Building Interactive Systems
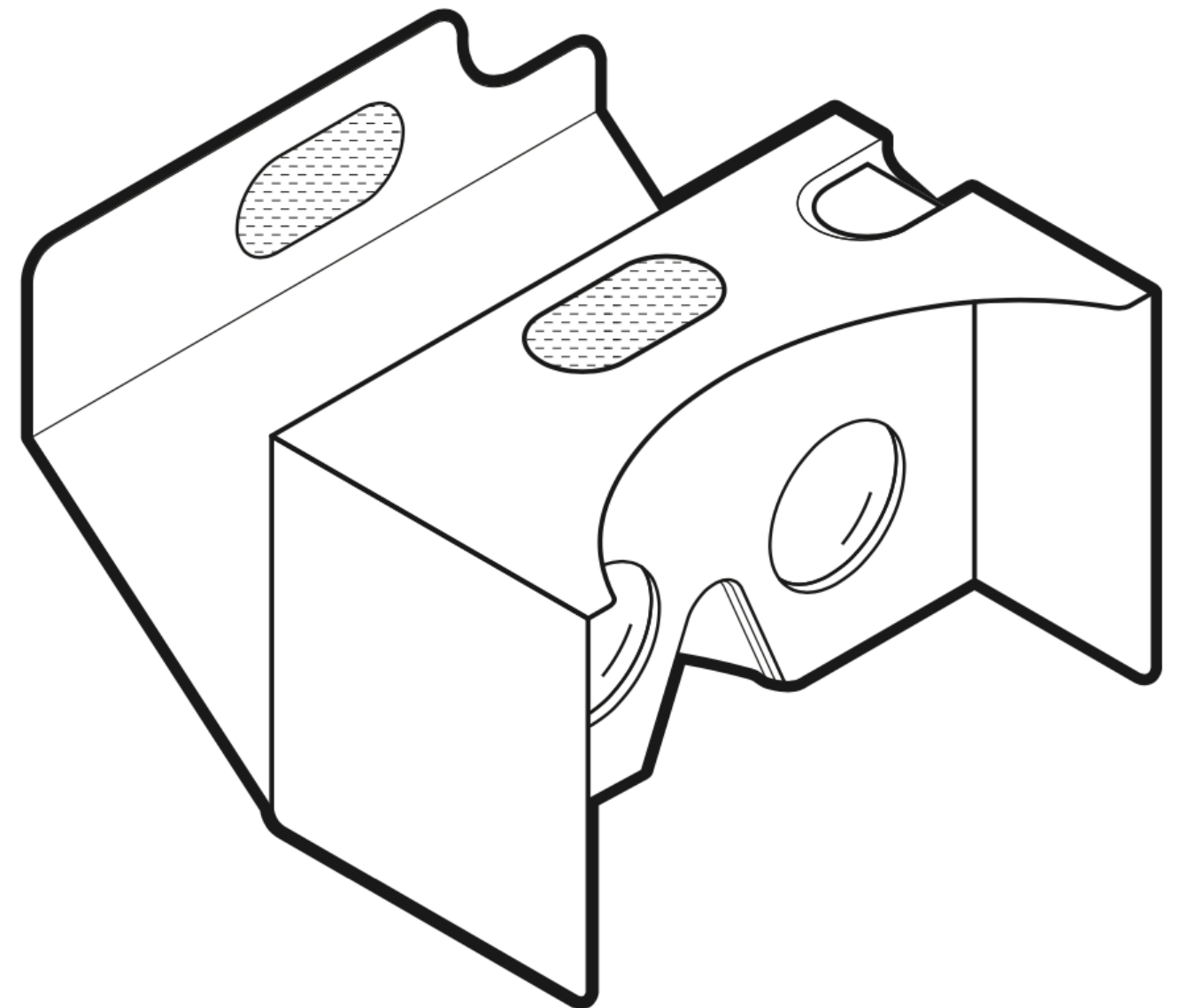
HACK 5

Professor Bilge Mutlu | Spring 2023

HACK 5: AR/VR representations

HACK Goal: *Explore visual representations using AR/VR technology*

1. **Step 1:** Identify spatial information needs

2. **Step 2:** Design visual representation

3. **Step 3:** Design user experience

4. **Step 4:** Prototype AR/VR representation

5. **Step 5:** Demo your prototype

Technology

→ [WebXR](#) — browser-based AR/VR rendering, mapping, etc.

→ React-based wrappers: [React Three Fiber](#), [Drei](#), [Viro](#)

    → [R3F Examples](#)

    → [Three.js and AR.js examples](#)

→ Cardboard VR headsets

Demo

Starter code

Timeline

Due date: May 3

MON	TUE	WED	THU	FRI	SAT	SUN
10	11	**Apr 12**	13	14	15	16
17	18	19 **HACK 4** Demo	20	21	22	23
24	25	26 **INTEGRATE** Demo	27	28	29	30
May 1	2	3 **HACK 5** Demo	4	5	6	7
8 **INTEGRATE** Papers Due	9	10	11	12	13	14