The Design Evolution of LuminAR: A Compact and Kinetic Projected Augmented Reality Interface

Abstract
LuminAR is a new form factor for a compact and kinetic projected augmented reality interface. This video presents the design evolution iterations of the LuminAR prototypes. In this video we document LuminAR’s design process, hardware and software implementation and demonstrate new kinetic interaction techniques. The work presented is motivated through a set of applications that explore scenarios for interactive and kinetic projected augmented reality interfaces. It also opens the door for further explorations of kinetic interaction and promotes the adoption of projected augmented reality as a commonplace user interface modality.

Author Keywords
Augmented Reality; Kinetic Interfaces; Tangible Computing

ACM Classification Keywords
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