

## 3D User Interfaces and Augmented Reality

### Professor Feiner

**Group 7** (Team name: Typecast)

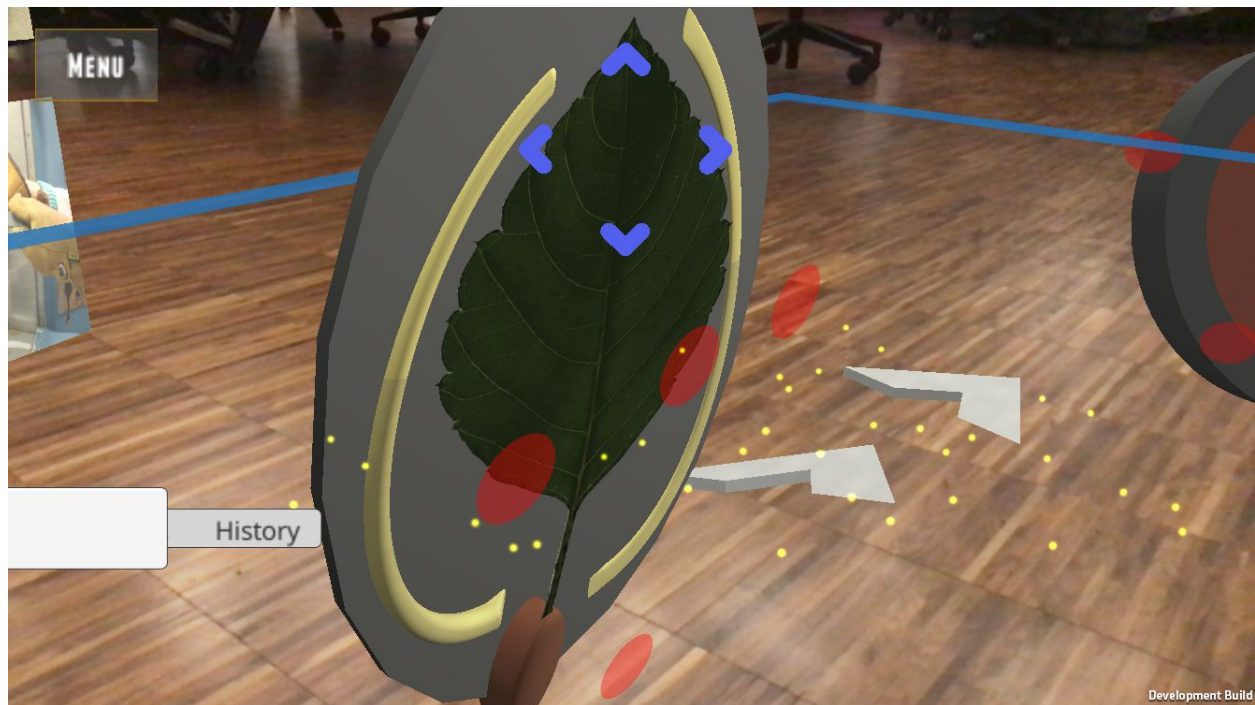
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[Screen shot]



[Written description/paragraph]

“How is it Made?” is an Augmented Reality application that lets users visualize and learn about life casting and mould-making as it is done at the Making and Knowing laboratory. The app takes users through the process and history of life casting a leaf in an engaging manner with informational hotspots, cursor-based interactions and manipulations. It also features an animation that brings the whole process to life, as well as an image gallery that displays the M&K lab’s lifecasting photos. The app leverages Apple’s ARKit technology that doesn’t require image targets to render the models in AR. The convenience of screen-based interaction (rather than image target manipulation) makes it ideal for users who want to learn about lifecasting.

[permission]

"Edie Comas, Vivien Ngo, Sara Samuel and Shreya Vaidyanathan are willing to have their names appear next to their presentation of their work on the project web page and video for COMS W4172."