

Artisan Alley

Scan • Showcase • Socialize

AR

UX Research

UI Design

Spatial Design

Usability Testing



MIT INSTITUTE OF DESIGN

Team Members: Rahul Rajpurohit & Sharanya Aloney

Duration: 6 Weeks

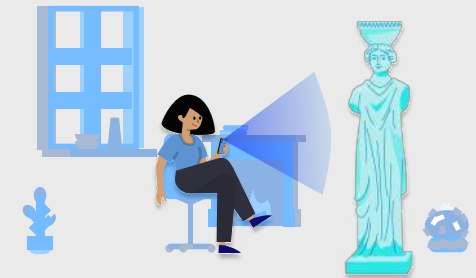
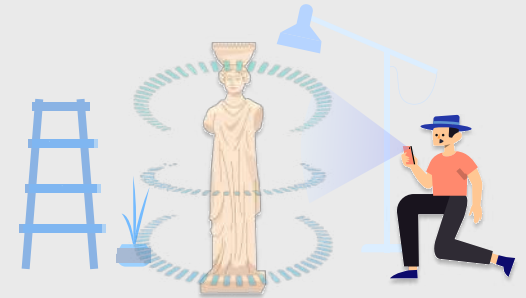
Overview

Artisan Alley is an AR-based networking platform for sculpture artists.

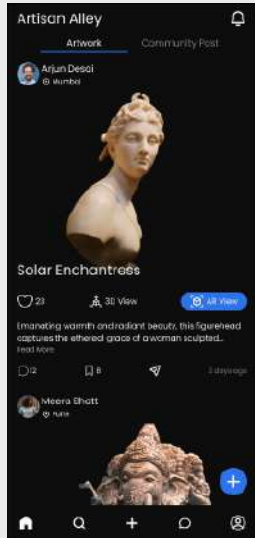
Through our research with sculpture artists, we discovered that **2D social networking platforms fall short in conveying the 3D essence of their artworks**. This limitation leads to diminished engagement and challenges in establishing genuine connections online.

Artisan Alley provides artists with a user-friendly method to **convert their sculptures into 3D artifacts** using just their smartphone cameras. Once uploaded to their profiles, other users can explore the artwork in **augmented reality**, enabling a more authentic appreciation of the art and a genuine connection to the artist.

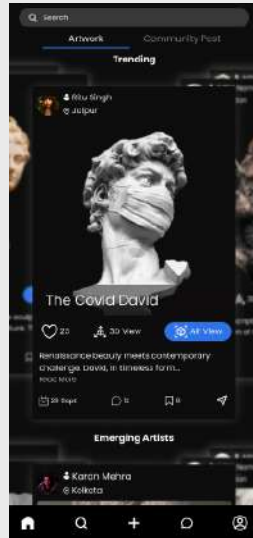
Through a comprehensive design process, from User Insights to User Flows & from Spatial Design to Interface Design, **our vision is to empower sculpture art community in the digital age.**



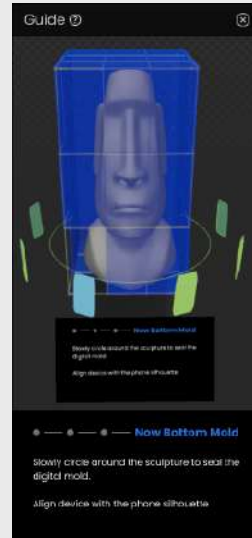
Final Screens



Home : Artwork



Discover Artwork



3D Scanning



Profile : Artwork

We developed a 3D scanning process prototype using 'Bezel', accessible [here](#).



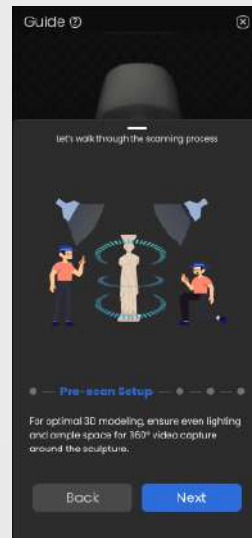
Scan to view in AR on mobile.
(On AR supported mobile browsers)



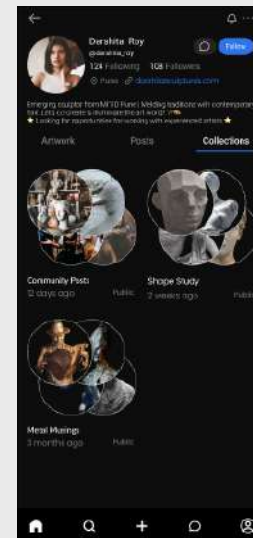
Home :
Community Posts



Comments



3D Scanning Guide



Profile : Collections

Alternatively, view screen recording [\[here\]](#)

