

The background is a deep blue and purple space scene. In the top left is a large planet with horizontal stripes. In the top center is a smaller planet with a ring. In the bottom left is an astronaut floating with a coiled tether. In the bottom right is a large, cratered moon. The background is filled with numerous small white stars and larger, multi-pointed starbursts. Abstract, flowing shapes in shades of blue and purple are scattered throughout the scene.

THE ARTEMIS GENERATION

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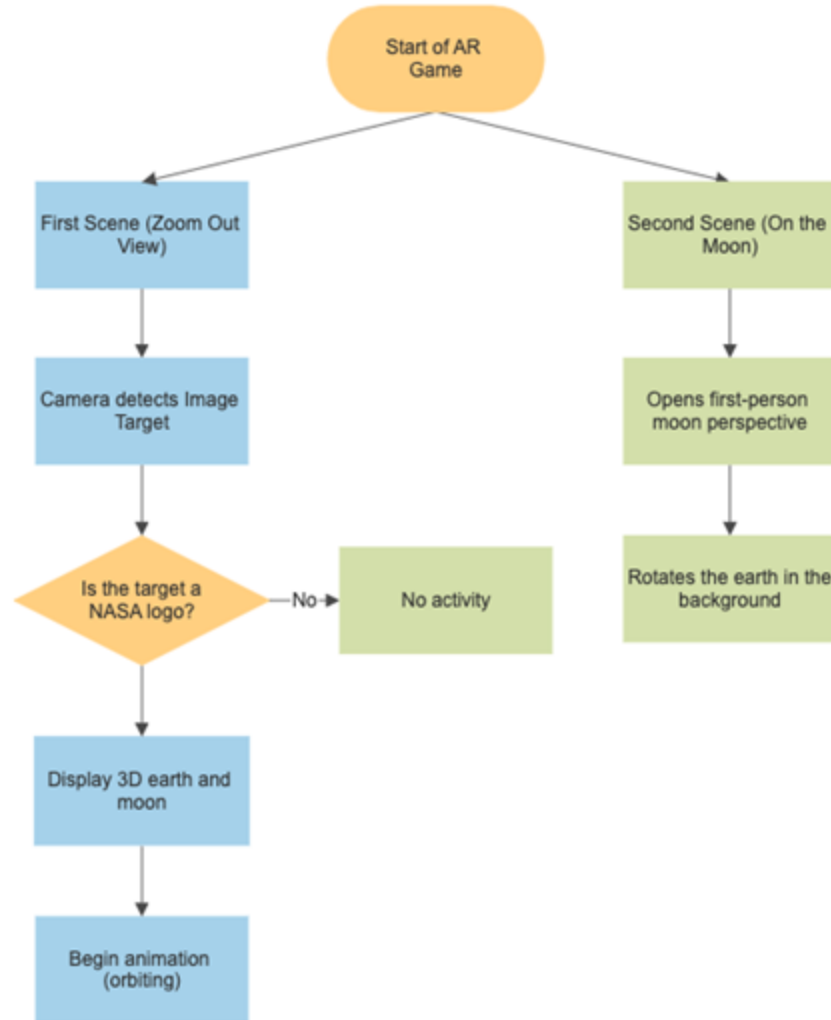
The background is a deep blue and purple space-themed illustration. It features numerous small white stars of varying sizes, some with four-pointed starburst patterns. There are several planets: a ringed planet in the upper left, a cratered planet below it, and a striped planet in the lower right. Large, soft, wavy shapes in shades of blue and purple represent nebulae or gas clouds, creating a sense of depth and movement.

introduction

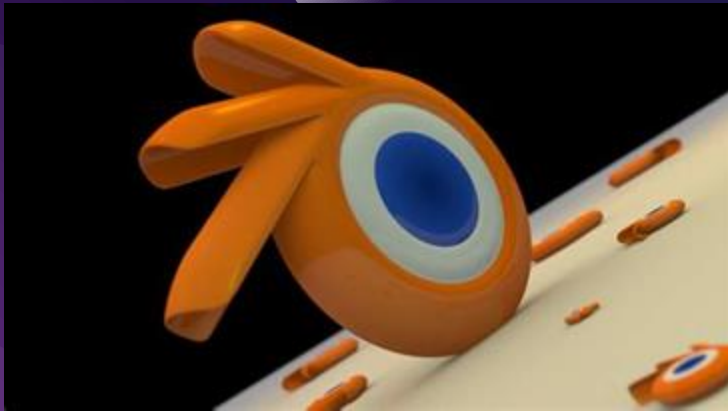
Since we live our daily lives being exposed to vast amounts of information, sources, and media content, it is no surprise that we have newly adapted to requiring more content and have naturally become less focused and attentive. One interesting finding made my Microsoft, explains how the average attention span of a human is sharply decreasing. Therefore, as a team, this has inspired us to create a new interactive Augmented Reality (AR) experience for users. However, this is not just any AR experience, this will be an AR experience that will spark users' passion for space exploration and inform users of the importance behind NASA's Artemis Program.

Designing the project

Artemis Game Chart



Tools used



★ 3D Objects



vuforia™

★ Database
★ Image Targeting



★ AR Implementation