

Representation of UiTM Institutional Identity through Corporate Attire in Minecraft Avatars

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UiTM Korporat 2.0.0



Introduction

Institutional identity

Corporate attire

Avatar representation



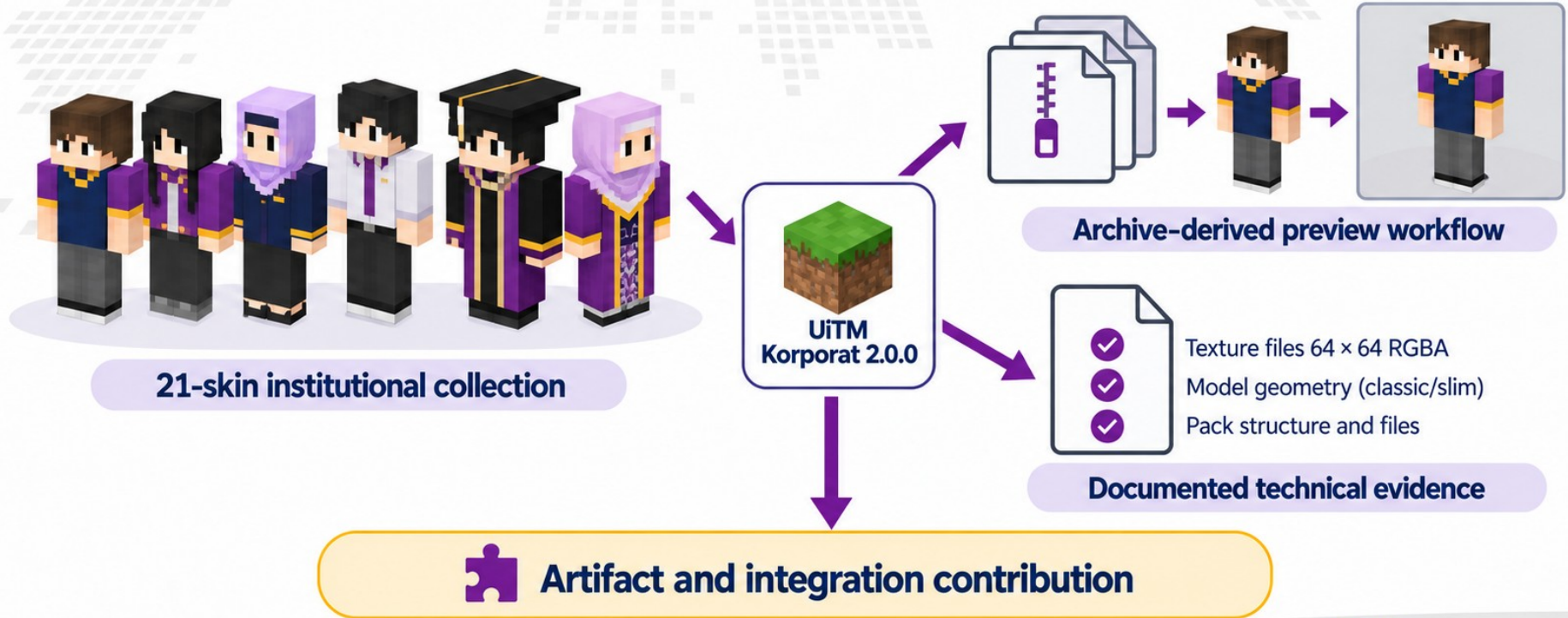
Shared theme, individual choice

Motivation



Recognition remains to be tested

Contribution and Novelty



Literature Review and Design Rationale



Adapted from Fig. 4(a)

Shared cues with individual choice



Gold detailing



Purple shoulders

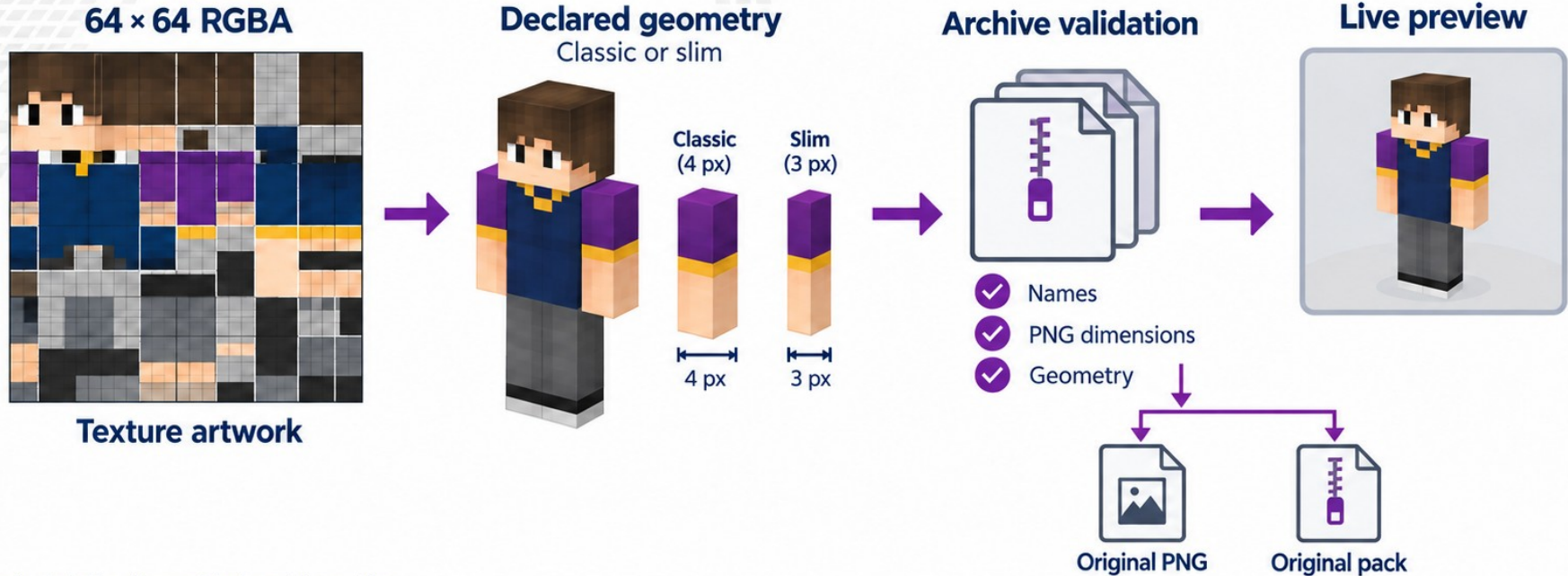


Blue torso

Display colours are approximate

Methods and Implementation

From pixel artwork to a validated preview



Schematic adapted from the paper's implementation workflow

Preserve texture, model geometry and original downloads

Animated Website Preview



Select and inspect

WebGL available



Live preview

No WebGL



Static image + downloads



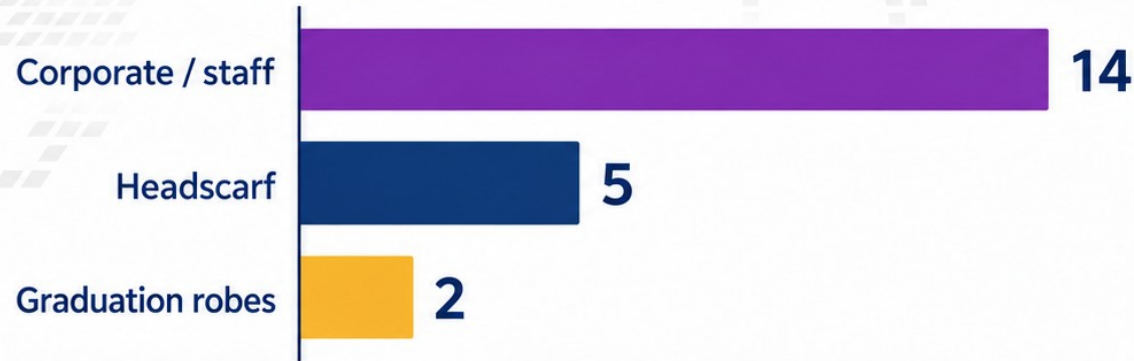
Rotate · Zoom · Front / back



Motion reveals hidden surfaces

Results

Clothing groups (21 skins)



Model geometry



3

animation tests passed



147

recorded skin-action checks



21

matching PNG downloads

Technical checks; no participant study

Discussion

Appearance in context



Corporate attire



Headscarf variant

Proposed uses



Orientation and events



Educational worlds



Guided tours

Appearance does not authenticate staff

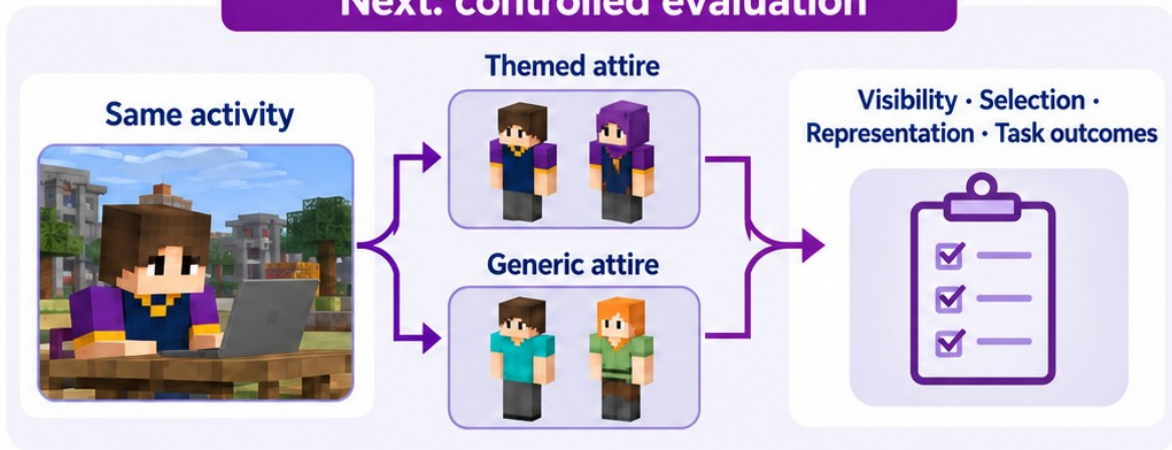
Conclusion

Shared appearance with individual choice

21 skins + public preview workflow



Next: controlled evaluation



mypapit.net/uitm-minecraft-skins/

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