





## Session Learning Goals

#### **XR** Orientation

2D vs 3D Design

Levels of Immersion

What is XR? AR vs MR vs VR

Hardware Limitations

XR Technologies

#### **AR Use Cases**

Categories of AR

Cross Category Use Cases

Choosing an Approach

Emerging Technologies

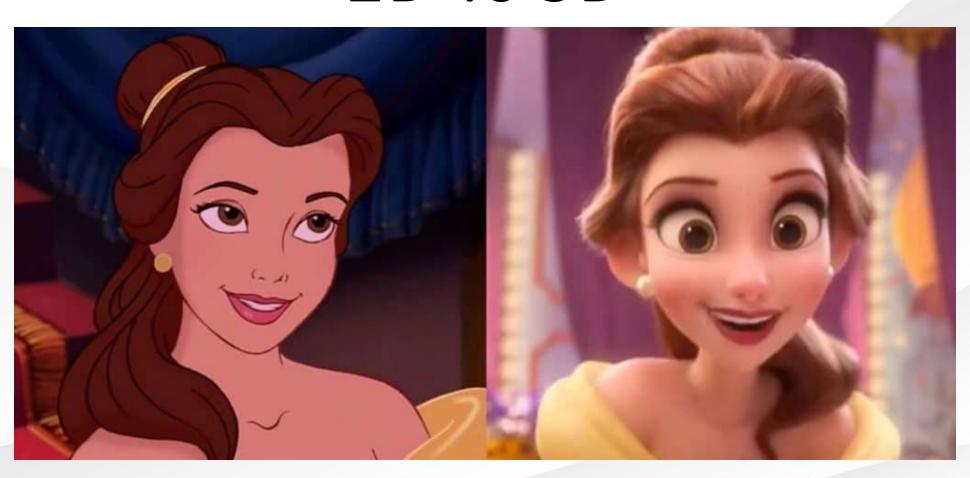
Q&A







## 2D vs 3D









### Low Immersion



### High Immersion





## XR – Extended Reality

AR: Augmented Reality

MR: Mixed Reality

VR: Virtual Reality







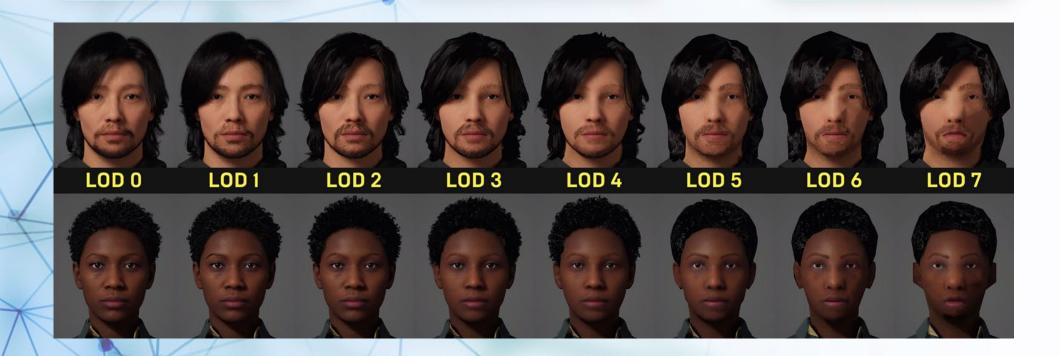


## XR Hardware Limitations

Expensive PC

Low-End PC

Mobile/Headset





### AR Devices

### Mobile **Headset**

Relatively Inexpensive Pros:

Larger Audience

Less Immersive

Limited Interactions

More Immersive

Hand Tracking (when supported)

More Expensive

Less Scalable



## AR Technologies



**Better Performance** 

**Greater Functionality** 

More Expensive

Smaller Audience

#### Web AR

Instantly Accessible

Wider Audience

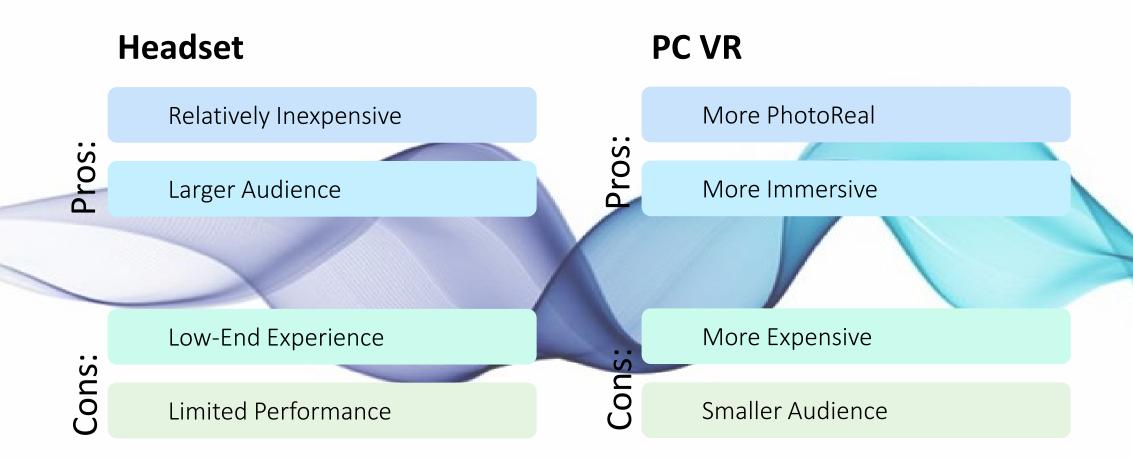
Less Performant

Bandwidth Dependant

Pros:



### VR Devices

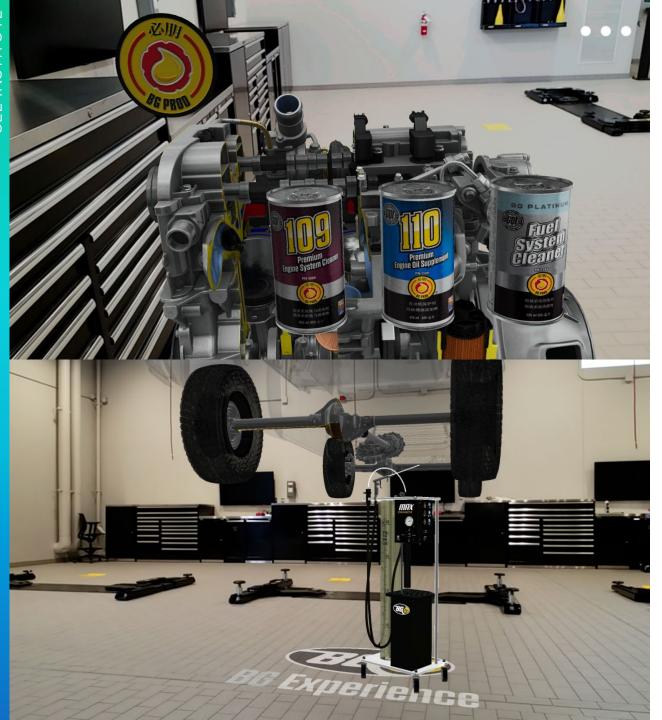






ARUSE Gases





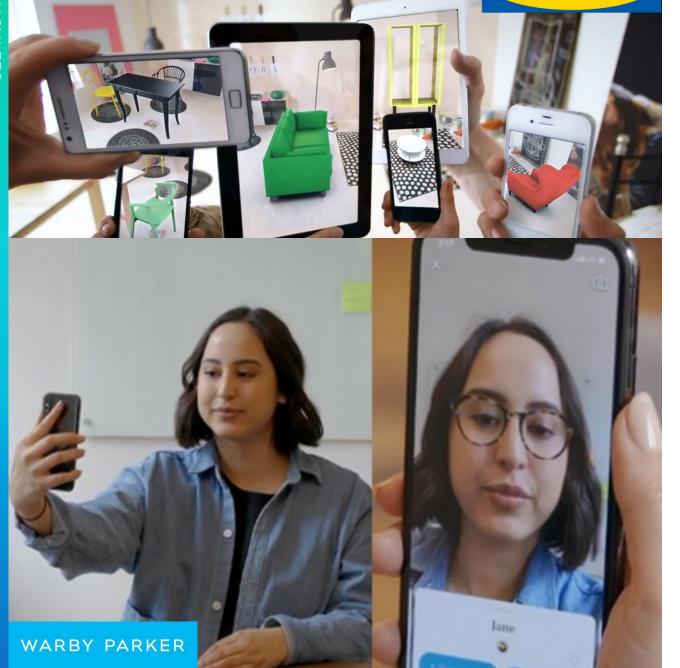
# Education





# Productivity





# Promotion





## Entertainment



## Cross Category XR

Education

**Productivity** 

**Promotion** 

**Entertainment** 



## Cross Category XR

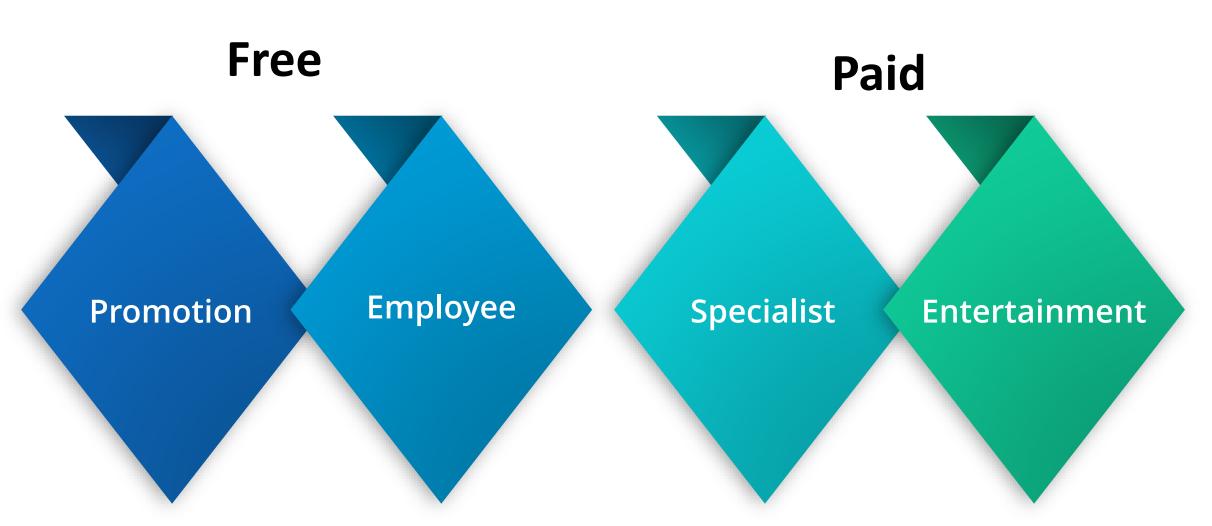
App-Based AR PC VR Web AR **Headset VR** 







## Audience





## Project Budget/Scope

Small Budget

**Big Budget** 

**Short Time** 

**Ample Time** 



## Logistical Challenges

**UX** Design

**Asset Creation** 

Development

Maintenance

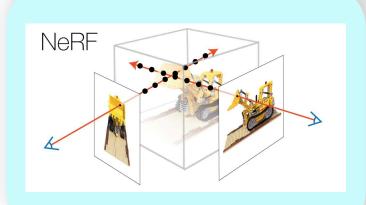


## Technologies to Watch

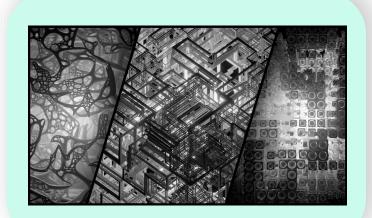
Photogrammetry



NeRfs: Neutral Radiance Fields



Generative Al









## Closing Thoughts

# North to the Night

A Year in the Arctic Circle



Q&A



### Reed Morgan

reedmrgn@gmail.com

linkedin.com/in/reed-andrew-morgan