Exhibition Proposal

Interactive Augmented Reality

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For the exhibision, I'd like to make an interactive augmented reality. Quite often, we assume to use smart device to use augmented reality. In this project, I'd like to iliminate any smart device. Instead of using smart device, I'm going to use projector to give augmented experience to the audience. In order to that, I'm going to use maybe 50cm diameter circle shape panel(it could ba paper or light form board) and a projector. The idea is that to install panel above maybe 50~100cm from the floor and it tils by servo motor. Then projector will display rain drops(or any visual effect) on the panel. When audience close to the panel then this penel is tilted forward to the audience slowly then rain drops naturally follows the angle of the penel. Finally the audience sees the all the rain drops flow on the floor.While rain drops falling down from the panel to floor, there is no physcial medium between the panel and floor. However, I'm expecting that our perception system assume that there is a physcial thing between panel and floor which is related to reification of Getalt theory. In this project, I'd like to show and experiment how our perception understand augmented reality objects. In order to do that, I'd like to use 2 servo motors, Arduino, projector and some paper or form board. Here is some links of simular projects.

https://www.youtube.com/watch?v=j9JXtTj0mzE

https://www.youtube.com/watch?v=5Wk8j7-oxIg

https://www.youtube.com/watch?v=0p3je4WGcM0