LegoLens: LEGO for the Microsoft Hololens

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ABSTRACT
Every submission should begin with an abstract of about 150 words, followed by a set of Author Keywords and ACM Classification Keywords. The abstract and keywords should be placed in the left column of the first page under the left half of the title. The abstract should be a concise statement of the problem, approach, and conclusions of the work described. It should clearly state the paper's contribution to the field of HCI.

Author Keywords
DET ER HER DET SNER BOYSSS.

INTRODUCTION
This report focuses on an application for the newly released Microsoft Hololens. The Hololens was released around march 2017, and the fact that the product is in its infant stage and is based on a very new technology opens up possibilities and removes any preconceived notions about which applications and uses the Hololens might have.
The technology is relevant with regards to mobile computing in one very apparent way, in that it is a wearable, computing unit. Other than that, it offers alternate reality (AR) possibilities because of its partly see-through screens and user tracking. Since the Hololens is still a new technology, the mobility and computing power of the product will most likely increase, making it resemble a ubiquitous computer more and more. This evolution of mobile computing was one of the reasons that the Hololens was chosen to develop on in the first place.

The application this report will cover revolves around LEGO. LEGO is a way for kids and adults to build constructions, vehicles and scenery, all in a very physical and three-dimensional way. This, then, seemed like a natural choice for an AR application, since the application layer between the user and the world could expand naturally on the possibilities and limitations of the physical, "real-world" LEGO.
The application in itself should be a sort of digital playground in which a user could interact with LEGO in ways they would find natural. Sticking pieces together the way they do in real life, stacking and constructing, all interactions that the user knows well from having played around with real LEGO. This was done using interaction through a virtual tablet, known as the "Generator board" and simple drag-and-drop with the bricks. We end up with a rough prototype which helped us discover the pitfalls and consideration concerning a LEGO implementation in an AR enviroment.

DESIGN
The structure can look like this:

- Present the chosen design challenges and some of the initial concerns in the beginning phase
- Each challenge is outlined with:
  - Sketches
  - Design thoughts for the sketch - what was the thought behind this sketch?
  - summary of the group discussion for this case - what worked, what didn't and why?
- Conclude what the final sketches are - what do they accomplish, and what do they lack(maybe reference what might be discussed in future work)?

How do we access the application? (Menu)
The menu is an essential part of any application. The menu is something every user has experience with and it is the first thing a user is met with when running an application. This means that the menu has to contain of certain classic elements.

A user needs a way to close the application. On mobile phones nowadays this can be done with 'return' buttons on the phone, but applications generally have a built in exit function.

The user also needs to have some sort of options menu and guidelines. This is a must for this application. Stacking LEGO seems simple and intuitive, but all the operations and possibilities is something that can confuse a potential user.

Lastly the menu needs to have an easy access to the LEGO session itself. It shouldn't be complicated for the user to start a new LEGO session.

Insert sketch 1:

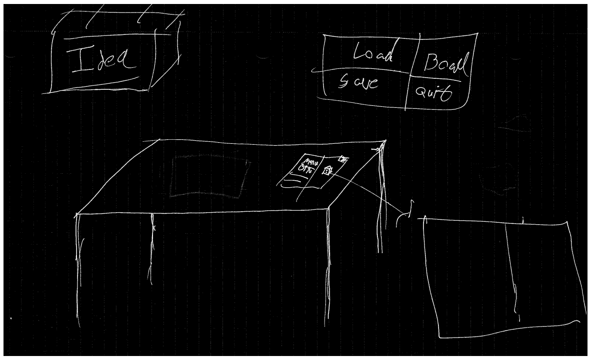

Figure 1. Skriv lidt lækert her.

The main menu screen

The initial ideas for the main menu were generated following the 'x plus x' sketch generation principle outlined in the course. In the case of the sketching done for the main menu, a '5 plus 5' scheme was used. One common theme in the sketching of the main menu was separation of the design of the menu and the interaction with the menu, and the difficulties with making that separation. In quite a few of the earlier sketches, what was being sketched was more a way of interacting with the menu rather than the design of the menu itself.

It became apparent that the menu had to use the gestures given from Hololens, ie., the bloom gesture. Since a fixed main menu screen could lead to different problems, such as blocking precious field of view, and a menu screen fixed to the world could be forgotten and overlooked, a gesture-activated main menu was the prefered interaction.

The generator board

After discussing menus in the context of the Hololens, it became apparent that there was a need for a menu that could be placed and interacted with in the real world. Using the tracking capabilities of the Hololens, different designs of the so called 'generator board' came up. The main purpose of the generator board is to generate blocks that the user can then drag out of the predefined spawning space.

The idea came up that a menu with the same look and functionality of a tablet device could make interaction natural for the user. Having the ability to pick up, move and place the menu on a surface like a table or the floor seemed like a natural way of approaching the problem. The idea can be seen in a very early sketch in figure (HVILKEN FIGUR?):

Design decisions

During the sketching phase, several design choices were discussed. One of the very first decisions made was the overall look of the menu. The choice of big buttons, clear visual cues and short textual descriptions was present in almost all of the sketches in the early design phase, as seen in figure (HVILKEN FIGURE???):

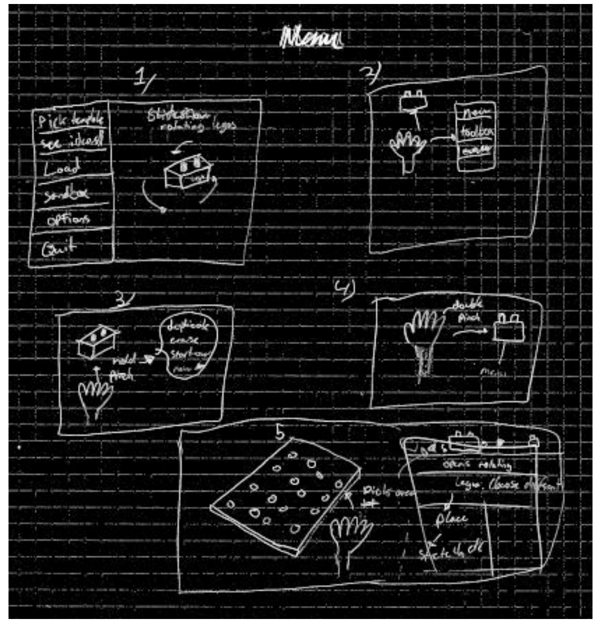

Figure 2. Skriv lidt lækert her.

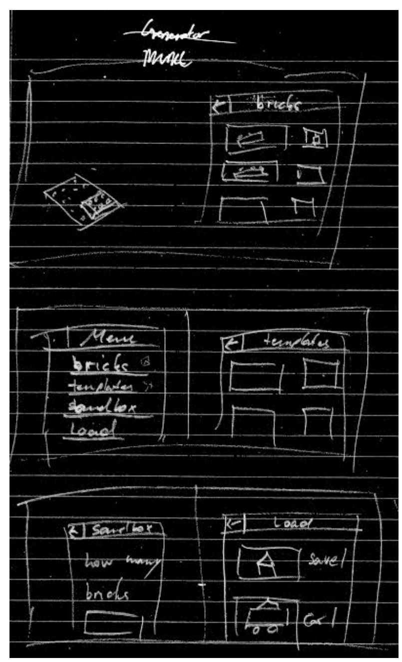

Figure 3. Skriv lidt lækert her.

Moving away from a main menu

As the development of the application progressed it became more and more apparent that an actual main menu was not necessary. All the interactions needed for the prototype could be implemented through the generator board and could ease user interaction with the application. Insted of going through a main menu and then having the generator which contains the functionality for working with the LEGO bricks, spawning the generator board at the application start up and "cutting out the middleman" seemed as a natural choice for this prototype. Granted, with an eventual increase in functionality and complexity of the application, a root/main menu might prove useful as to not clutter the users experience when they are building as opposed to when they are in the main menu setting options, loading scenarios, downloading templates etc.

IMPLEMENTATION

Holotoolkit

The main package used for developing for the Hololens in this project was the HoloToolkit-Unity. This package comes with some premade functionality to ease the interaction with the Hololens and is an open source toolkit made by Microsoft to speed up any development for their new platform (quote dem måske?).

The toolkit contains seven feature areas, of those spatial mapping and input were of most interest to us. We used the spatial mapping part of the toolkit to be able to "digitize" the world and make our application able to track surfaces so as to place our generator board on real world surfacs instead of having it float in mid air. This connection between the real-world and digital playground created in our application was essential, both to the experience but also to be able to call our application alternate reality.

The spatial mapping relies on the time-of-flight depth cameras and RGB cameras to provide a robust tracking of the enviroment. This mapping is then readily available to developers through the Holotoolkit and can be applied to object in an application. (SKRIV MERE TEKNISK NÅR VI VED HVAD FUCK DER FOREGÅR)

The input part of the toolkit allows us to track the gaze and the users interaction with the objects in the application, be it buttons, bricks or the generator board. This tracking is done by shooting a ray from the users gaze (the middle of the screen on the Hololens in our case) and checking whether any colliders, object hitboxes, were hit. This raycasting, as its called, is intuitive since it uses the line of sight from the user to any object in the gameworld, so whatever you can see, you can interact with.

More specifically, the orientation and position of the Hololens with regards to the objects in the gameworld is maintained by a GazeManager from the HoloToolkit and the cursor is then placed on the vector originating from the users gaze by a CursorManager. This raycast depends on the Hololens ability to track the user using gyroscopes, accelerometers and computer vision. By tracking the user gaze in the real world and imposing a mapping from the real-world to a virtual-world coordinate system, the user can be mapped in

Figure 4. Insert a caption below each figure. Do not alter the Caption style. One-line captions should be centered; multi-line should be justified.

		Test Conditions	
Name	*First*	*Second*	*Final*
Marsden	223.0	44	432,321
Nass	22.2	16	234,333
Borriello	22.9	11	93,123
Karat	34.9	2200	103,322

Table 1. Table captions should be placed below the table. We recommend table lines be 1 point, 25% black. Minimize use of table grid lines.

with reference to the virtual objects (QUOTE EN TEKST, FÅ DET TIL AT LYDE MINDRE OSTET).

DISCUSSION

Suitability of LEGO in AR

One of the aspects with the application was the suitability of LEGO in an AR setting. This question was asked rather late in the development process. What became apparent was that the virtual LEGO in an AR setting would not be able to provide the same "finicky" feel that LEGO has, sitting at a table, obsessing over small details in an advanced (?) setup. This is because of the computing limitiations of the Hololens and the technology architecture. The minimal rendering distance of the Hololens is, right now, much larger than the distance one would be from af real-life LEGO project, ie., arms length. This limitation demands a much larger brick size than real-life LEGO and this in turn limits the overall complexity of a virutal LEGO project.

FUTURE WORK

LEGO size and compexity

To combat the issue with the size of actual LEGO and the complexity available in this scale a virtual magnifying glass could be envisioned. Using a special gesture, a certain area of the LEGO bricks could be brought into view using a secondary "screen", a menu that could show a zoomed in version of the actual view the user has. (Er det lort?)

Brick shortage

We have a severe shortage of bricks available in our prototype. Anyone who considers an AR LEGO application will soon have to think of which blockset or types they would include. The amount of distinctive LEGO bricks is staggeringly high, and this sort of work would probably benefit greatly from working together with LEGO as to get dimensions and oddities right. This work would also make such an application much more attractive, as one of the strongest selling points of LEGO is the variety but ensured compatibility.

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Figure 5. In this image, the map maximizes use of space. You can make figures as wide as you need, up to a maximum of the full width of both columns. Note that LaTeX tends to render large figures on a dedicated page. Image: ayman on Flickr.

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