Spacedesign: A Mixed Reality Workspace for Aesthetics
M. Fiorentino, R. de Amicis, G. Monno, and...

A car body is realized in Spacedesign using 3D devices and VR/AR visualization.

Industrial Design

User interacts with car model on tracking platform.

Alternative Tools for Tangible Interaction: A Usability Evaluation
M. Fjeld, S. G. Schär, D. Signorello, and H. Krueger

Design and assessment of a car roof in Augmenting Reality.

Aesthetic evaluation of a rapid prototype in Augmenting Reality.

Figure 1. System set-up with a typical situation of use: charging the Gripper with an element from the booklet (left). The platform (right) holds an unsaturated atom, with which a binding with the charged atom may be triggered.