👓 AR/VR Interface Design – Intuitive User Experience

This project focuses on designing an intuitive **User Interface (UI)** for an **Augmented Reality (AR)** or **Virtual Reality (VR)** application. The design emphasizes natural interactions, spatial awareness, and user comfort within immersive environments.

🎯 Objective

To create an interface for an AR/VR application that:

- Enhances **user engagement**

- Supports **gesture-based** or **gaze-based** interactions

- Maintains simplicity despite immersive complexity

🧩 Use Case Scenario

App Concept: Virtual Home Decor Planner

Users can place, scale, and rearrange furniture within their real or virtual rooms using AR/VR.

🧠 Design Considerations

- 🎮 **Interaction Types:** Gesture controls, gaze-based selection, voice triggers

- 🧭 **Navigation:** Virtual joystick for movement, edge-scanning menus for tools

- 🖼 **UI Placement:** Floating UI panels that adjust based on user position and focus

- 🌐 **3D Feedback:** Animated haptics and visual cues to confirm actions

---

📏 Tools Used

- **Figma** – UI layout and wireframes

- **Unity 3D** – Mockup prototyping

- **Blender** – 3D asset creation

- **Adobe XD** – For flow simulation

🖼️ Deliverables

- 📱 **Mockups:** Interface layouts for main dashboard, in-view controls, object interactions

- 👨‍💻 **Prototype Demo:** Interactive AR/VR flow (shared as video or Unity scene)

- 📷 **Screenshots:** Key screens demonstrating intuitive interactions

---

💡 Key Features

- Hand-tracking interface

- Voice command integration

- Visual focus activation (gaze-to-select)

- Minimalist, transparent UI panels

📬 Contact

Designed by: [Your Name]

Email: your.email@example.com

LinkedIn: linkedin.com/in/yourname

📝 License

This project is released under the [Creative Commons Attribution 4.0 License](https://creativecommons.org/licenses/by/4.0/).