Internship Task 4 - AR/VR Interface Design

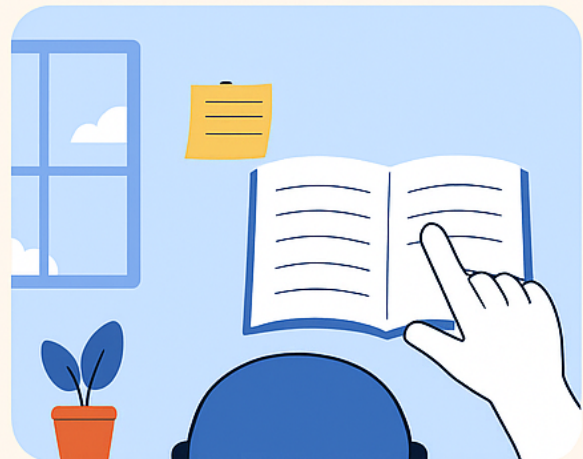## Virtual Study Room Interface

Introduction

This prototype showcases a user interface for a Virtual Study Room AR/VR application. The interface is designed to support intuitive and immersive study experiences through gesture controls, focus tools like timers, and interactive elements like whiteboards.
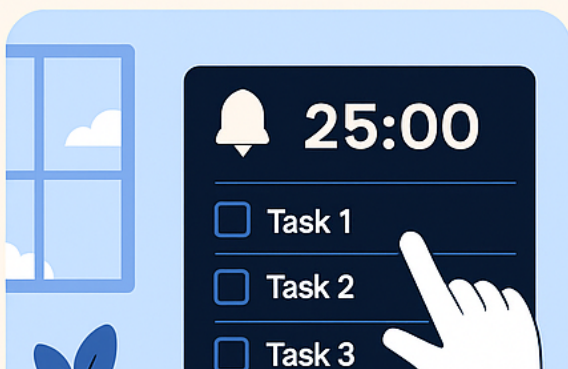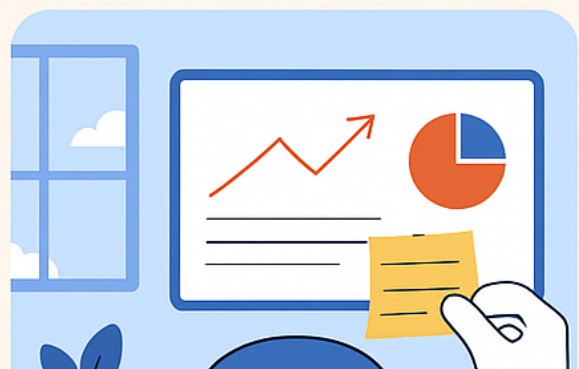
Prototype Screens

Screen Descriptions

- Home Screen

Displays main entry to the study room with navigation options.
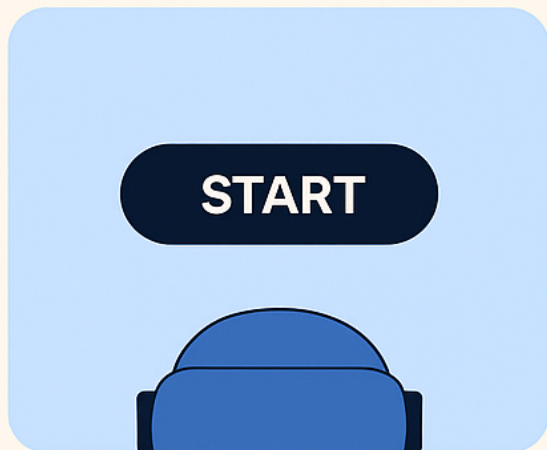
- Virtual Room Environment

Simulated study space with ambient elements.

- Task/Timer Panel

Includes Pomodoro timer and to-do tasks for session planning.

- Interactive Board

Supports sticky notes, digital whiteboarding, and file viewing.

Key Features

- Gesture-based navigation for all controls

- Focus mode via minimal design and Pomodoro timer

- Interactive elements like virtual sticky notes and whiteboards

- Voice support for task management (optional future expansion)

Conclusion

This submission fulfills the objectives of Internship Task 4 by delivering a clean, intuitive, and functional AR/VR interface prototype. It demonstrates understanding of immersive interaction principles and user-friendly design in a study-focused virtual environment.