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Creative Coding

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**AR reflection paper**

To be honest my experience with this week and AR wasn’t the best.

The Artivive version on my laptop took forever to make my projects, and I couldn’t find a way to download them in high quality so I had to screen record and crop a ton, so those videos turned out pixilated which I’m frustrated with. The basic mode didn’t make anything super cool, and the 3D mode was a flunk too. The Artivive on my phone literally just wouldn’t make the art, which was the most frustrating because it looked like a lot of fun and no matter what lighting or art I tried, it wouldn’t do its thing.

For the OrBeat app, it was difficult to use, and with the nasty weather here today I wasn’t able to do it with more space outside and it was really hard to move the things where I wanted them to go. Maybe I’m just new to it, but it seemed time consuming and really hard to make music with that. I had a song in mind but ended up only making the beat for it. I screen-recorded it and even that was glitchy. Ugh.

Eon XR wasn’t intuitive at all and I wasn’t able to make anything with it, it didn’t even look like something I was supposed to do on my phone? Cool creations by others though.

I definitely see the potential with AR, even though everything I tried completely flopped I’m very happy that this has been introduced to me because it looks insane! I ended up spending almost as much time just looking at other creations made by other people. There was some awesome stuff out there! Especially from the Artivive app, which is why I’m disappointed that mine wouldn’t work.

For the future I feel like there will be VR headsets but for augmented reality instead. So AR headsets haha. It would be like tripping but sober. I loved all the practical uses, the football one is something I’ve wondered about and the jets and maps and stuff make sense too.