



Augmented Realities Offering New Realities to Space Travel



This project explores space travel through augmented realities

Audiences at art shows loves to capture every moment

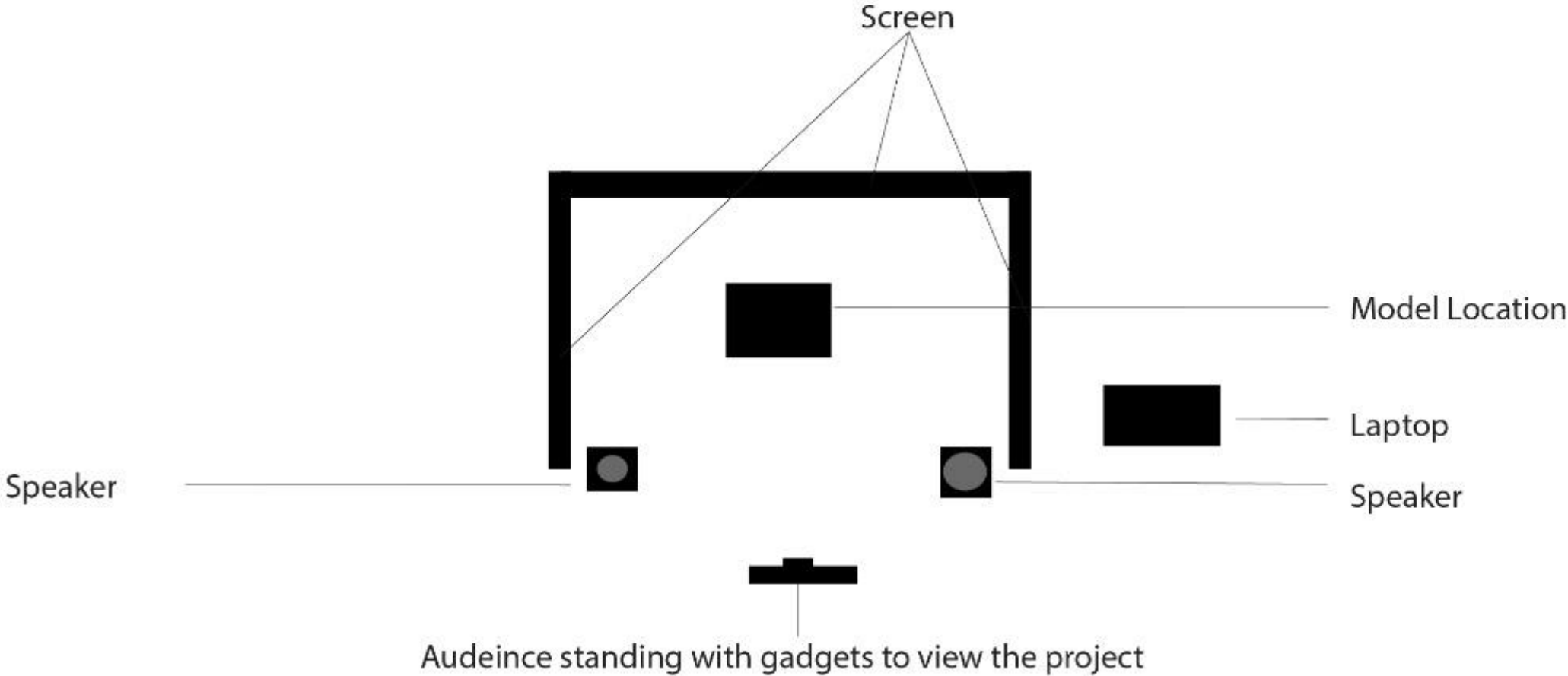
And in that process don't get to experience the event. To make them be part of the artwork and not miss any point. Their mobile devices will be used

During the art showcase for them to capture moments while looking at it through their devices.

I tend to use the university gallery space for this project.




Project plan out



First stage

When the audience walks to the artwork, all that will be seen is the model dressed




Like an astronaut in between the screens displaying space images.



Second stage

For the audience to interact the artwork they will have to use the camera of their




Gadgets to have the full immersive experience of the artwork with spawning space materials on the screen of the mobile device.



Third stage

When the camera of their gadgets interacts with the screen having the targeted AR



Images, the audience will begin to see the interactive part of the art work. Having space objects interacting in their mobile screens. Giving them the idea of how the space travel looks like.



Transitioning Levels



WHEN THE AR TARGETED IMAGE CHANGES TO THE ILLUSION THAT THE ASTRONAUT CHANGES LOCATION WITHIN THE SPACE THE OBJECTS SPAWNING ON THE MOBILE GADGETS ALSO CHANGES TO A RELEVANT OBJECT WITHIN THE NEW SPACE.

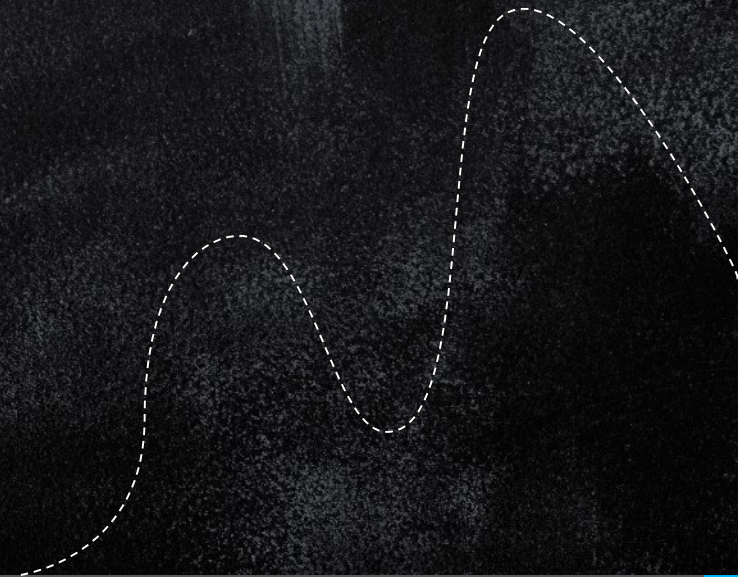


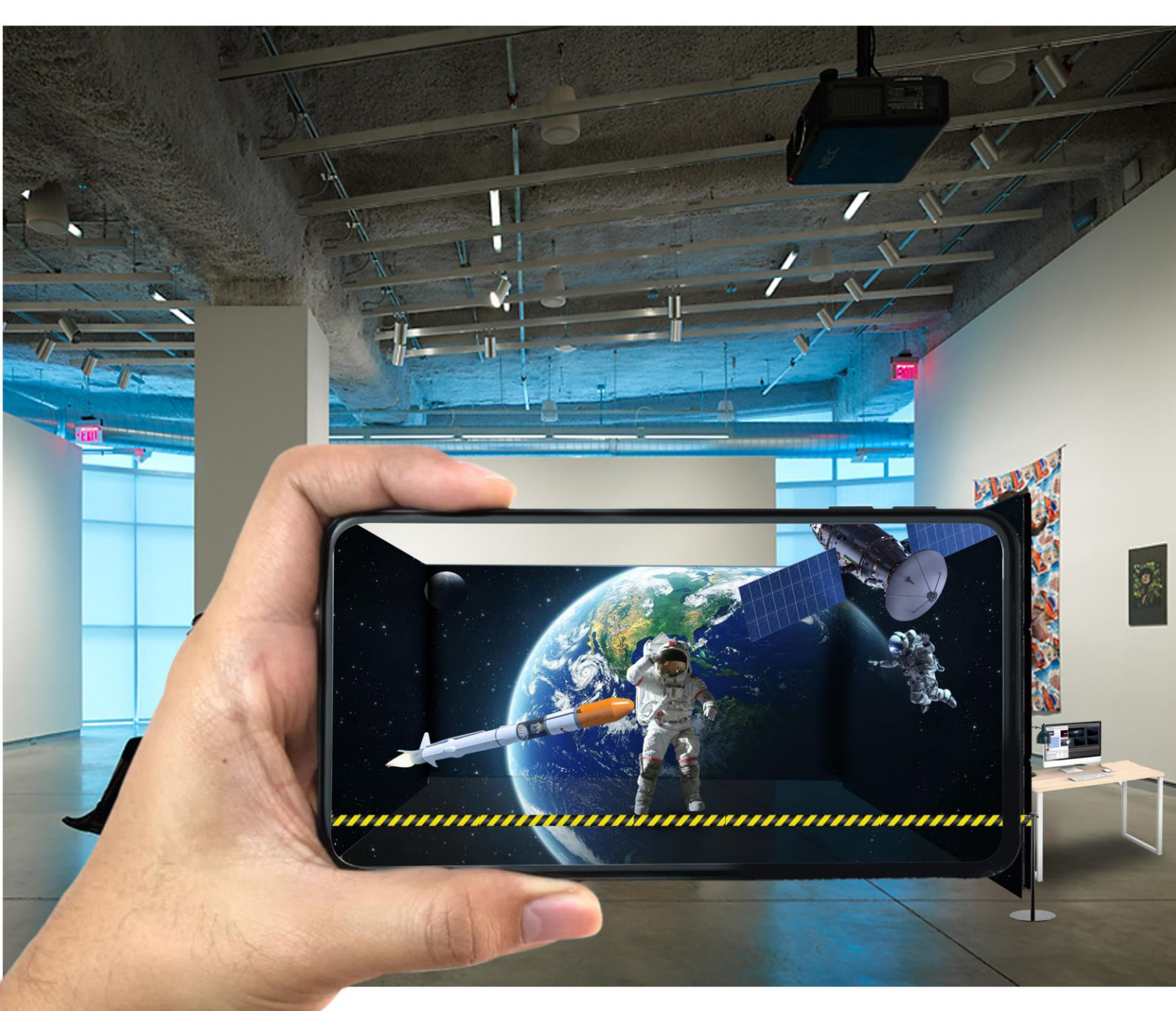
When the image on the screen changes



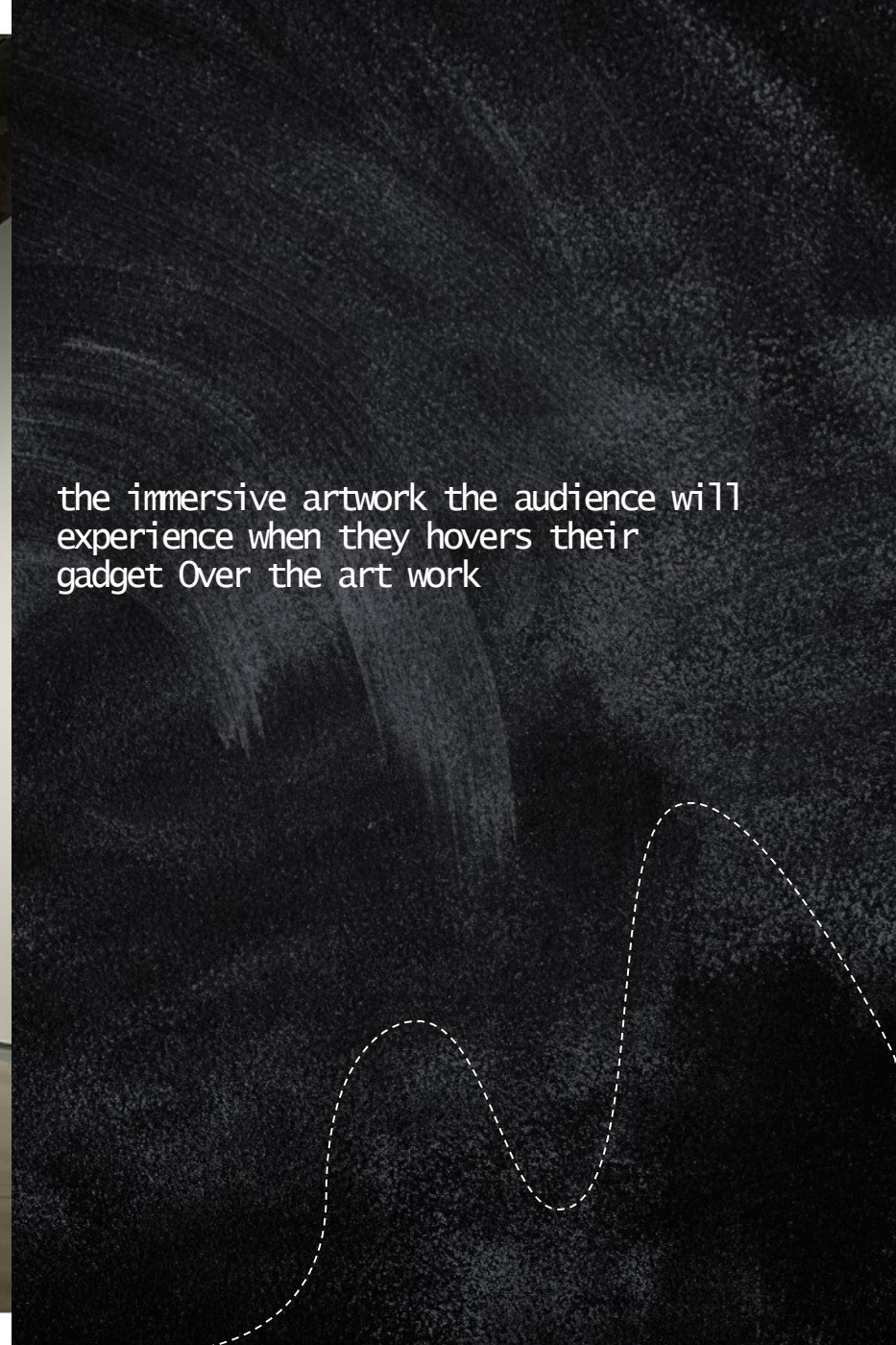


the audience hovers his gadget
Over the artwork objects spawning
Will be different from the previous
one





the immersive artwork the audience will experience when they hovers their gadget Over the art work





Thank You

