

pinTAR

by ARvengers ARssemble

An Augmented Reality Landscape

ARvengers ARssemble

INTRODUCTION



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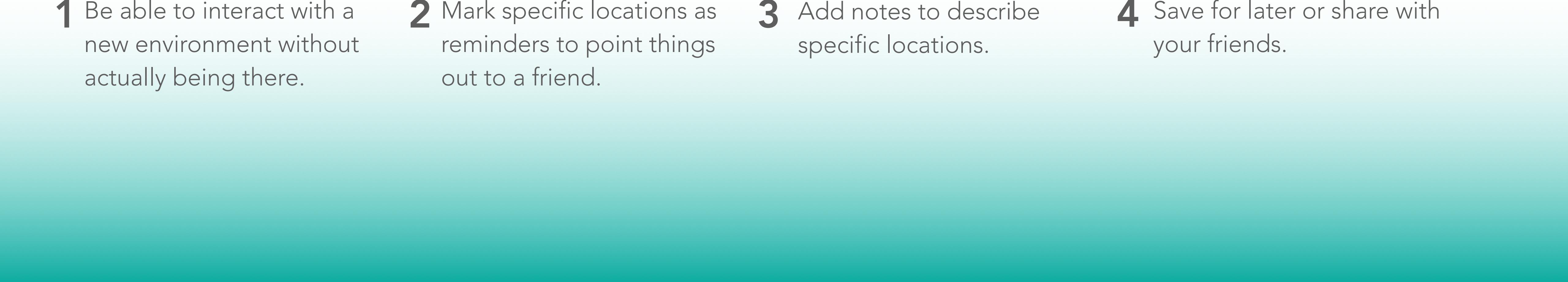
Sarah Outhwaite

WHAT WE DID

We made an augmented reality landscape for you to explore the world from your couch or plan your next adventure with friends. You can make notes to yourself of places you don't want to miss. Our vision for this tool is to eventually pull in existing trail data to showcase trails, so you can put your maps aside and dive in.

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PROCESS



Interact with a landscape

Drop a pin

Annotate Text and Images

Save and Share

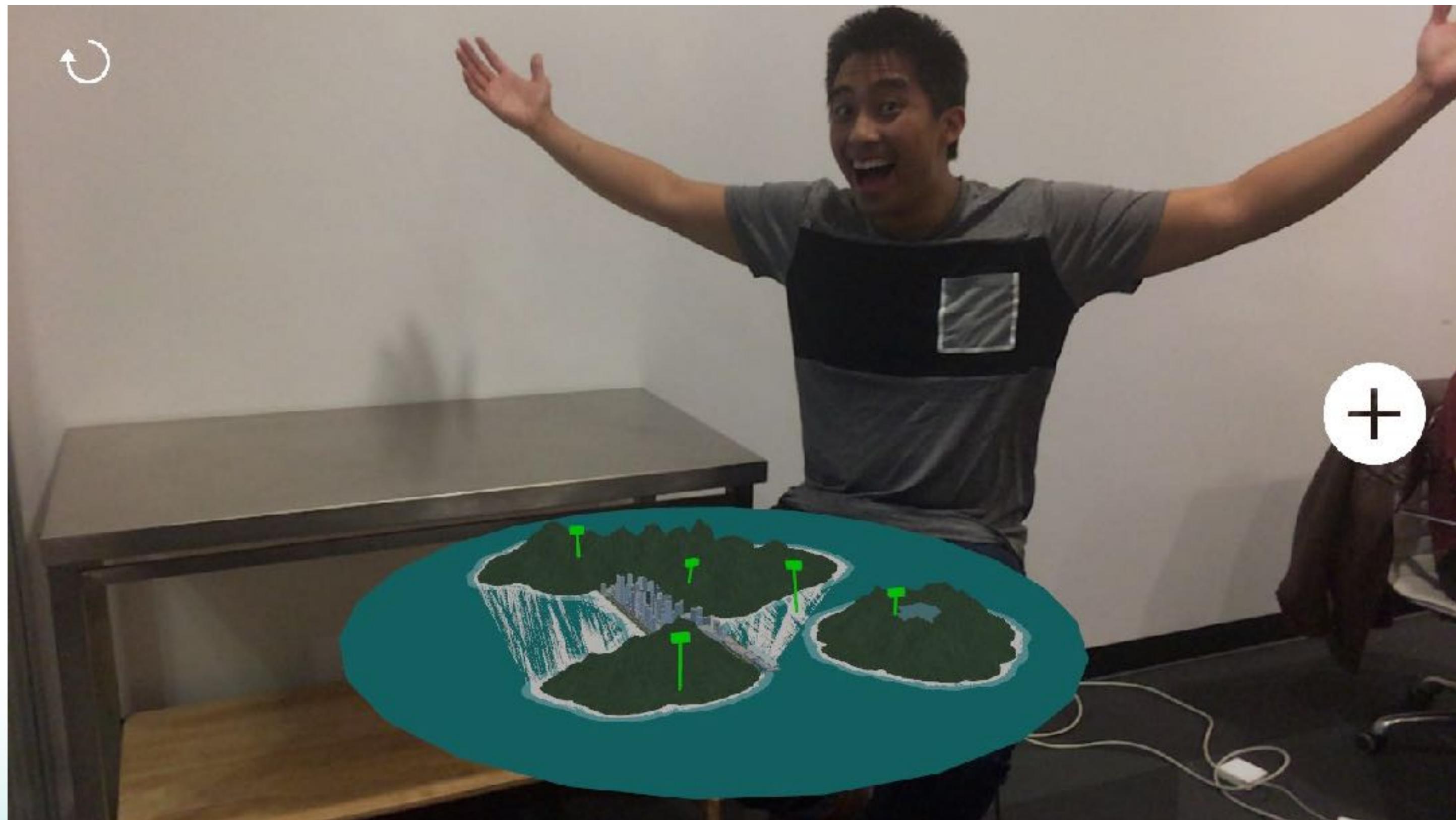
1 Be able to interact with a new environment without actually being there.

2 Mark specific locations as reminders to point things out to a friend.

3 Add notes to describe specific locations.

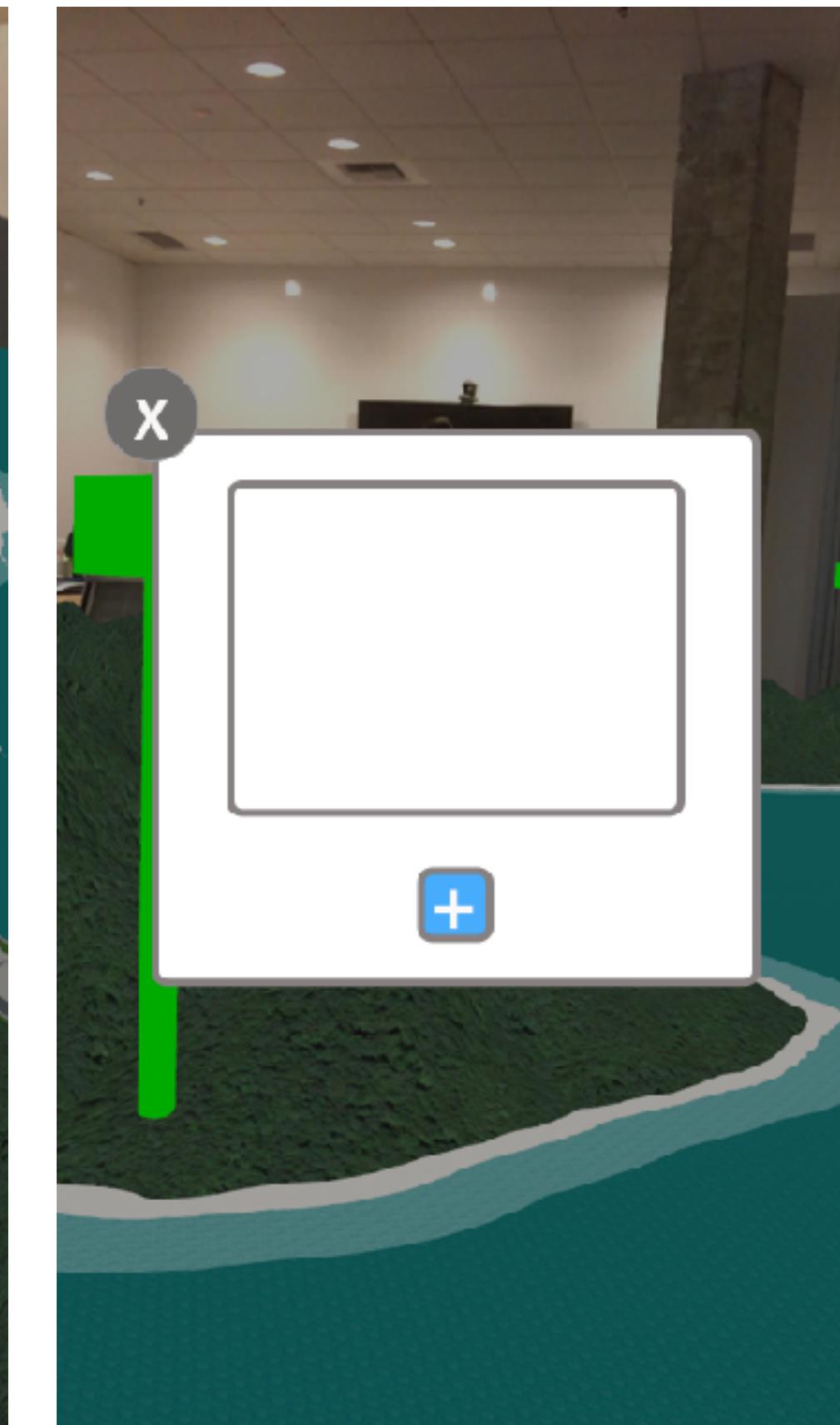
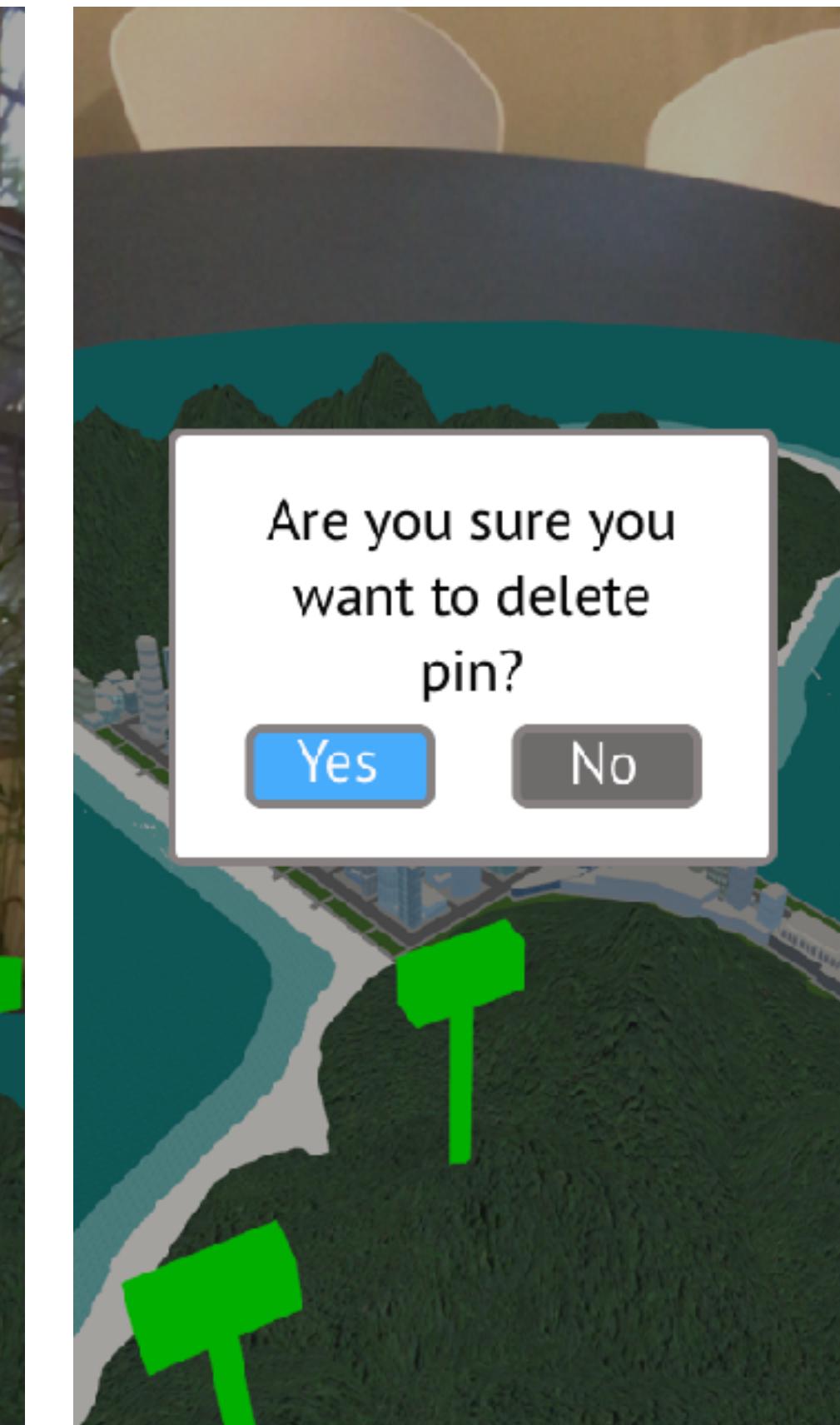
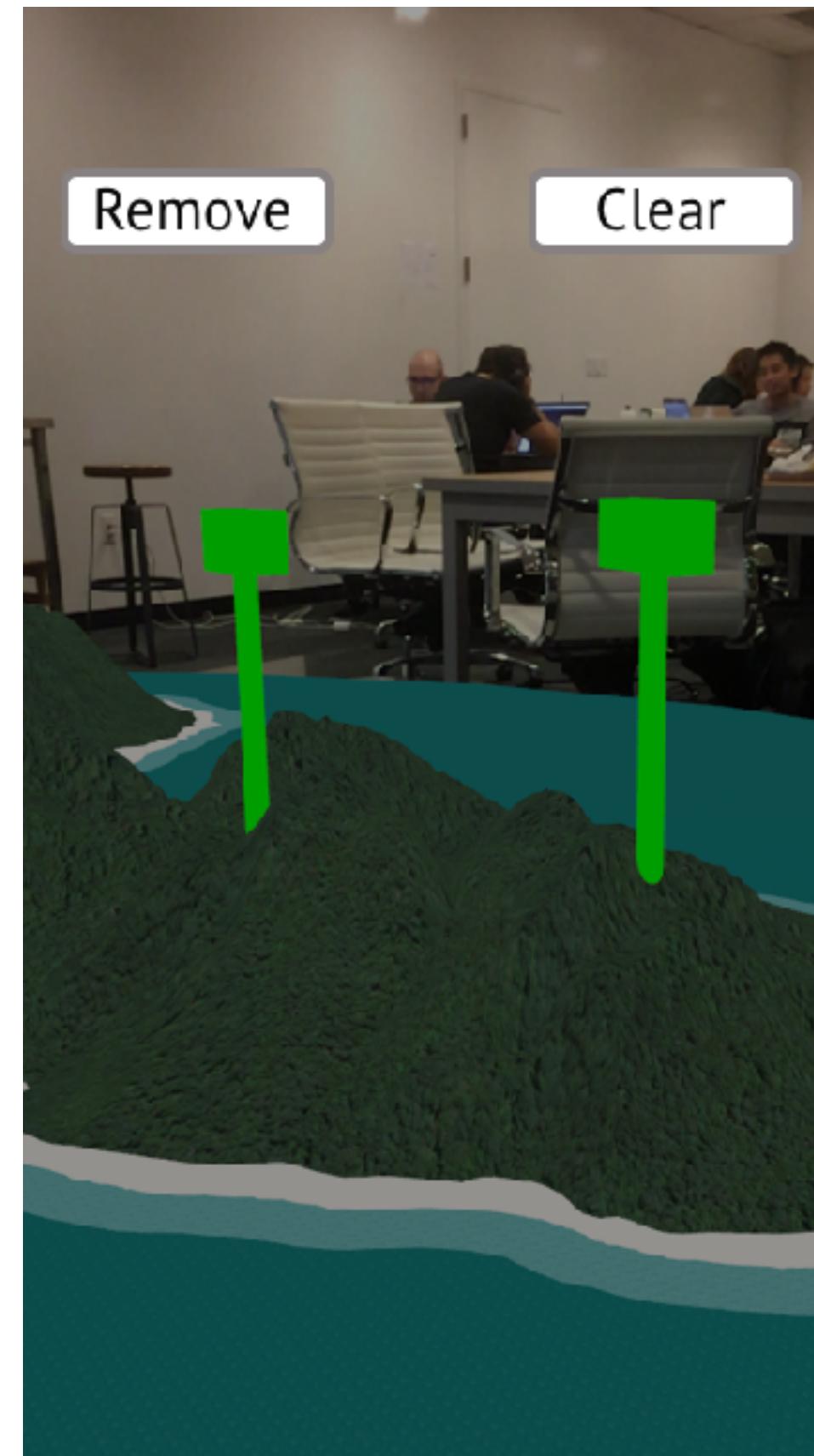
4 Save for later or share with your friends.

Time for a demo



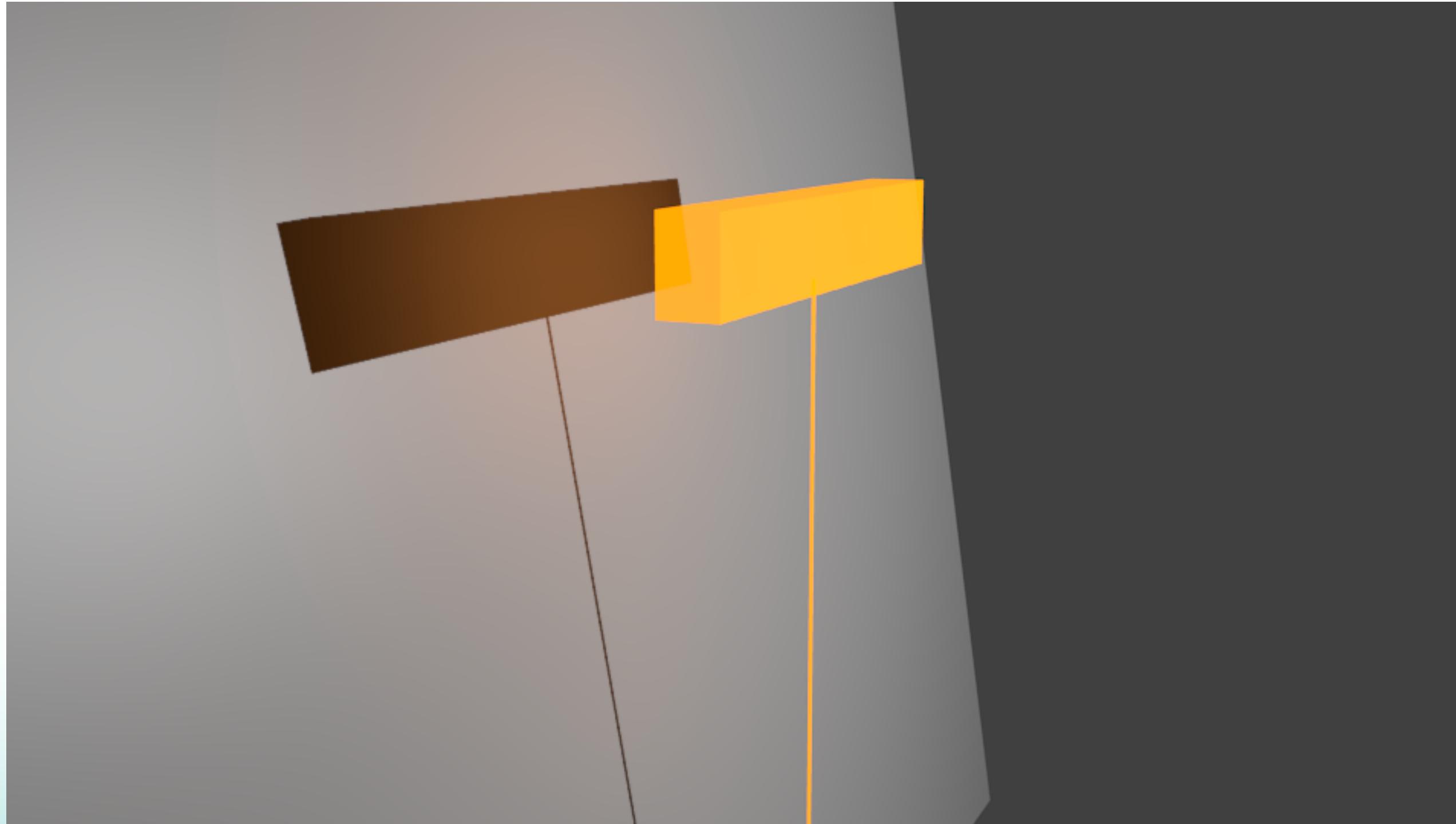
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FLOW



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PIN DESIGN



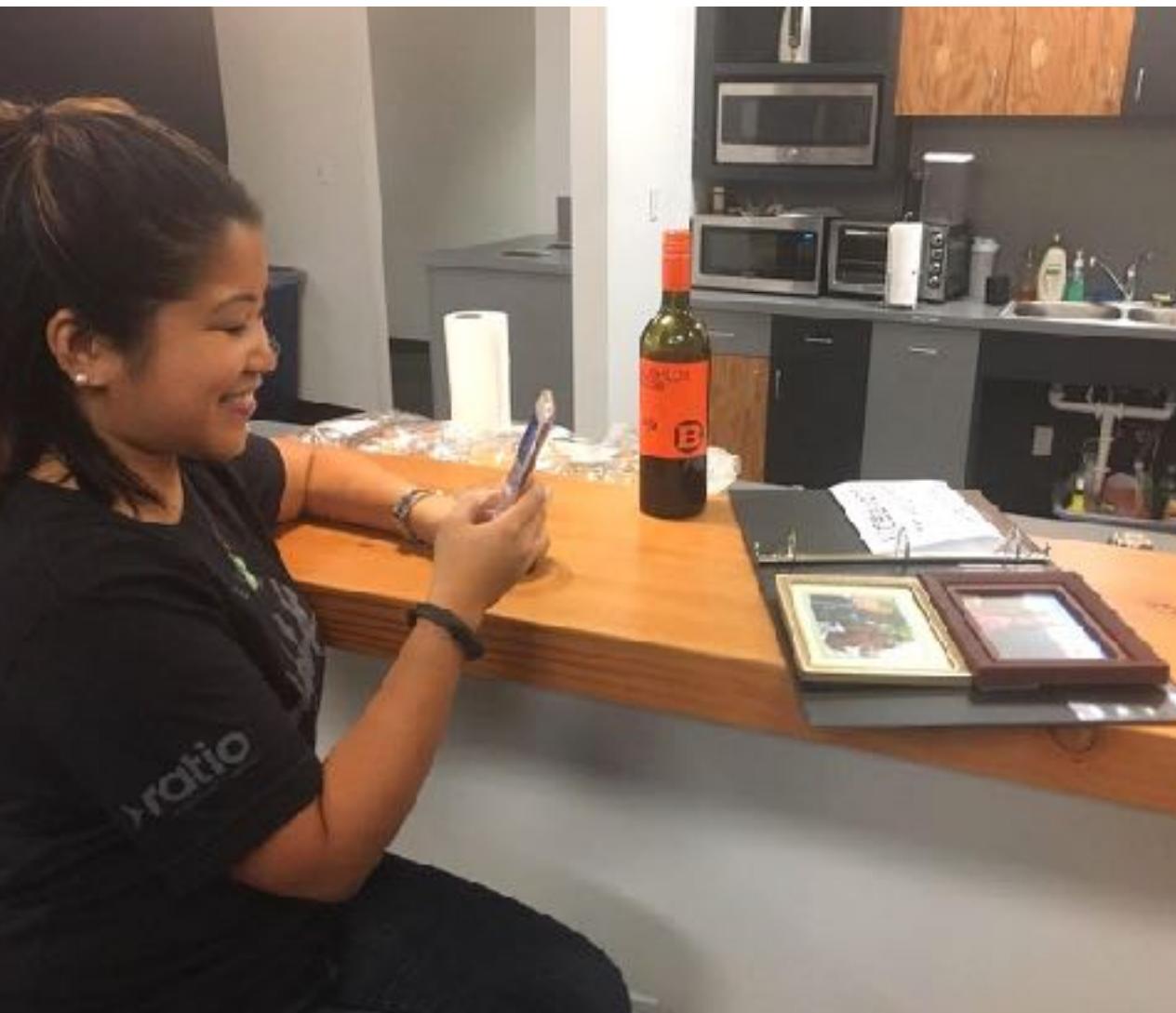
Here is a representation of what we intend the pin to look like. The plane is shown here to reflect the light that will emit. The pin annotation will always rotate towards you, the viewer.

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SCENARIOS



1 Planning a Trip



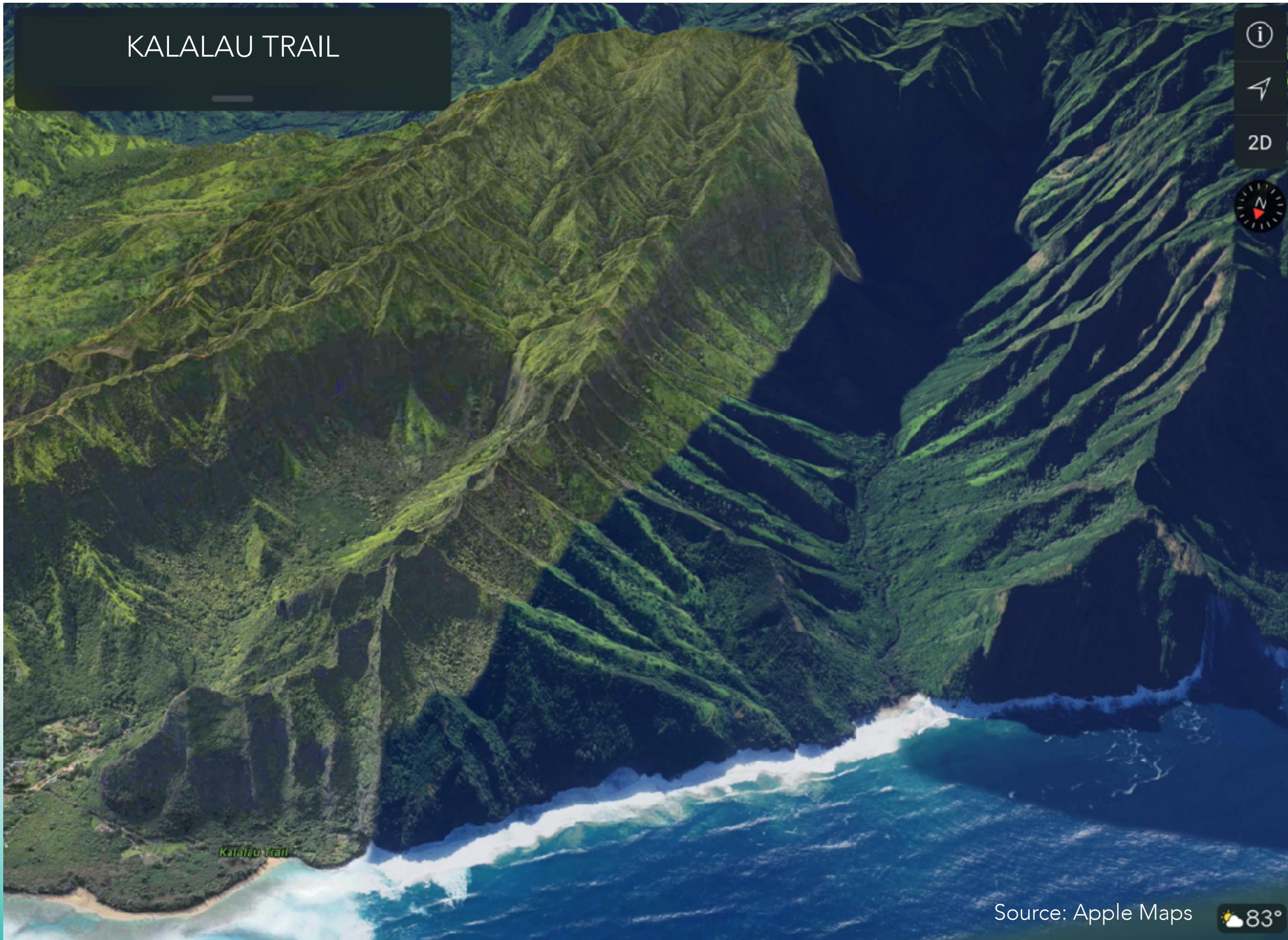
2 Looking Back on a Trip



3 Sharing a Trip with a Friend

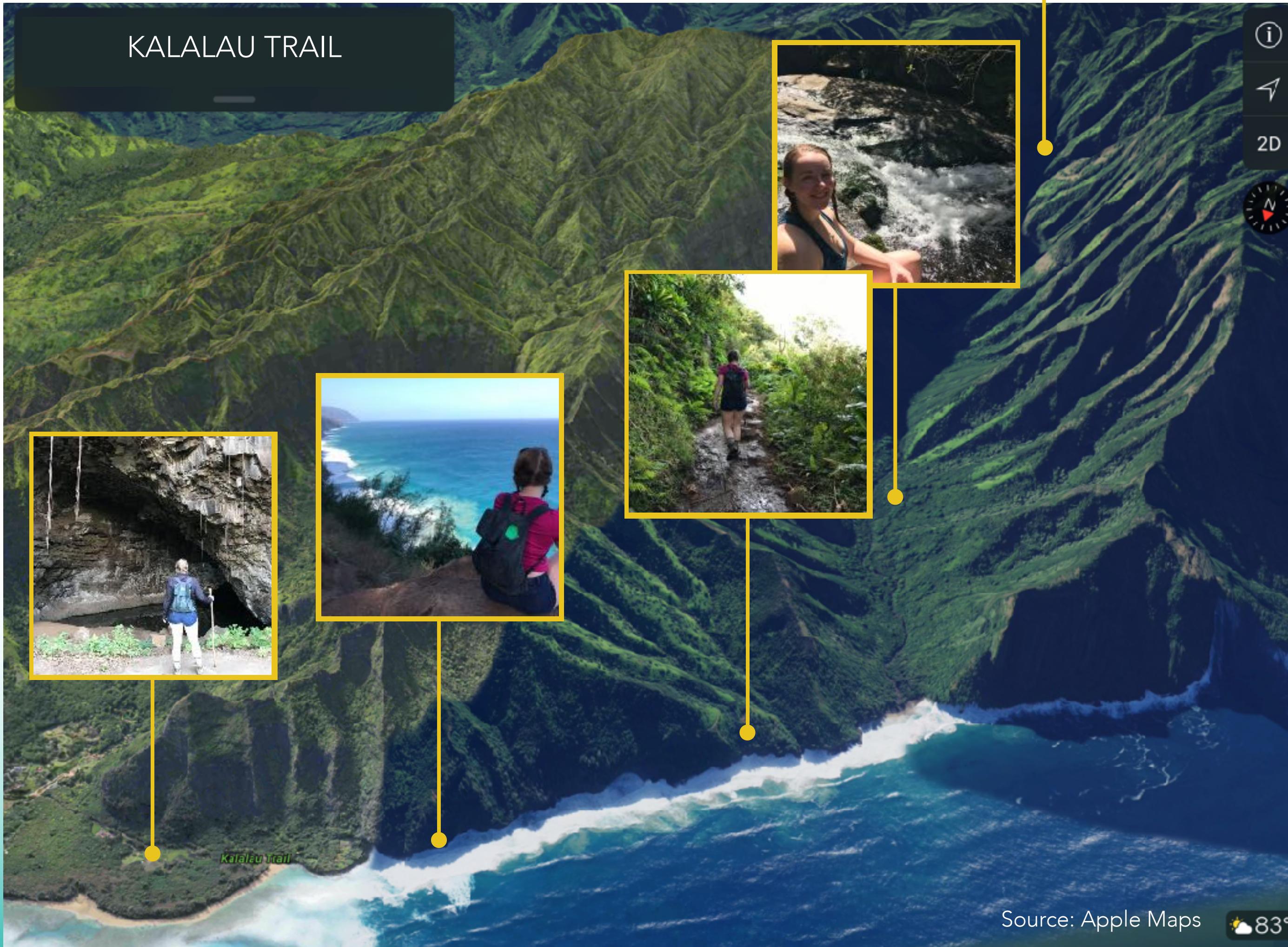
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TRIP MEMORIES



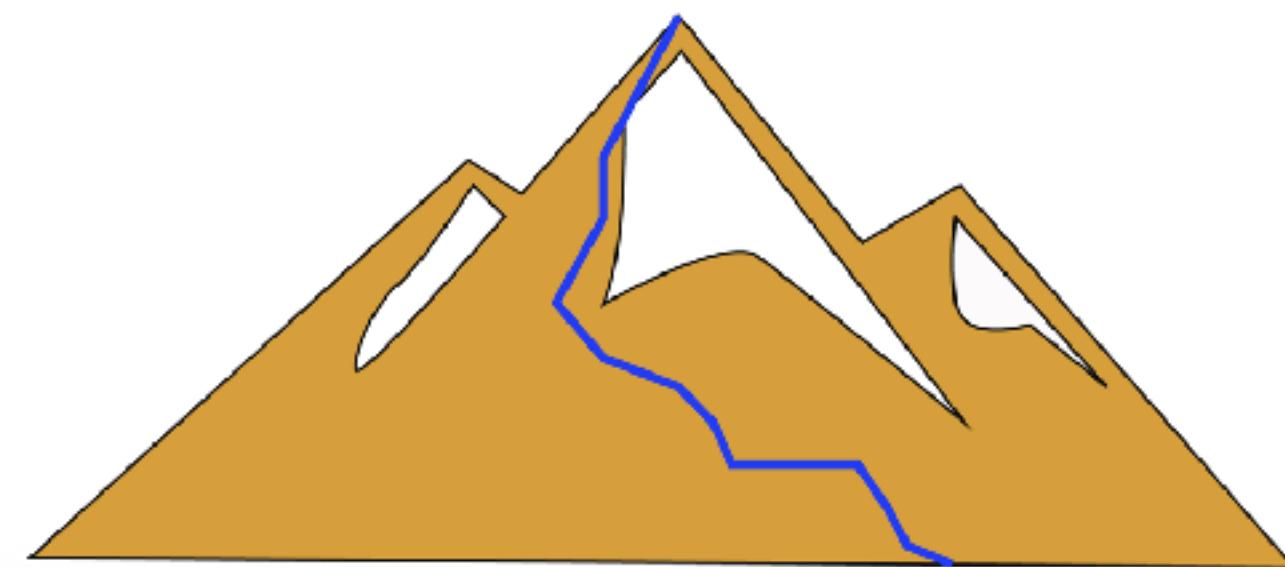
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TRIP MEMORIES

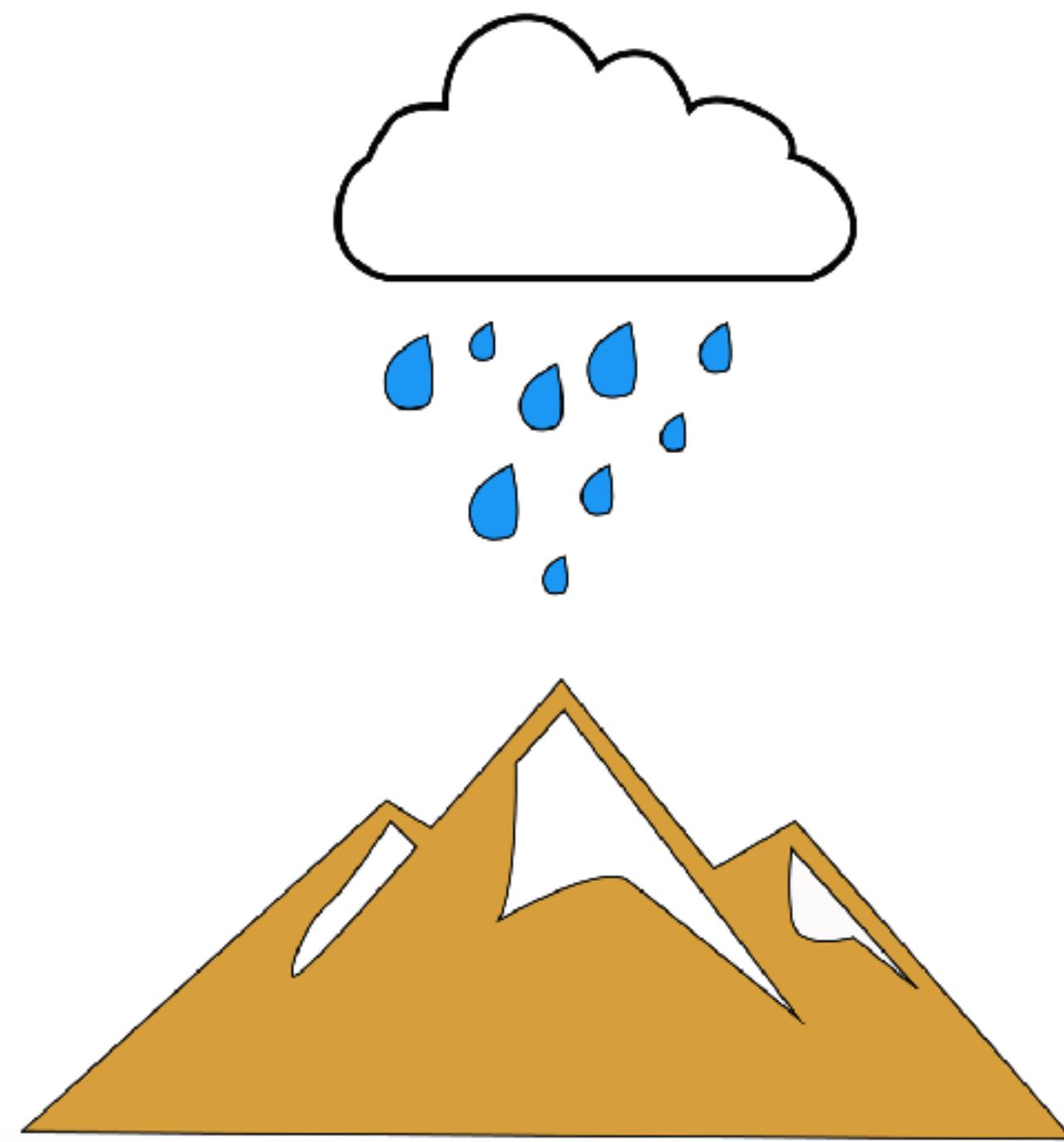


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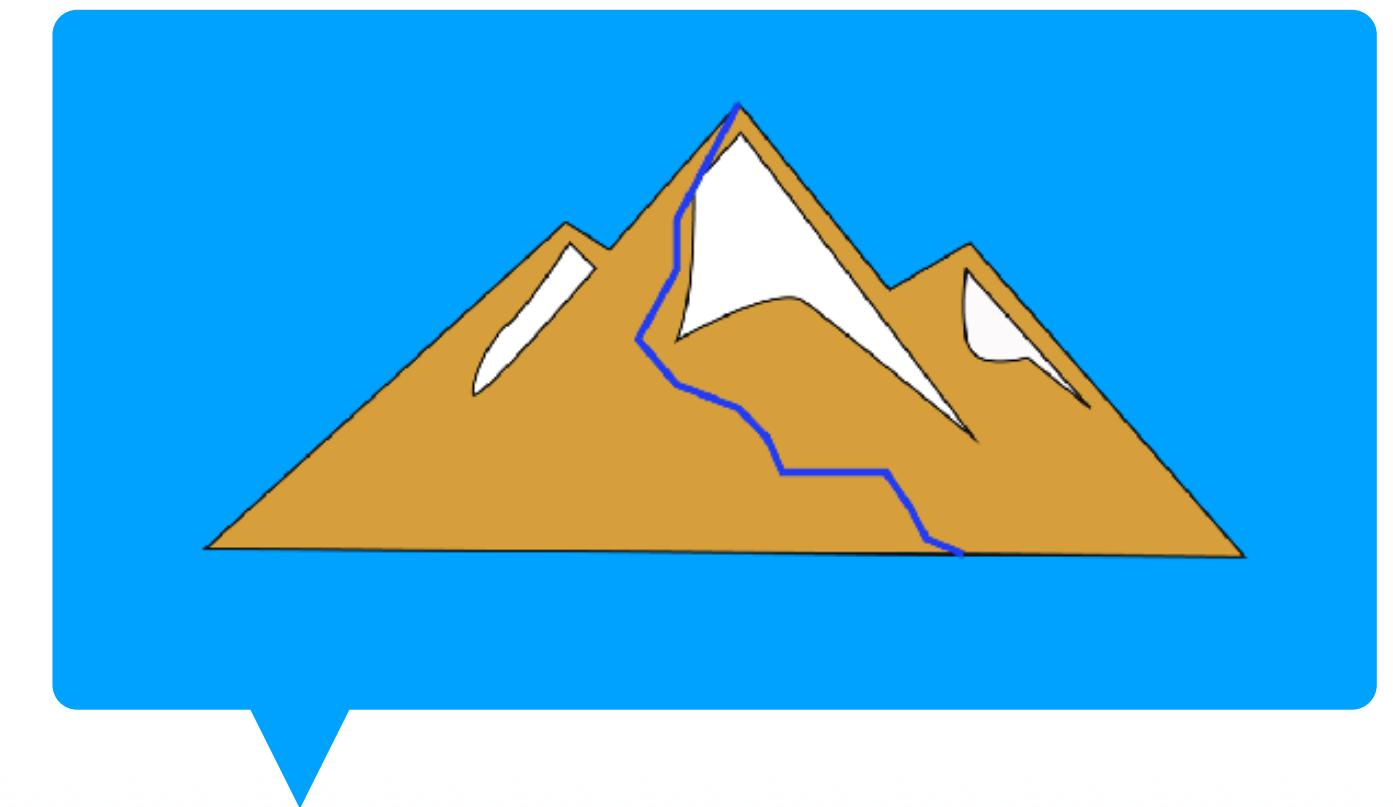
VISION / NEXT STEPS



Add Accurate Trails



Include Weather Conditions



Share Trails with Others

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WHAT WE LEARNED

- Understanding the limitation of the medium and designing a practical experience around that
- Perseverance when Xcode crashes
- Collision detecting and Physics of SceneKit did not require as much work on the developer side as we initially thought
- We can only do so much in a day

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Thank You

Goodbyes are not the end.