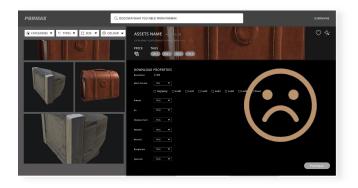
Before

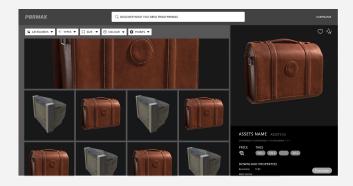
Convoluted process :(

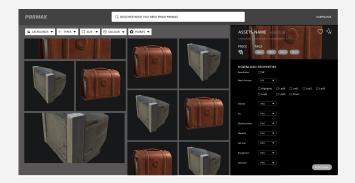


## Iterations Simplified Interaction

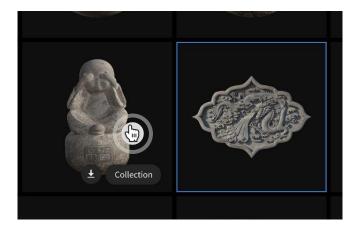




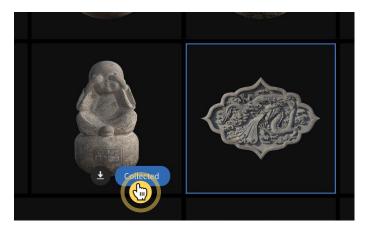




# Iterations Simplified Interaction

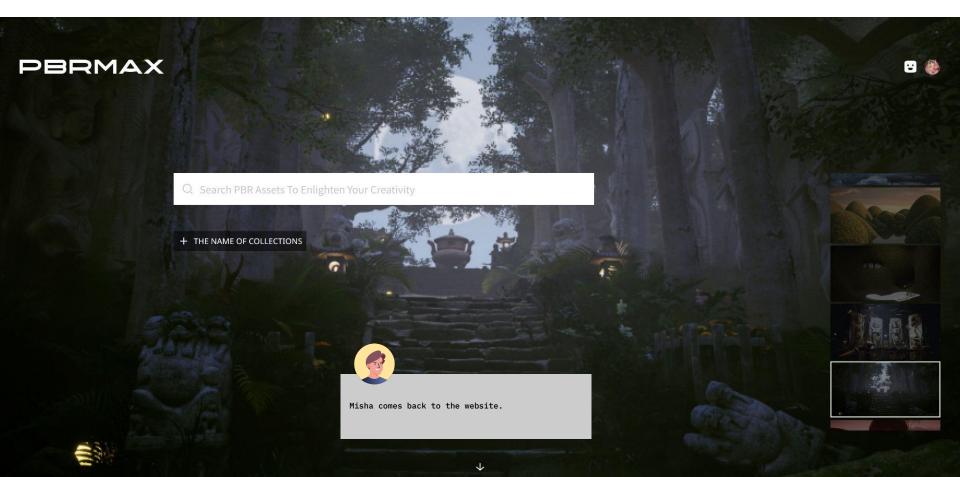


Hover on asset to see buttons

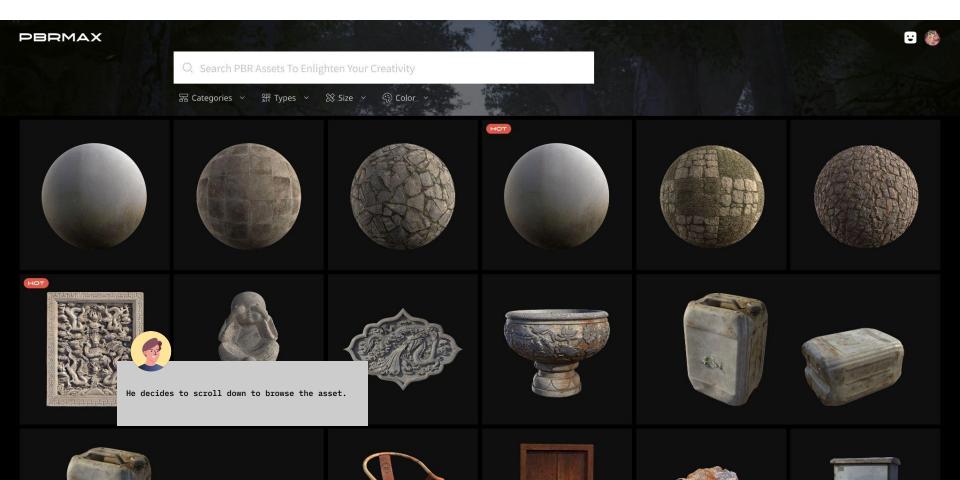


Click to "Collected"

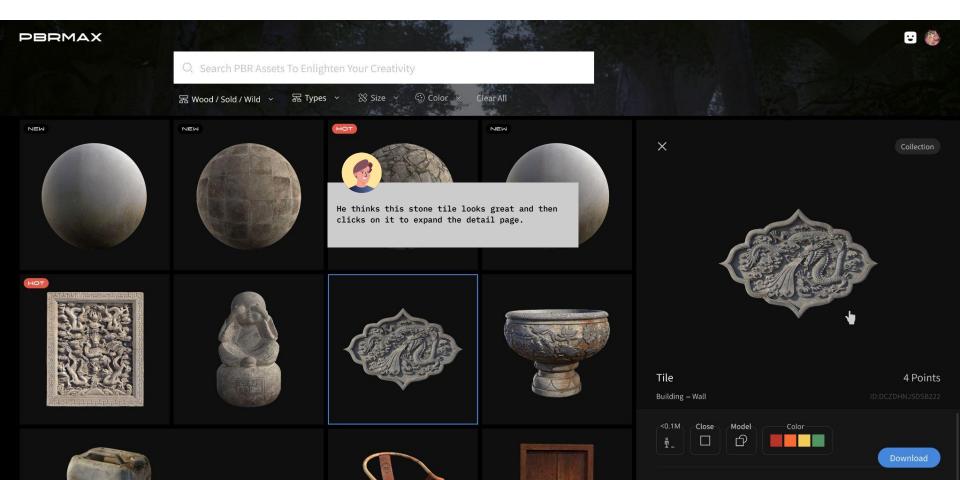
# Final Design Concept: One-scroll to Browse



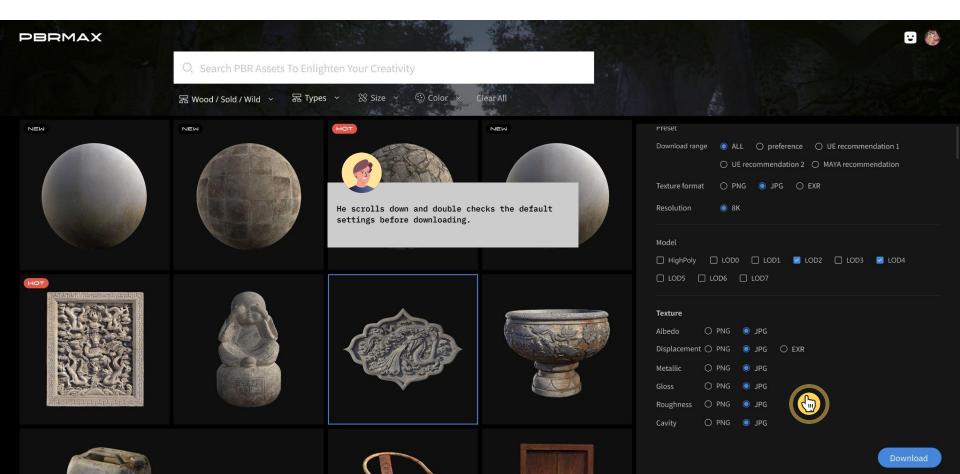
# Final Design Concept: One-scroll to Browse



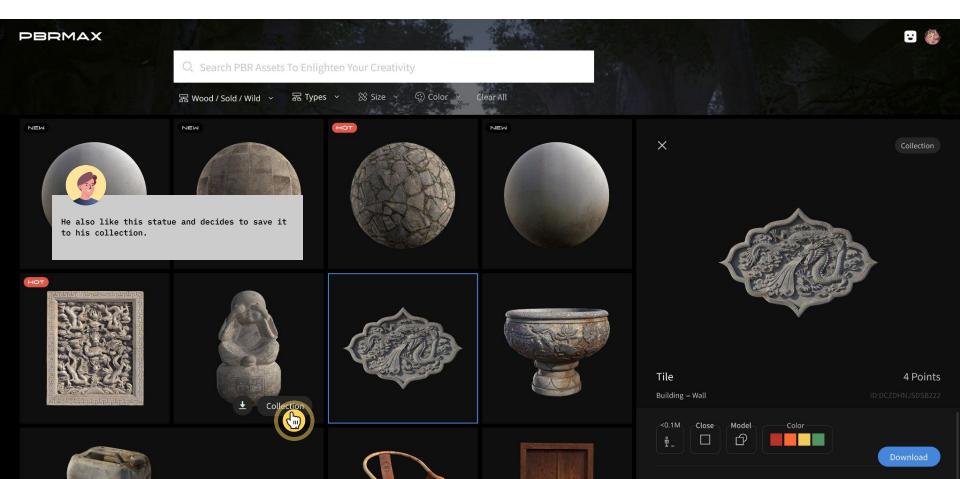
#### Final Design Concept: One-click to Expand



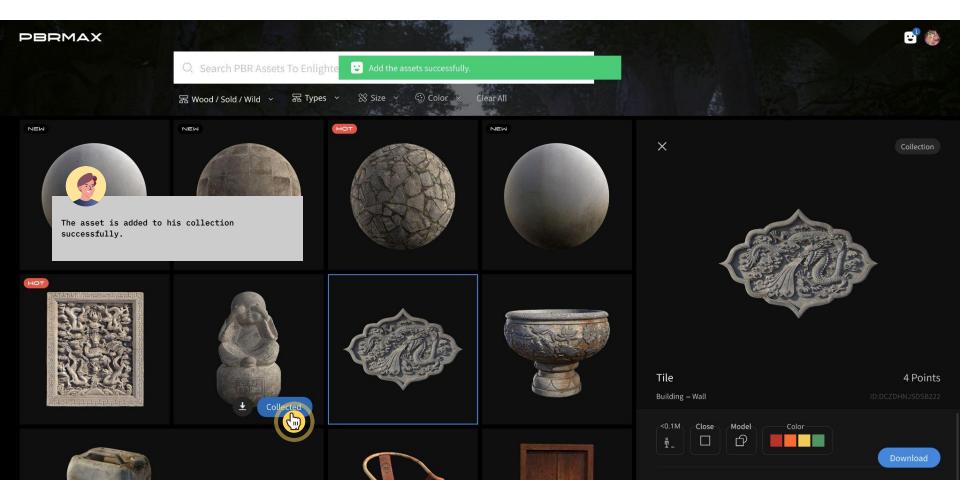
#### Final Design Concept: One-click to Expand



#### Final Design Concept: Quick Save/Download



#### Final Design Concept: Quick Save/Download



# Marketing Goal Unique Brand Image

Logo

# PBRMAX PBRMAX

#### Typography

Aa Noto Sans SC

Medium



2

Text Text Text Text Noto Sans SC Regular oto Sans SC Medium 24

Noto Sans SC Medium 24 Noto Sans SC Regular 20 Noto Sans SC Medium 16 Noto Sans SC Regular 16 Noto Sans SC Regular 14

#### Colors



#### 40 Z NEW V Q. Q. HOT $\sim$ Z $\blacksquare$ 32 ± ± 88 i <del>Ω</del> Θ $\checkmark$ ... ±

Iconography



#### Highlight Personality Concept: Emoji as Icons

Oops, someone already took that username. Try another?

View Instructions

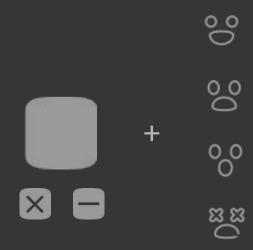
We can only remember 7 credit cards. If you continue to add the new card, we will remove the least recently used card.

View instructions

Please enter the correct username and password.Note that both fields may be case-sensitive.

View Instructions

😦 Congratulations! You've successfully redeemed 90 points.



Our early users liked the updated version and we finally saw increased engagement

New users Monthly Active Users (MAU) Downloads

...

		_		
		Jun 2021	Jul 2021	Aug 2021

## Jul-Aug, 2021 2x New Users 1.4x MAU

# "I like the cover images! They do inspire me a lot!"

## "Less distracting and simple interaction flow"

- compared with the data of new users and MAU during Mar-Apr, 2021

- comment from one of the early users

- comment from one of the early users

### **Future Steps**

Image Linked to Asset Collection From Asset Library to Creative Community "Intelligent Avatar" to improve UX

## Thank you!

meichun.cai@gmail.com