

GRACE HOPPER CELEBRATION



ANITA
B.ORG

The Future is Augmented

Our AR Journey and What It Means for Humans

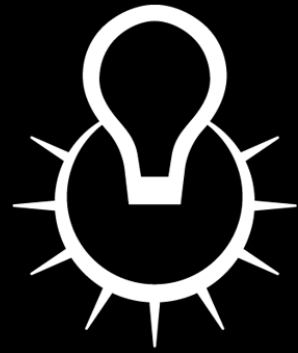


Lydia Choy

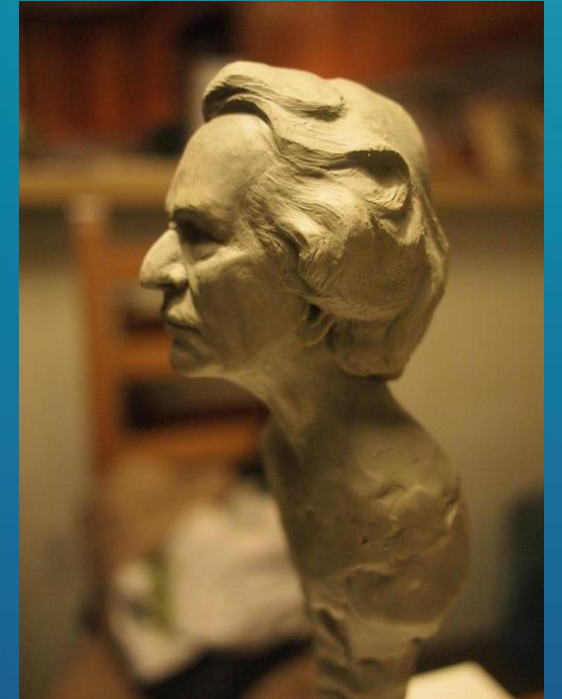
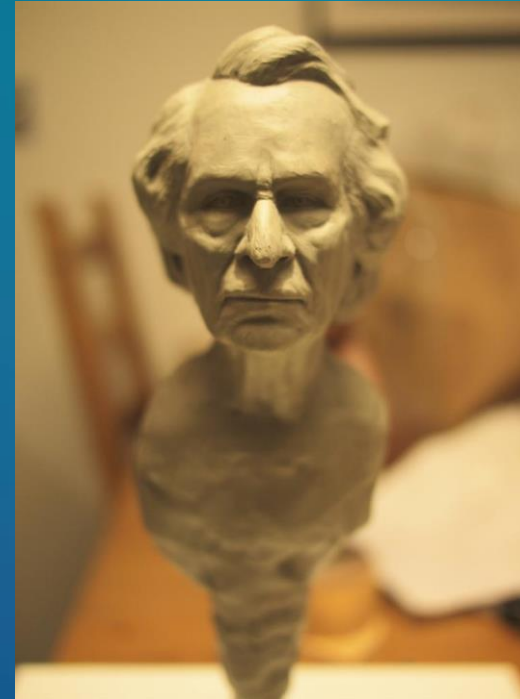
Lead Design / Engineer / Cofounder

twitter: @choy

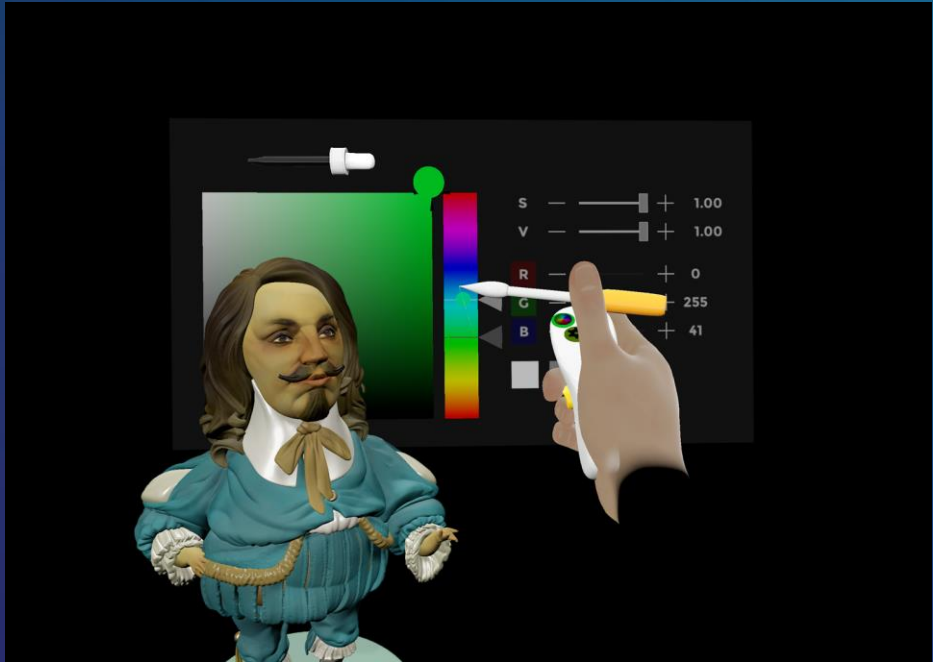




INDUSTRIAL LIGHT & MAGIC







Timoni West

Director of XR, Unity

twitter: @timoni



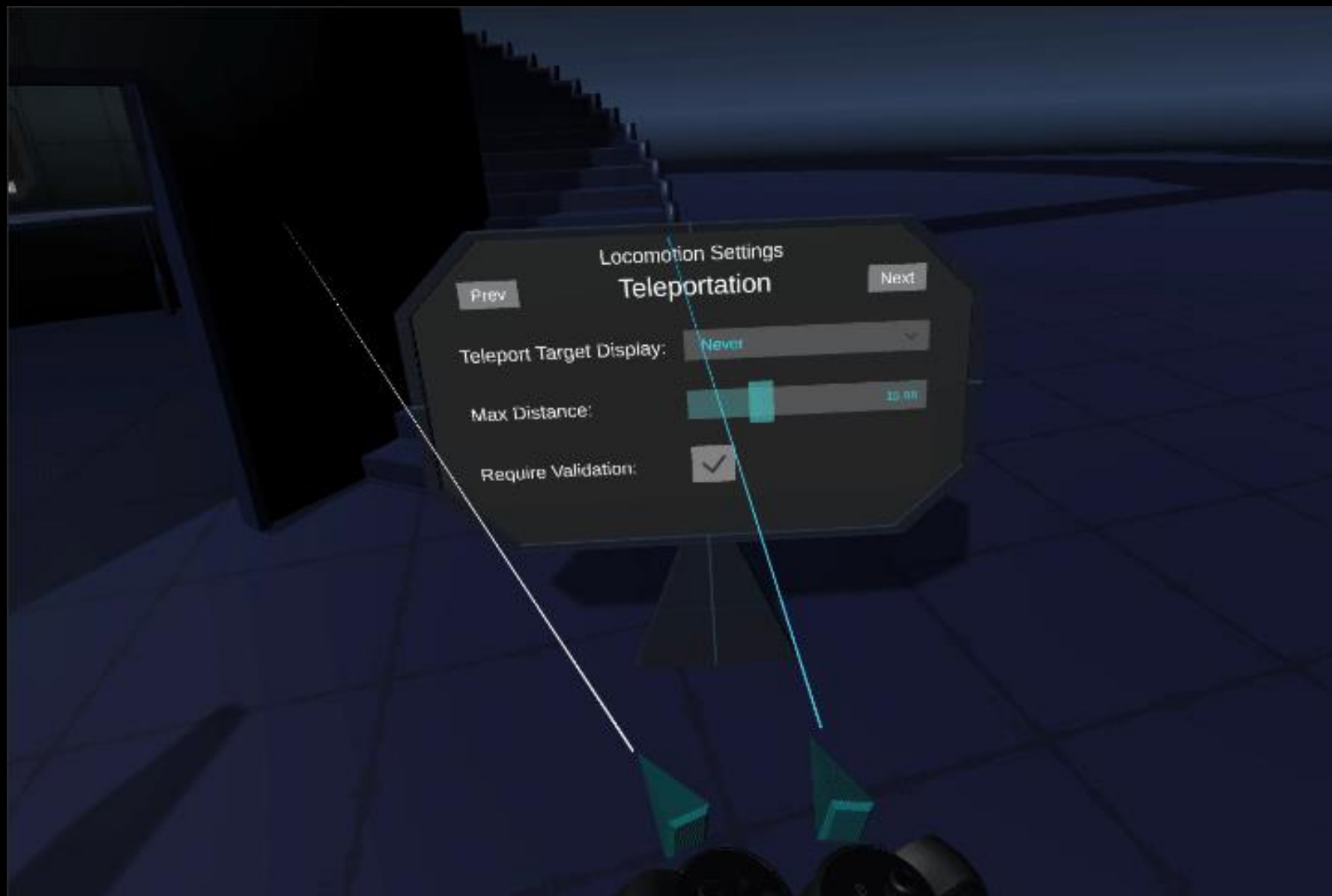
Carte Blanche



05:46:00

unity Labs



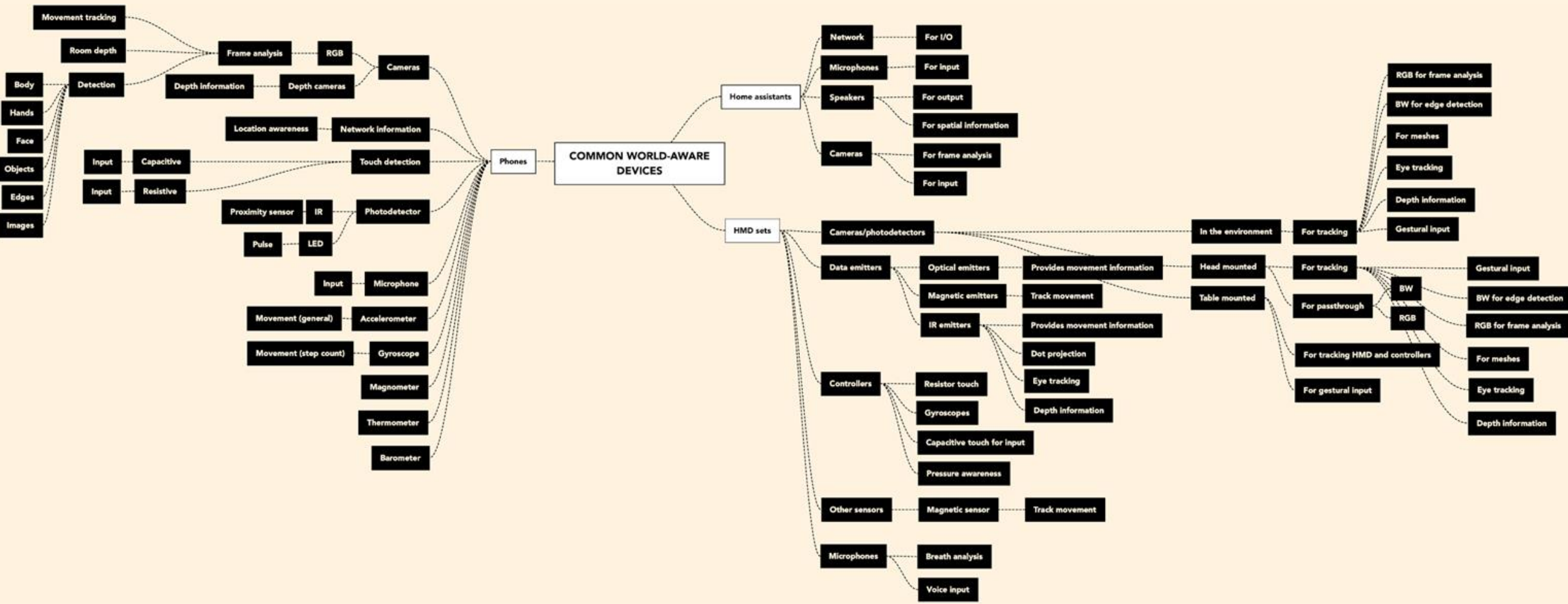




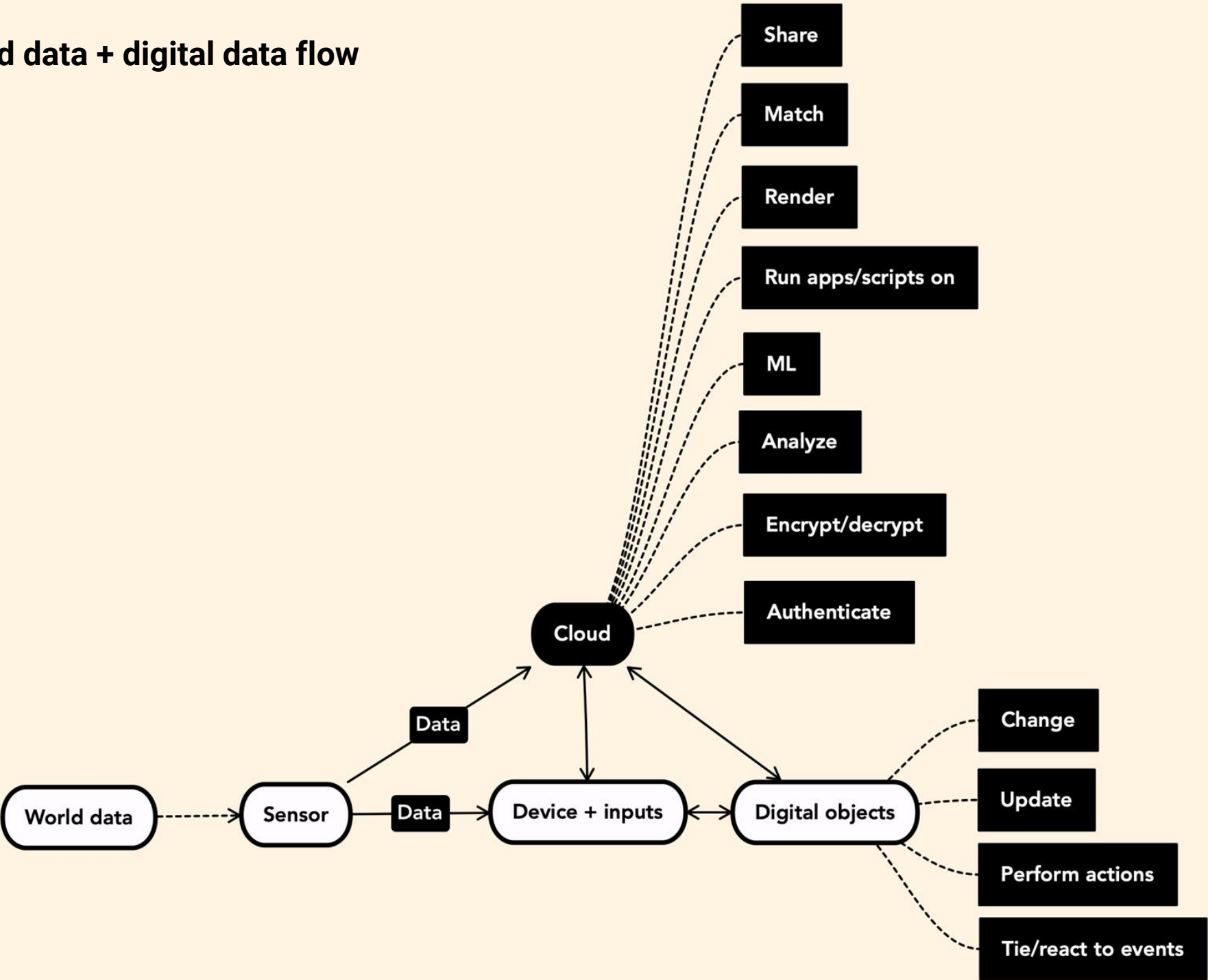
COOL
THAT

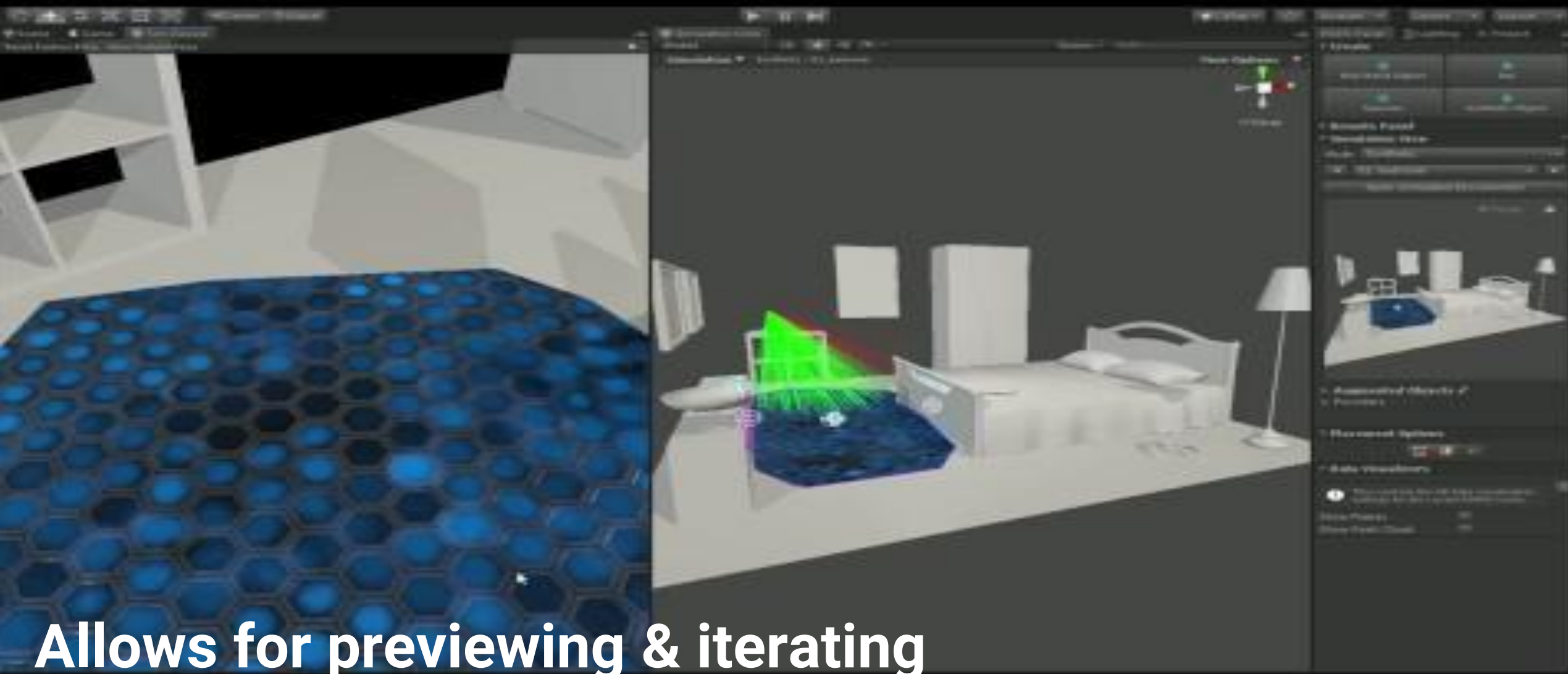


Example sensors and data types for common devices (not comprehensive)



Basic world data + digital data flow





**Allows for previewing & iterating
against simulated & real data**

MARS Panel

Create

Real World Object Set Spawner Synthetic Object

Data Visualizers

Planes Point Cloud Face Landmarks

Placement Options

Simulation Controls

Mode Recorded

Environment 01_bedroom Recording

Open Sim View Edit Environment

Simulation Hierarchy

Reload

Environment

Augmented Objects

MARS Session

MusicScore(Clone)

Providers

Remote Panel

Inspector

Real World Object (Script)

Color

Select Object In Simulation In Scene View

Compare Mode Compare in Simulation View

Components

Real World Object

Show Children On Tracking Action

Has Pose Condition

Set Pose Action

Plane Size Condition

Edit Condition

Minimum Size

X 0.2567991 Y 0.2650059

Maximum Size

X 0.4567991 Y 0.4650059

Is Plane Condition

Alignment Condition

Mark Surface Action

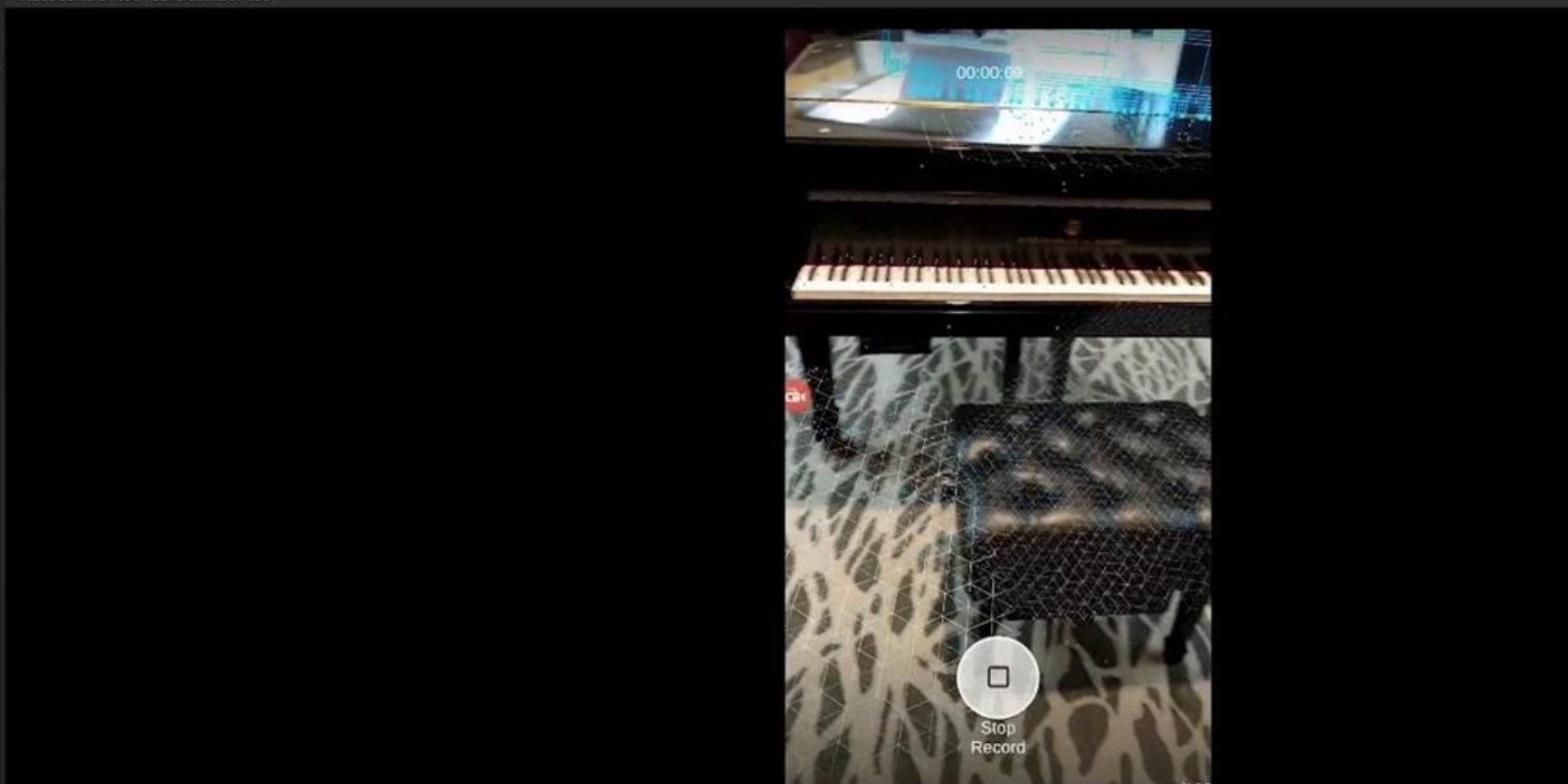
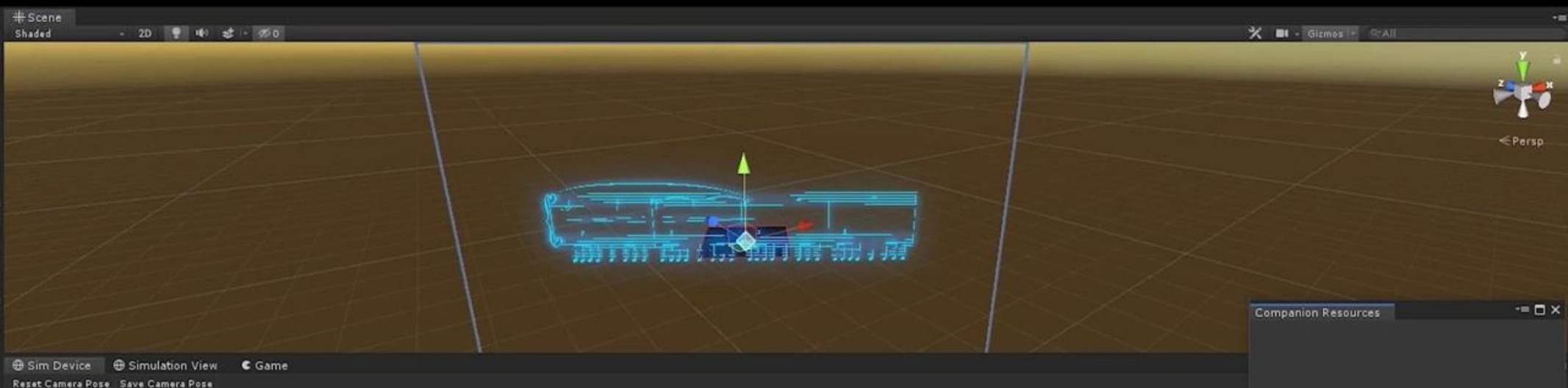
Semantic Tag Condition

Trait Name Piano

Match Rule Match

Add MARS Component...

Add Component



Companion Resources

Save Active Scene

Refresh Resource List

Resources:

Scene

Piano Scan

Environment

Recording

android

Mini piano

Marker

Marker 1



Kayla Kinnunen

Principal Program Manager
Mixed Reality Business Applications
MICROSOFT

twitter: @kaylasara



Dynamics 365 Remote Assist

In-context collaboration.



Dynamics 365 Guides

In-context training.

Try them out in the **Technology Showcase (Hall WB4)** at the Microsoft booth!

Silka Miesnieks

Head of Emerging Design, Adobe

twitter: @silkamiesnieks





**"Spatial computing is one
of the juiciest design
problems on the planet,"**

Robin Hunicke CEO Funomena



WORLD

*Me & peeps,
Places &
Things*

SENSORS

*Phones, IoT,
Wearables,
& Robots*

SYSTEMS

*Cloud,
ML/CV &
3D Data*

PIXEL

PERCEPTION





SENSORY DESIGN LANGUAGE

Collaborative. Contextual. Empathic.

REAL-TIME MOTION TOOLS

2D skills

Product design
UI design
User journeys
Graphic Design

2D+3D skills

Motion design
Spatial UI
AR/VR
Voice
Bio-sensors

3D skills

Game design
Animation
3D FX
Modelling
Audio

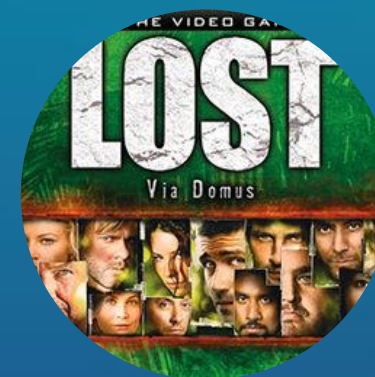
SKETCHPAD 1963



Aleissia Laidacker

Director of Developer Experience
Magic Leap

twitter: @Aleissia





Immersive Design

Location Based Experiences



Developer Experience

Developer Tools

SDK & API

Mixed Reality Experiences

Interaction Design

