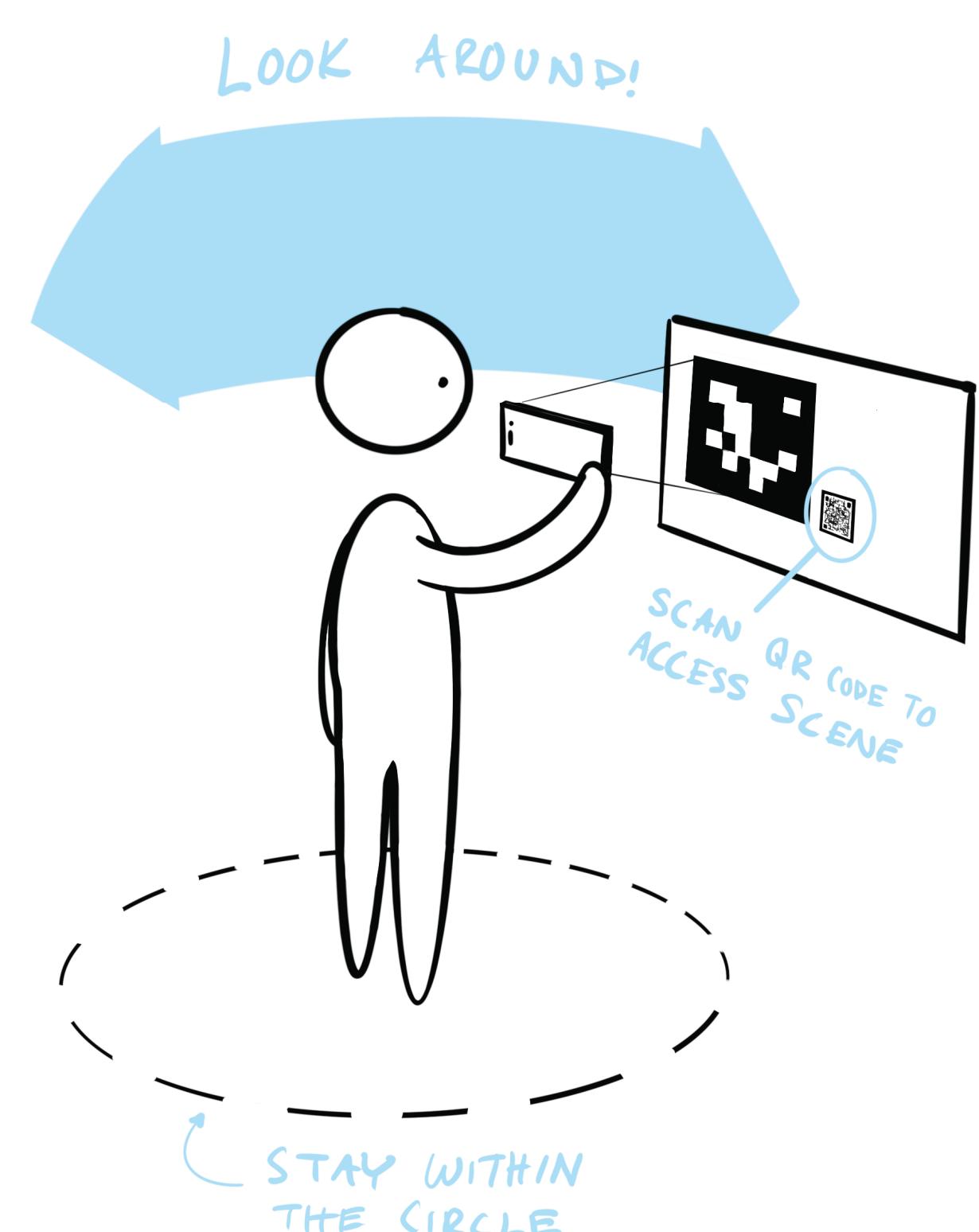
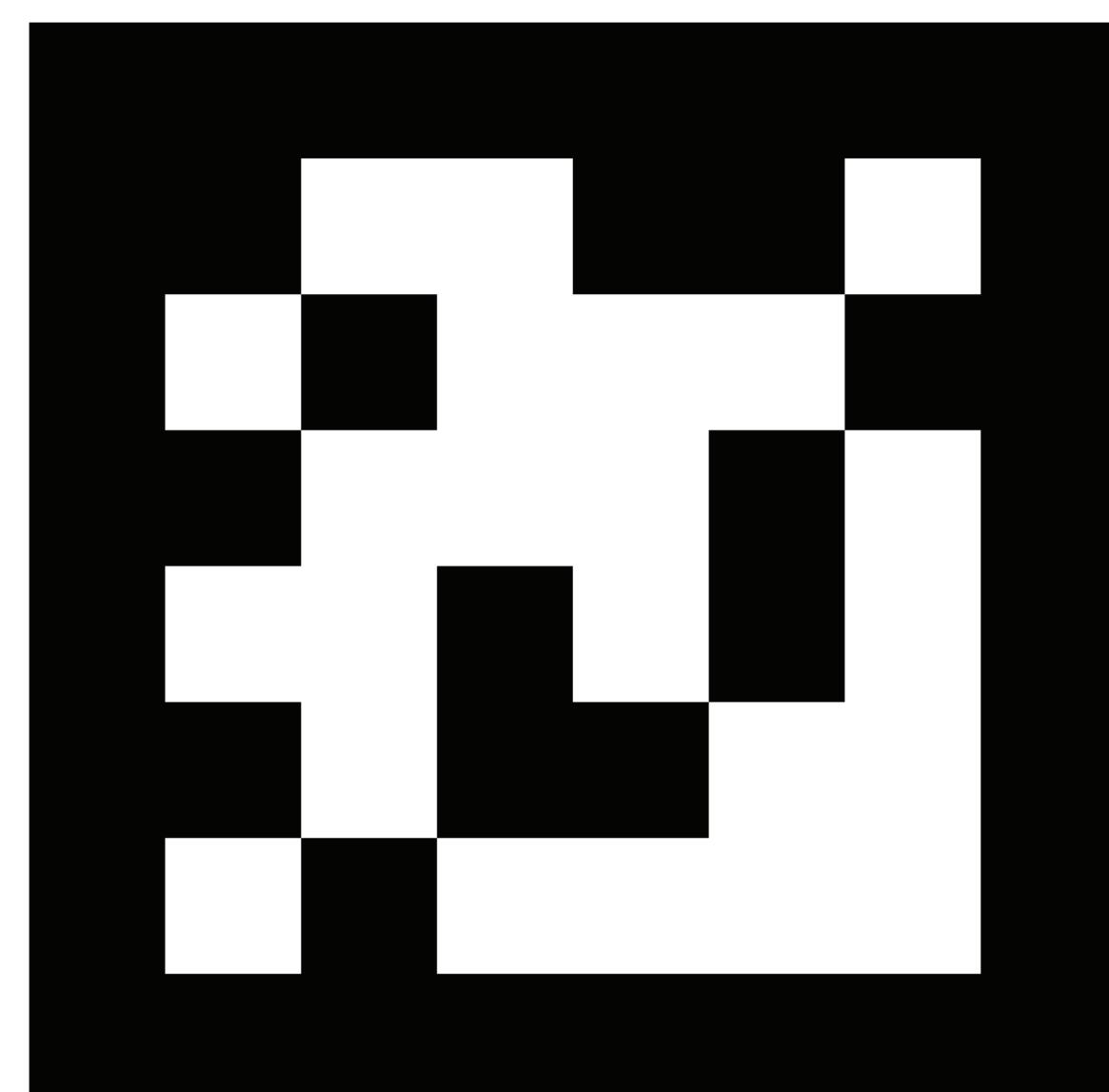
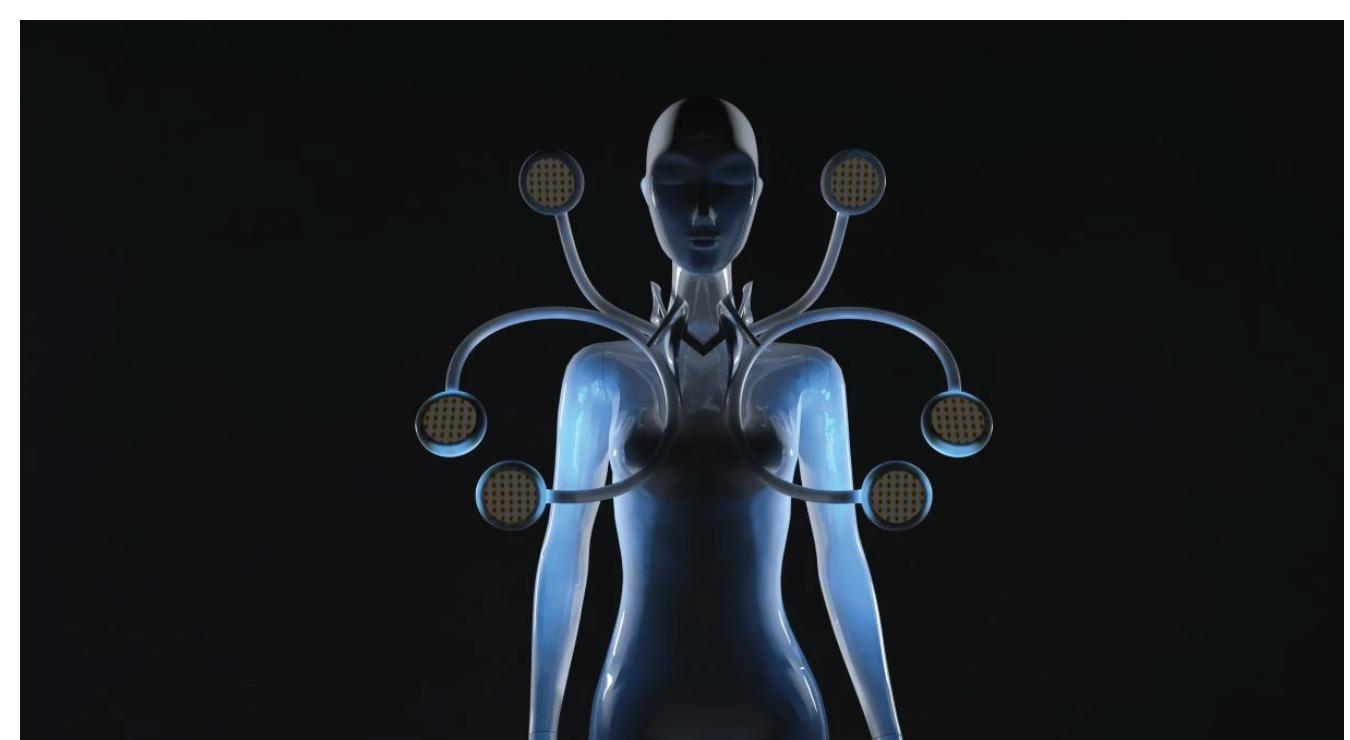
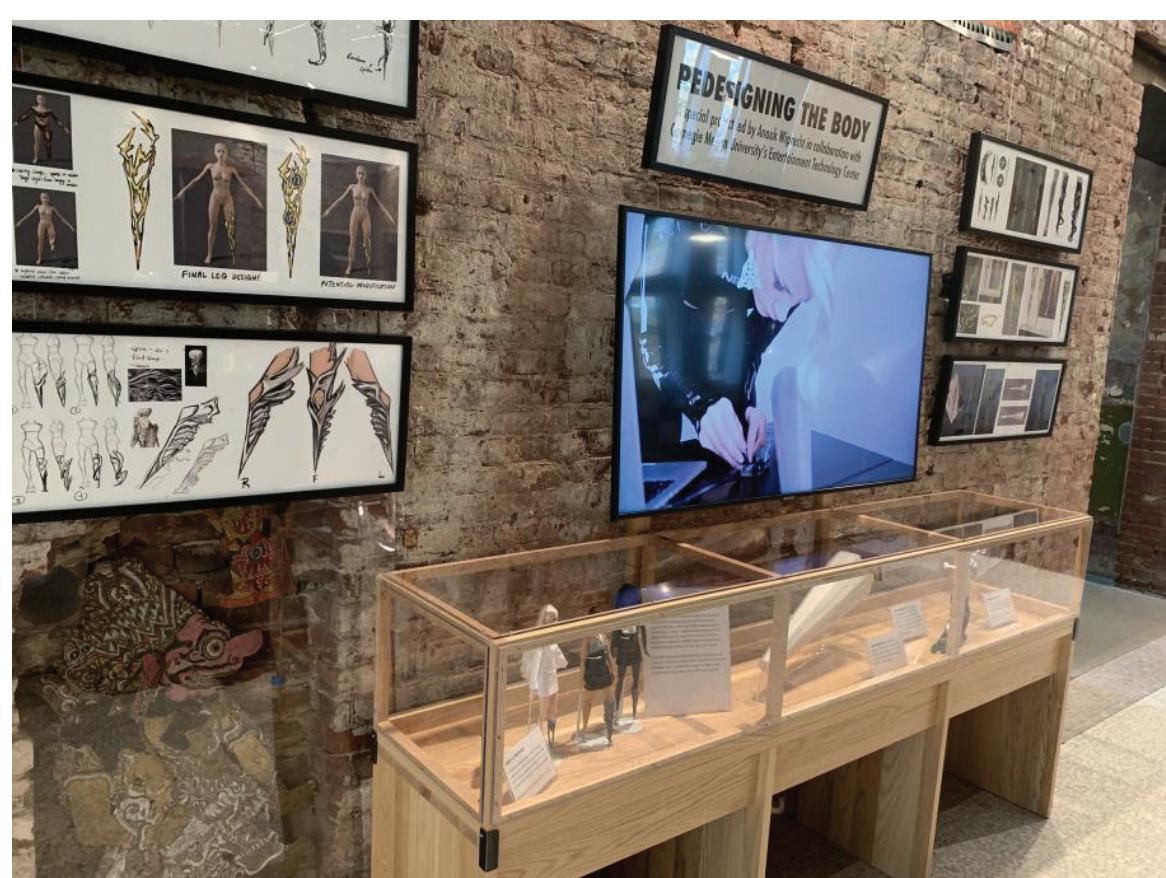


Art and Design

ARENA simplifies developing interactive XR content that has helped to power a number of creative projects. One example is from Anouk Wipprecht, a fashion designer, known for her avant garde robotic dresses that react to user and environment. Anouk recently hosted an event with AR overlay of dresses and virtual models of the development process of a prosthetic leg made for Viktoria Modesta. Another example is from “Lyam B. Gabel, the dance floor, the hospital room, and the kitchen table” performance by Kelly Strayhorn that operated with a digital twin and archived version of the performance within ARENA. The program had browser-based virtual reality access, with XR headsets, such that students could walk around and hear extended clips of interviews. Many other groups hosted poster sessions, virtual showcases, and social events in the ARENA during the pandemic including CMU’s Entertainment Technology Center (ETC), multiple University open houses, and the National Science Foundation.



Scan Me to Access Scene

The Augmented Reality Edge Network Architecture (ARENA) is a platform designed to simplify programming where there is a mix of virtual and physical systems. ARENA makes it easy to create and host multiple applications that interact with users and other agents in an immersive 3D environment created inside a browser.