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Introductory Research

NeRF:   
 For context I have an android phone and the Luma ai app’s interface is completely different, there is no tutorials online that I have found to help with that, so I experimented on my own.

The guided creation: <https://lumalabs.ai/capture/403fd3da-a7d1-42c2-9208-ac0d36188204>

The guided feature works when angled and from above, I could not get the feature to start when I was on the same level of what I wanted captured. What I noticed was that it was much harder to get the guide where I wanted, and the capture was much worse quality.

Recording within the app: <https://lumalabs.ai/capture/f97a2d4c-7999-4c86-a8ac-715922b7d61d>

I did have the figure (which I took out of the box just for this) ~~higher up on a cat tree~~ which made it easier to record. But recording within the app made for a much cleaner scan.

For note object capture vs. scene capture is not an option with android users.

XR applications I know:

So, I actually do not have much experience with XR specifically VR which is what most people know. I have used a VR headset but get very sick but I have played blade and sorcery which is one of the most fun games I have ever played. It is also one of my brother’s favorite and he uses the VR headset much more. While I have not played them myself Five Nights at Freddy’s Help Wanted 1 and 2 utilize VR really really well with immersive experiences within the franchise’s world. They also mess with the meta of it all a lot. An AR experience I have done was at Magic studios and it was an AR version of overcooked I played with my brother. I remember it being very revolutionary to myself because it brought me into an XR world without feeling sick. With MR a classic I play Pokémon go and enjoy seeing roughly how big my favorite Pokémon are in my space and environment. Lastly it is not revolutionary but creating my own holographic displays at science fairs with the open square space pyramid which was my first experience in any of this and I think is a lot of peoples. (like this <https://www.youtube.com/watch?v=7YWTtCsvgvg> )

XR applications I want to make:

A lot of what I want to make centers around education.

The big main goal that I tell anyone who will listen to is how I want to make medical simulations to help train surgeons. (I’ve spoken to Jake Adams about it which is why he suggested me this class) Specifically I lean towards the use of AR with this because I think it is extremely important to still see and have that connection with other actual human beings and still having an understanding of one’s space. Medical simulations is very broad but surgeons interns specifically train on cadavers or organs and there is not an infinite supply of that and it can get expensive I believe this can help change that and I have a hard time articulating that but that’s the big thing. Within that over arching umbrella there is a lot of smaller applications I want to make with that but I wont get into that.

Another application idea would be VR experience that explores the ocean (or something similar) like Subnautica but on a microscopic scale. Being able to see, learn, and interact with single cell organisms and the like I think would be really cool. Chilling with waterbears.

I don’t know if this would count as an application but more of a display. Holograms of everyday things but there is just a small thing off with them that gives them an uncanny valley effect. Something that would force people to step back and really think about the things that they interact with daily that they are usually so mindless with like keys and scissors

XR application to change the world:

To change the world means so much and changes depending on the person and region. I think an application that has the possibility to change the world would be something to assist dementia patients. There are dementia villages right now that are more immersive than just nursing homes and I believe that an application something utilizing probably AR or MR that would allow patients to safely engage in activities again would change a lot of people’s worlds. Just because this demographic cannot do a lot of things because of safety risks means that their creativity and ability to live and do stuff should be dampened.

XR “artwork”: <https://link.springer.com/chapter/10.1007/978-3-031-35897-5_9>

I did not buy this I am going based off the abstract  
What this looks like is using VR, AR, and MR to advance the museum experience. What really interests me is how this can increase accessibility and inclusion at the museum. It mentions that the use of XR allows for visitors to become culturally immersed in the space and to actively engage with artifacts and have more hands-on learning. I think this is a great way to get more people interested in museums and a way to revive these spaces, so they don’t die out.