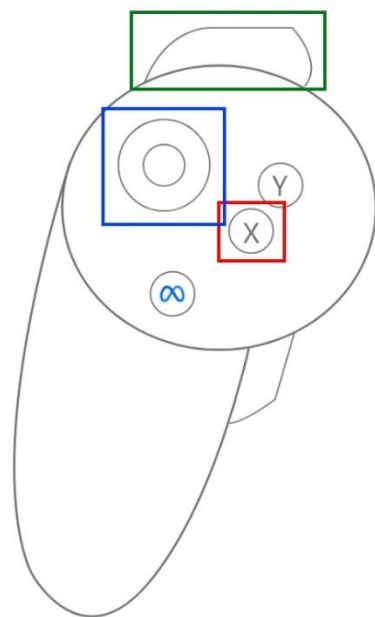


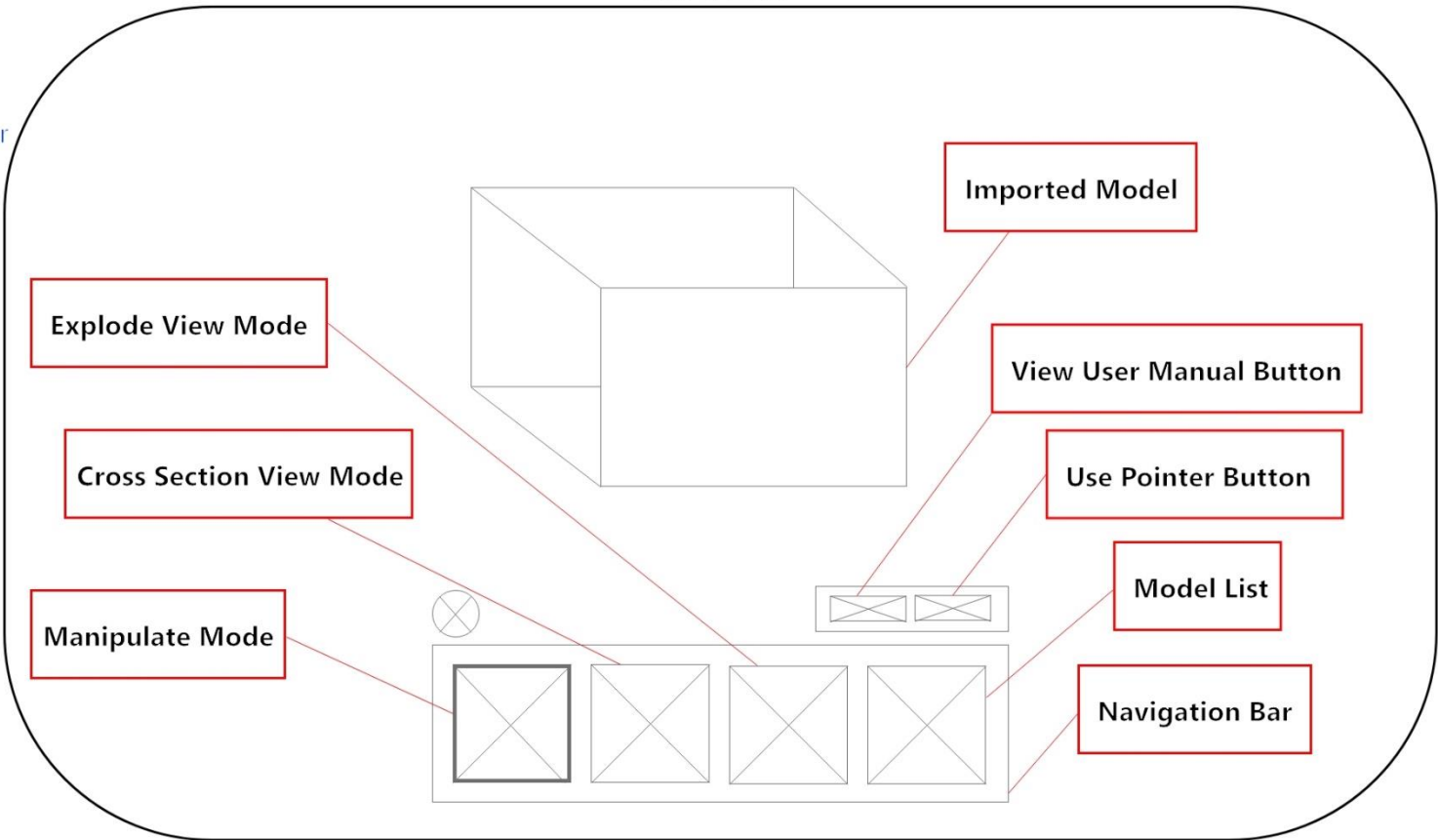
Feature Name: AR Interface

Left Controller Input

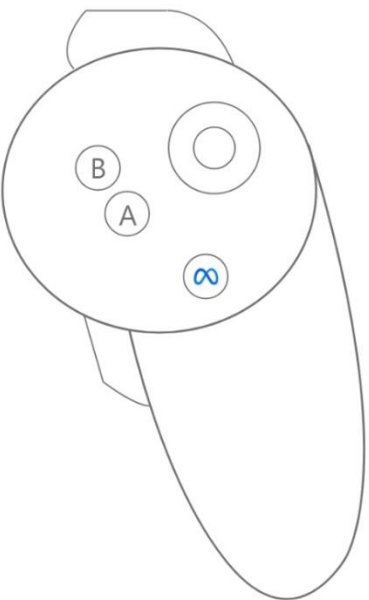
X Button: Enable Navigation Bar
Left Joystick: Scroll Through
Elements in Navigation Bar (After
Pressing X)
Left Trigger: Select Element
(After Pressing X)
X Button: Exit Navigation Bar
(After Pressing X Initially)



AR VIEW

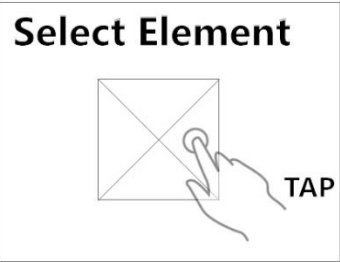


Right Controller Input



Hand Tracking Input

Condition 1: Hand must be hovering the Navigation Bar

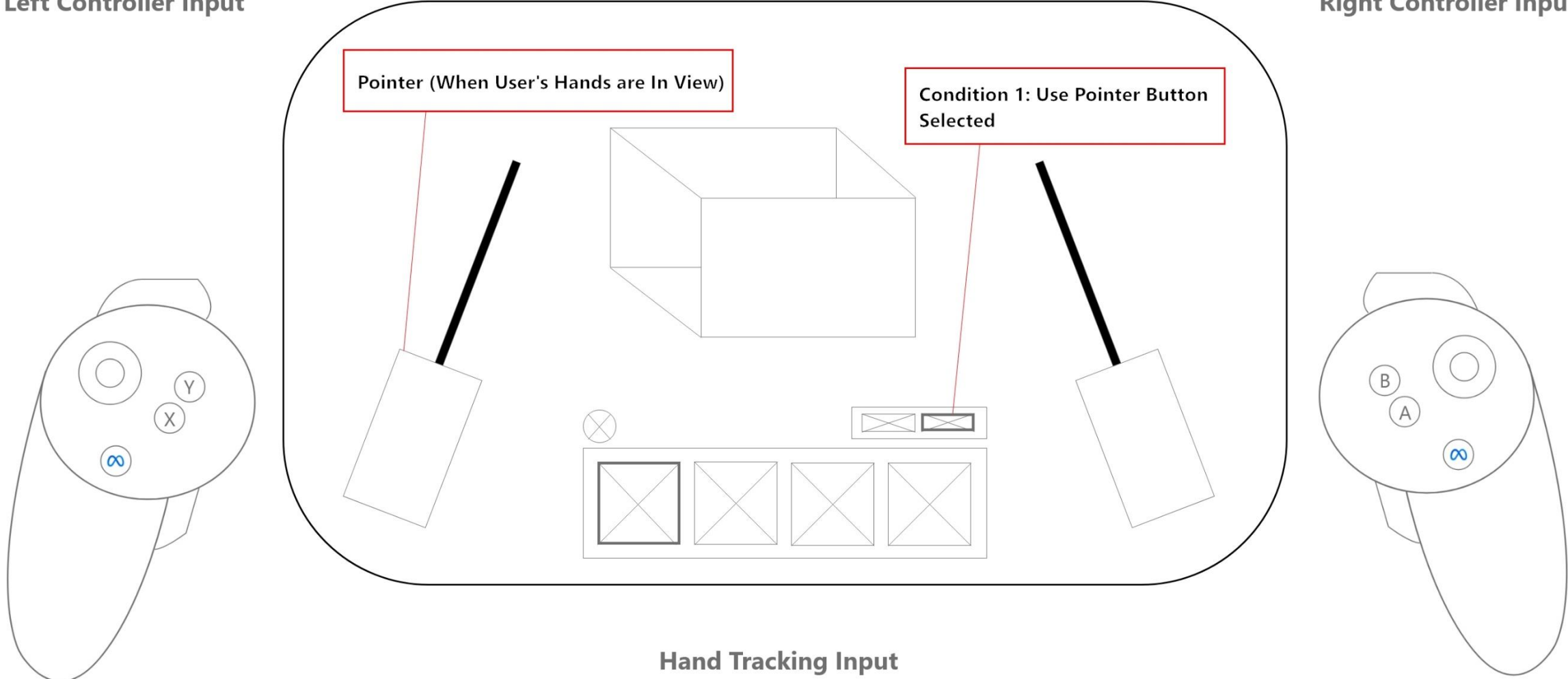


Feature Name: AR Interface - Use Pointer

Left Controller Input

AR VIEW

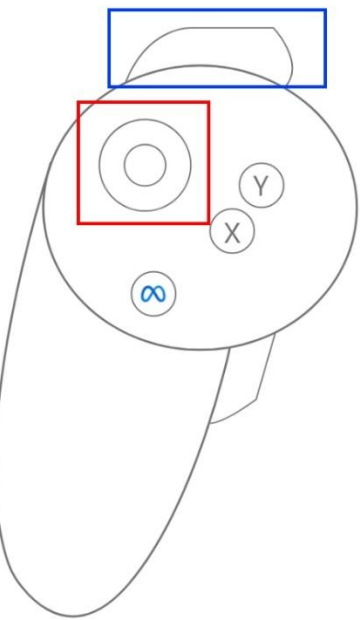
Right Controller Input



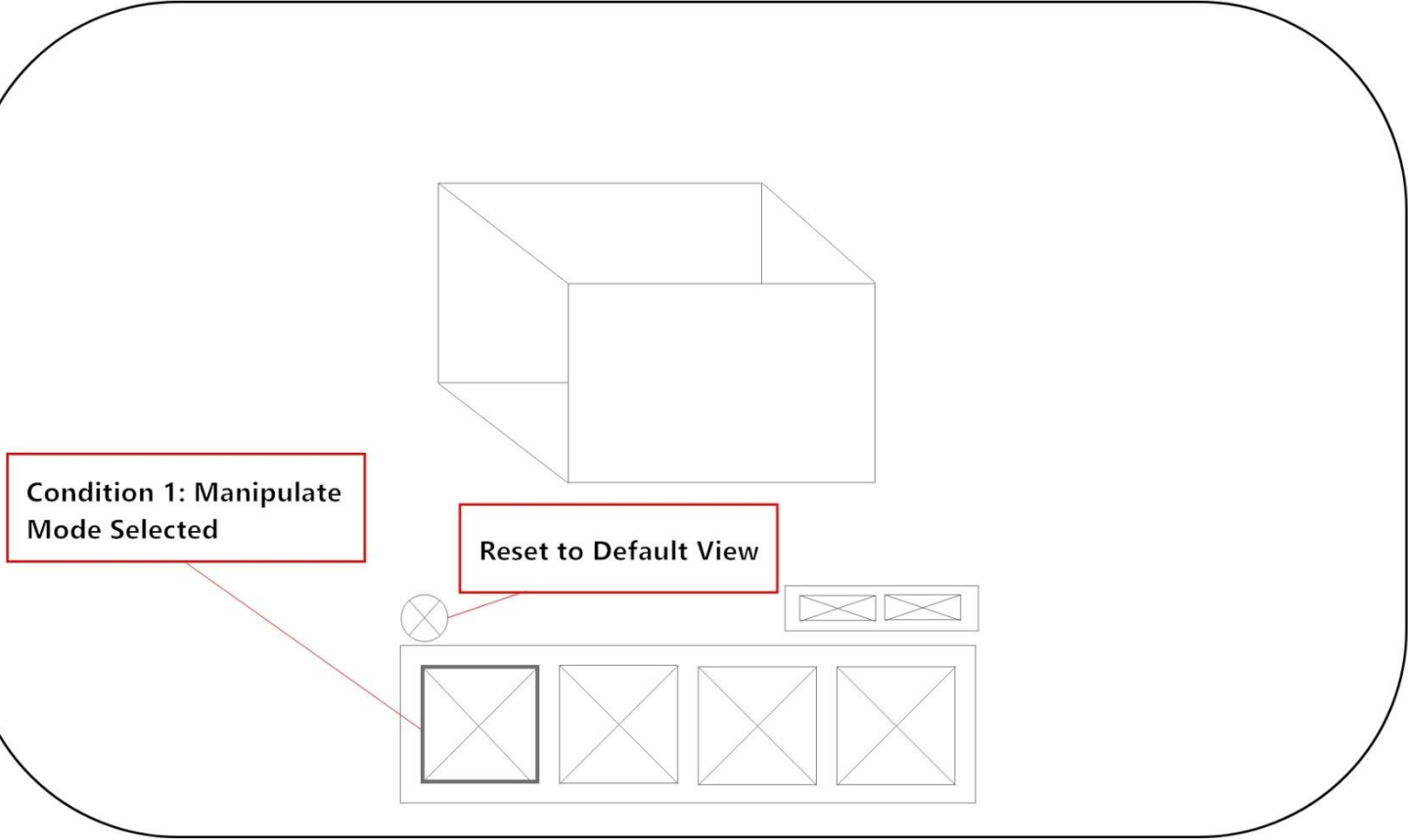
Feature Name: Manipulate Model

Left Controller Input

Left Joystick: Rotate
Model
Left Trigger: Zoom Out

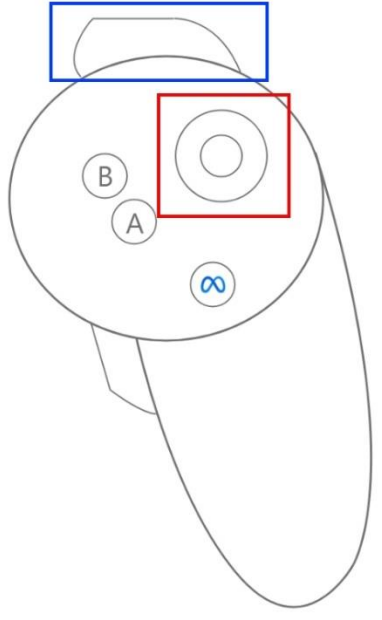


AR VIEW



Right Controller Input

Right Joystick: Move
Model
Right Trigger: Zoom In



Hand Tracking Input

Condition 2: Hand must be touching the Model

Move Model

PINCH → DRAG (while pinching)

Rotate Model

PINCH PINCH 2-Handed Pinch Manipulation

OR

PINCH and Twist Wrist

Zoom In (Increase Scale)

PINCH PINCH 2-Handed Pinch and Drag (outwards)

Zoom Out (Decrease Scale)

PINCH PINCH 2-Handed Pinch and Drag (inwards)

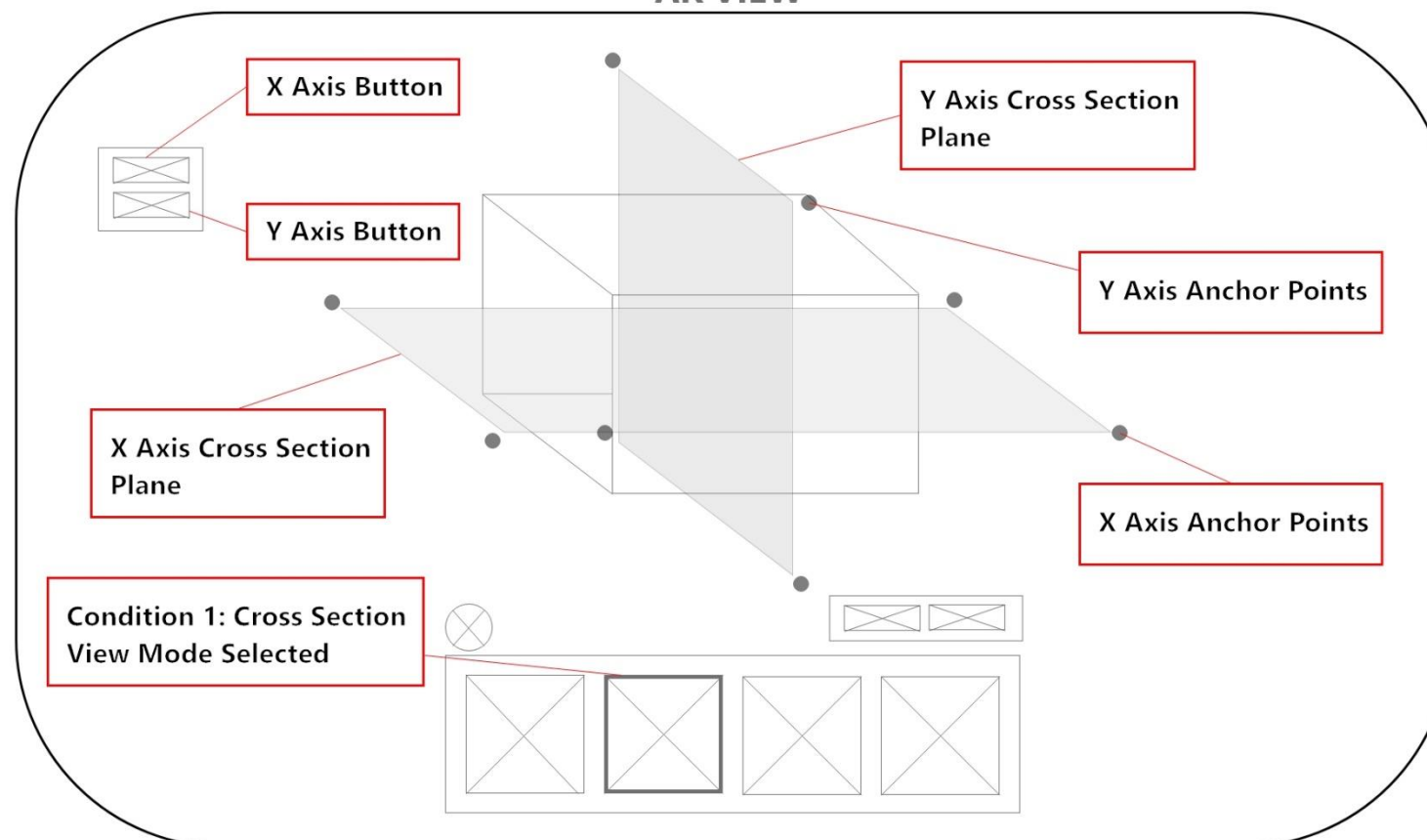
Feature Name: View Cross Section

Left Controller Input

Left Trigger: Zoom Out



AR VIEW



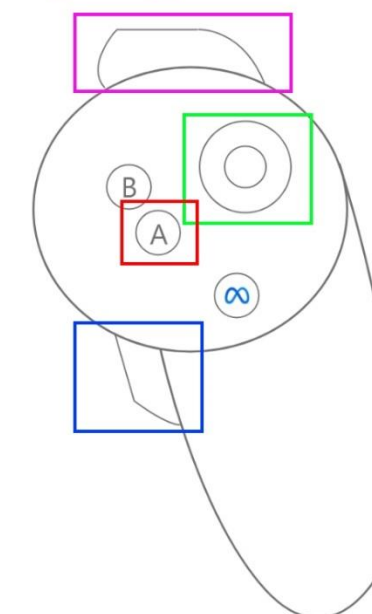
Right Controller Input

A Button: Switch Between X or Y Axis

Right Grip: Enable to Move Plane (While Holding Button)

Right Joystick: Move Plane (While Right Grip is pressed)

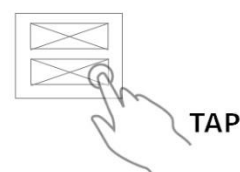
Right Trigger: Zoom In



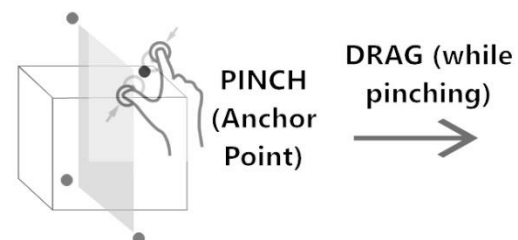
Hand Tracking Input

Condition 2 (To move cross section planes): Hand must be touching one of the anchor points

Select Y Axis Cross Section Plane



Move Cross Section Plane



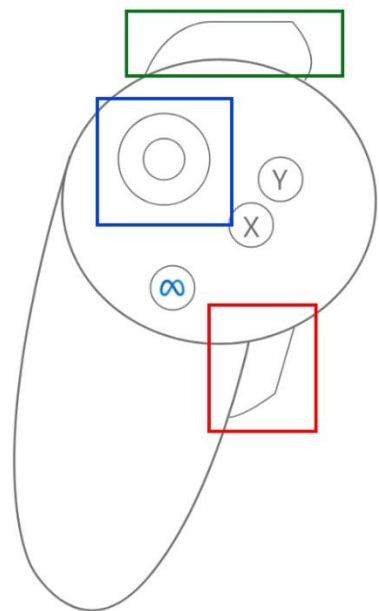
Feature Name: Exploded View

Left Controller Input

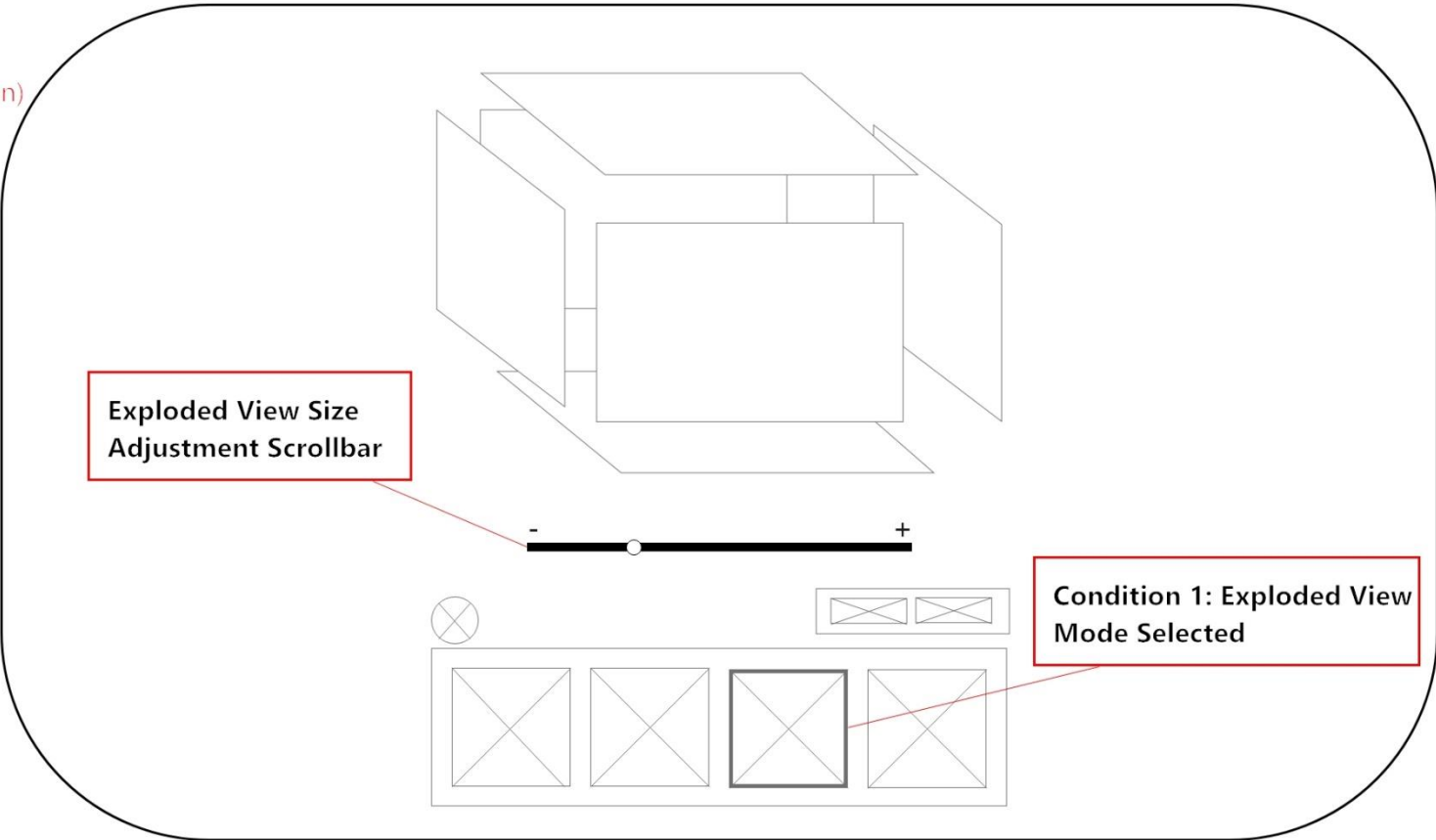
Left Grip: Enable Exploded View Adjustment (While Holding Button)

Left Joystick: Adjust Exploded View Size (While Left Grip is Pressed / Move Right to Increase / Move Left to Decrease)

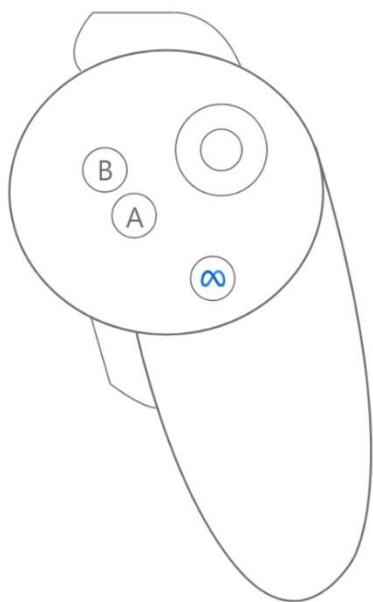
Left Trigger: Zoom Out



AR VIEW



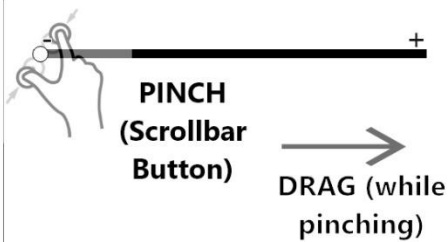
Right Controller Input



Hand Tracking Input

Condition 2: Hand must be touching the Exploded View Adjustment Scrollbar

Adjust Exploded View Size



Acknowledgements

Medium Fidelity Design templates inspired from *Mixed Reality User Flows: A New Kind of Template* by Warner, 2017 (<https://blog.prototypr.io/mixed-reality-user-flows-a-new-kind-of-template-27d59991de4a>)

Functionality inputs insights gathered from *How to Create Spatial Interaction with Meta XR Interaction SDK* by Park, 2024 (<https://mixedrealitynow.com/getting-started-with-meta-xr-interaction-sdk-quest-3-how-to-crucial-interactions>)

Hand Gesture Symbols used in all Medium Fidelity Mock-Ups from *Open Source Gesture Library Icon Pack* by GestureWorks, 2012 (https://www.iconfinder.com/iconsets/gestureworks_gesture_glyphs)

Medium Fidelity Mock-Ups were developed using Adobe XD

References

GestureWorks. (2012). *Open Source Gesture Library Icon Pack* [Hand Gesture Symbol Design]. Icon Finder. https://www.iconfinder.com/iconsets/gestureworks_gesture_glyphs

Park, Y. (2024). *How To Create Spatial Interactions with Meta XR Interaction SDK*. Mixed Reality Now. <https://mixedrealitynow.com/getting-started-with-meta-xr-interaction-sdk-quest-3-how-to-crucial-interactions>

Warner, L. (2017). *Mixed Reality User Flows: A New Kind of Template* [AR Mock-Up Template Design]. Medium. <https://blog.prototypr.io/mixed-reality-user-flows-a-new-kind-of-template-27d59991de4a>