

For my first AR experience, I chose to make an interactive lesson on how the Left and Right hemisphere of the brain works. Using the app EON-XR, I borrowed a 3D model of a human brain which came pre labeled with some parts on it. I removed all the default labels and placed two of my own on the left and right side of the brain and appropriately labeled them “Left Hemisphere” and “Right Hemisphere”. When these labels are tapped on by the user, audio clips narrated by yours truly will briefly explain what role each side of the brain fills in everyday decision making. The lesson was also published in the app for other random users to find and potentially use.

My second AR experience involved the app Artivive. As soon as we started talking about the app and its features during the lecture last week, I was excited to get my test up and running. I simply took a picture of some traditional art I had already completed for another class and used that as the “base” or “marker” for the AR. I then quickly went to google and found a GIF of Rick Astly to play over the art once it was scanned. I’m genuinely amazed by how well the app recognizes the art and plays the GIF right over it no matter what position your phone is in. I know some of my classmates were having difficulties getting the AR to show up in certain lighting or angles, but I had no issues thankfully.