A NOVEL DESIGN & NAVIGATION MECHANISM FOR AN AUGMENTED REALITY INTERFACE

BY
V. VIGNESH
CHINMAY D BHAGAT
KULDEEP PUROHIT
NIKKI KUMAR
AKSHAY J KULKARNI
INTRODUCTION

• What is Augmented Reality
• Aim of the Project
• Spatial interface
DESIGN OF THE INTERFACE

• We can go beyond the normal logical interfaces
• Use of the large space
• Normal physical working can be easily digitalized
• Multiuser and collaboration
• We propose an interface for the personal use
INTERFACE
ANALYSIS OF DESIGN

- Design of the interface should let the camera identify processes
- We can come out of prison cells for pixels
- Parallel processing
- Symbols, Tabs, Scrolling and Web Browsing
- Natural Interaction – Gestures, postures
USABILITY ANALYSIS

• Till now the analysis has been done with conventional methods
• Inquiry -- Operability, Effectiveness, Understandability and Aesthetics
• Inspection Methods
• Testing – functional testing methods
KEY FINDINGS

• Implementation of ideas for interface which are entirely different from the conventional interfaces
• This interaction includes user’s physical environment and hence his natural interaction
• More efficient interfaces for motor impairment people
FUTURE PLAN

• Moving from a fixed surface
• Industry
• Medical
• Personal

And here Sky is the limit for the ideas !!!
REFERENCES

• Assessing the Usability of Augmented Reality Systems *Nektarios N. Kostaras, Michalis N. Xenos*

• T3 Tabletop Toolkit  
  *Rapid Prototyping of High-Resolution and Remote Tabletop Applications* Philip Tuddenham (Cambridge University)

• Project LuminAR – MIT Media Lab