



Case Study #2

Windows Mixed Reality

The challenge

The MixedReality Viewer let the user view and interact in real time with any 3D model native in Windows 10 and it is agnostic from the package the 3D asset was originally authored. This notion by itself was the main obstacle to overcome.

The Solution

Always keeping in consideration the multifaceted nature of each model, my approach was holistic and comprehensive. The goal of the rendering and general look&feel was to preserve the original author intention along with the objective of enhancing the 3D content to a new level.

Case Study #3

Nike HoloID

The challenge

At Microsoft we were asked to come up with a PoC for the HoloLens experience. With this proposal I imagined to clear the frustration of selecting and customise your favourite sneaker model from the comfort of your couch.

The solution

Thanks to the HoloLens device I envisioned an intuitive interaction model that allows an easy customisation of the sneaker's parts. Also, along with a simple access to relevant menus and stats, I came up with a smooth interaction pattern that enables the user to rotate the product on different axis and facilitate the viewing.

