

18-453 Final Project

Joey Mok, Sanjana Shriram

Project Scope & Goal:

Our project, Interactive Holographic Pyramid, aims to create an interactive experience using a 'hologram'. Our setup involves a clear plastic pyramid mounted on a monitor display. By the end of the semester, we would like to demo our MVP. We want the following components to work for MVP:

- Gesture and position tracking (Leap Motion)
- Display that works with the pyramid
- Logical, interactive, and visible response to the hand position
- Unity scene that combines all these elements (ex. Pond scene that reacts to hand movements)

Some stretch goals include:

- Dynamic audio to match and enhance experience
- Multiple moving parts with multiple interactive elements
- More comprehensive scenes that take advantage of the hand tracker & pyramid product