

# EASY

The Future of Interactive Banking

By: Anne Wang, Ben Gillott, and Brittany Rollins

# What is EASY and how does it work?

- 3D Signature
- Signature Recognition Using ML
- Bank Account Interface Using Virtual Reality
- Account History Modeling



# Why EASY?

- Attract users to Capital One cafes
- Make Bank Accounts more perceptible
- Create a unique digital presence for  
Capital One
- Anticipating the future norm



# Challenges

- Trouble condensing ideas
- All very new to Unity
- New system and language to understand
- Connection issues



# Improvements

- Finish connecting scenes with machine learning
- Add facial recognition component
- Rendering program on real VR headset & controller
- Improve UI/UX design
- Incorporate real-time data

Any Questions?