

Augmented Reality Showcase, powered by String!

Because neither of the projects that I chose for my comparative analysis are actually published, I went to the app store to find something similar to the augmented reality processing library that I wrote about. I came upon, Augmented Reality Showcase, a quick app that uses images as markers for areas where open GL items should appear in the camera feed.

Observations:

- Handed phone to her and told her what app to open. Left images on the table.
- She didn't read the directions and was trying to figure out what to do with this live camera feed
- Waving camera around
- Accidentally glances camera at one of the images, it pops up slightly, she freaks out
- Trying to recreate camera angle
- Finally figures it out after a few painful minutes
- "Coooooooool"
- Start tapping screen to see if she can interact with image—she can
- Switches to new image
- Switches to new image- paint tray comes up. Paints on AR canvas. More camera flickering because its hard to maintain the link
- Last image, using a color wheel, modifies the colors of AR shoes
- Taps to find that she can rotate these shoes.

This was a good example and test, because along with 3D objects, the images also triggered menus such as a mini painting set to appear on the side for some images, which added another layer of interactivity. Each image had its own unique set of interactions, for the first one it was more observational and she could watch the dragon crawl out of the wall. For the second one, she could drag and drop the monster. For the third one, a paint tray on a flat canvas. And for the last one, she could change the colors, and rotate the shoe around.

10 User Needs

1. A very obvious intro page... or intro to the program series. Maybe each screen needs an okay button that the user must tap. This will kind of get them to actually read the directions
2. Perspective lines, or some sort of tracking so we know when camera is angled right
3. Maybe when the camera is looking around, it should give off a signal when something interactive is seen
4. A save screen button that doesn't crash the entire program each time you use it
5. Tool tips that pop up when its your first time opening the app

6. If this were in a web browser, utilizing a webcam, I could see sliders being used to control the feed
7. A constant feed... maybe something to show when the signal is getting weaker instead of just cutting out the connection
8. Maybe signals if there are more to the image than just the initial view
9. Instead of signals, a slide out tray showing all the tools / effects that could be done could be used
10. An info page