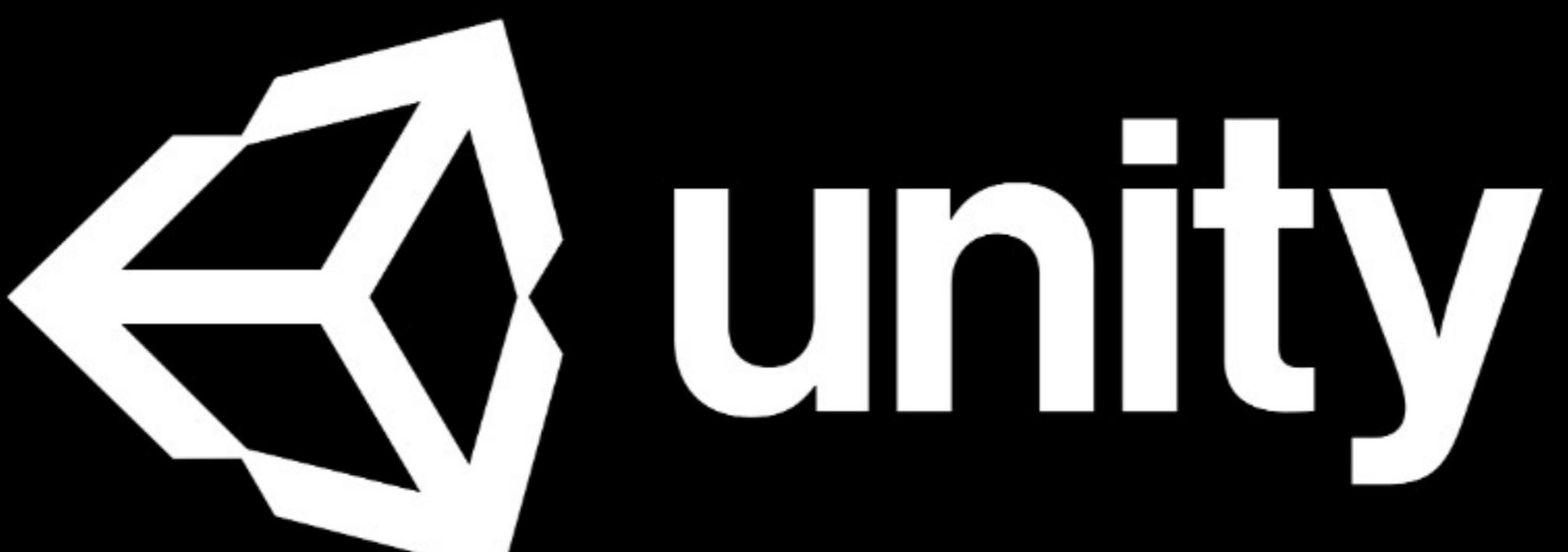
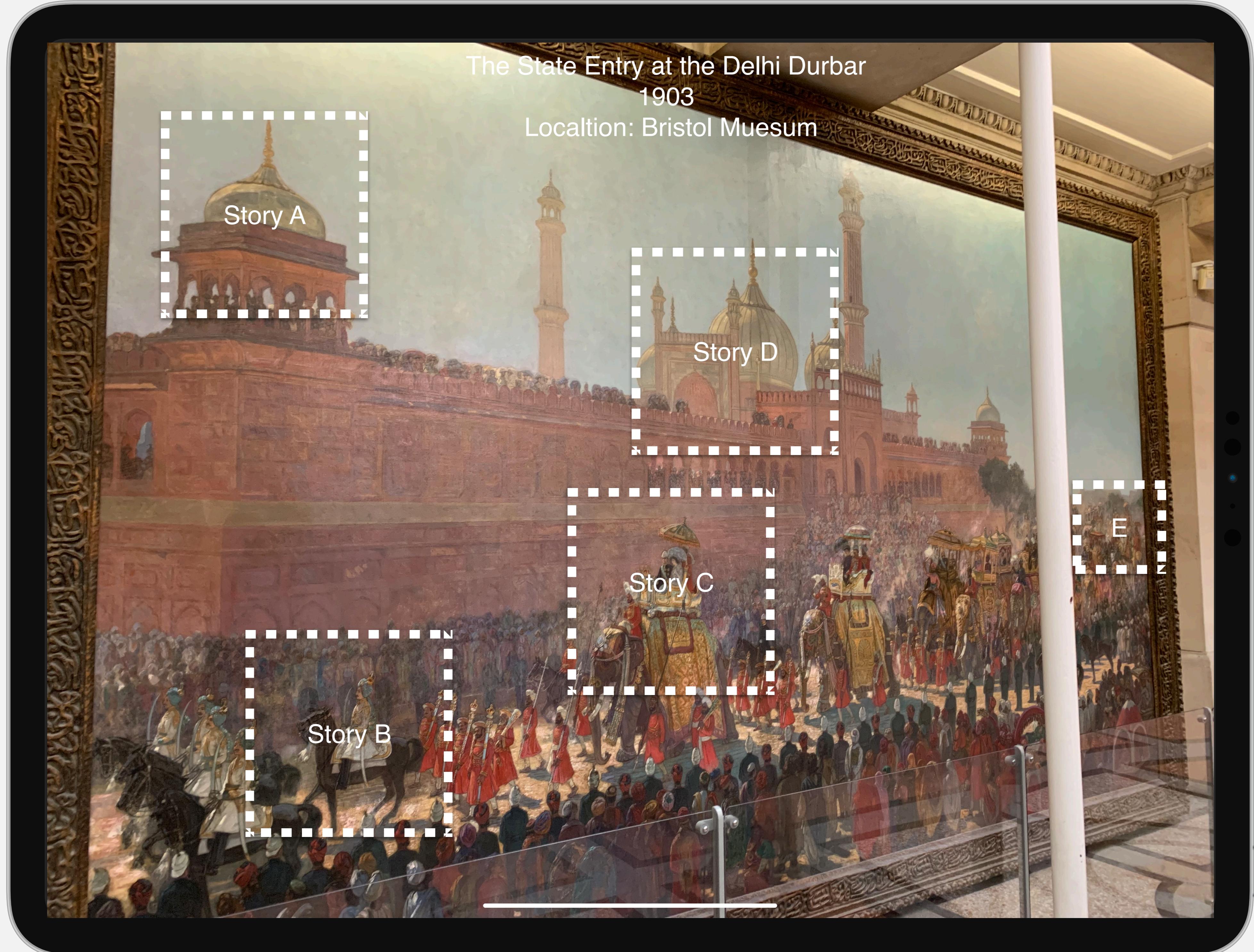


Shared Histories: Decoding Complexity

Made with

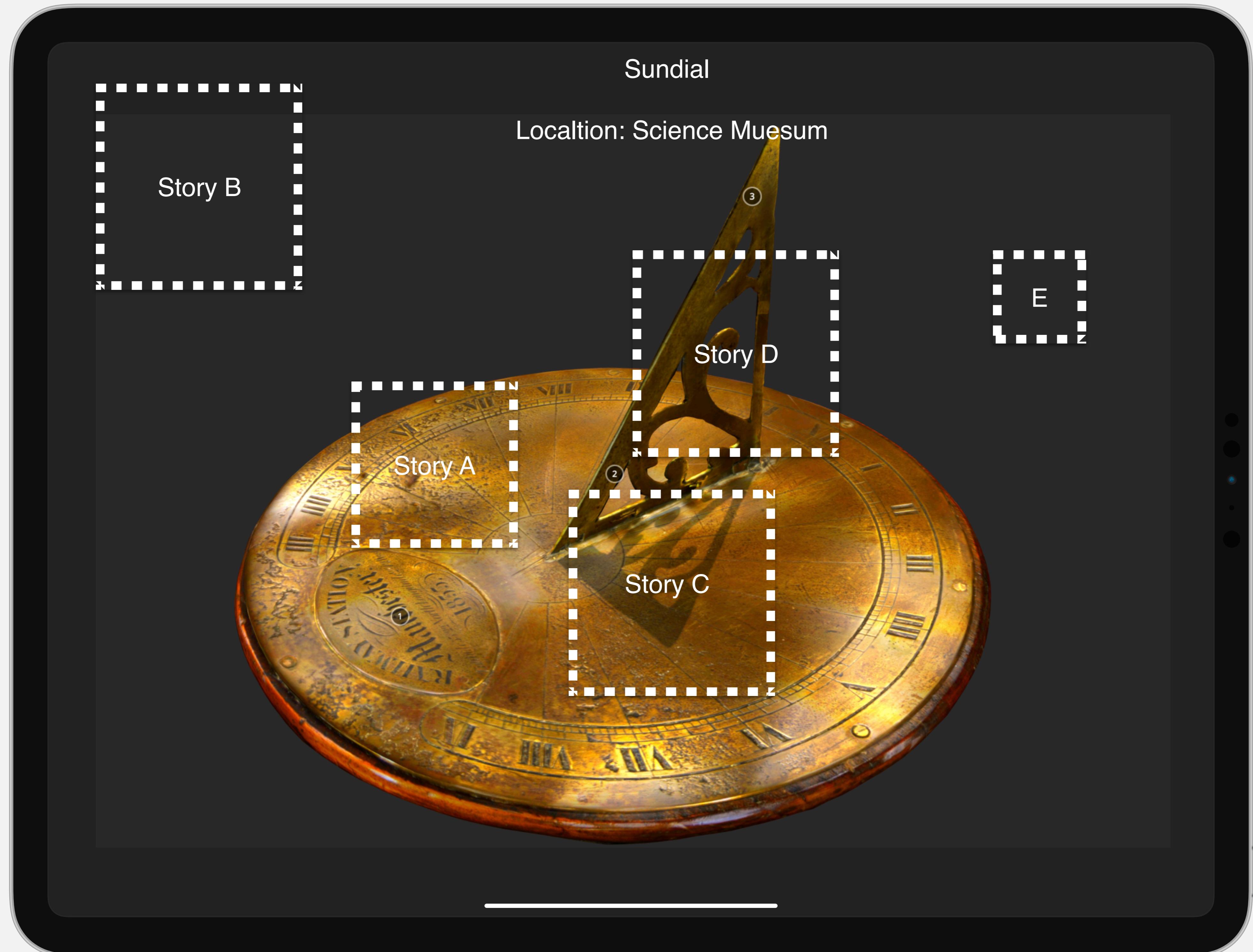


User points device at 2D Trigger and is prompted to access stories mapped to the trigger



Stories can be highlighted in AR using simple tiggers, images, video or 3D objects

User points device at 3D Trigger and is prompted to access stories mapped to the trigger



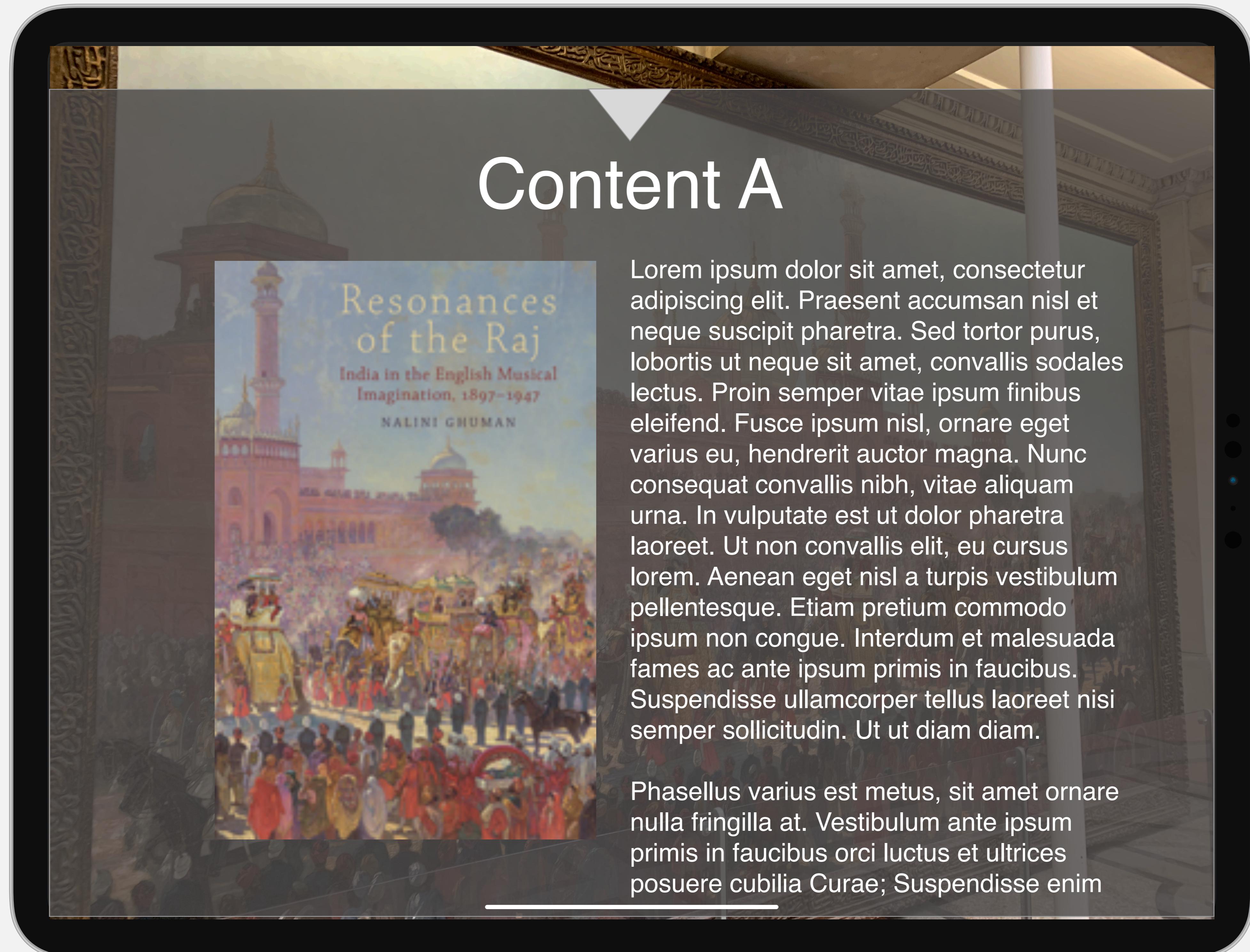
Stories can be mapped in the 3D space around the object

User points device at Location Trigger and is prompted to access stories mapped to the trigger



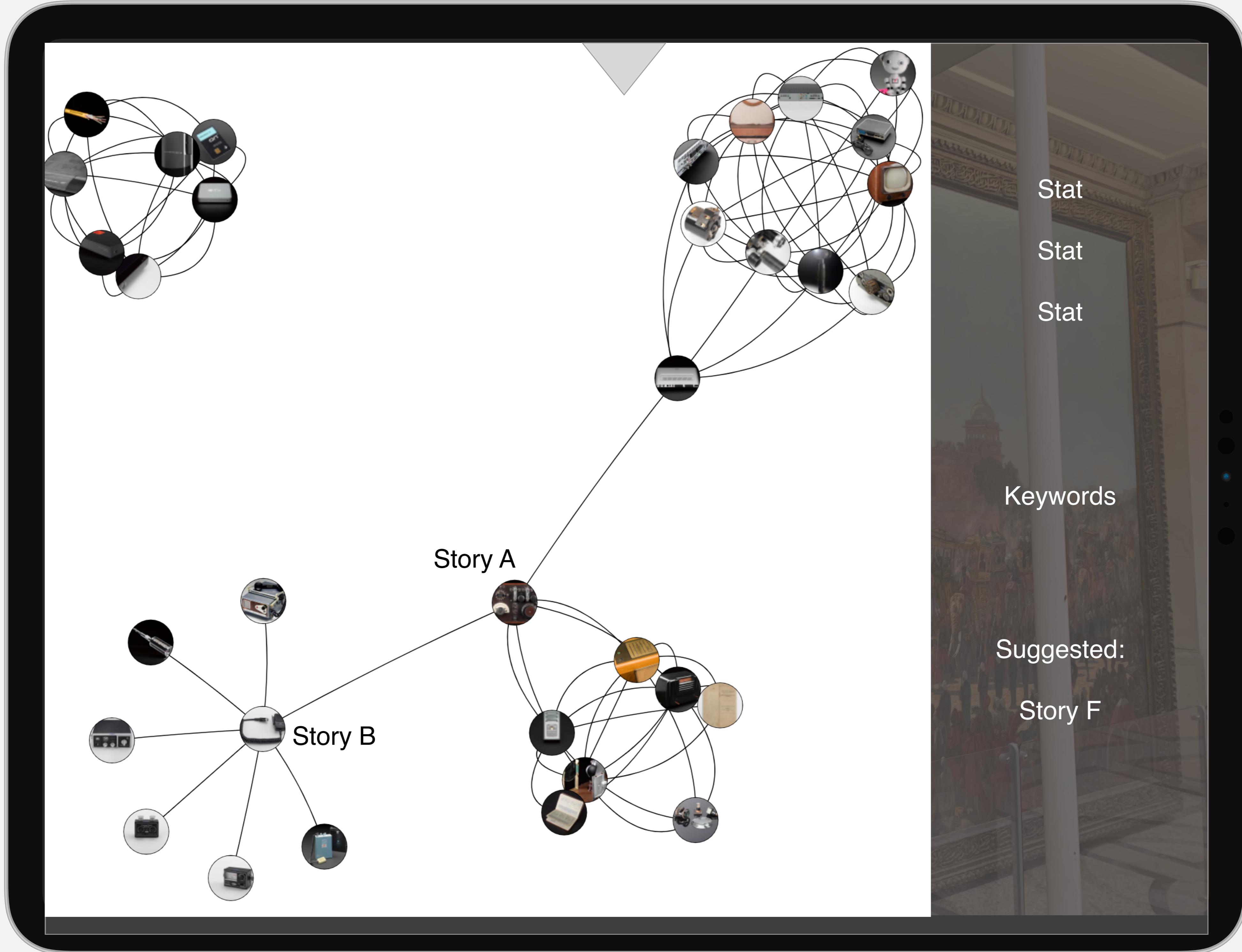
Stories can be mapped in the compass space around the object

Content screen slides up from the bottom, user can scroll and explore multimedia.



User can swipe/tap the window away. As the user scrolls down the images change, fading into one another. If the user chooses sound the text will scroll automatically or they can choose to just have the images.

At the end of the content the newtork screen fades into view, revealing this stories's place in the network.



The user can then explore this view as a map and connect through to additonal object and stories.
Relevant data and statistics is displayed on the right hand side.