

AR is interesting how you completely envelope the viewer in your piece with sound and visuals at the tips of their fingers. AR is not just used in art, but also games like Pokémon go to help set up the world you are looking into. I find it better than VR because that is right in your face and I always find it makes my eyes hurt from the intensity. I like AR because you can control where you see the visuals unlike the blind experience that is VR.

AR can go past making art for viewer see expand, but be part of reshowing old galleries so the memory is not lost. Expanding AR to be not just one aspect of art shows how digital is not put into one box, but many boxes. From video games to galleries AR is at the tips of our fingertips to enjoy.