



AR App Research

By: Horacio Valdes

AVO!

[Video](#)



- Interactive AR story game. Story of Billie, a young inventor and the avocado she brought to life

Affordances

Constraints

Player can have an AR pet avocado

More of a story than an AR experience

First two episodes are free

Game is not really played with the phone's camera

Interesting story

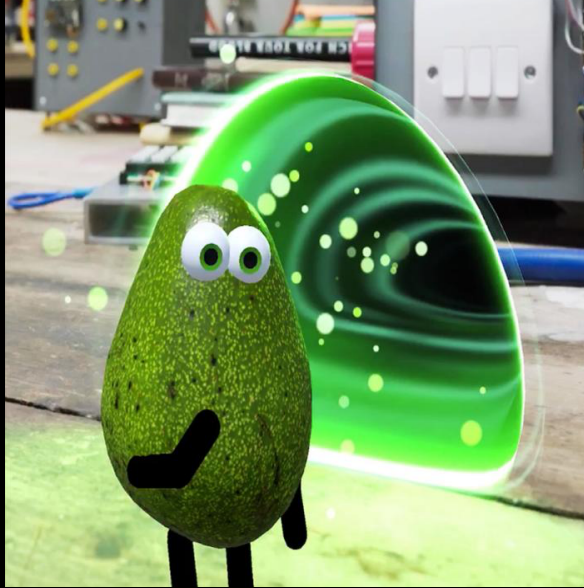
Can't finish the game without in-app purchases

Portable since player doesn't have to use the camera to play

Battery life – took about 20% of battery while playing

Constraints of AR like shiny floors don't affect core gameplay since the story doesn't use the camera

Only available on the iOS App Store



Angry Birds AR



[Video](#)

Affordances

Combines real world to the world of Angry Birds

Makes it more interactive (First Person)

Available for iOS and Android

Constraints

Distracting if used in the public

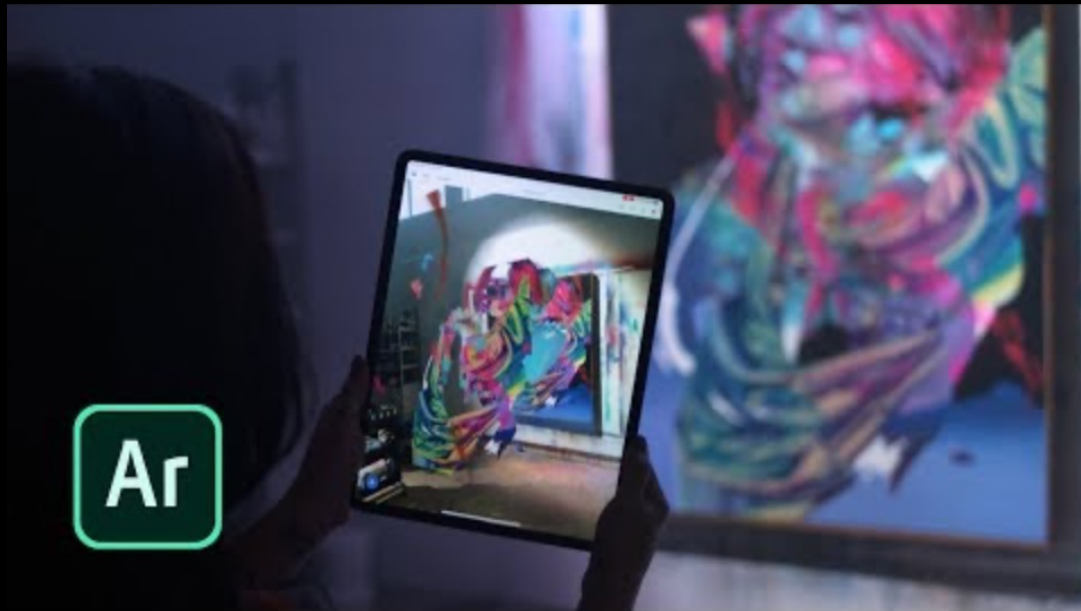
Laggy on iPhone 7 plus

Not playable on shiny surfaces



Adobe Aero (Personal Choice)

- “Design and share augmented reality experiences using assets you’ve created in Adobe Photoshop, Illustrator, and more. With Adobe Aero, you can blur the lines between the physical and digital worlds — no complex coding required” (Adobe)



[Video](#)

Affordances	Constraints
Artwork cast shadows on objects as if they were real.	Illustrator files must be converted to photoshop
“Unlimited playing field” since users can place their artwork anywhere.	Compatibility (iPhone 8 or newer)
“Portable” users can create artwork on Photoshop and Illustrator and exhibit them anywhere they like.	Only available for iOS
Easy to share	Constrained to the size of the users' screen
Updateable	Might not feel as a real as a physical art piece.



Sources

- <https://www.instagram.com/p/B8JjV6eH8jV/>
- <https://www.instagram.com/p/B7-zso2n3lY/>
- <https://www.youtube.com/watch?v=5Fuy-PgEdFY>
- <https://www.youtube.com/watch?v=NzsRtkZoXvc>