SER STORY: Collaborative viewing of 3D Models

Motivation/real world problem/context:  
  
The aim of argument, or of discussion, should not be victory, but progress and it is progress on which an academic world thrives upon. No matter whatever the field of study there are always discussions, it could be between two people or between groups. We see ourselves hearing and many times saying ourselves that “I have a clear concept in my mind but somehow lack the means to explain it to you in a tangible manner”.

Requirement Analysis: Description of situation and what is wanted

Now let’s consider an example; two biology students at a bus station are having a discussion about a lecture on anatomy of human skull. They have different opinion regarding positions of perpendicular plate of palatine and the perpendicular plate of vomer. Both of them are unable to properly explain the other using a flat figure of the skull.  
  
Functionalities:

This situation could easily be handled using collaborative viewing and manipulating 3D Models that could help them to collaboratively view the 3D model of human skull on their smartphones and one of them could show the other the difference between the plates by navigating through model and the other person could follow and note the difference on his smartphone.

Vision Beyond:

This was just one of the many situations that could easily be solved using collaborative viewing and manipulating 3D models. This technology could easily expand to fields of Architecture, 3D modelling companies etc. where an architect/modeler could explain his/her model to a prospective client.