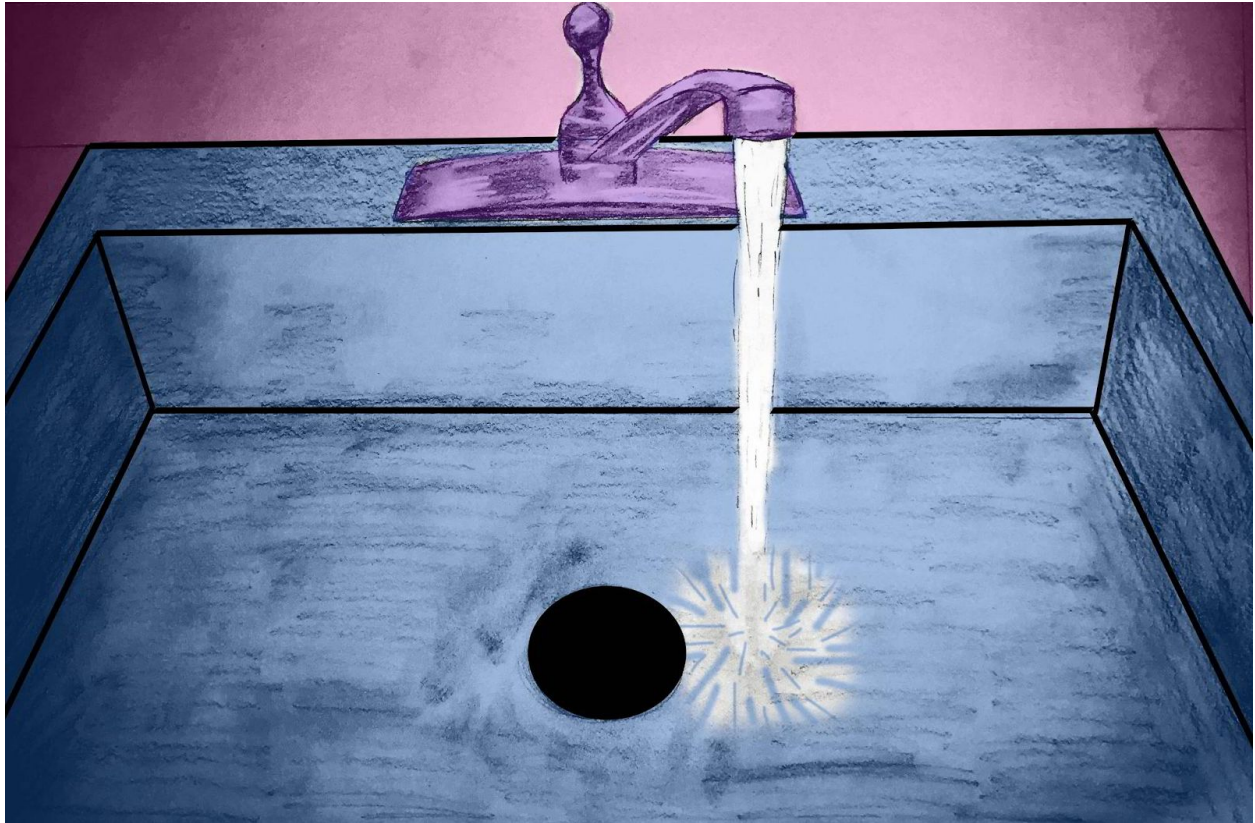


Caroline Thibault

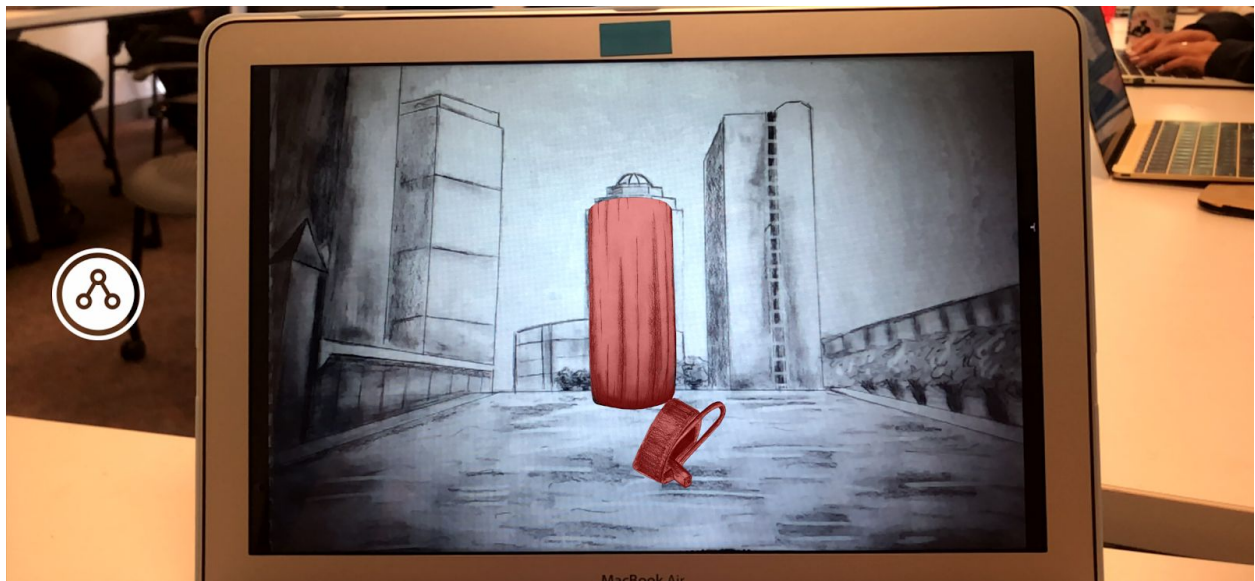
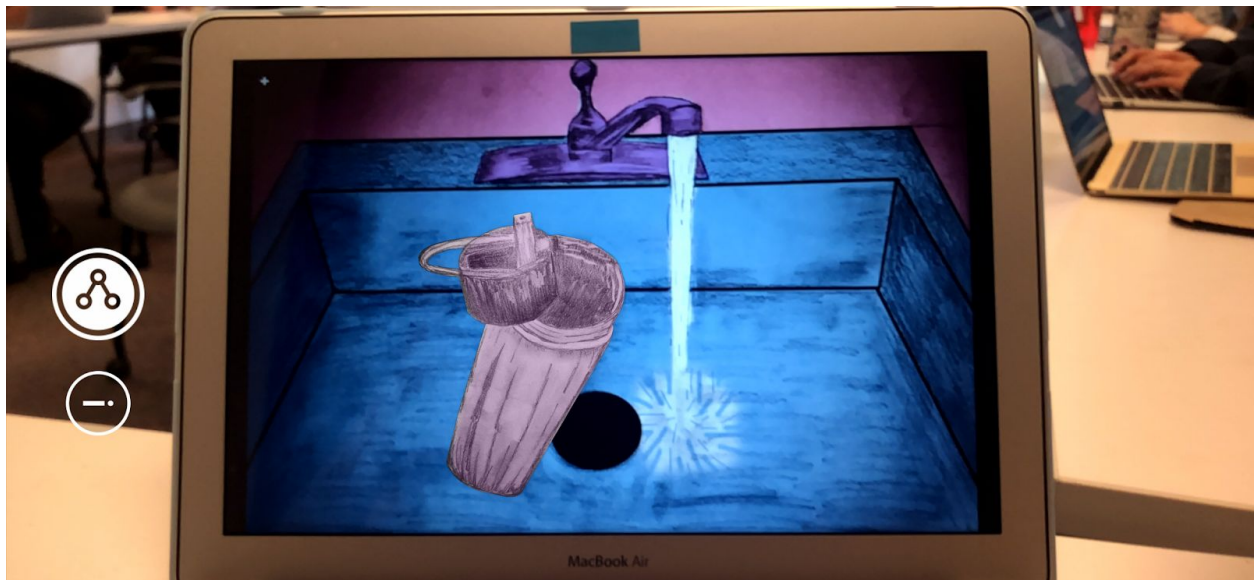
Assignment 3: The Designed Object, Place and Space, Augmented Reality

After studying the affordances and constraints of a water bottle and drawing the place where the water bottle is normally used as well as the location of my proposed public sculpture, I transformed these drawings into an augmented reality experience using a software called Artivive. I combined two of my drawings on top of each other within this software so that when my drawing is viewed through the Artivive app, my hidden drawing of the water bottle will appear. For my drawing of the sink where a water bottle is normally used, my drawing of a water bottle appears in the sink. For the drawing of the Reflecting Pool where my sculpture would be placed, my drawing of the upside-down water bottle sculpture appears over the water. These original interactive drawings, as well as screenshots of their results and creation can be found below.

Drawings that can be viewed through Artivive to become augmented reality drawings:



Results of the augmented reality as viewed through the Artivive software:



Creation of the augmented reality drawings through the Artivive software:

