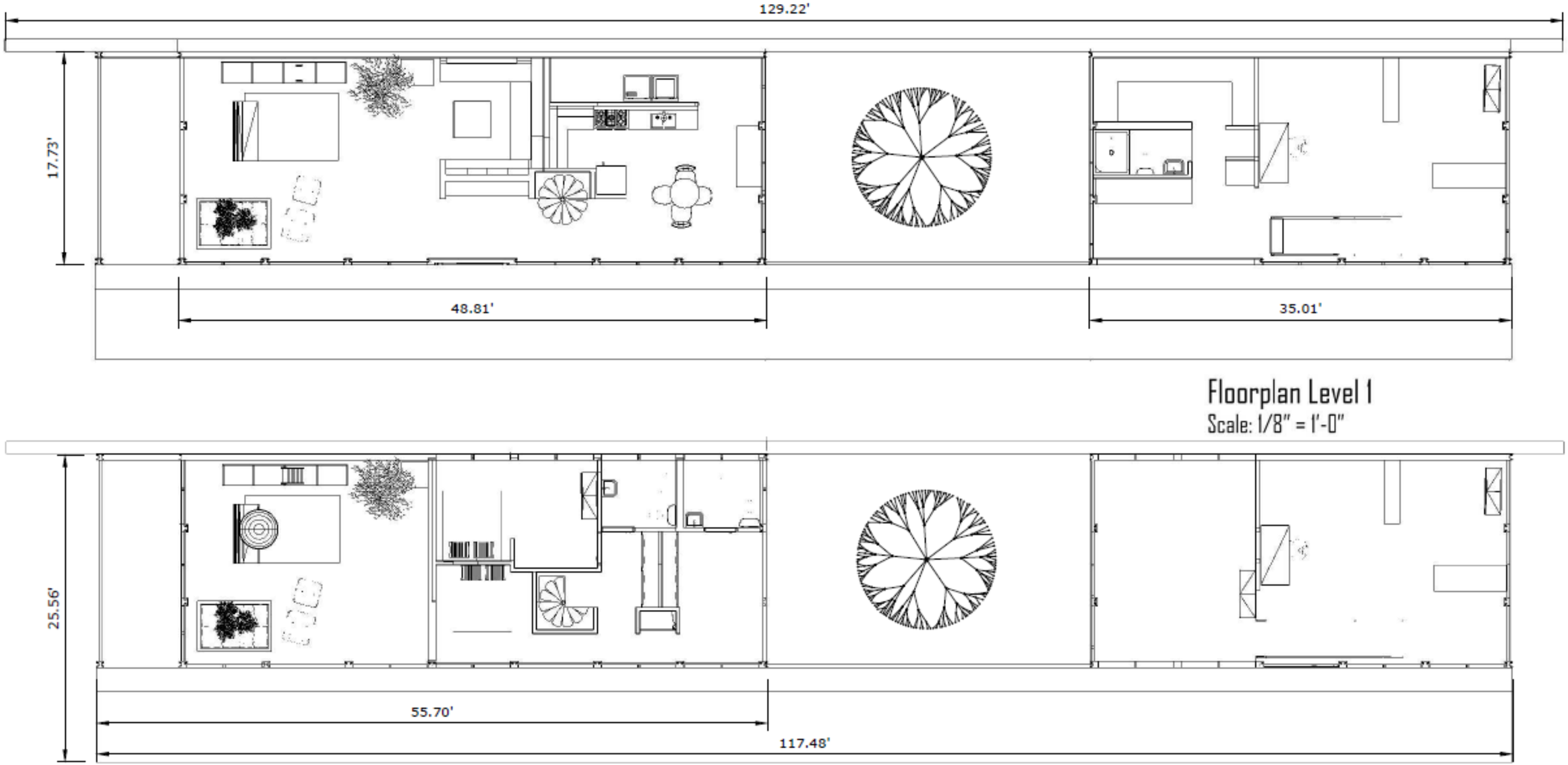
DHM 3173| PROJECT 1 | STUDENT WORK | 3D MODELING

Eames House

By Ray and Charles Eames



Floorplan Level 1
Scale: 1/8" = 1'-0"

Floorplan Level 2
Scale: 1/8" = 1'-0"

Rylie Davidson DHM 3173

Eames House

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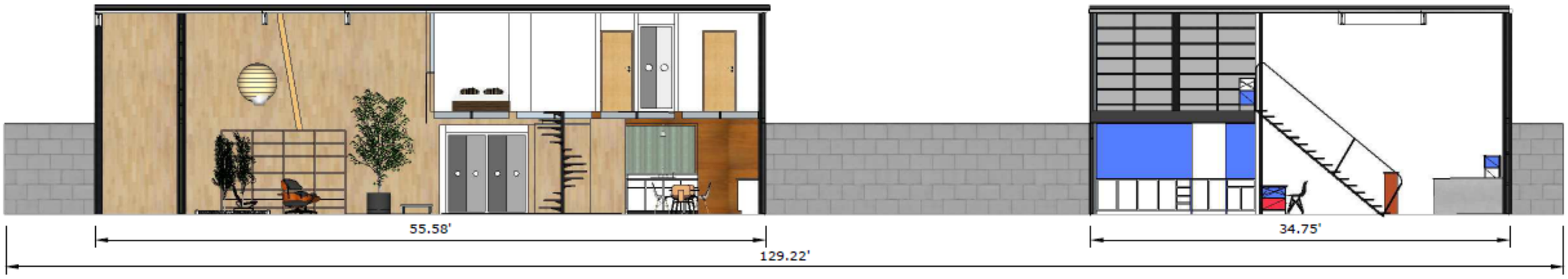
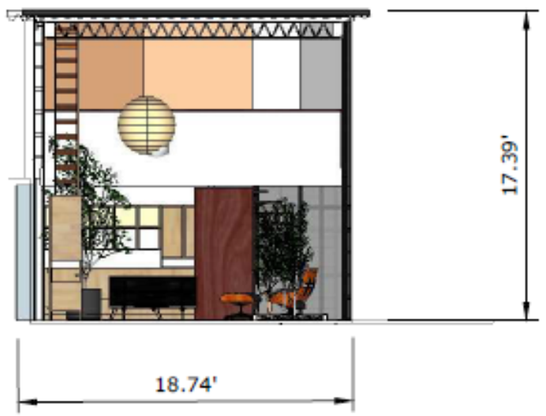


Longitudinal Section
Scale: 1/8" = 1'-0"



Latitudinal Section
Scale: 1/8" = 1'-0"

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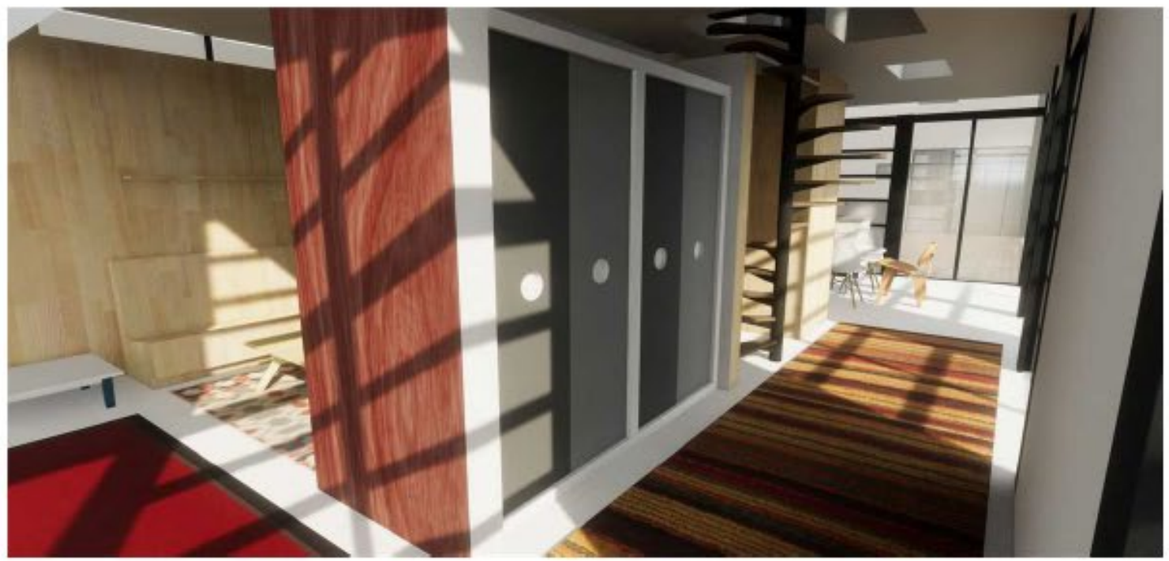
Enscape Perspective

V-Ray Perspective



Enscape Perspective

V-Ray Perspective

Rylie Davidson DHM 3173

Evaluating User Experience in a custom-made Augmented Reality Application.

Faculty advisor Tilanka Chandrasekera, College of Human Sciences, Oklahoma State University

Craig Baron, Mario Bocanegra, Do Kim, Riva Nayaju
Department of Art, Graphic Design, & Art History

Background

Augmented reality (AR) entails overlaying the real world with information from computer-generated displays. AR has the potential to change the way users get information but the information needs to be visually appealing and easy to use. The software used in developing this AR application was Unity 3D, 3DS Max, Vuforia and Adobe Illustrator. When a user points their device at the marker the augmented reality interface will be shown. The user can then use an AR button that will change the information being displayed. This application is focusing on different buildings on the Oklahoma State University campus which will provide pertinent information to the user. The information on the interface will include the events in that particular building, the building's history, calendar and other relevant information. The user's device will have to focus on a specific target image (*marker*) to get to the information. The user experience will be gauged on established questionnaires such as the Technology Acceptance Model questionnaire and the NASA TLX questionnaire to determine users satisfaction using the application.

Methods

Subjects were convenience sampled, briefly told about the study, signed a consent form and then given a Samsung tablet running the Vuforia application and asked to interact with it. They were told that the buttons on the marker would change the information being displayed. The subjects were told that they would be taking a survey on how they liked using the application, the usefulness of the information and the design of the application such as readability and colors.

Findings

Regression analysis showed that there is a positive moderate significant correlation between the perceived appearance of the app and satisfaction (Table 1).

Regression analysis showed that there is a positive strong significant correlation between the perceived ease of use of the app and intention to use in the future (Table 2)..

92% of the participants agreed that the text on the app was readable.

84% of the participants agreed that the colors on the app were visually pleasing.

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate
1	.642[a]	.416	.401	.88784

a. Predictors: (Constant), Appearance

Table 1

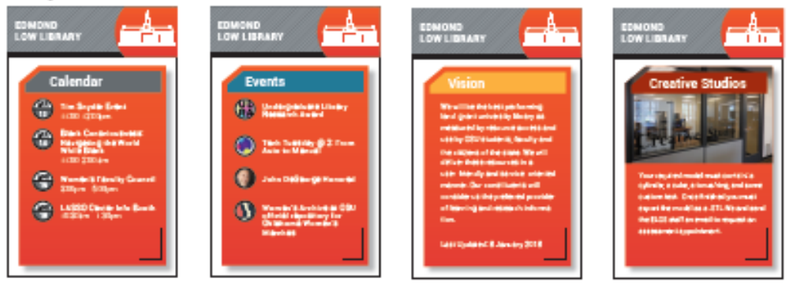
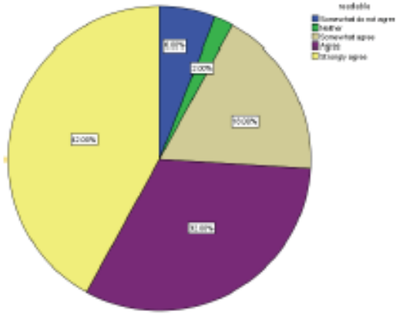
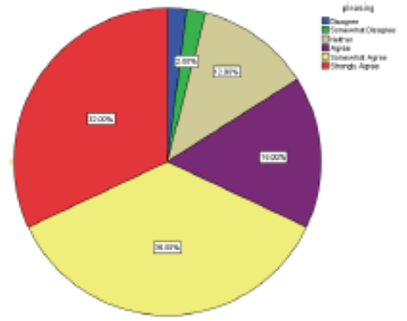
Model	R	R Square	Adjusted R Square	Std. Error of the Estimate
1	.783[a]	.628	.621	.30212

a. Predictors: (Constant), EaseofUse

Table 2

Testing marker with the Edmon Low icon

Design of the AR screen



Testing marker with a picture with OSU Logo