 GLASSES

Ready for the impossible.

Freaky Friday iOS

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Motivation

Freaky Friday is about doing something creative you would like to do.

iOS is about exploring the possibilities Apple Glasses could offer in the future.

 Glass

Concepting

- Garden – design your own garden with AR

- Treasure hunt – find the treasure by solving AR generated clues

- Remote game – play AR games together remotely

- Board game – play classic board games in AR

Monopoly

Players can play monopoly on an AR board. The players are the pawns.

Features:

- Sound effects: throwing dice, spending money

- 3D animations: players get put behind bars when landing in prison

- Customizing players: players get filters put on them -> clothing, hats, shoes, makeup

Approach

Focused on basic components that are common for board games.

- Playing on a board

- Throwing dice

- Placing content on the board

3D Modelling

1. Tried features of Reality Composer: creating simple 3D models, importing 3D models and animating 3D models

2. Used photogrammetry project from Apple to create our own 3D models by taking photographs

3. Used Qlone to create more accurate 3D models
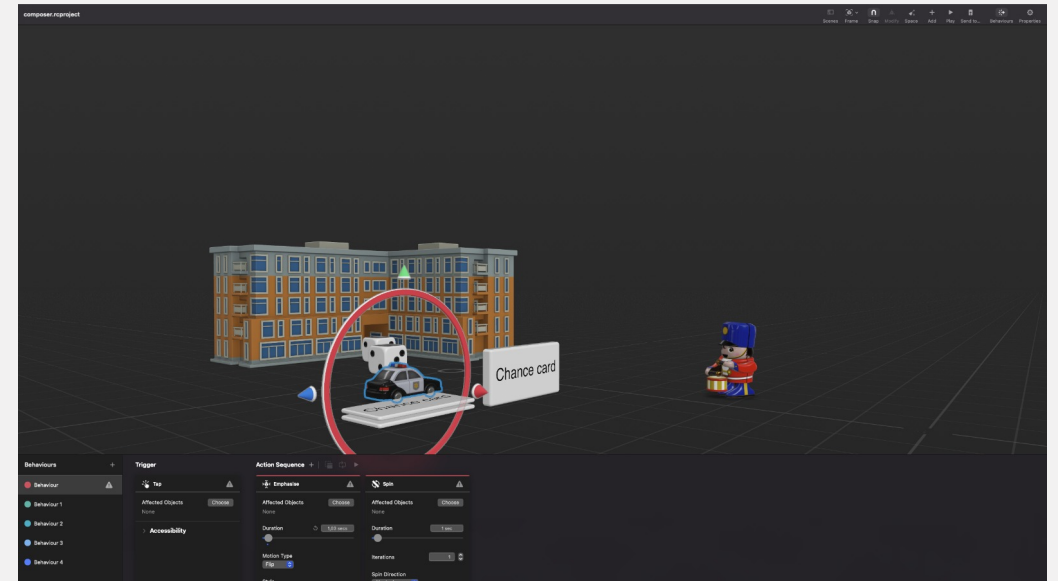
POC'S

- Throwing dice

- Creating a board grid

- Multiplayer connection

- Hand gestures

Reflection

- Creating 3D models is tricky, because it is not supported optimally.

- The Lidar technology seems promising, but a lot of devices don't support this yet.

- The implementation of the components proved more difficult than expected