



Repair Tasks Assisted By Augmented Reality Application

The Problem:

A national company approached us about providing an augmented reality experience for their viewers for a proposed residential construction show. They wanted to be able to allow viewers to interact with specific aspects of the show as well as access training material for common repair tasks centered around residential bathrooms.

The Solution:

We built mobile and Microsoft Hololens based applications that allowed the user to deconstruct a residential toilet and walk through repairs for various problems that could occur. The application would allow the user to remove and rotate parts in space and access detailed information about what the component is and what it does within the unit. The user is able to access walk-through materials on a set of common problems that will assist them in a step-by-step repair of issues like a bad flap or a leaking valve.

Current state:

Review of Application within Organization.

Proposed Product:

Expansion of the current concept to include other rooms within the home and expansion to issues outside of the home as demand grows. Also proposed is a tablet version of the application to enhance the user experience on a consumer level.

Cleaned images from original app comps:

Note, the following images are mockups from the original proposal. Images of the final application are protected by an NDA with our client.



