AR Experiences - Aubrey Frissell

I was pleasantly surprised by using AR this week. I had some issues with the tech, which I did somewhat expect considering that AR is such a new technology, and seems relatively complex. First, I want to explain some of my issues, as they kept me from full completion of the assignment, but I also worked to make up for it.

First, I tried the **Artivive** app, which for me was the smoothest experience, and had no issues beyond LONG load times. What I chose to do was take one of my pieces of art, and overlap its timelapse of my illustration. This actually feels SUPER intuitive. As somebody who loves seeing the process of art, I think that this has huge potential in gallery spaces, to allow viewers to see the process without setting up a monitor and worrying about video. I do think that getting everyone to download the app would generally be a bit more difficult, and so I hope that one day major tech brands incorporate similar functions into every phone by default. While I think some people would be okay with downloading the app, many would be kept from doing so if they have storage issues, concerns with the app, wifi issues, or other similar tech issues. Ultimately, this is a cool piece of technology. I attached the image so you can see my piece being drawn for yourself! (It worked for me!)

Next, I chose the **OrBeat** app, which is the sound-based AR app. I have never encountered audio-based AR, and this was surprisingly interesting to me. Like with the Artivive, I think it has to grow a bit and become more normalized to be widely practical for anything, but I could imagine a really cool gallery space that utalizes sound to perhaps guide the viewer. Like, what if you had a scattered set of paintings through a gallery, and if you let an AR sound system guide you, you can follow the narrative through the paintings. This is just one idea, and I think there are many applications for this, especially in controlled gallery spaces or parks. Now, I did have an issue, but only in the video export. For some reason, the audio is sped up, and not in sync with the video. I tried this multiple times to the same result, and so it much be an issue with the app. The audio is sped up for the first few seconds, then cuts off (because it reaches the end) before the final seconds. Though you can’t hear the tune properly, I felt I got the experience of the app well enough.

Finally, I tried to do the **EON-XR Classic** app and do a lesson. For whatever reason, even after letting it sit for a full 15 minutes, none of these lessons would load. It may be worth noting that I do not have a working iphone at the time, so I had to try on my iPad. No luck. This was disappointing, because scrolling through the list of lessons, there are some really cool ones. I am particularly interested in the architecture ones. To make up for the fact that this wasn’t possible, I went ahead and watched some videos, which are what my screenshots are from. While I didn’t get the full experience handling the app itself, this did give me some interesting insight to the full range of it’s potential. This looks so cool, as someone who loves architecture (thanks to growing up with Minecraft!) I think it would be so awesome to be able to pick apart a 3D structure. Designing architecture is one of my interests with 3D, as it might help with the illustration phase of certain complex buildings with complex perspectives for backgrounds. This allows you to go even further, looking through walls to see insides, the rooms, and how they fit together. This seems like an amazing learning tool for learning anything from anatomy, to how external/internal architectural design comes together. It also allows you to look into complex machines. This is an awesome tool that allows people to pull things apart to learn about them, without having to pull anything (or anyone) apart physically. Thank goodness!  
  
Here are the videos I watched about EON-XR:

<https://www.youtube.com/watch?v=w4uCxOcvGJc>  
(From EON XR, demonstrating it’s uses)  
<https://www.youtube.com/watch?v=vIHFCHDPbrU>  
(I watched MOST of this on 1.5x speed, he talks rather slow. He goes through different applications for the tech, as well as how it can be used with other VR and AR technology. He also goes through some of the opinions on the potential of AR/VR, and some of the issues it has. It’s worth noting this video is also by EON XR, so naturally they are bias in support, but I still found it interesting. I do agree that this could be a good way to self-direct learning to learn more and spend less, as you can “dissect” things without needing them physically.)

Ultimately, using this tech has given me higher hoped than I previously had for AR. In the past I have seen AR in its current phase as a bit of a gimmick, but all three of these AR experiences has potential, especially for artists and those who love to learn. While I think it has a bit further to go before being adopted by the mainstream, it certainly feels like there is a lot of potential!   
  
Ps: Sorry for this extra-long set of pages, I wanted to be thorough about my issues and what I learned, given I did have a few problems that made completing this week more difficult.