Augmented Reality colored vision

Interactive application letting viewers transform video streams from their cameras into the 3 types of colorblindness.

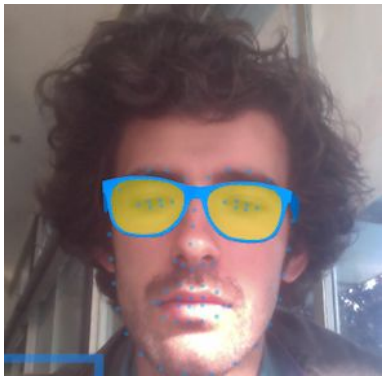
flow

The participant finishes the test. They meet **technology requirements***(see below)*:

- The request for access to camera appears. Participant accepts.
- The application positions them on the color vision spectrum, syncing them(& the device) in 3d space while they stream video.
- Using **device controls***(see below)* we:
-

Normal color vision:	Interpolate between the color functions of the 3 types of color blindness. Some time / manipulation passes.
Abnormal color vision:	Nothing happens. Skip to next.

- We prompt the participant to find someone with their camera (could be themselves)... *'Activate!'*

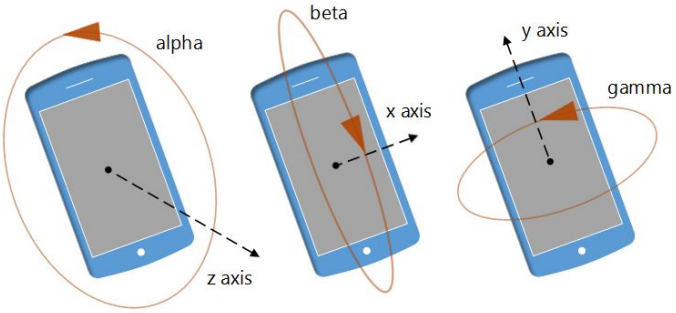


Live face tracking in the browser with 3d model applied :)

Abnormal color vision:	Apply contrast, levelling, vibrancy functions to boost video.
Normal color vision:	Video returns to normal.

- Prompt to the Store!

Device controls:
Mobile: default access to

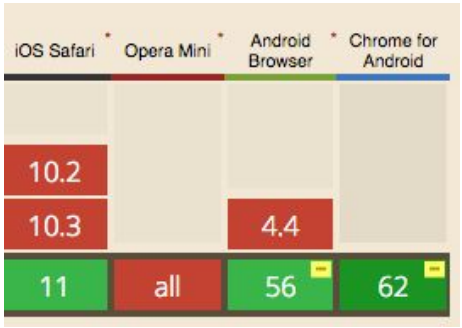


we have spherical space to imagine the color vision spectrum in.
Desktop: we could simulate this spherical space

- A change in *longitude* moves the participant along interpolative transformations of color blindness functions.
- A change *latitude* could alter the intensity of the function

Technology requirements

Mobile



Desktop