



TECH 1711 - Mixed Reality Studio

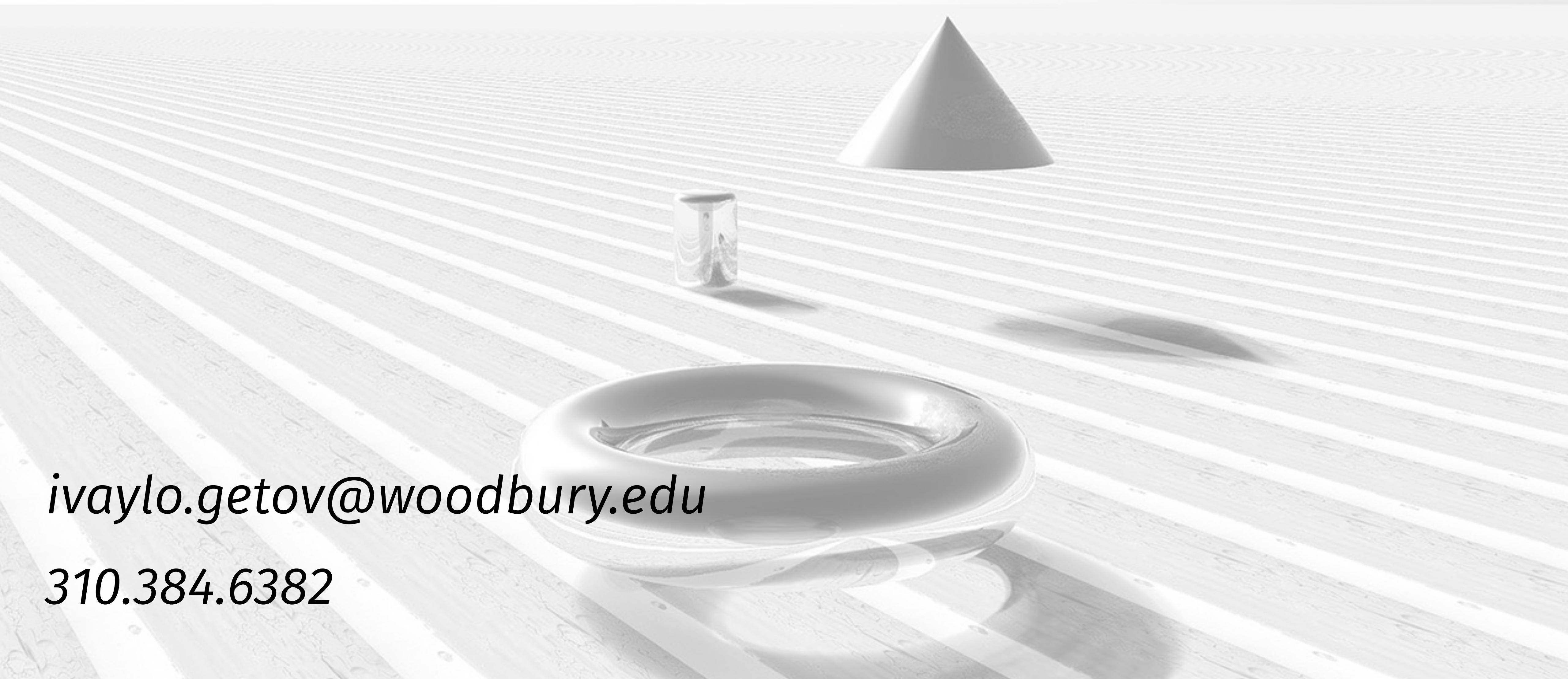
Most Up-to-date Syllabus:

<https://github.com/ivaylopg/MixedRealityStudio>

Contact Me

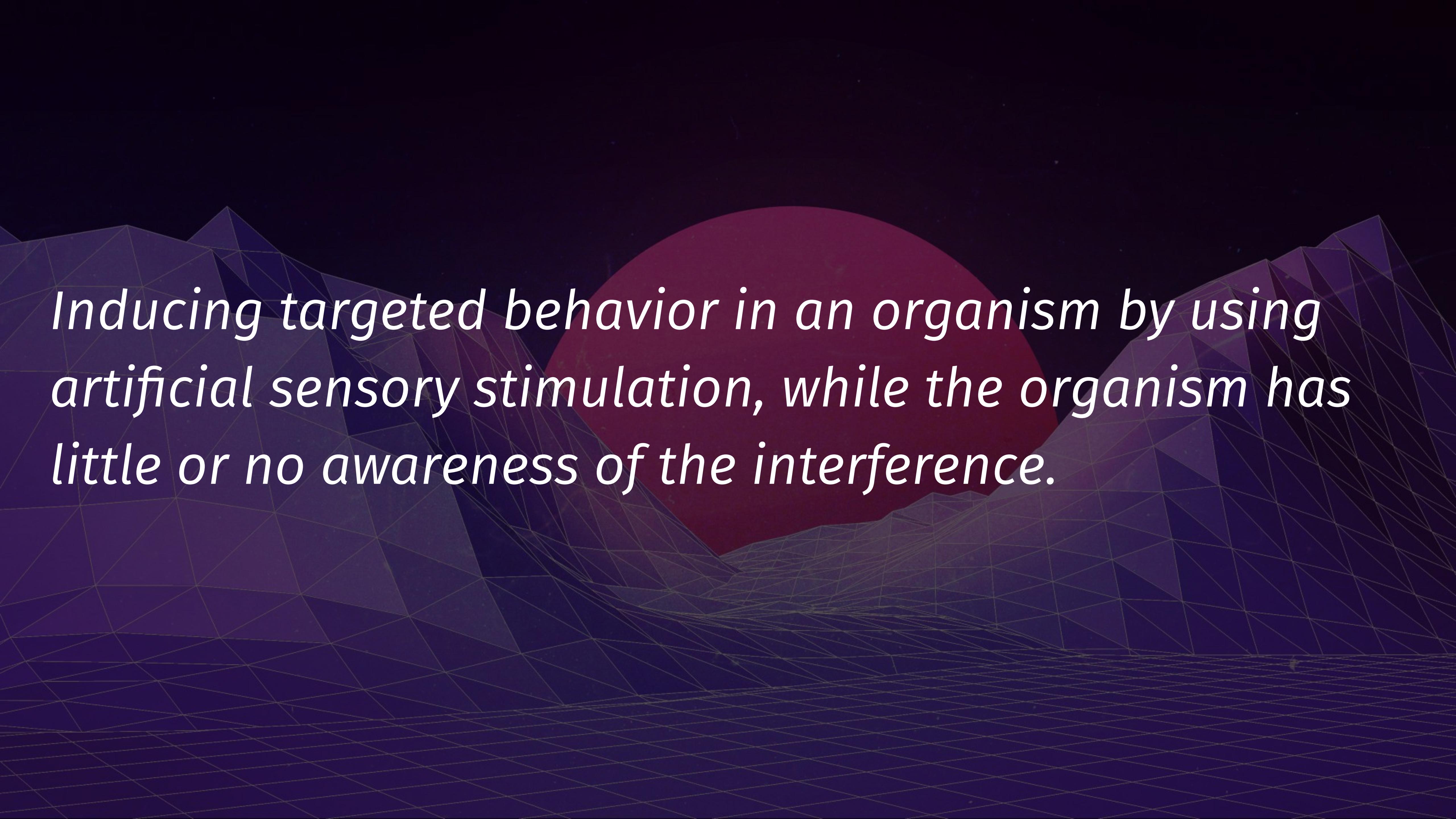
ivaylo.getov@woodbury.edu

310.384.6382



The background features a dark purple gradient. Overlaid on this are several wireframe mountain structures in a lighter shade of purple. A large, solid red circle is positioned in the center. The text "What is AR/VR/MR?" is centered within this red circle.

What is AR/VR/MR?

The background features a dark purple gradient with a prominent red circle centered in the middle. This circle is surrounded by a wireframe landscape composed of numerous triangles, creating a sense of depth and perspective. The overall aesthetic is futuristic and minimalist.

*Inducing targeted behavior in an organism by using
artificial sensory stimulation, while the organism has
little or no awareness of the interference.*

The background features a dark purple gradient with a prominent red circle centered in the middle. A wireframe landscape of mountains is rendered in white, with the foreground showing a grid-like perspective and the background consisting of jagged mountain peaks.

*Inducing
behavior
artificial sensory stimulation
little or no awareness of the interference.*

- *Inducing behavior*
- *artificial sensory stimulation*
- *little or no awareness of the interference.*

Predominantly
Real World

AR Augmented Reality

Blends virtual worlds
with the real world by
overlaying generated
graphics and audio
onto the real world

JASS
Just Another
Smartphone
Screen



FR Flat Reality



TR Transparent Reality



MR Mixed Reality



Predominantly
Computer Generated

VR Virtual Reality

Closed computer
generated environment
with no direct input
from or interaction with
the real world

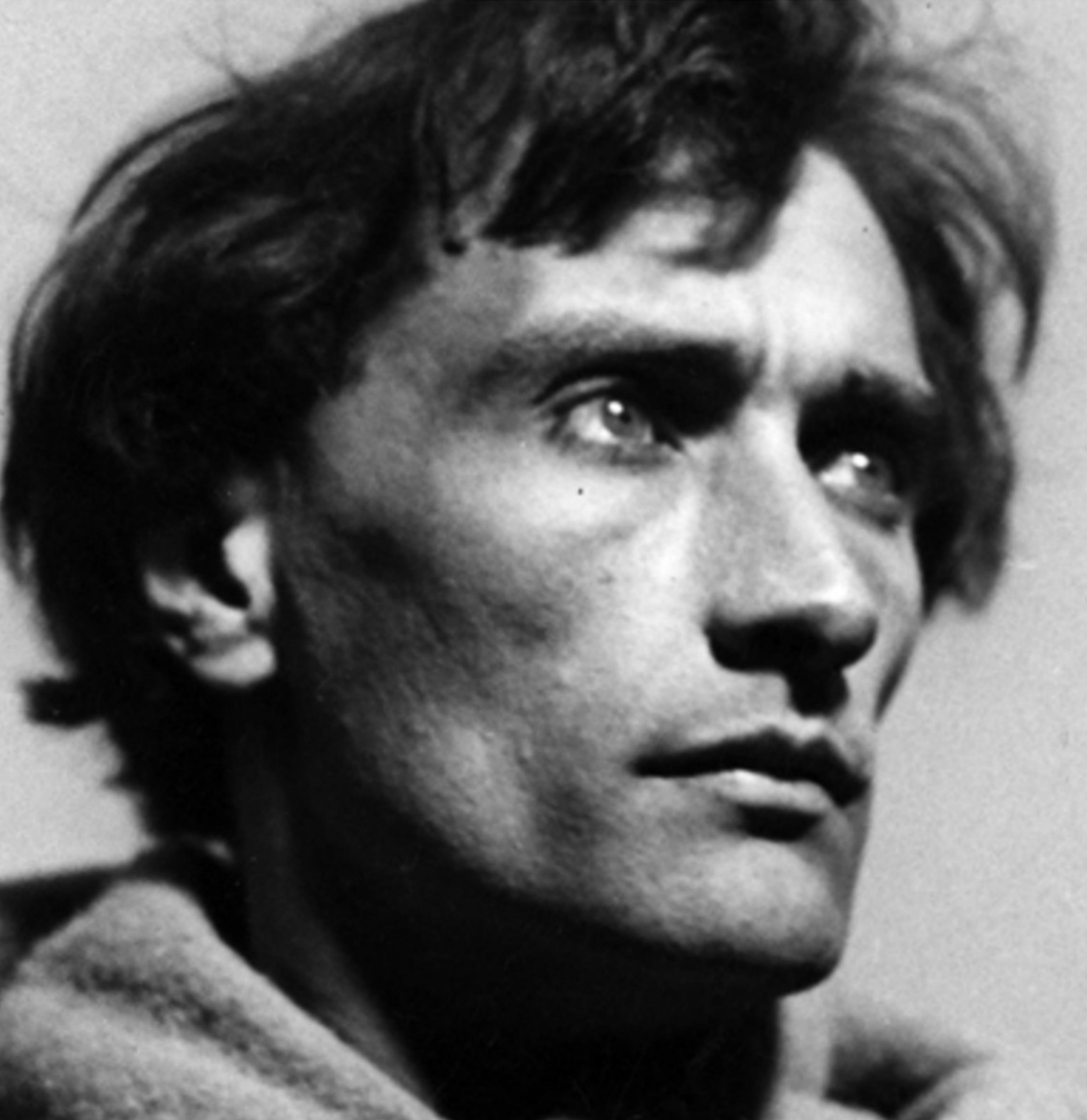
The background features a dark purple gradient. Overlaid are two sets of wireframe mountain ranges in a lighter shade of purple. A large, solid red circle is positioned in the center. The text "What is AR/VR/MR?" is centered within this circle.

What is AR/VR/MR?





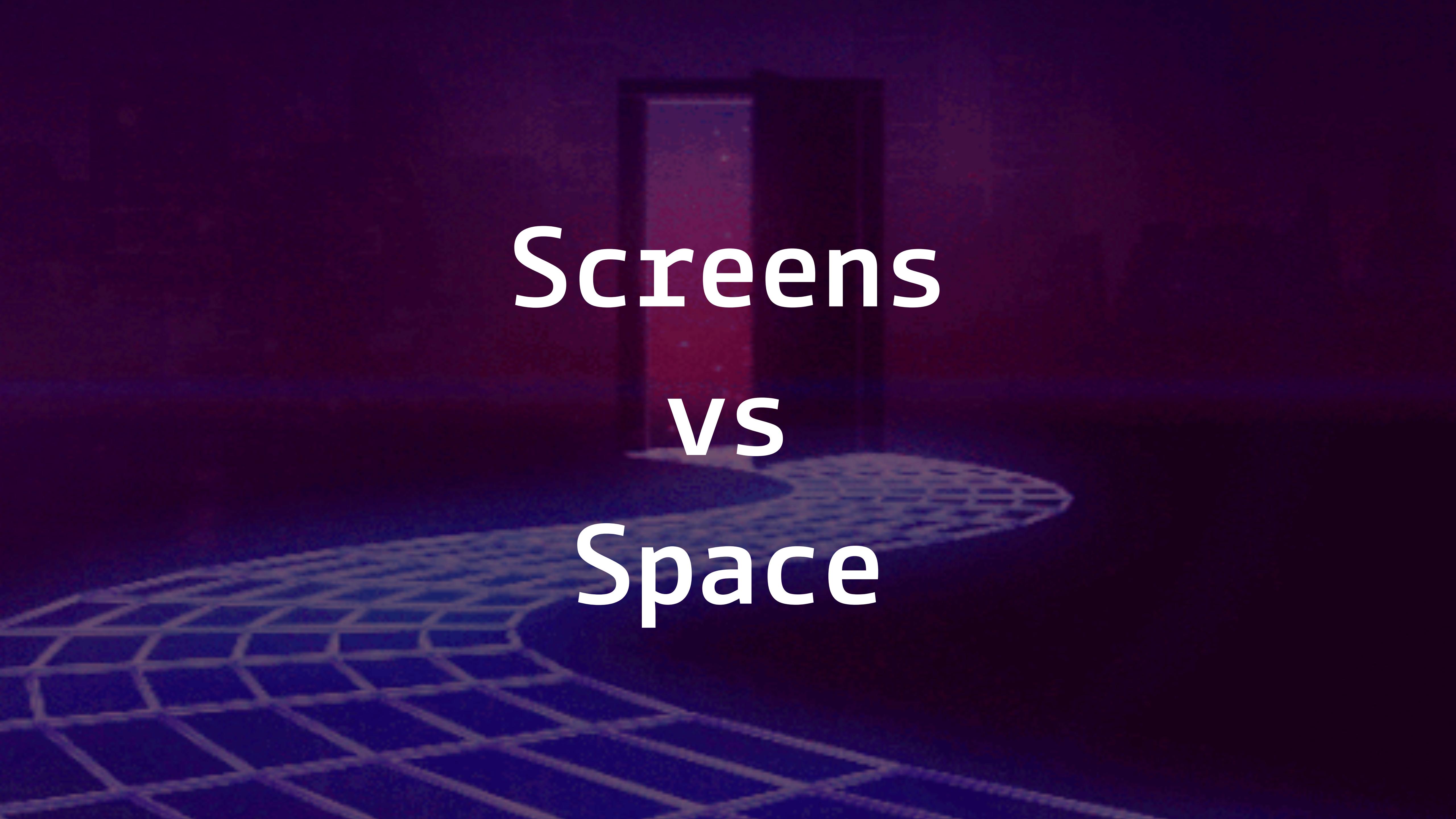




*[T]he theater is a mirage....
And the principle of theater...
should be understood as the
expression of an identity...in
which the characters,
objects, images, and all that
constitutes the **virtual reality**
of the theater develops, and
the purely fictitious and
illusory world [is] evolved.*

<http://www.creativeapplications.net>

<http://prostheticknowledge.tumblr.com/>



Screens
vs
Space

★ ⌂



Browse ▾

DVD

Search



Michelle

My List



Marvel's Daredevil

 2015 TV-MA 1 Season

Blinded as a young boy, Matt Murdock fights injustice by day as a lawyer and by night as the Super Hero Daredevil in Hell's Kitchen, New York City.

Starring: Charlie Cox, Deborah Ann Woll, Vincent D'Onofrio

Genres: TV Shows, Comic Book & Superhero TV,

Crime TV Shows

This show is: Exciting, Gritty, Dark

 "Law & Order: Criminal Intent" star Vincent D'Onofrio plays Daredevil's nemesis Wilson Fisk, a.k.a. Kingpin.

 MY LIST


OVERVIEW

EPISODES

MORE LIKE THIS

DETAILS



NETFLIX

MARVEL'S
IRON MAN

A vrolijk avontuur vol technologie en superhelden. Iron Man moet zijn leven opdraaien om te overleven.

0

Deze serie is geschikt voor volwassenen.

NETFLIX

NETFLIX

NETFLIX

NETFLIX

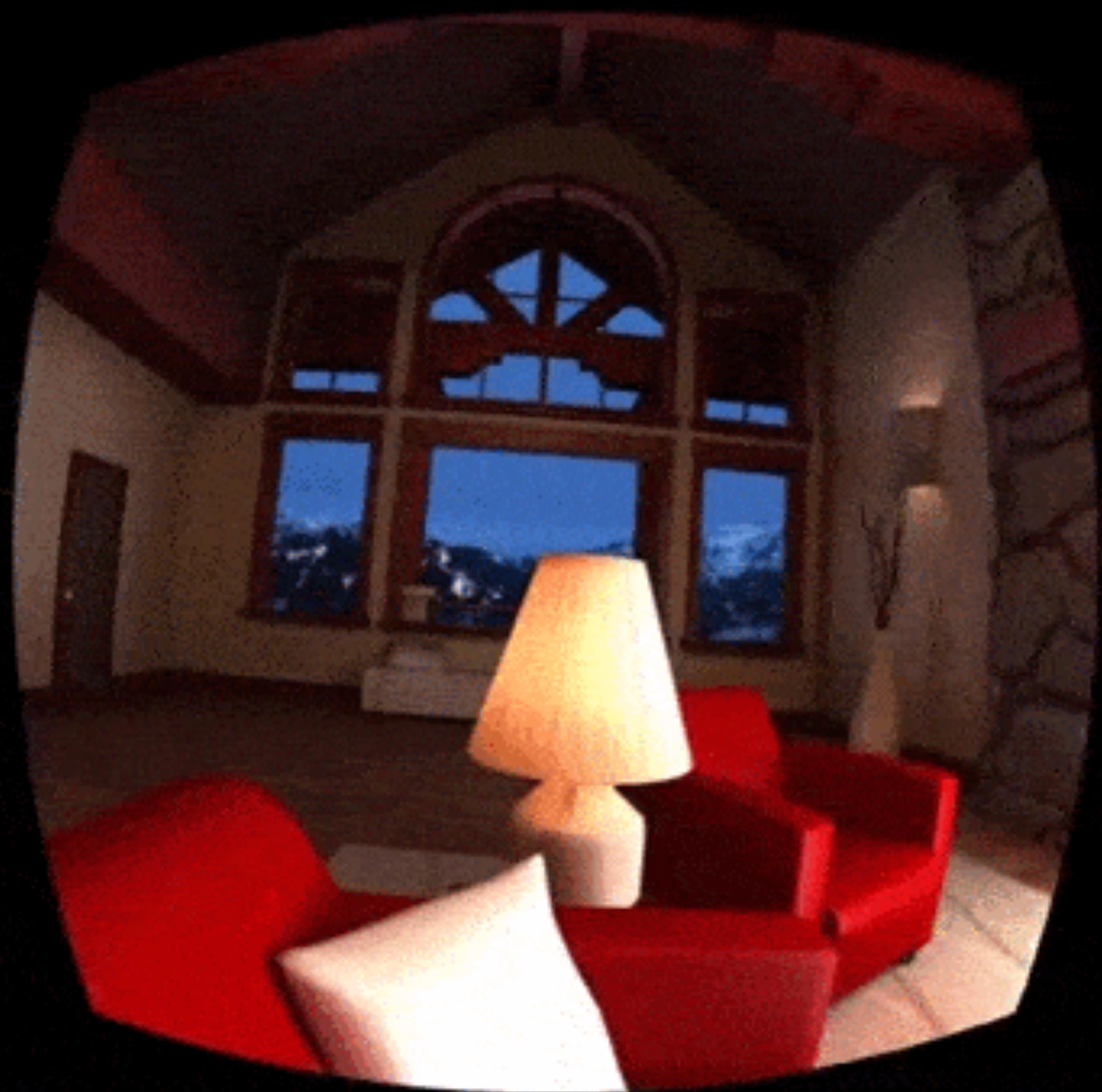
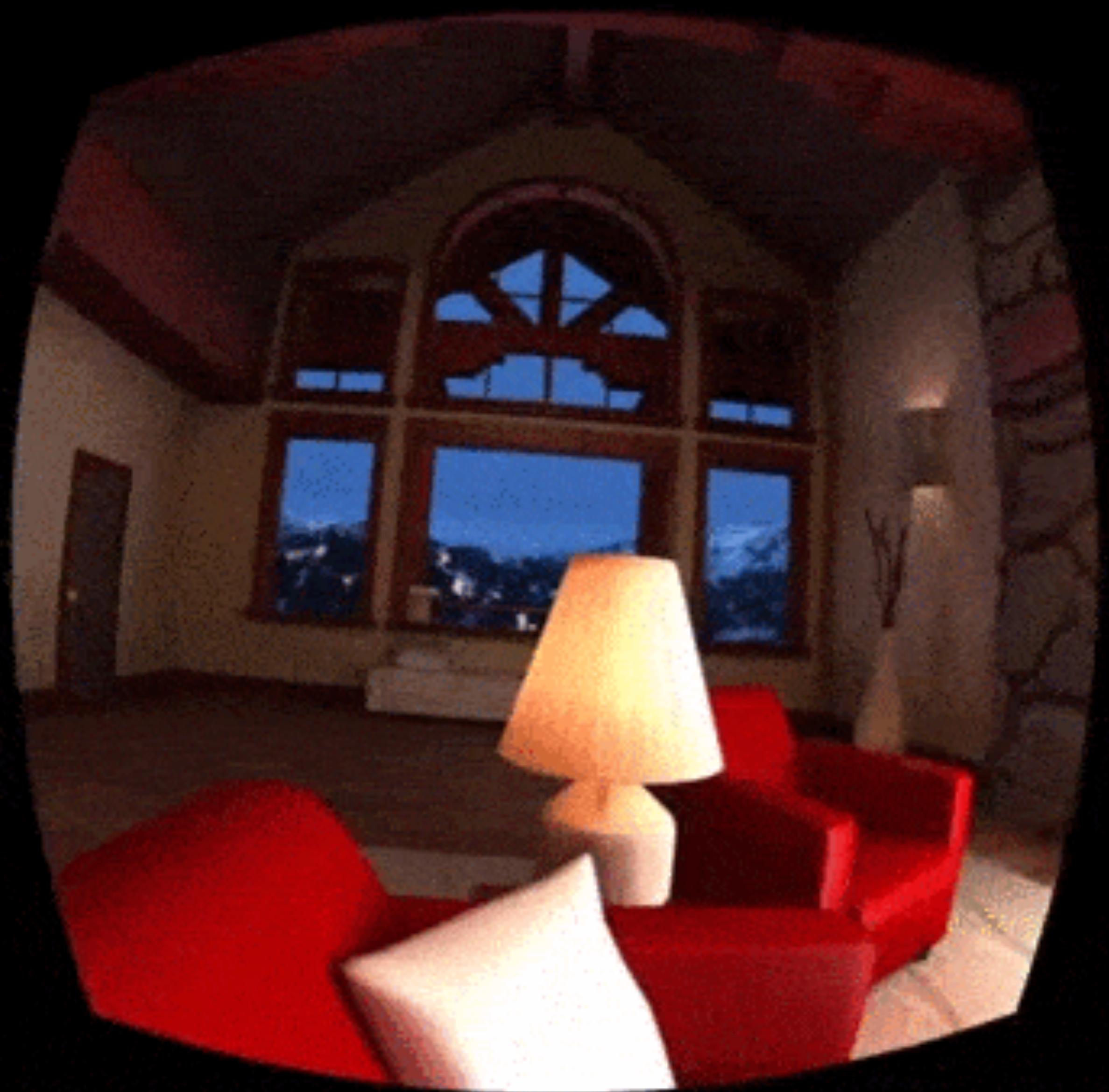
NETFLIX

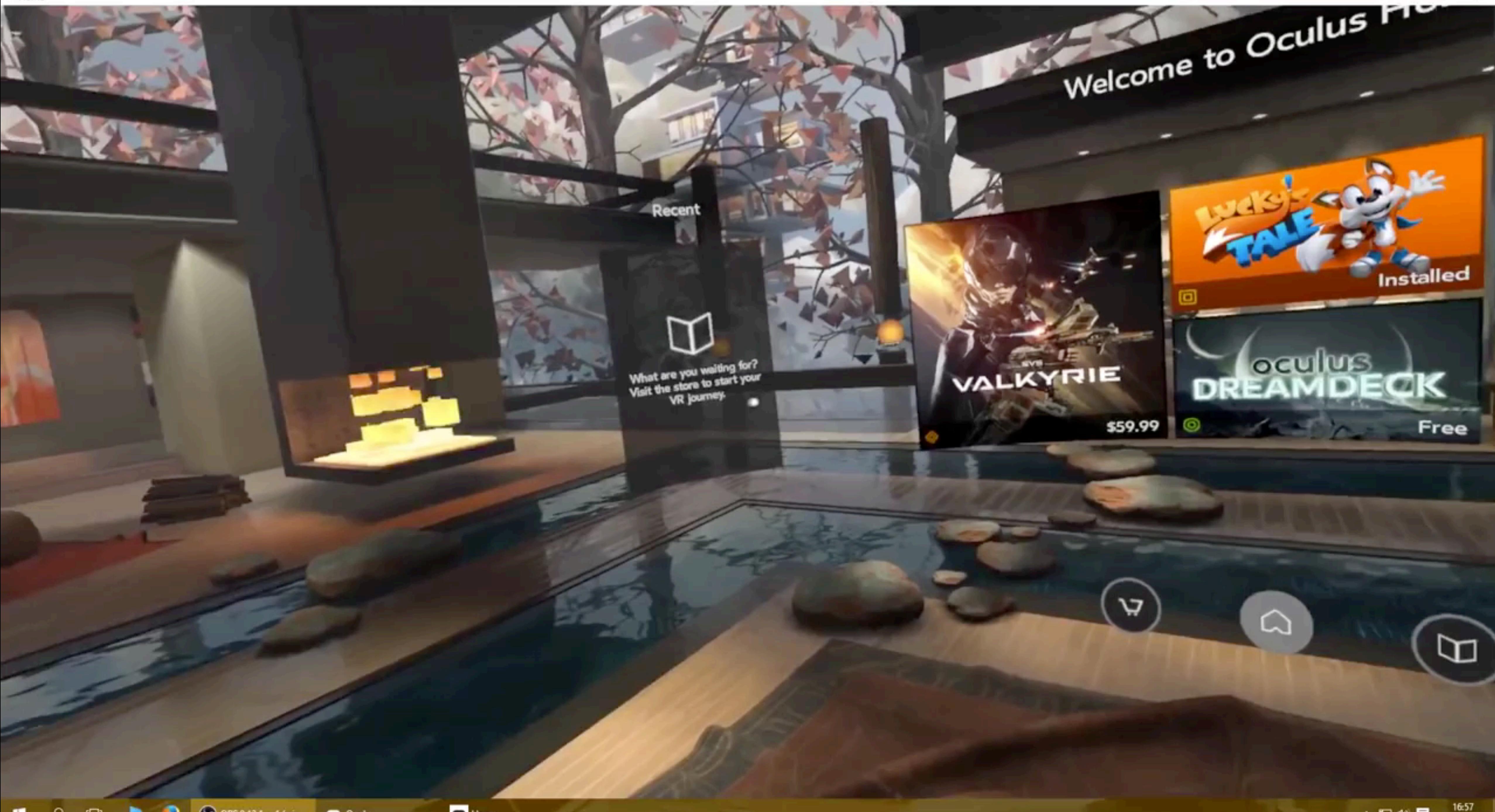
NETFLIX

NETFLIX



NETFLIX





48.0 in

122 cm

METRIC

4.0 ft



Interaction

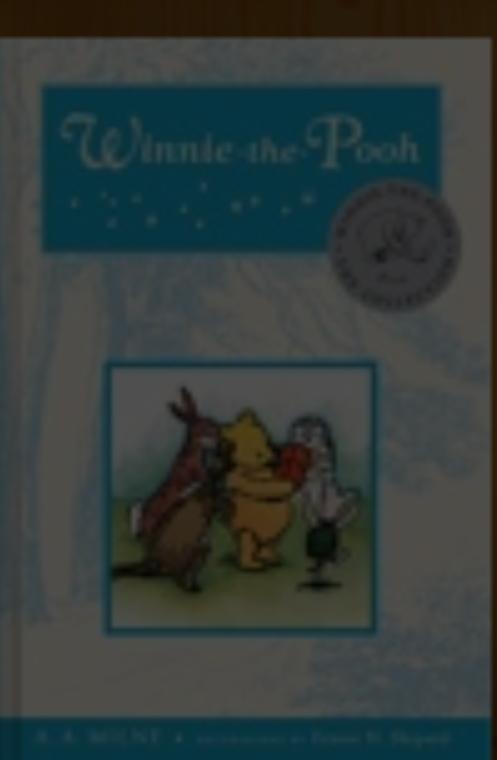
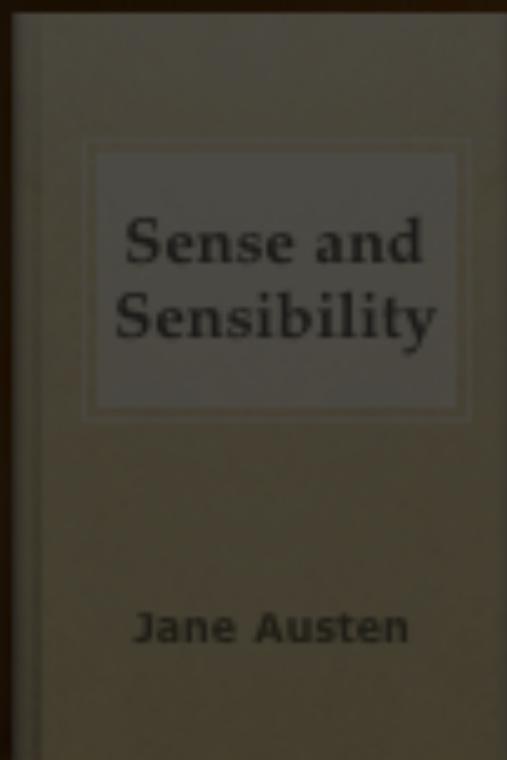
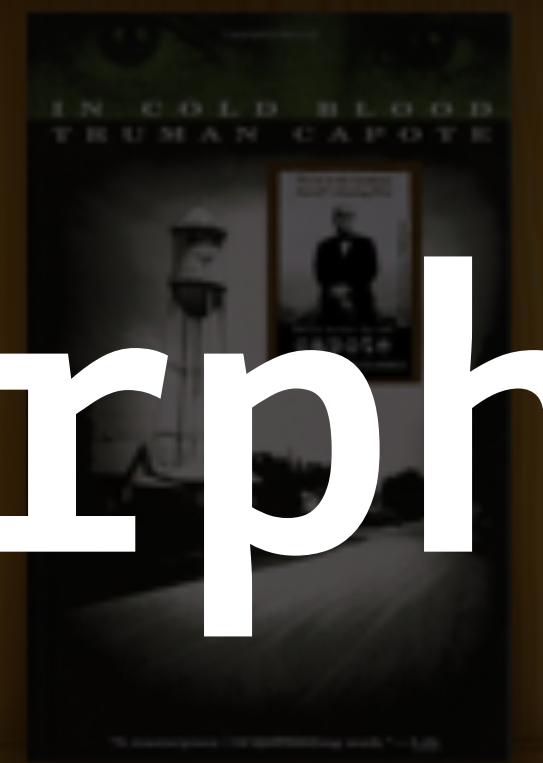
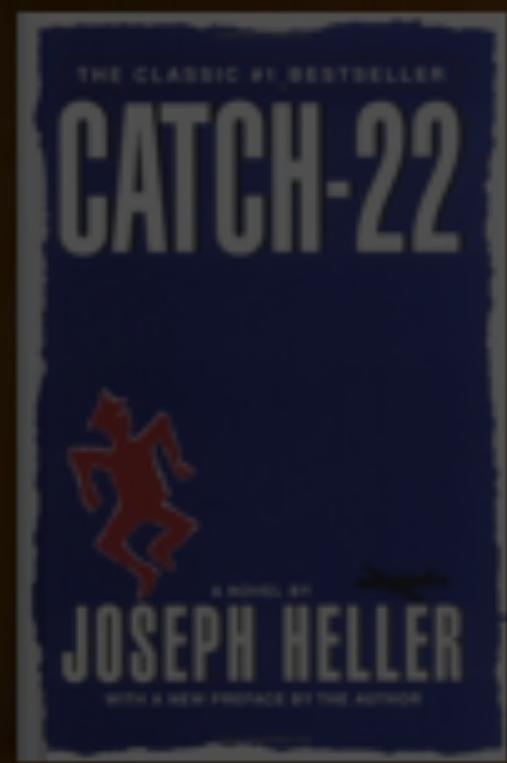
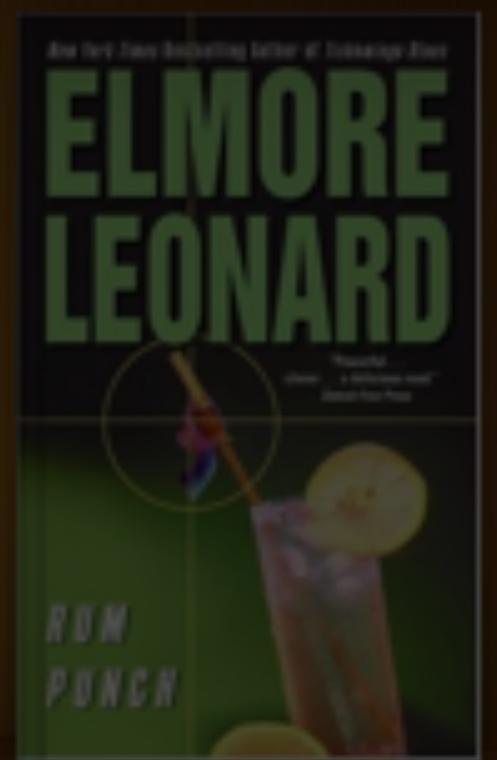
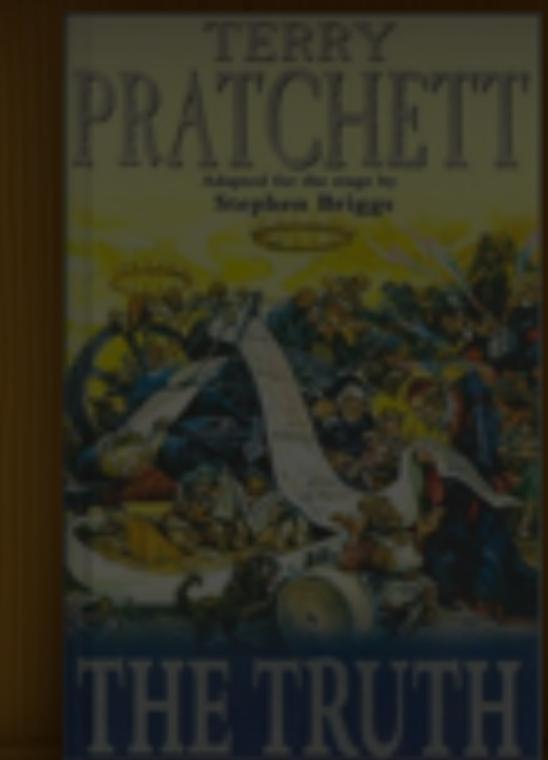
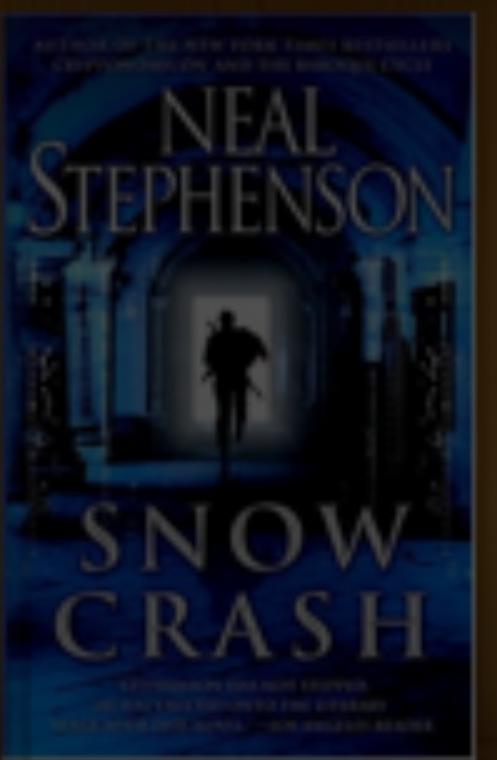
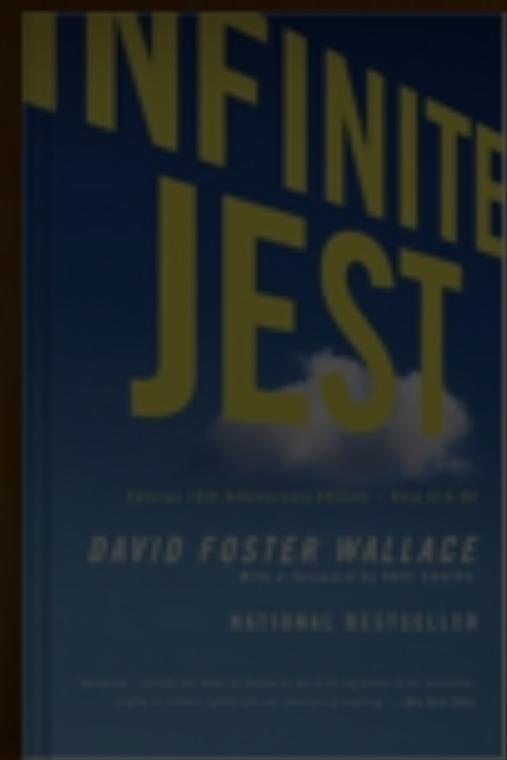
A man with dark hair and a beard is wearing a VR headset. His hands are visible through the transparent lenses, each glowing with a bright blue light. He is wearing a black t-shirt. The background is dark and out of focus.

Manipulation

Exploration

Expectations



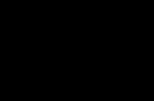


iPod



4:34 PM

Pod



4:36 PM



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Today

Sat 5

Sun 29

Mon 30

Tue 1

Wed 2

Thu 3

Fri 4

Sat 5

6

10

11

12

13

17

18

19

20

24

25

26

27

28

29

30

Today

31 May

1

2

All Contacts

skeuomorphism 0 Found

No Results

A modal window titled "All Contacts" is displayed over the calendar. It shows a search bar with the query "skeuomorphism" and a result count of "0 Found". Below the search bar is a large empty list area with horizontal dotted grid lines. In the bottom left corner of the list area, there are three small icons: a list icon, a card icon, and an add icon. In the bottom right corner of the modal, there is a single "+" button.



Today

Thu 3

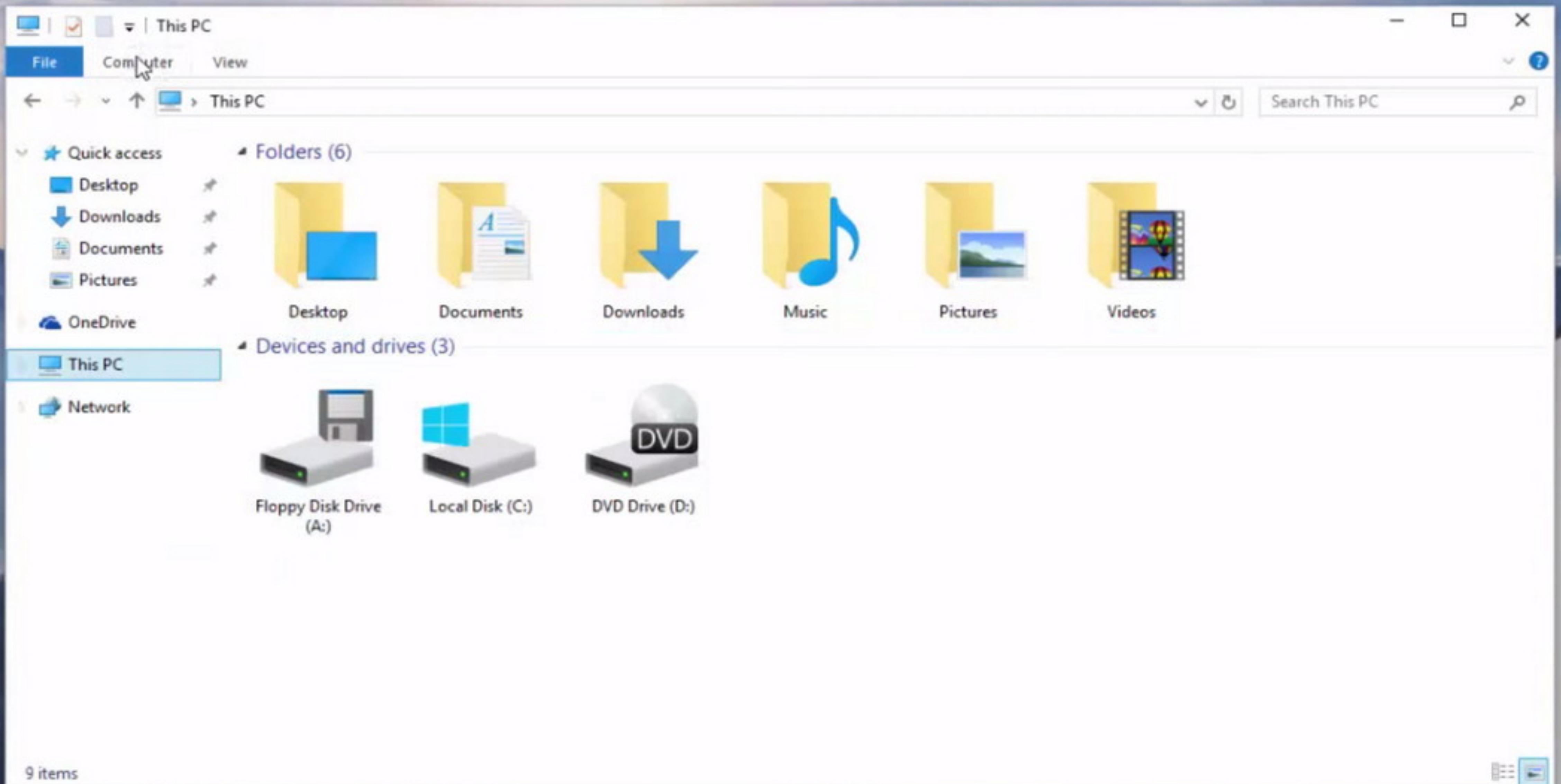
Fri 4

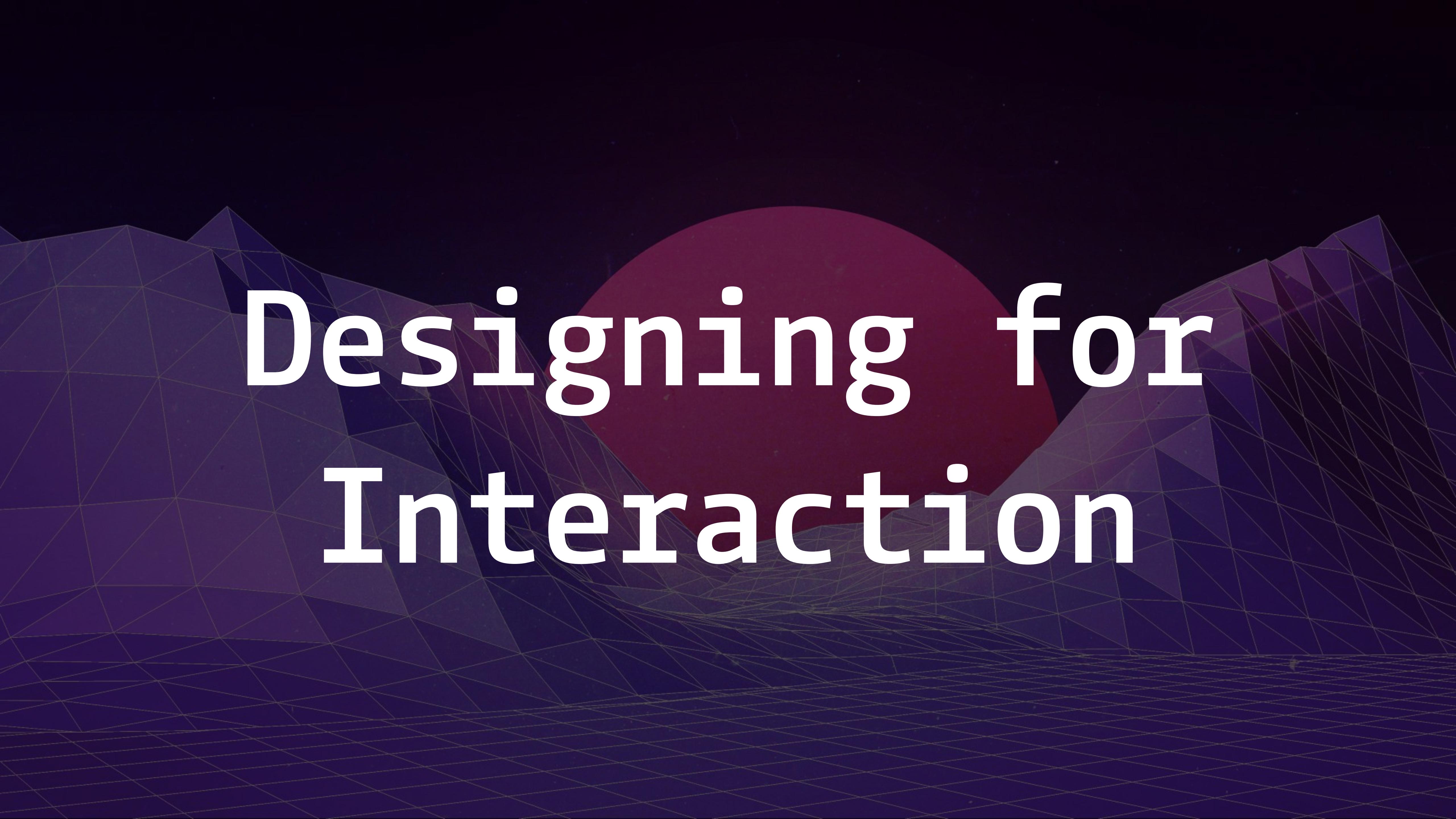
Sat 5

10

11

12



The background features a dark purple gradient. A large, semi-transparent red circle is positioned in the center. Overlaid on the background is a wireframe grid composed of thin white lines, creating a sense of depth and perspective.

Designing for Interaction

BUFFERING THE VAMPIRE SLAYER
W EPISODE: 2.16

HABITABLE

ROZARIE



The background features a dark purple gradient with a large, semi-transparent red sphere centered in the middle. A wireframe grid is visible at the bottom, suggesting a 3D space.

Manipulation

Exploration



Manipulation



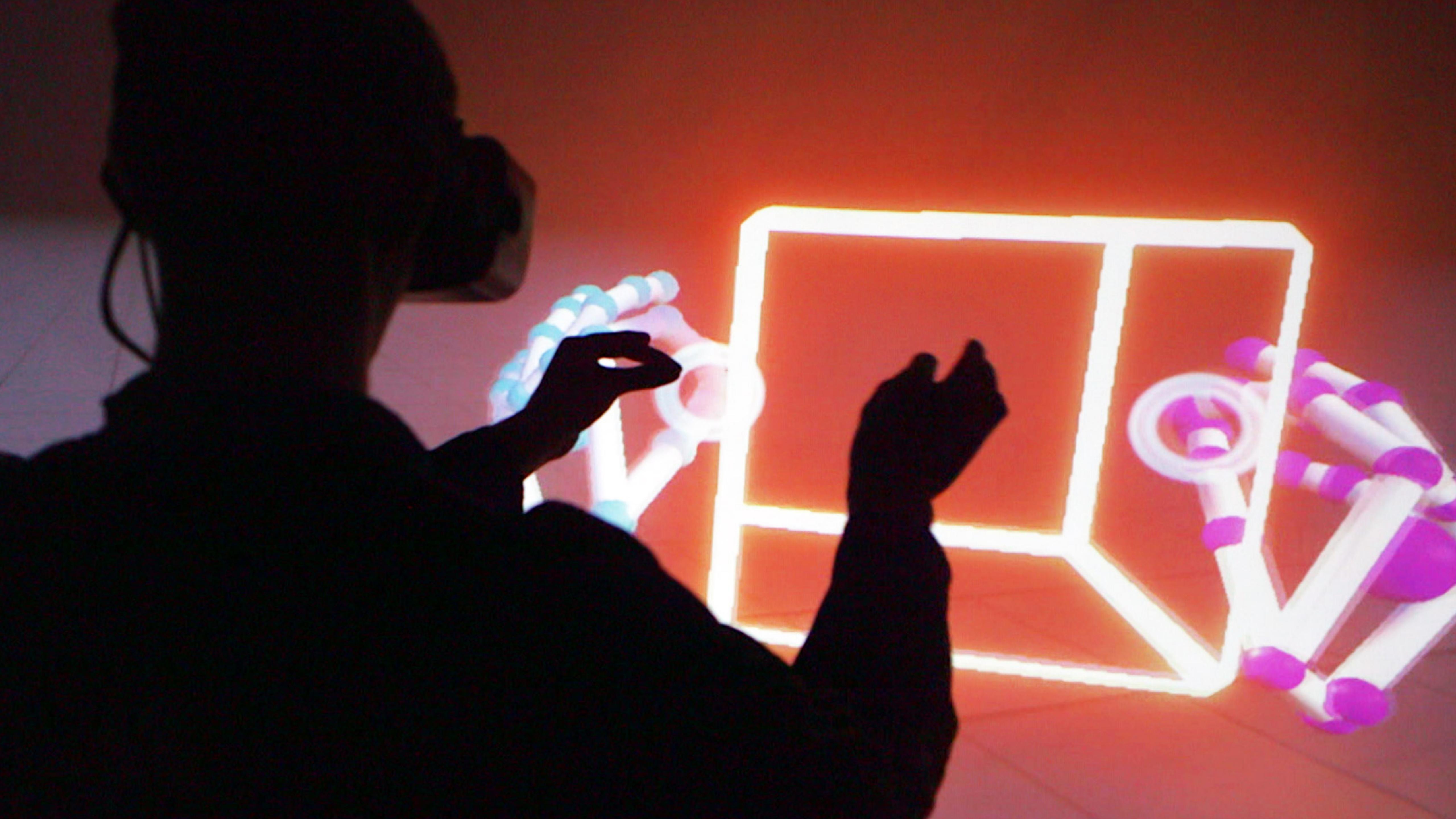


POWER GLOVE

POWERPLAY.









Hi, I'm Cortana.

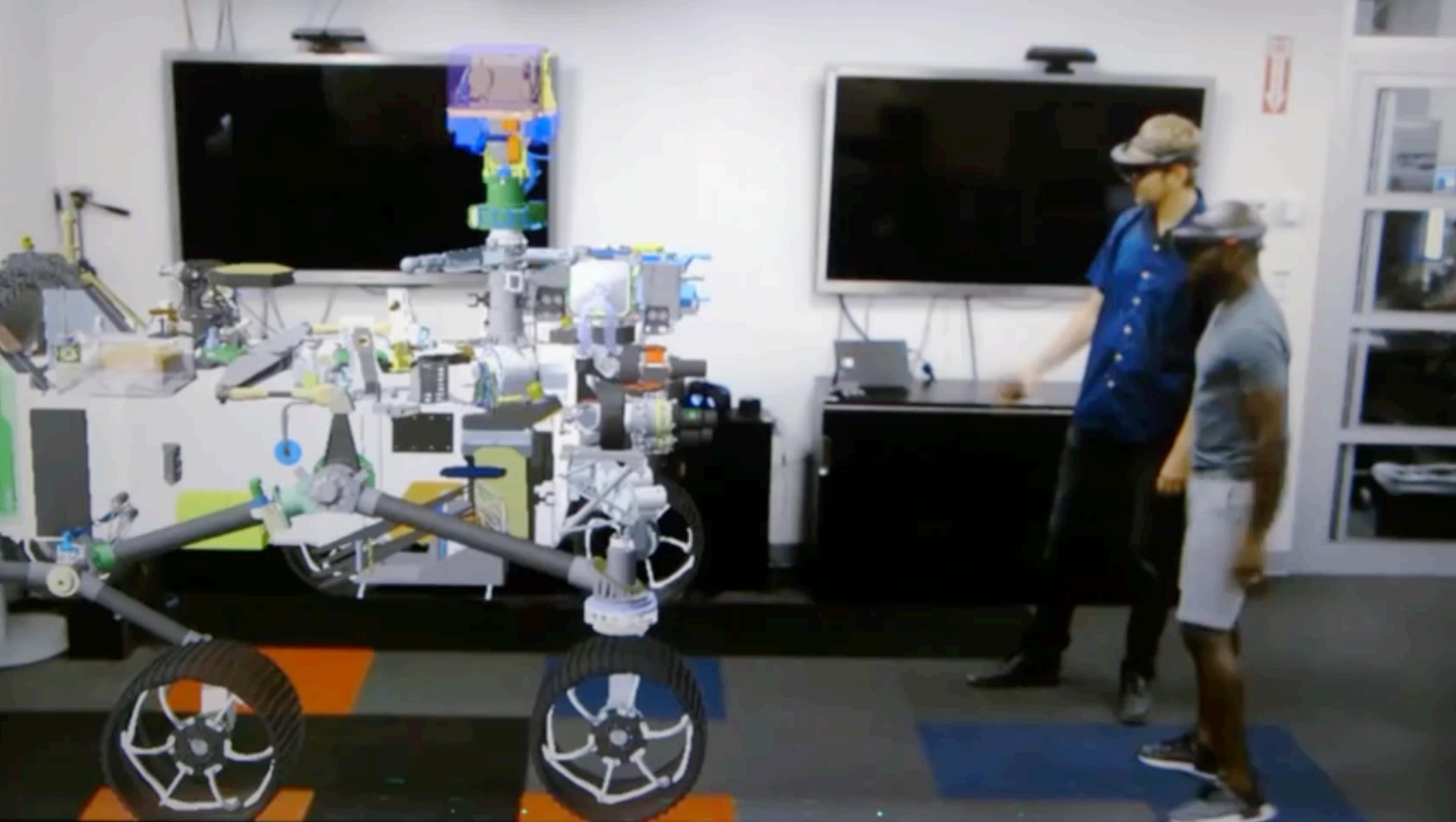
The background features a dark purple gradient with a large, semi-transparent red sphere centered in the middle. A wireframe grid is visible at the bottom, suggesting a 3D space.

Manipulation

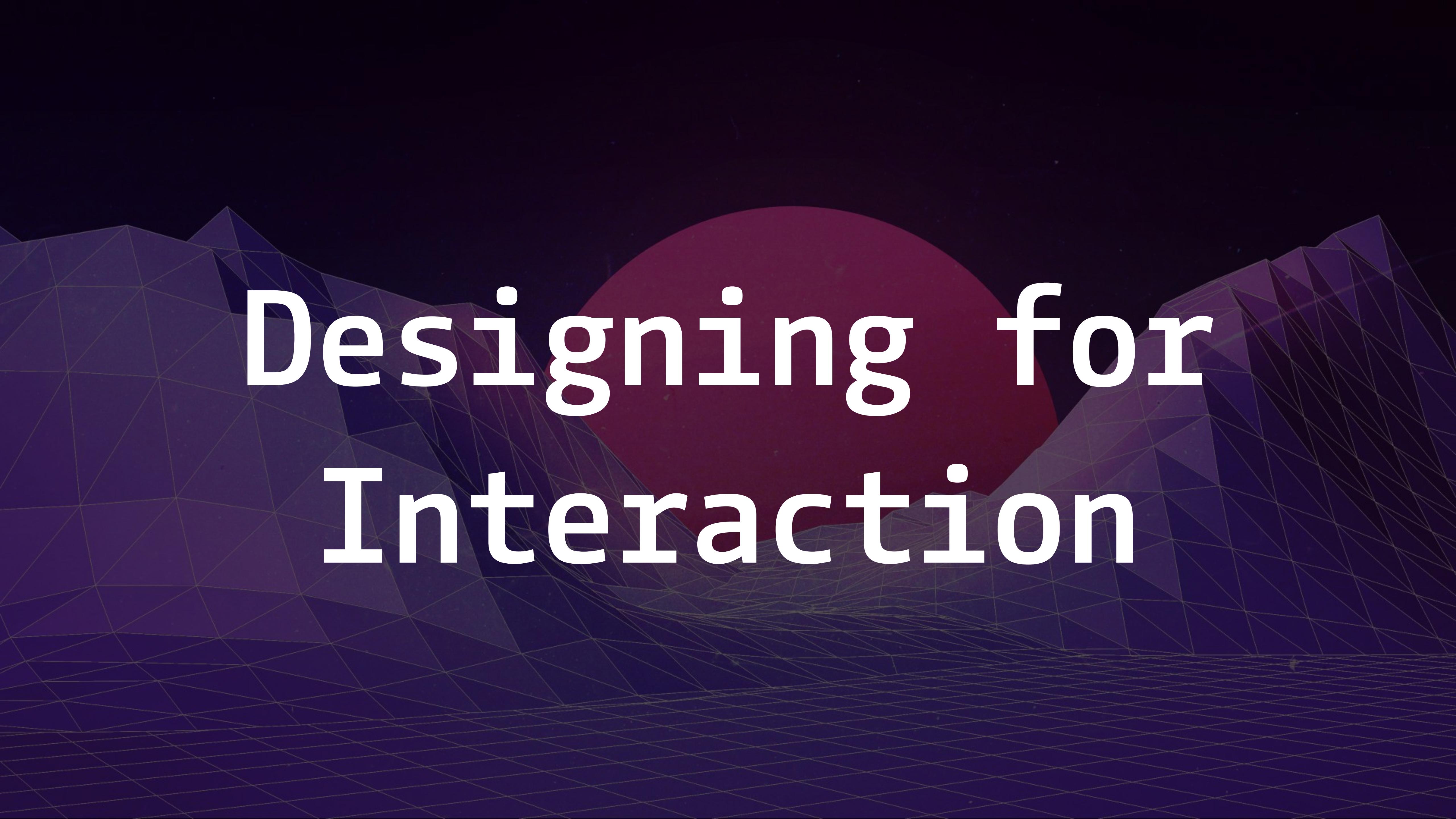
Exploration

Exploration







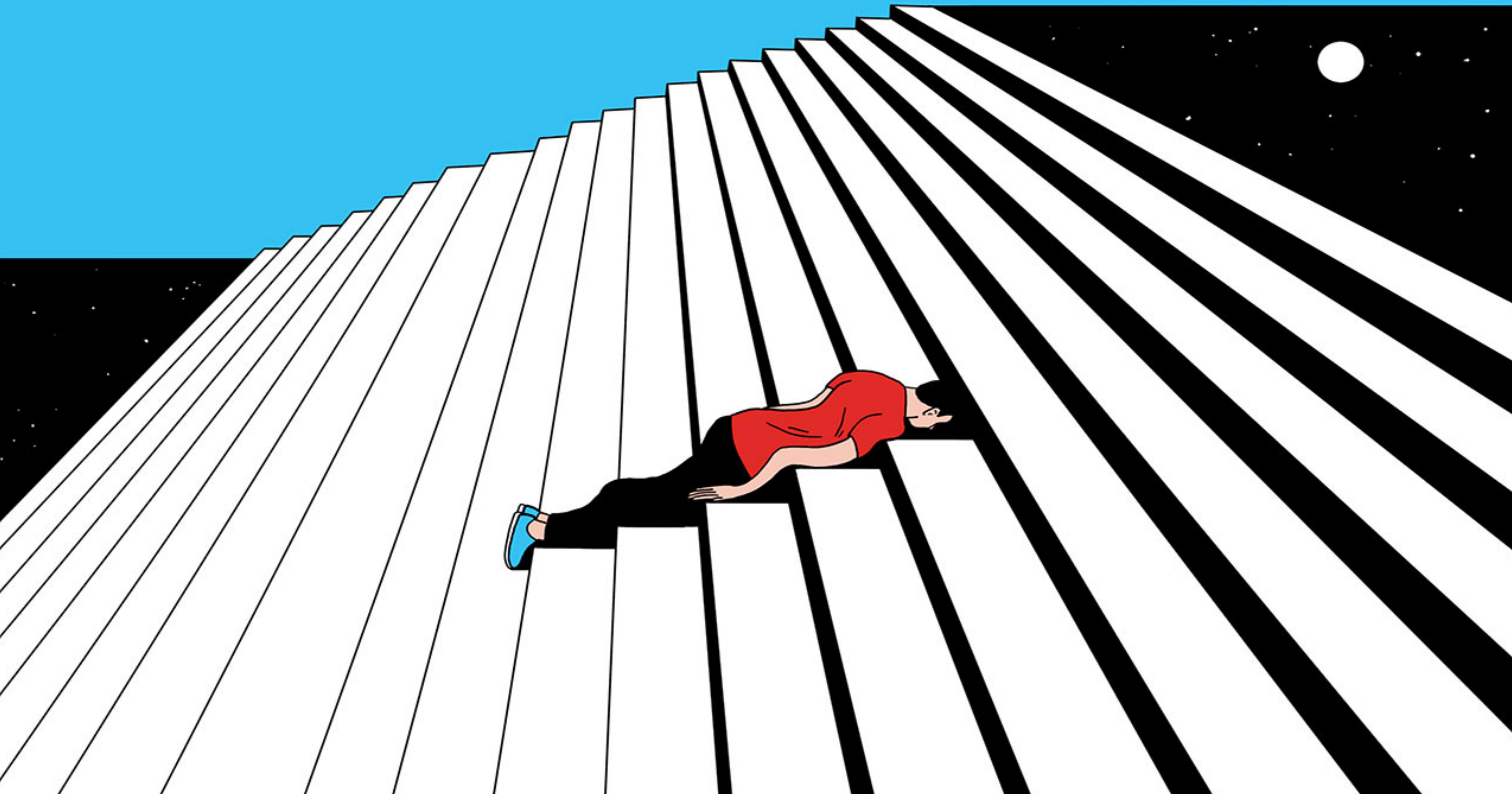
The background features a dark purple gradient. A large, semi-transparent red circle is positioned in the center. Overlaid on the background is a wireframe grid composed of thin white lines, creating a sense of depth and perspective.

Designing for Interaction



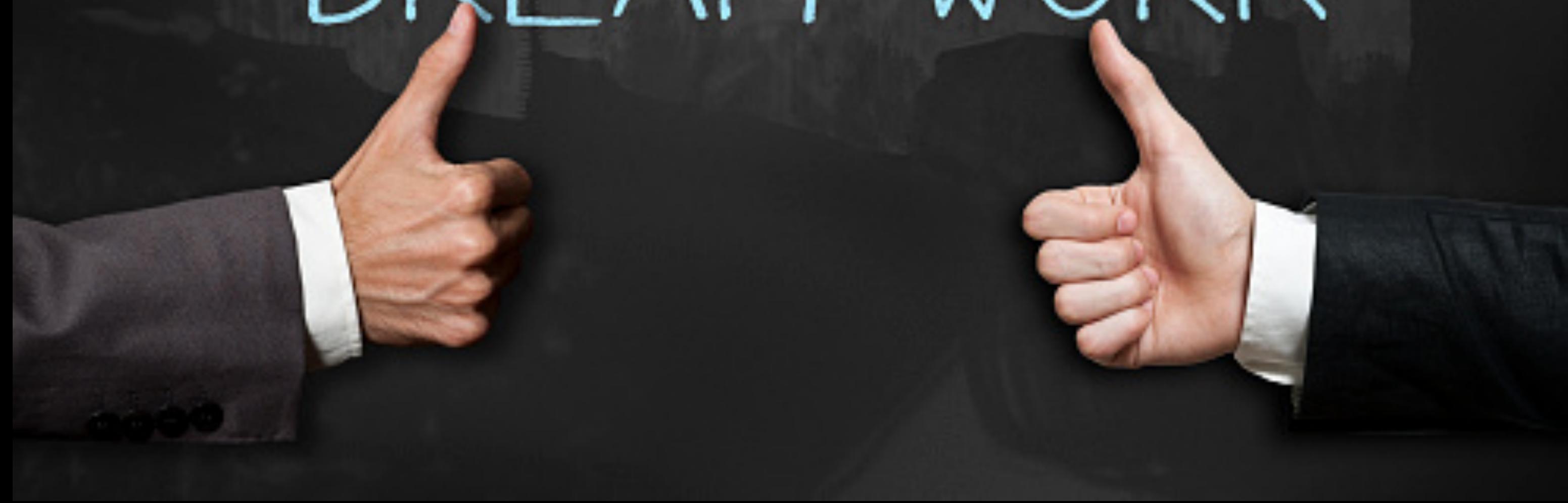
reaaaallly cute

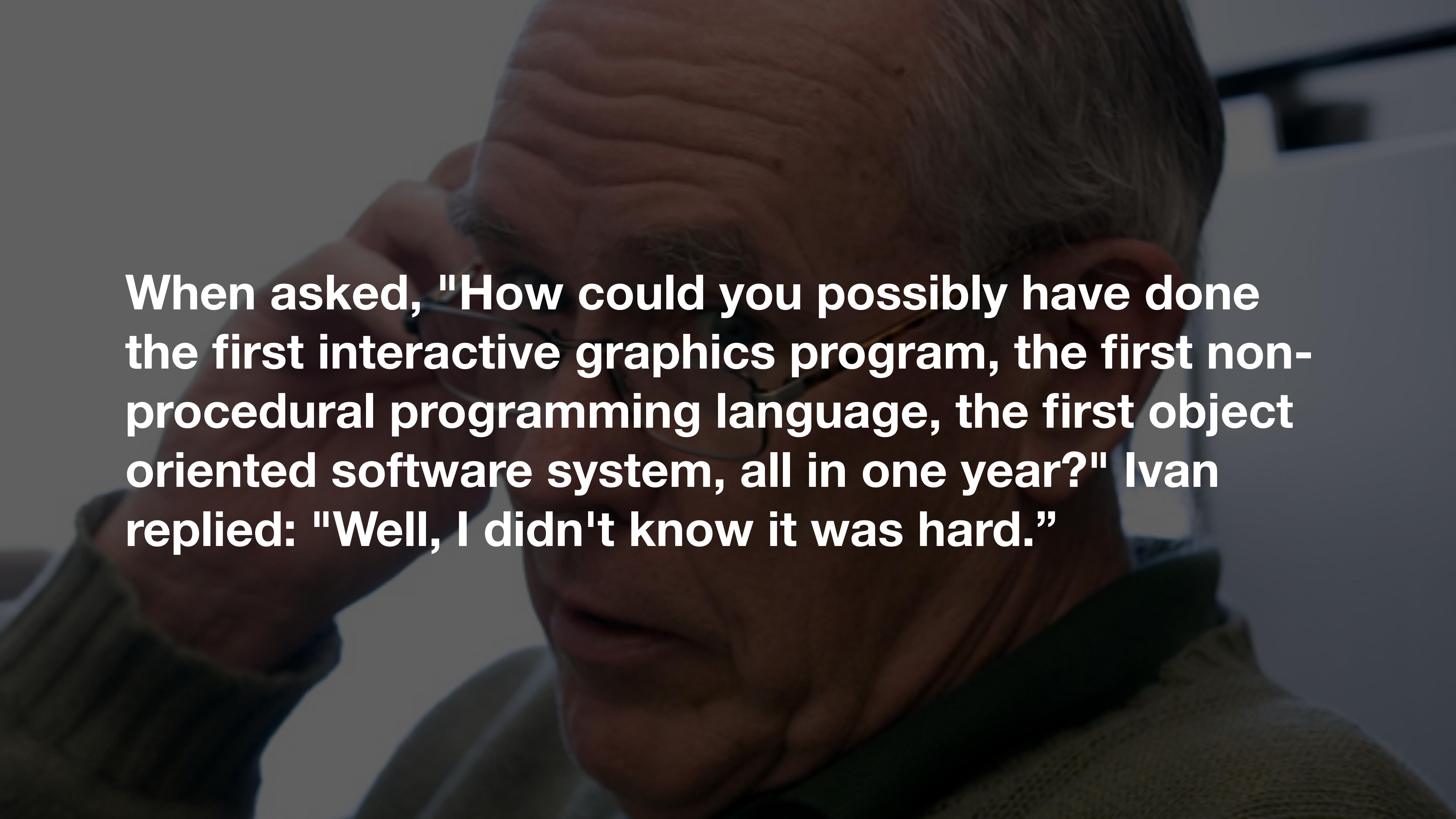






TEAMWORK
MAKES THE
DREAM WORK





When asked, "How could you possibly have done the first interactive graphics program, the first non-procedural programming language, the first object oriented software system, all in one year?" Ivan replied: "Well, I didn't know it was hard."

Something Digital you Wish you could touch?

Something big you wish you could see small?

Something small you wish you could see big?

Something invisible you wish you could see?

Tool?

Format?

No bad ideas!

Specifically think about
places where technology is a
barrier.

Something Digital you Wish you could touch?

Something big you wish you could see small?

Something small you wish you could see big?

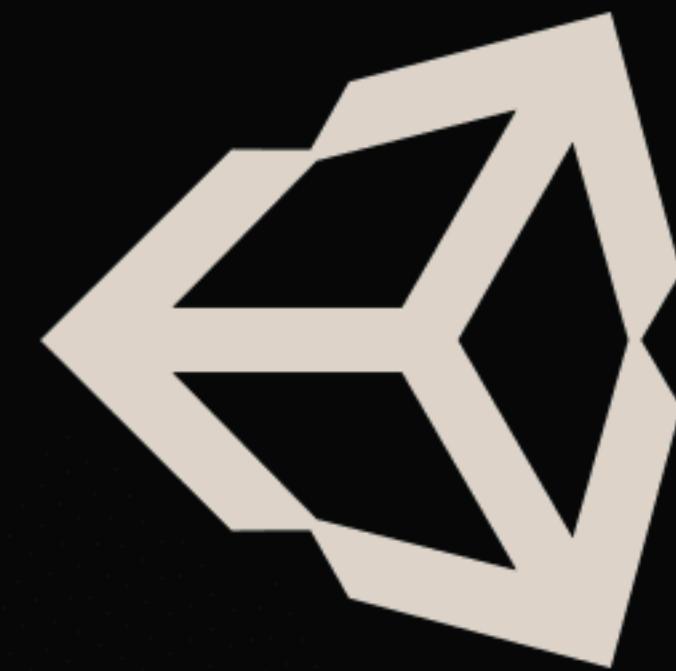
Something invisible you wish you could see?

Combine Similar Ideas

Separate Complex Ideas

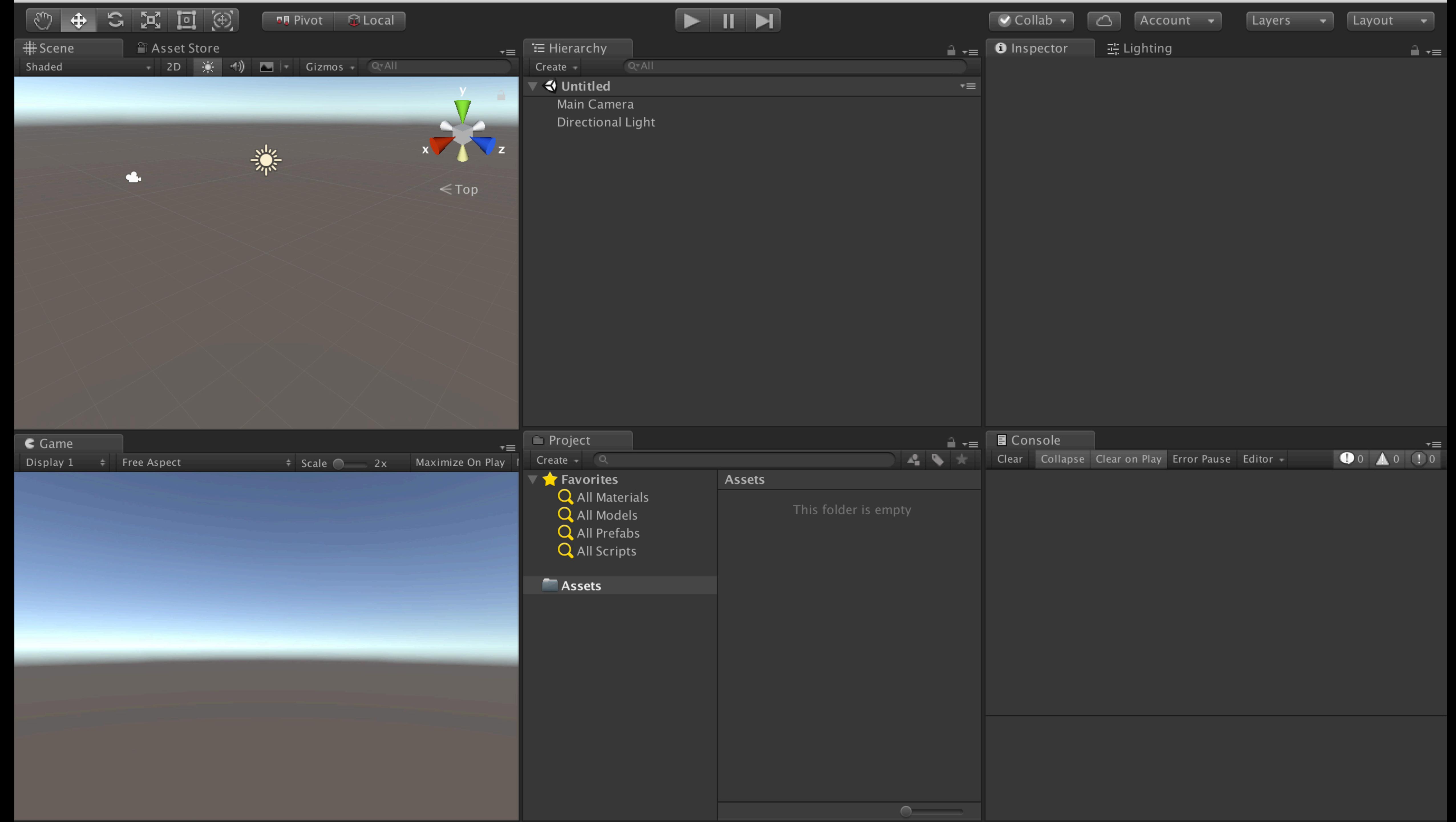
Find Relationships

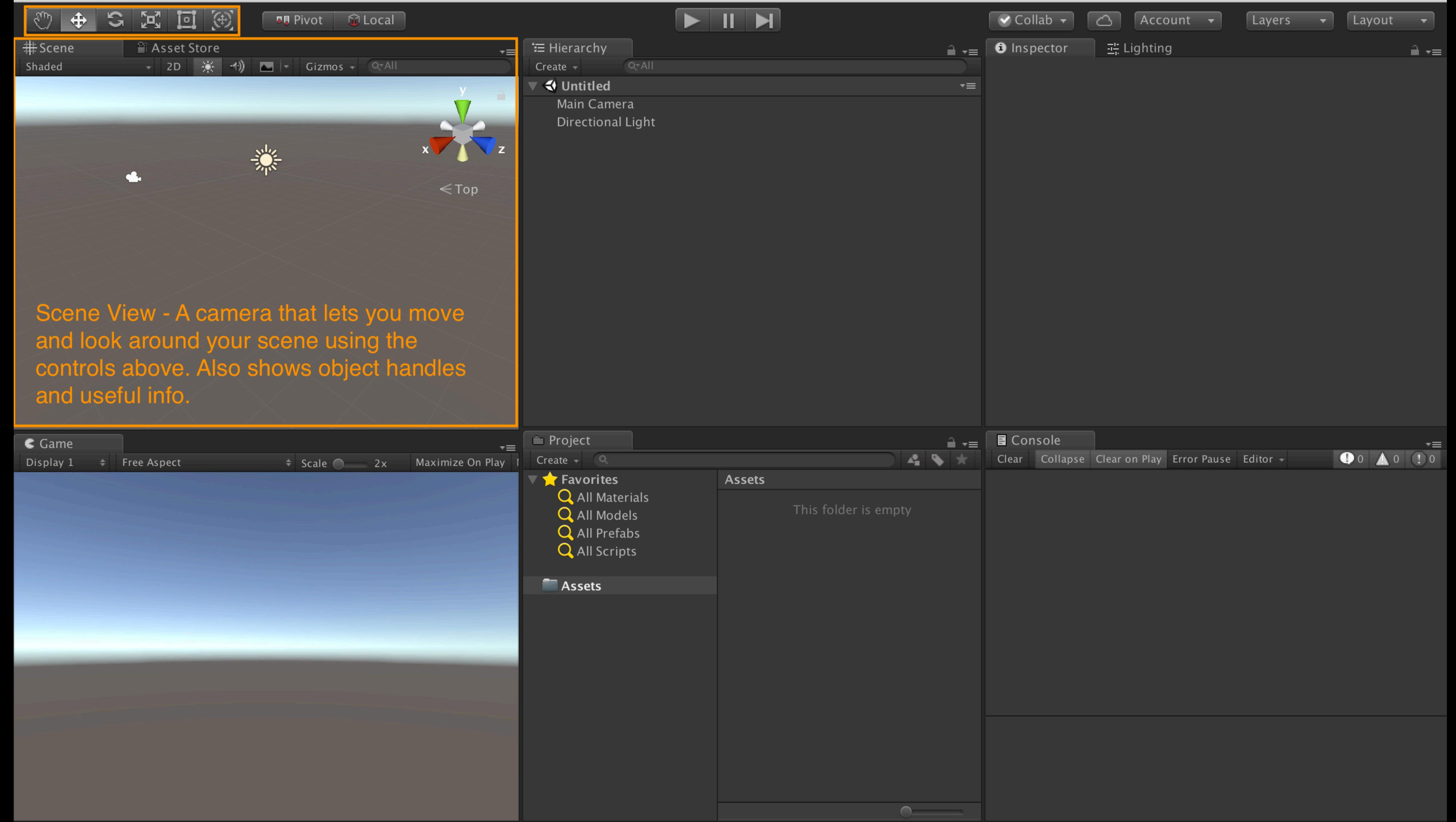


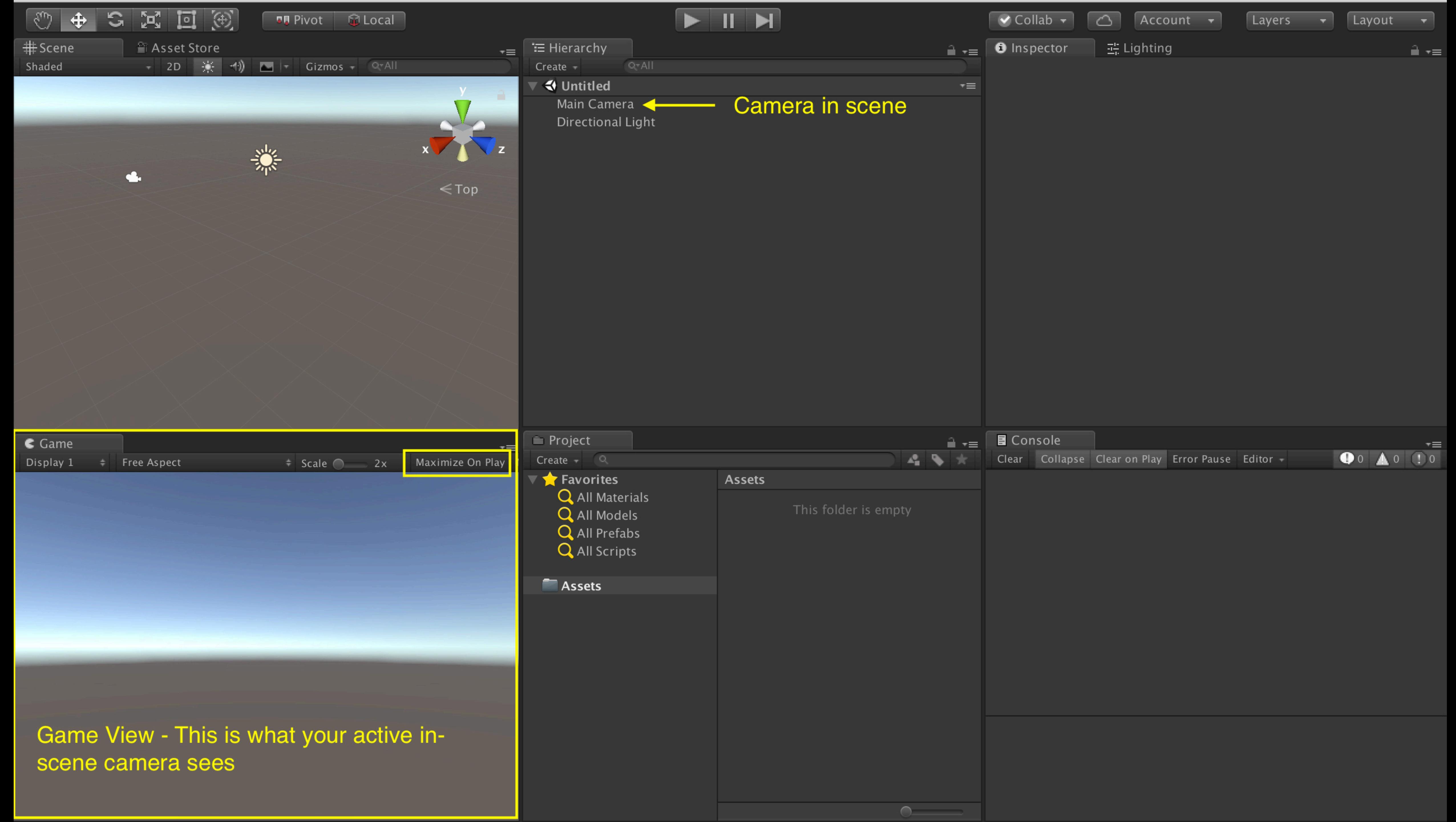


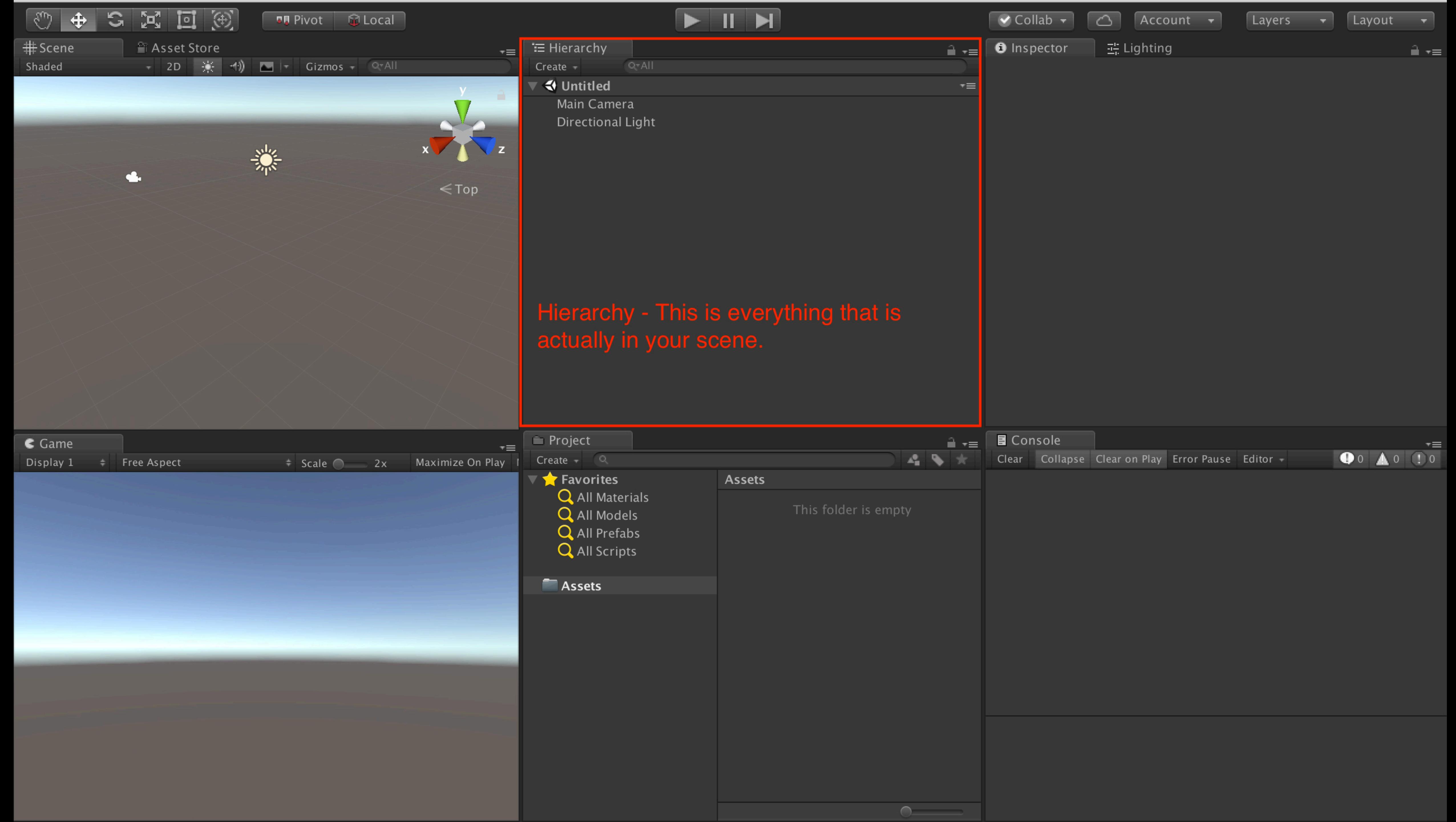
unity

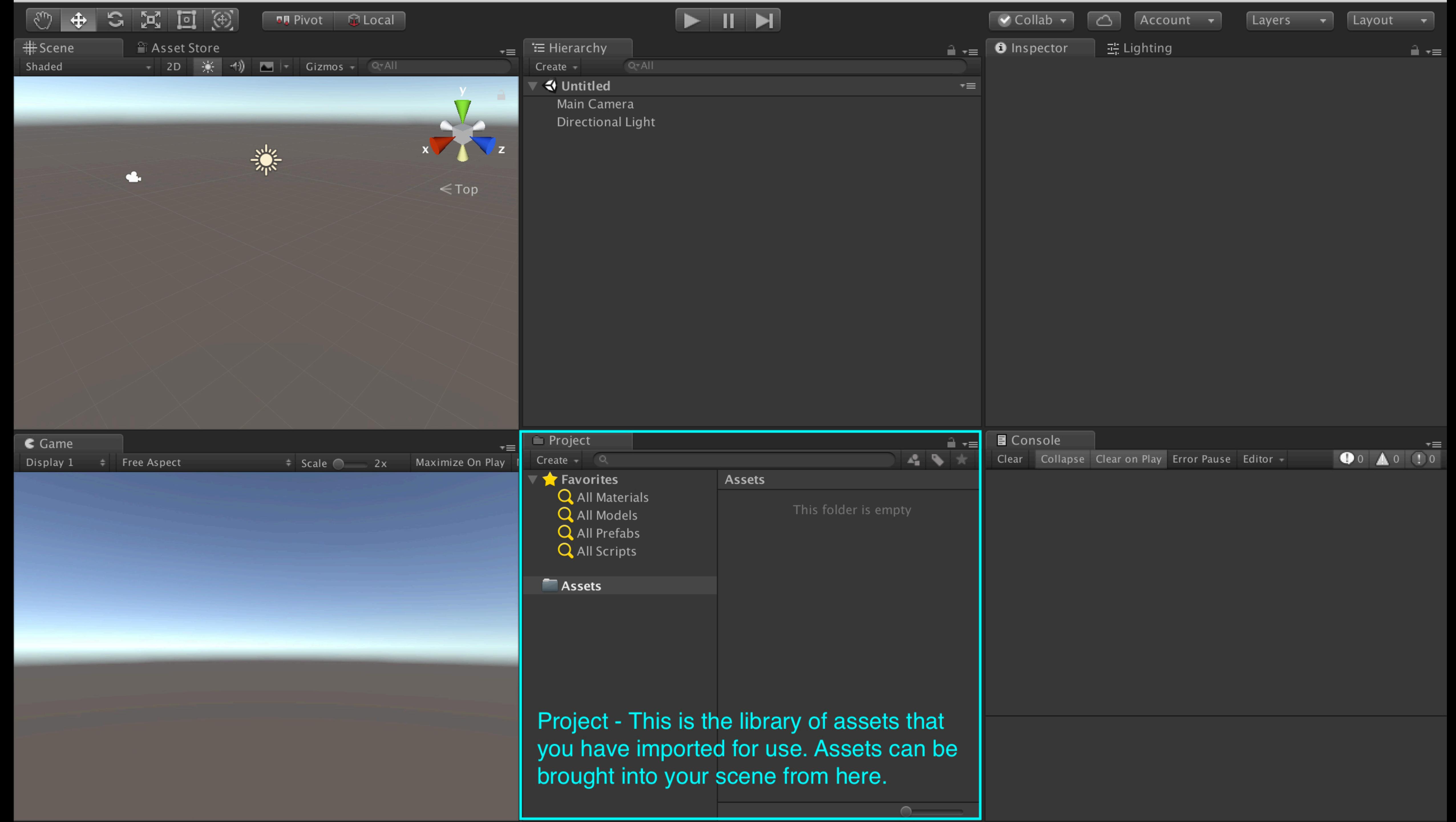


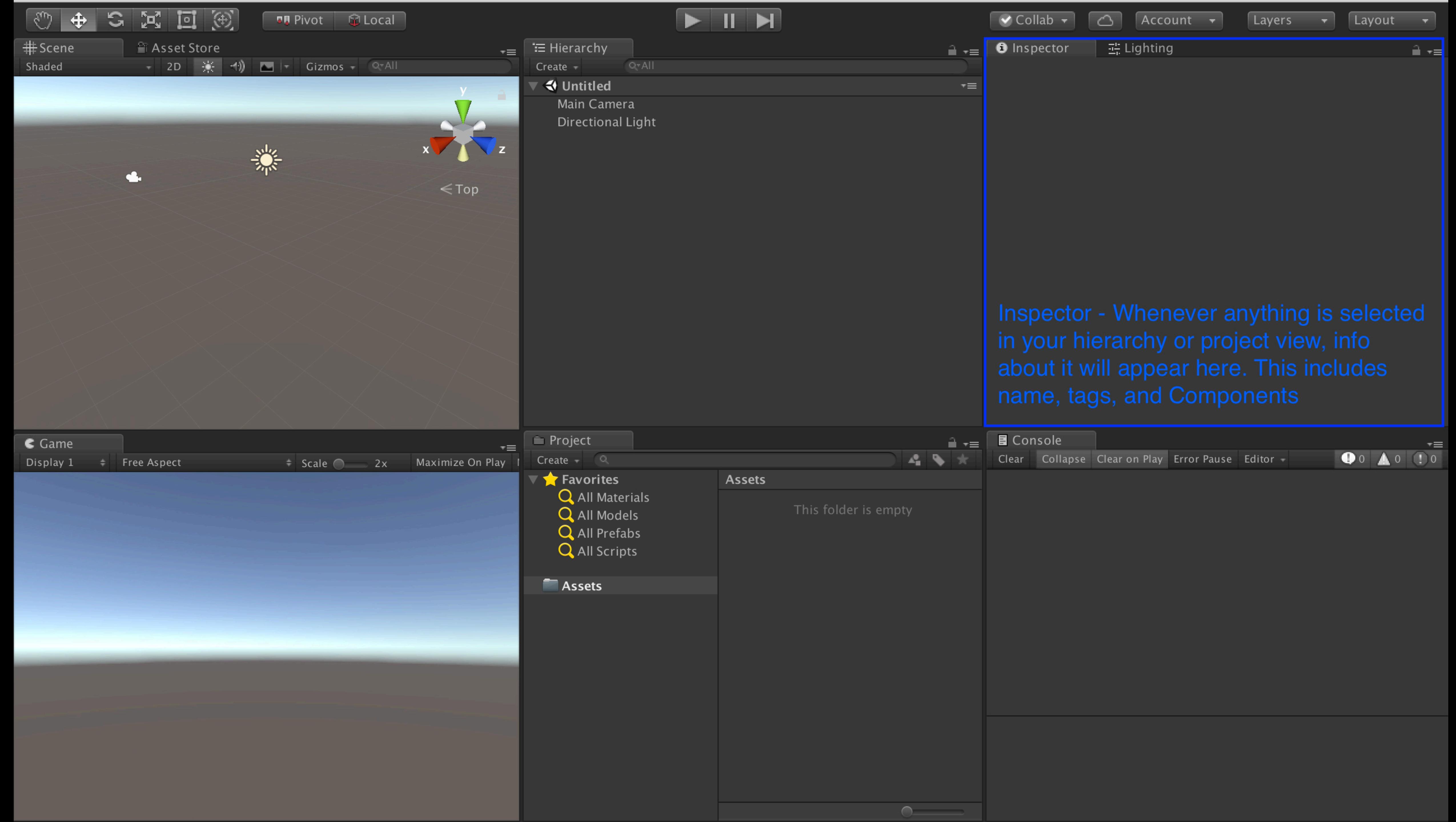




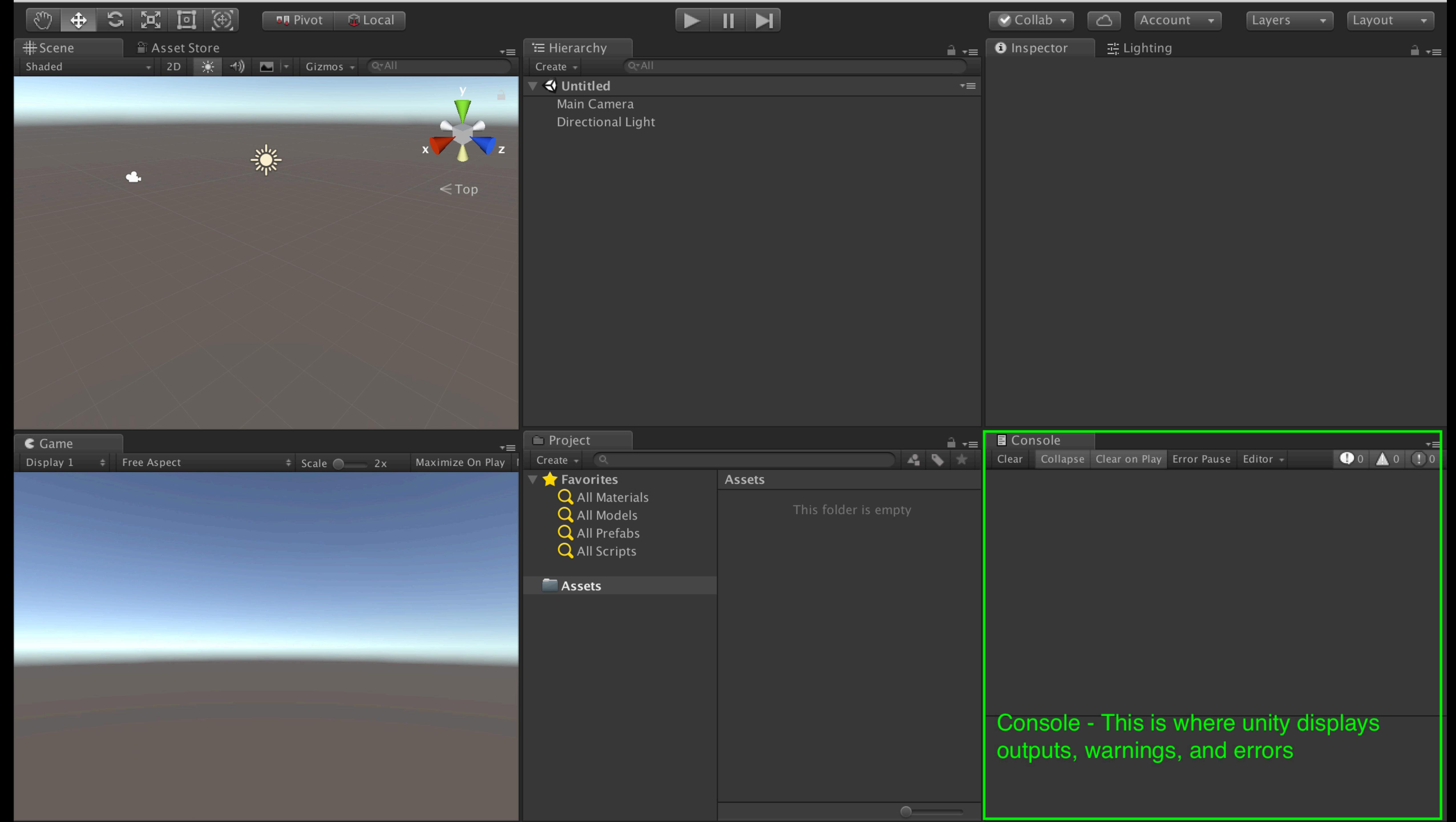








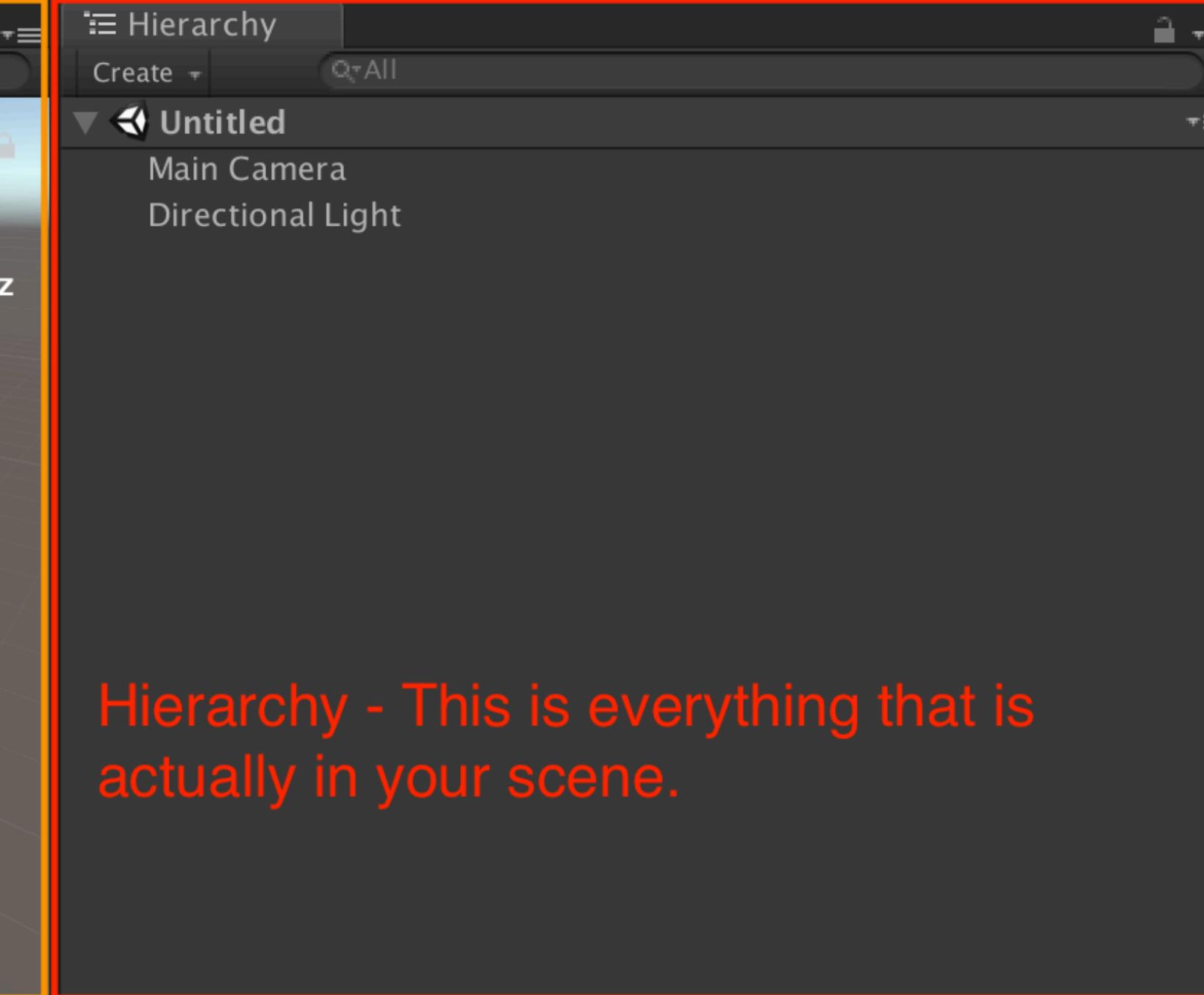
Inspector - Whenever anything is selected in your hierarchy or project view, info about it will appear here. This includes name, tags, and Components



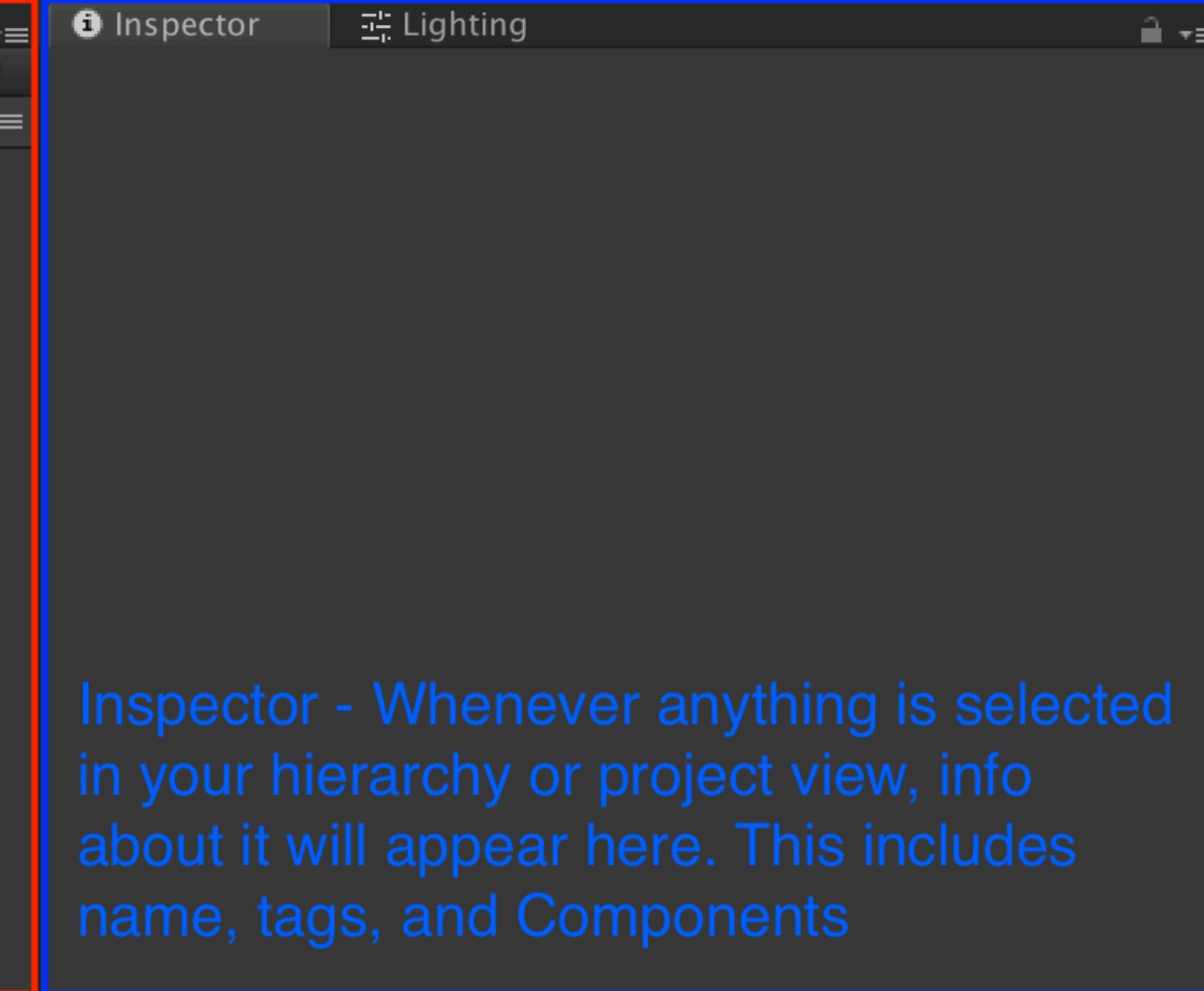
Console - This is where unity displays outputs, warnings, and errors



Scene View - A camera that lets you move and look around your scene using the controls above. Also shows object handles and useful info.



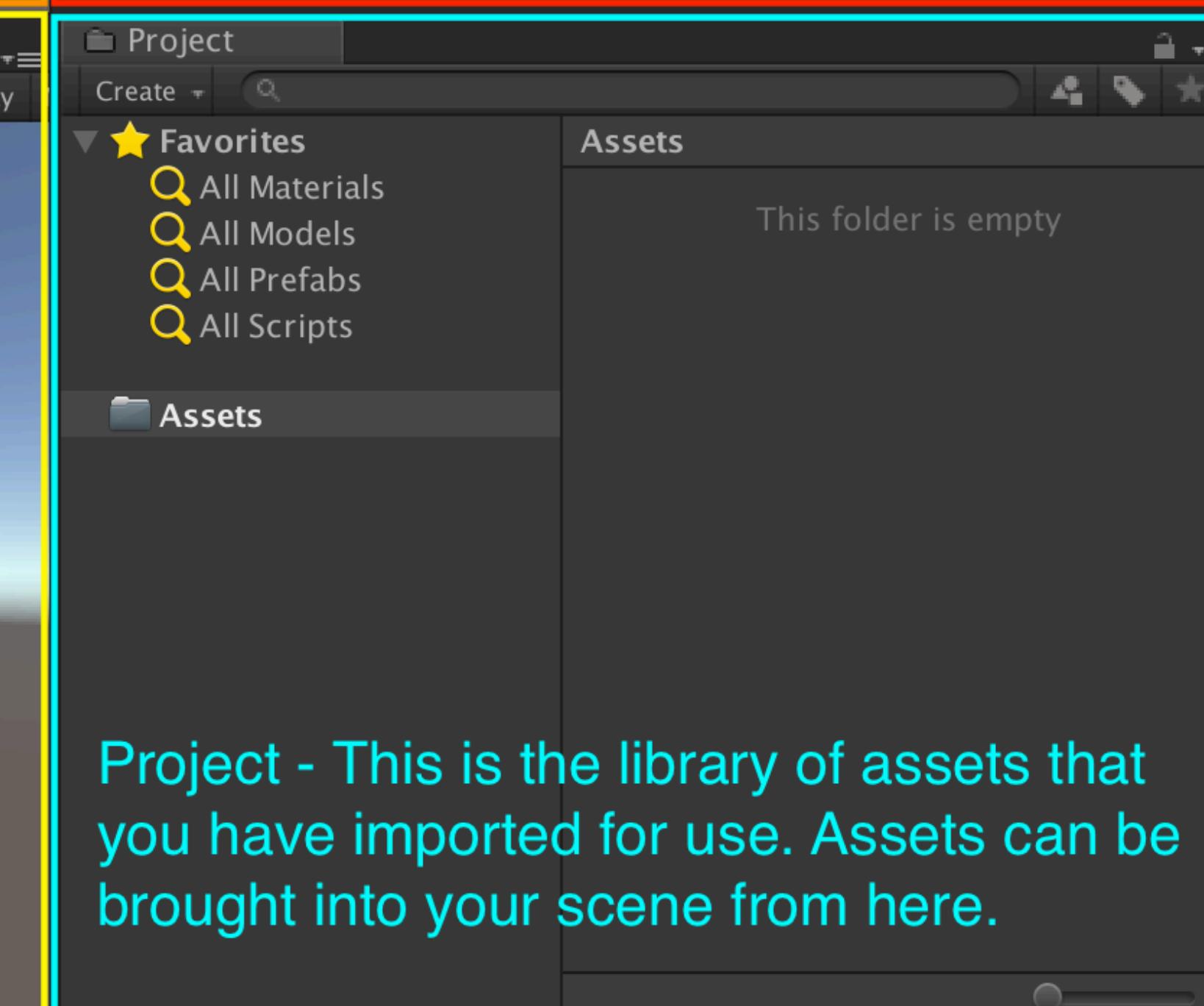
Hierarchy - This is everything that is actually in your scene.



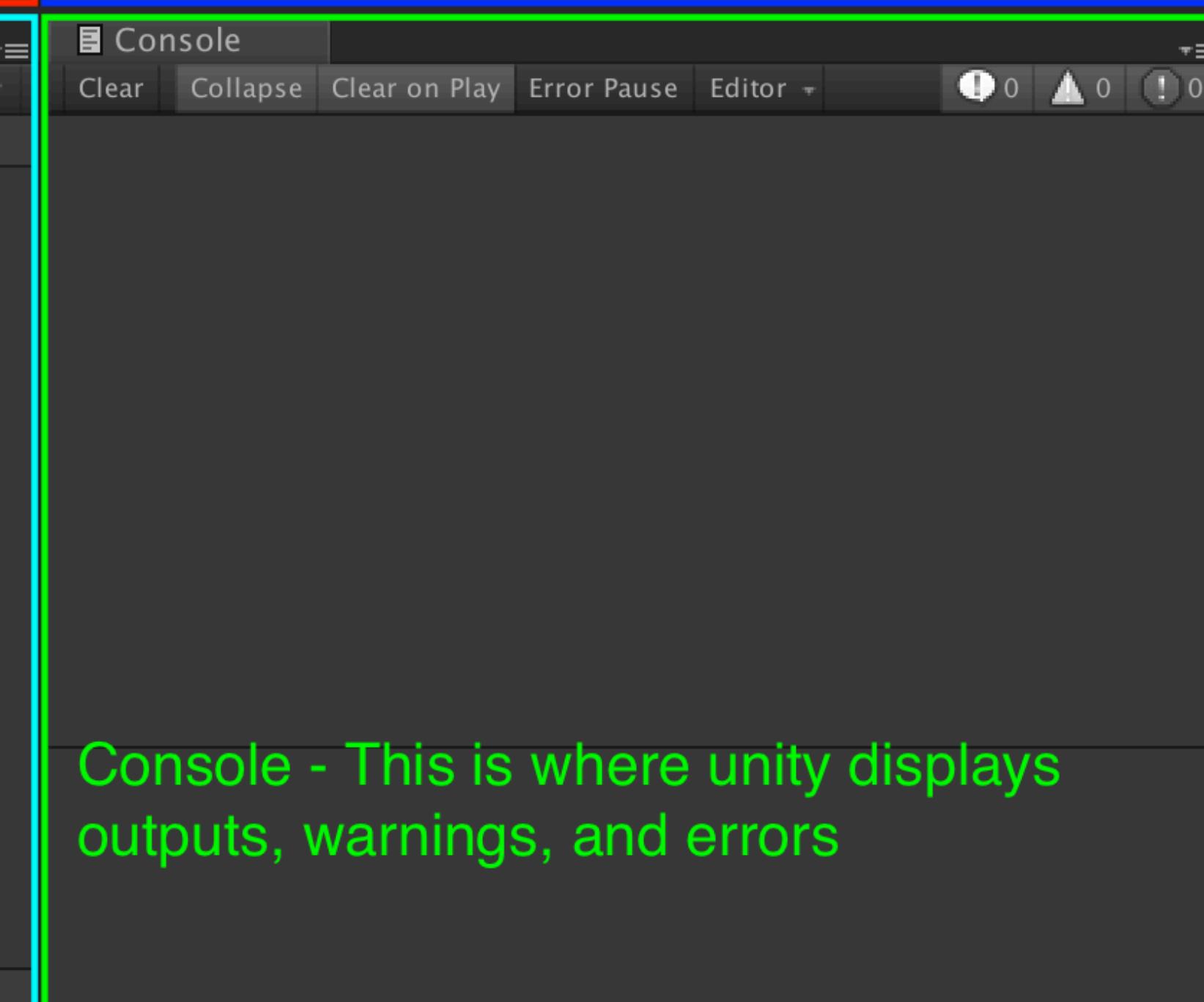
Inspector - Whenever anything is selected in your hierarchy or project view, info about it will appear here. This includes name, tags, and Components



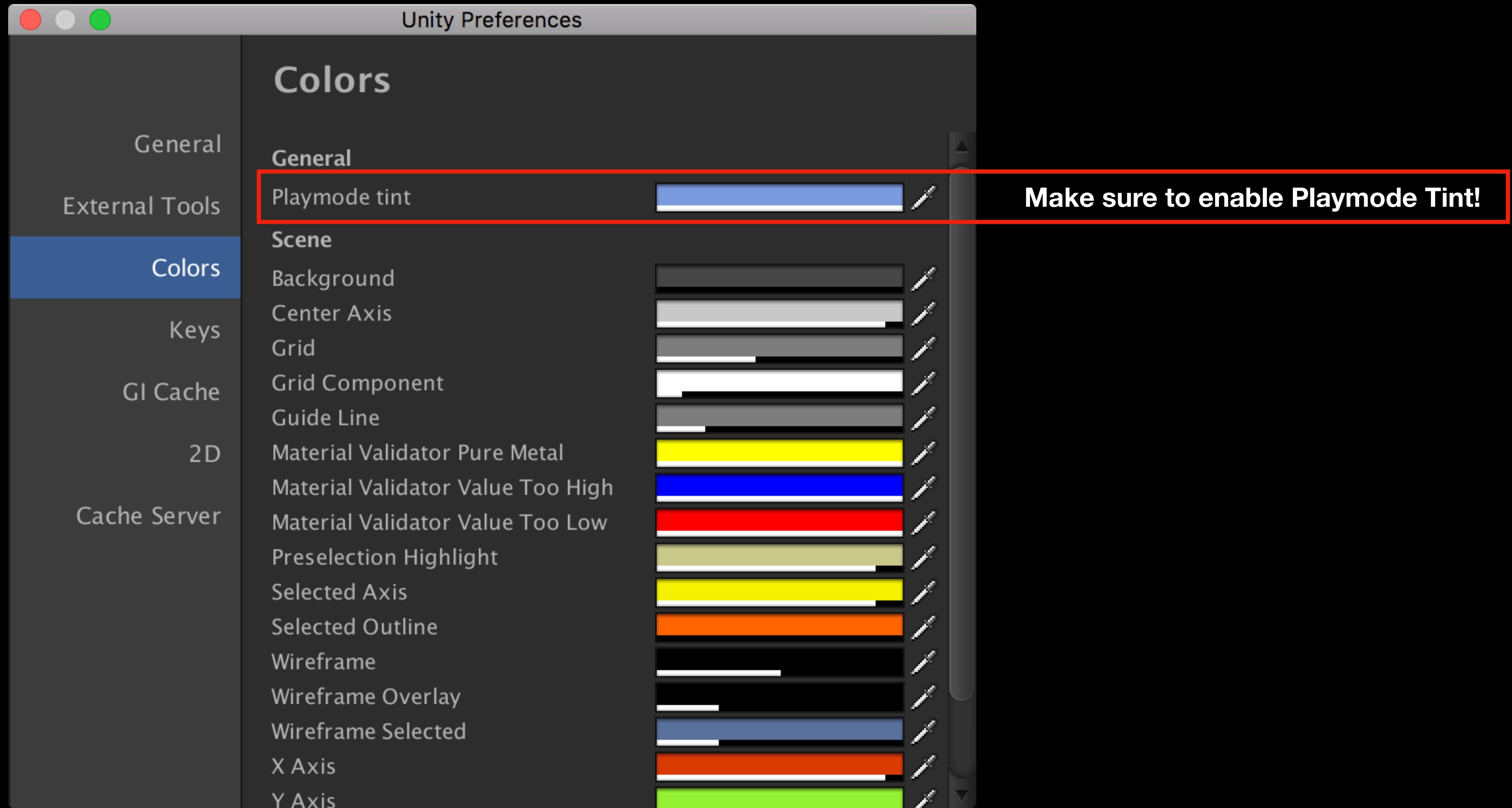
Game View - This is what your active in-scene camera sees



Project - This is the library of assets that you have imported for use. Assets can be brought into your scene from here.



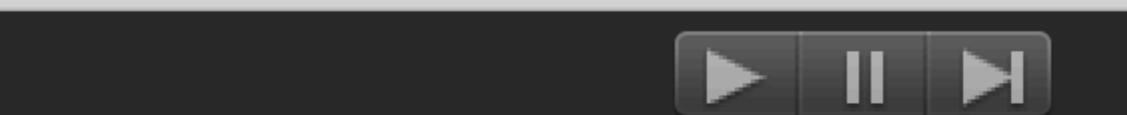
Console - This is where unity displays outputs, warnings, and errors





- Create
- Reveal in Finder
- Open
- Delete
- Open Scene Additive
- Import New Asset...
- Import Package**
- Export Package...
- Find References In Scene
- Select Dependencies
- Refresh ⌘R
- Reimport
- Reimport All
- Extract From Prefab
- Run API Updater...
- Open C# Project

17.3.0f3 (64bit) - Main.unity - IntroToUnity - PC, Mac & Linux Standalone <OpenGL 4.1>

**Collab** Account Layers Layout

Hierarchy

Main Camera
Directional Light

Custom Package...

- 2D
- Cameras
- Characters
- CrossPlatformInput
- Effects
- Environment
- ParticleSystems
- Prototyping
- Utility
- Vehicles

Project

Assets ▶ Scenes

Main

Favorites

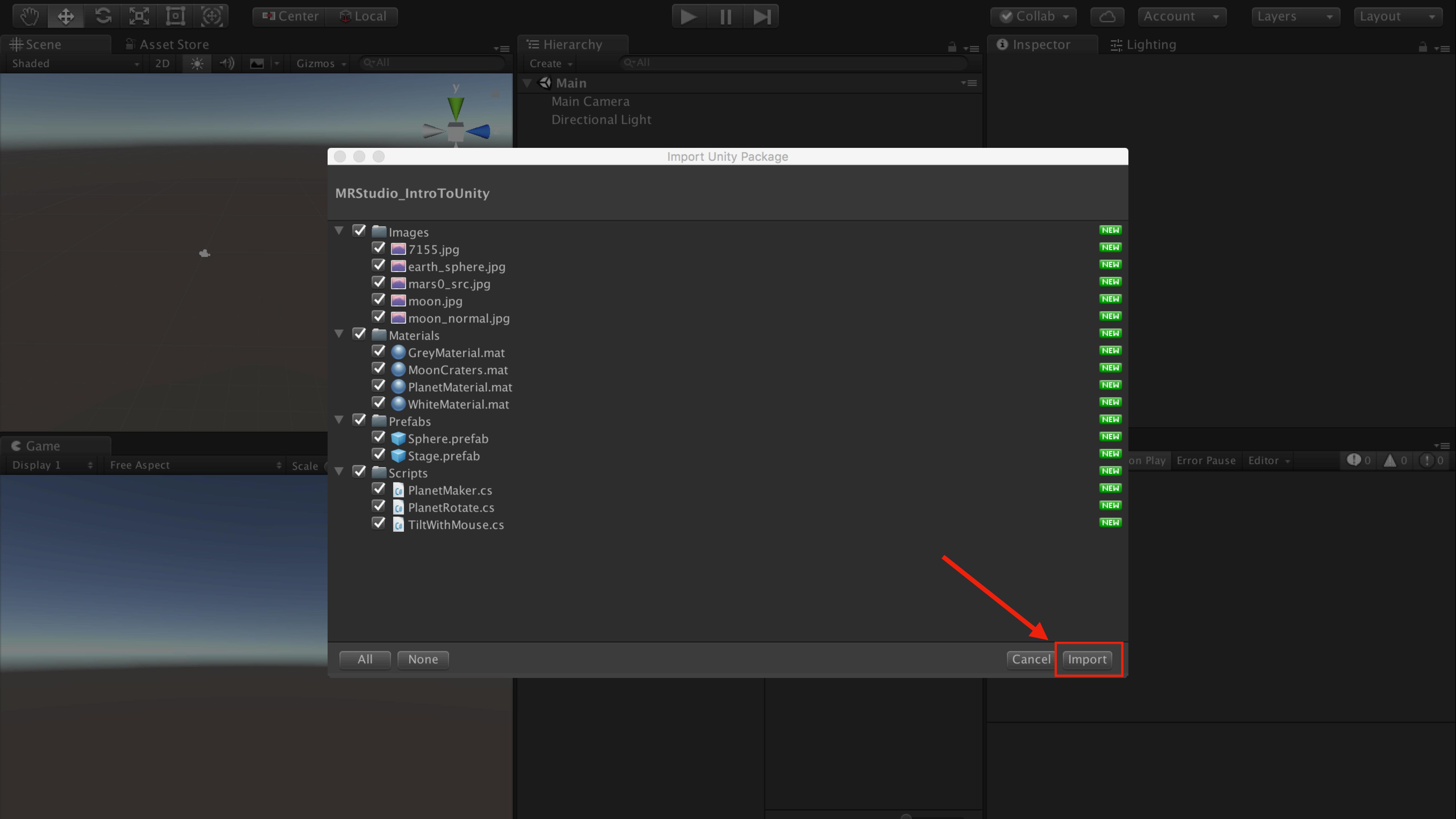
- All Materials
- All Models
- All Prefabs
- All Scripts

Assets

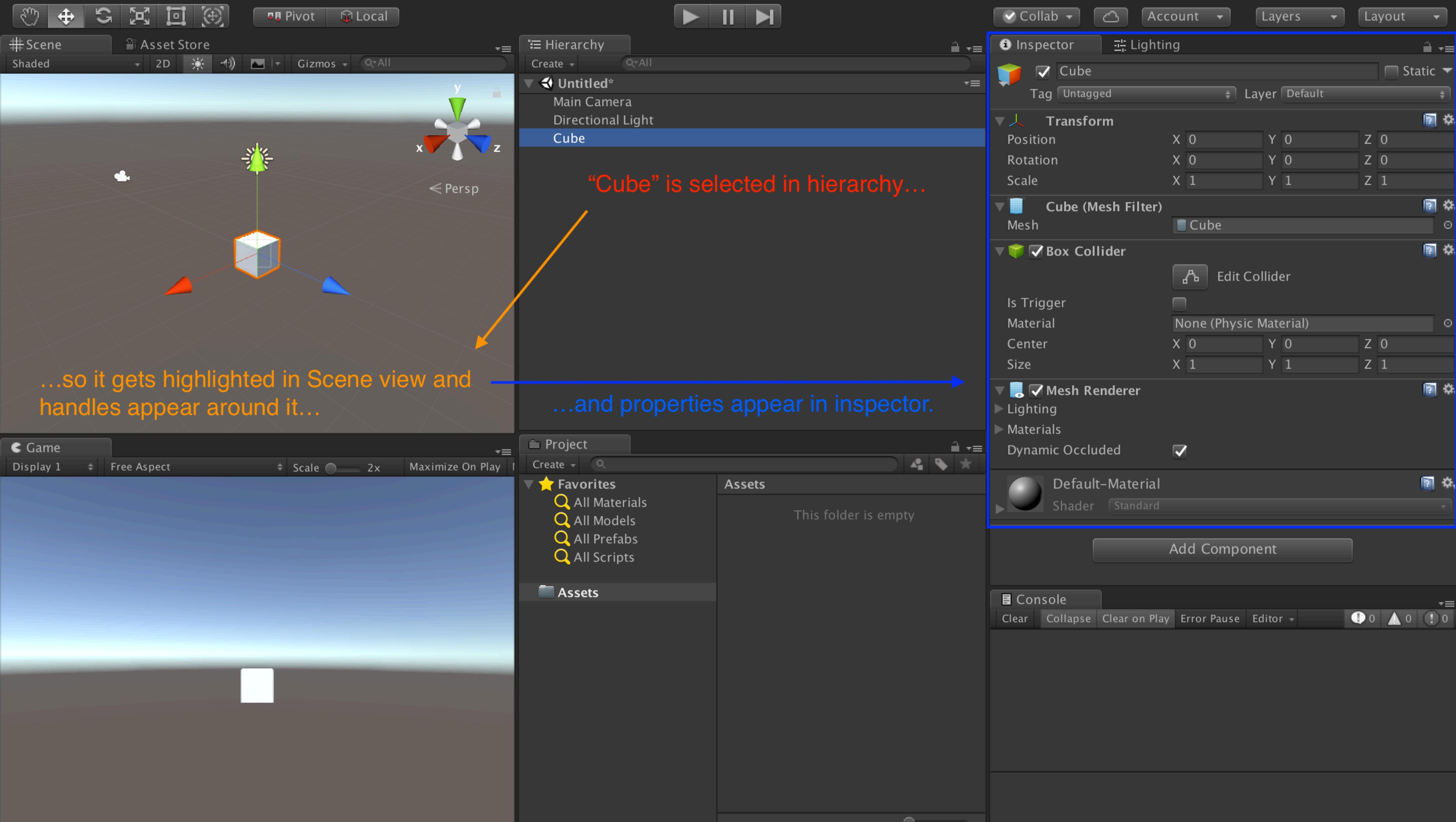
Scenes

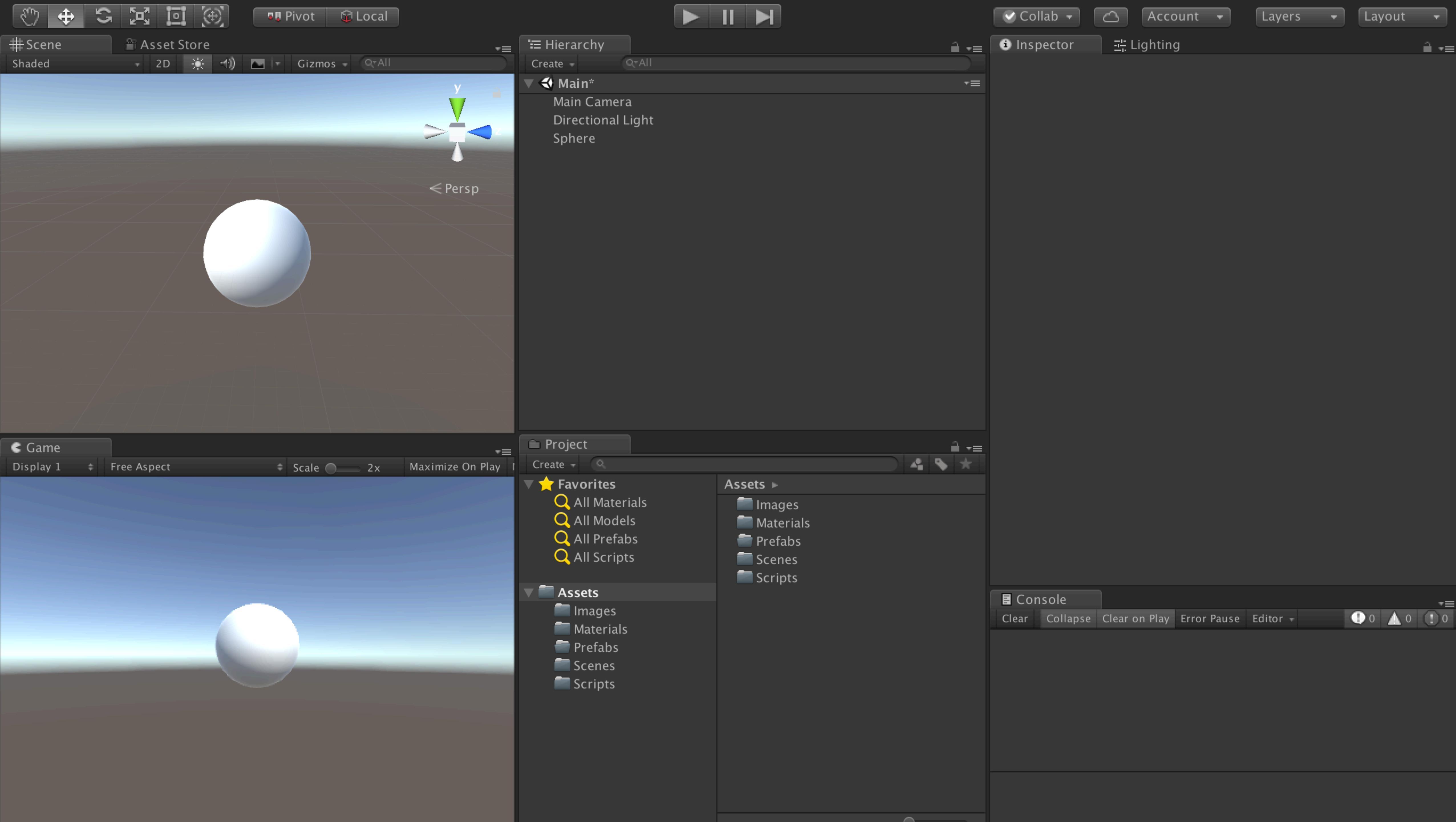
Console

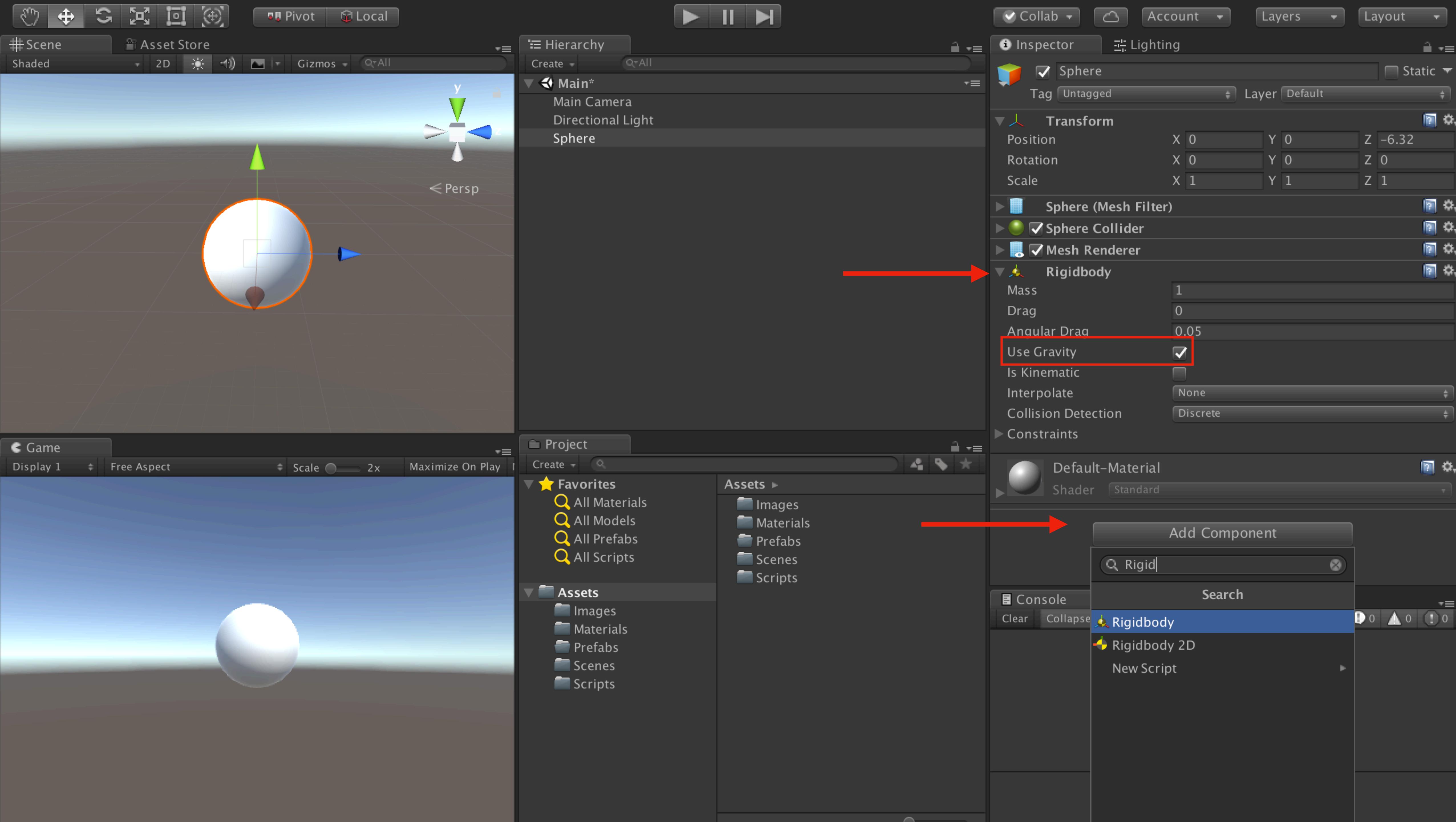
Clear Collapse Clear on Play Error Pause Editor

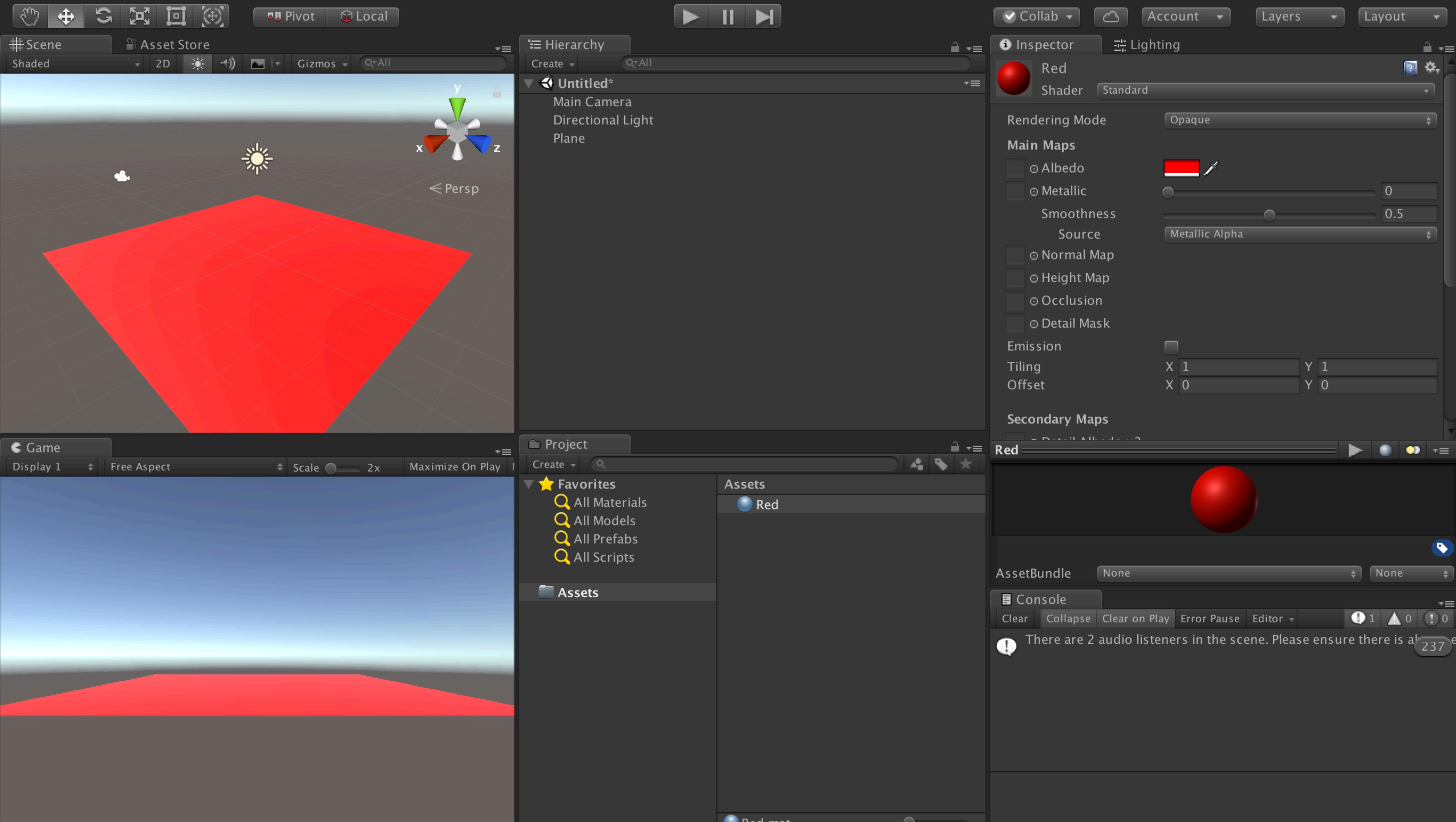


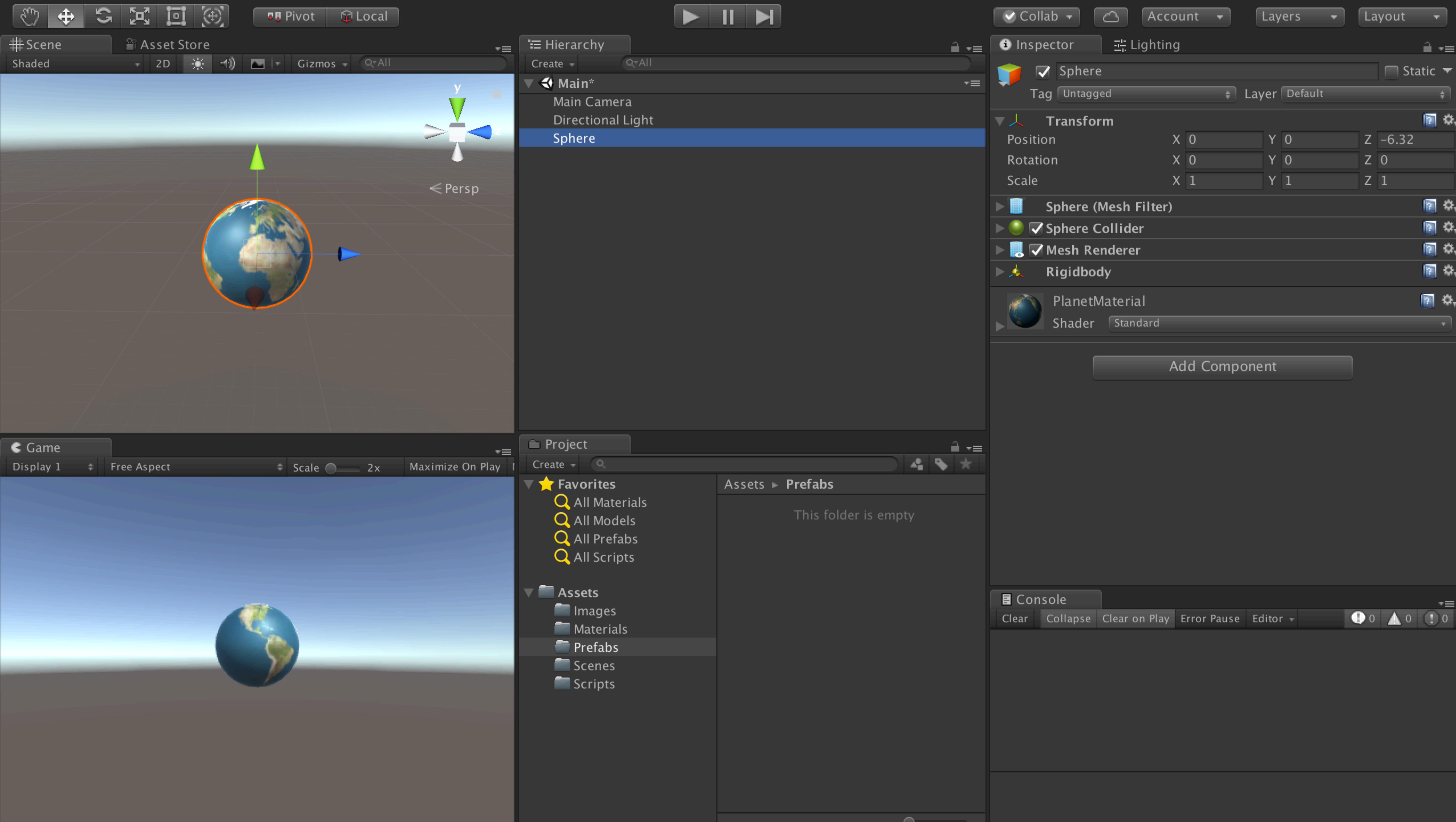


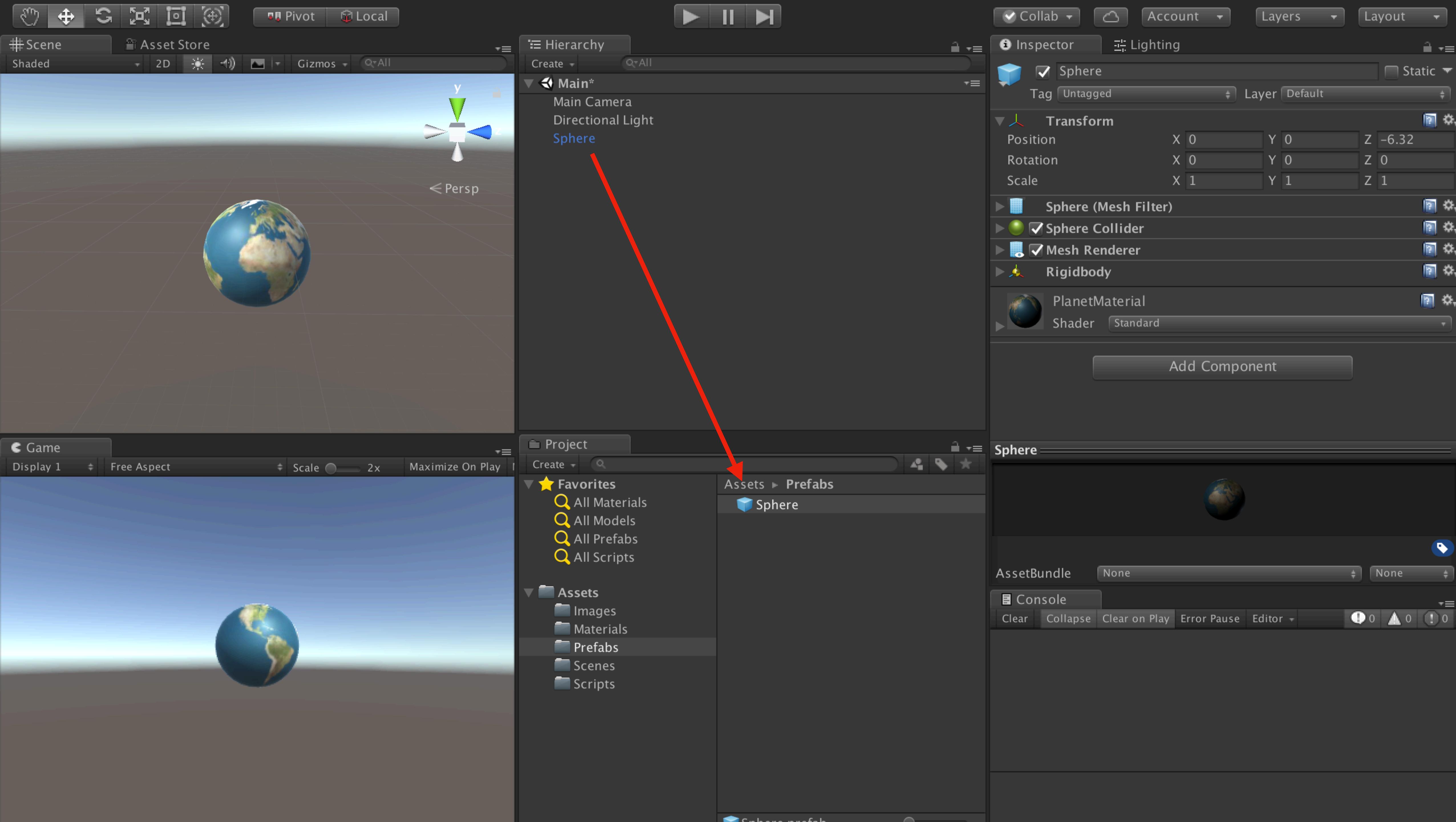


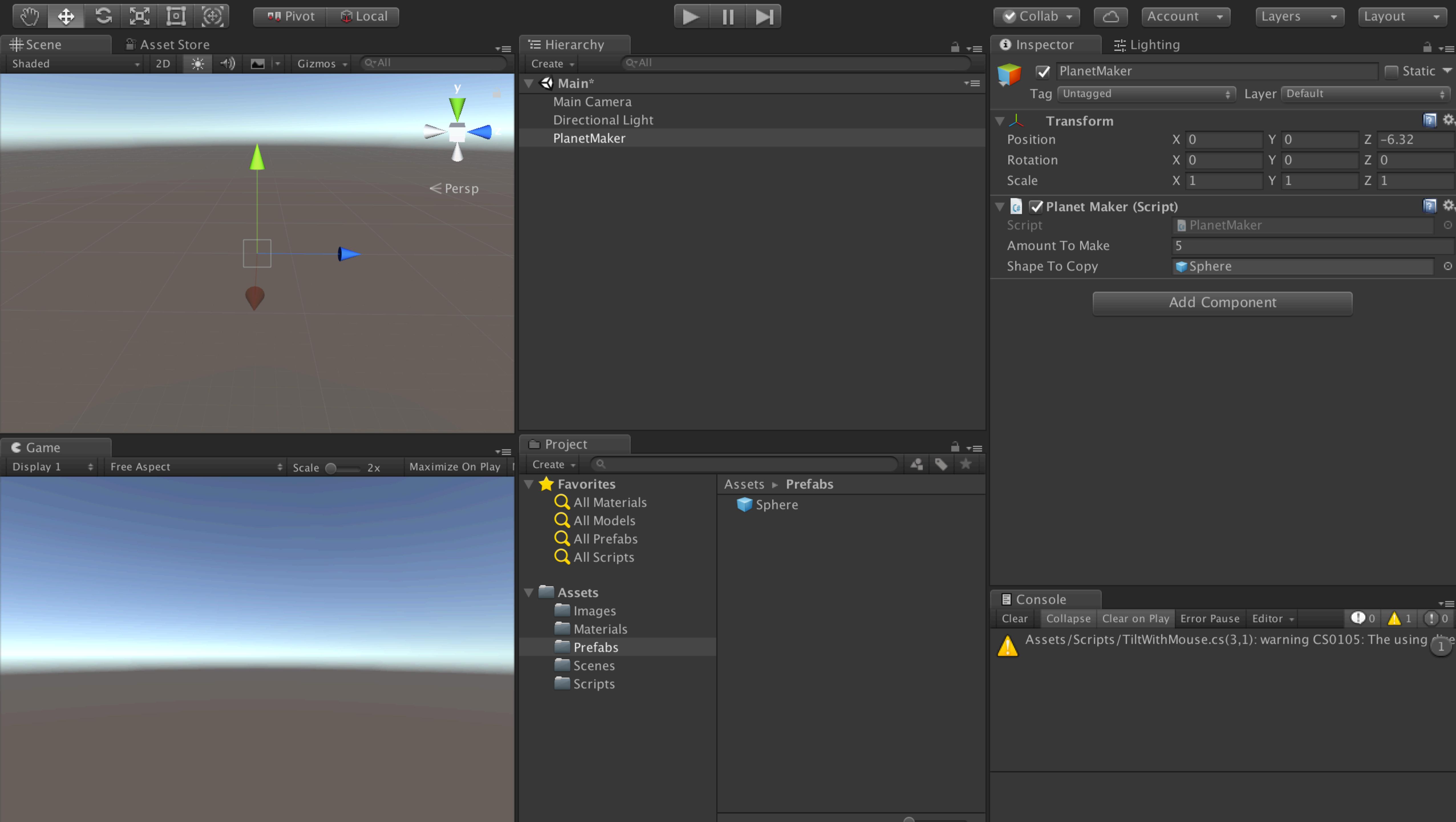












John Underkoffler - TED Talk and Article

<http://bit.ly/2vmZLrp>

Design For Humanity - Parts 1, 2, 3

<http://bit.ly/1T0gJ6E>



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