

Elevate AR

creates an
embodied gallery
experience — setting
curated stories
from artists across the
globe against the
familiar rhythms of
your own
environment.

Narrative

“...We take the time to share stories with each other, we get bigger inside, we see each other, we recognize our kinship — we change the world, one story at a time...”

Richard Wagamese

storyteller, author, journalist

Wabaseemoong Independent Nations

Experiential storytelling sits at the heart of our project.

Ask us about:

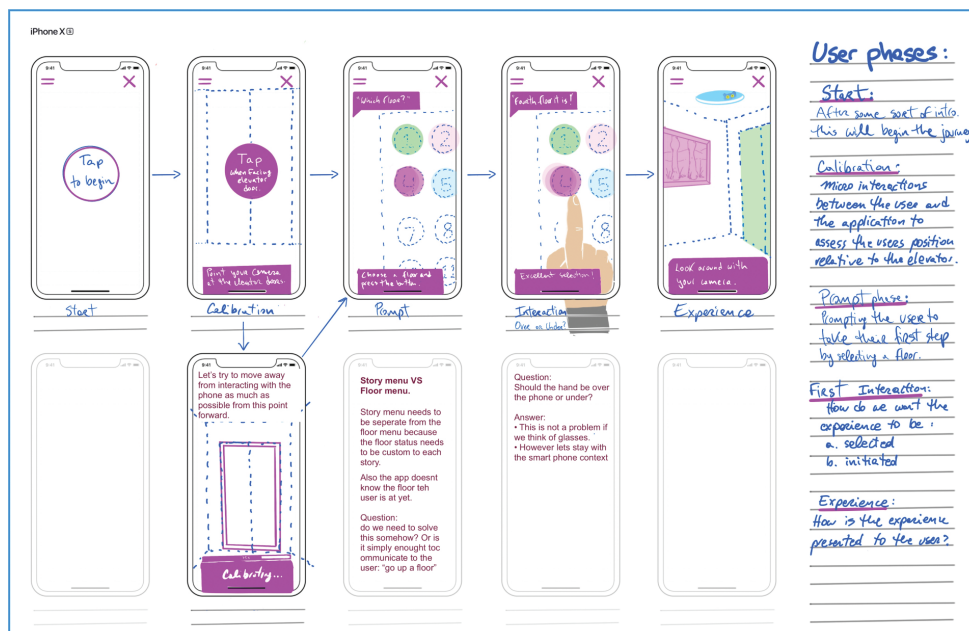
- the power of AR to generate **empathy**
- the **unique possibilities** (and constraints) for embodied narrative in AR
- our discussions with **Dasha Kittredge**, a Creative Director for XR spaces
- the **strange serendipities** that can arise when blurring the digital and the “real”

Design

Product and experience design need to consider the tech *and* the human.

Ask us about:

- the nuances of the **onboarding process**
- designing for phone-based AR now, while thinking about the implications of **wearable AR** in the near future
- issues of **safety and consent** in designing for shared physical/digital spaces
- adapting to **different elevators & buildings**



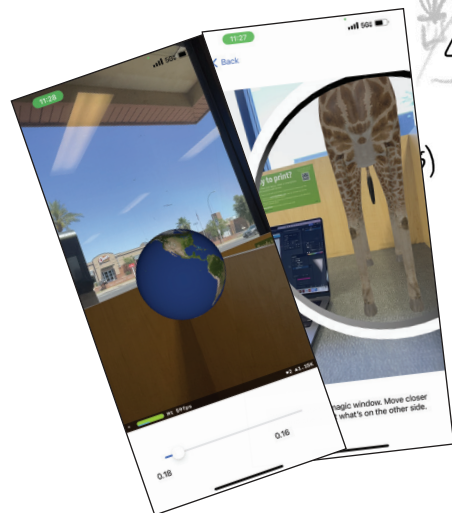
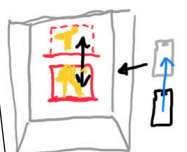
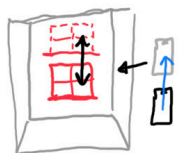
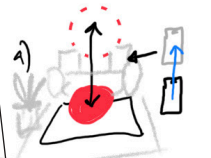
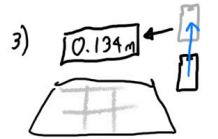
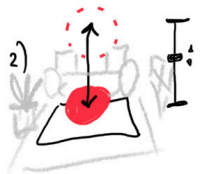
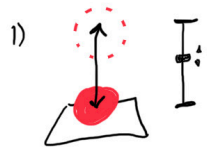
Engineering

The technical challenges of this project have been wide-ranging.

Ask us about:

- “**The pie problem**” and bending the rules of AR frameworks
- all the ways that device sensors work **in an elevator** — or don’t
- our **current roadblocks**, and plans for next steps
- future possibilities — including **Machine Learning** for image recognition and robotics learnings to smooth out the data.
- our discussions with **David Harris**, an artist focused on mechanical computing.

DEV
Series of 6 specific projects



Elevate AR Team



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