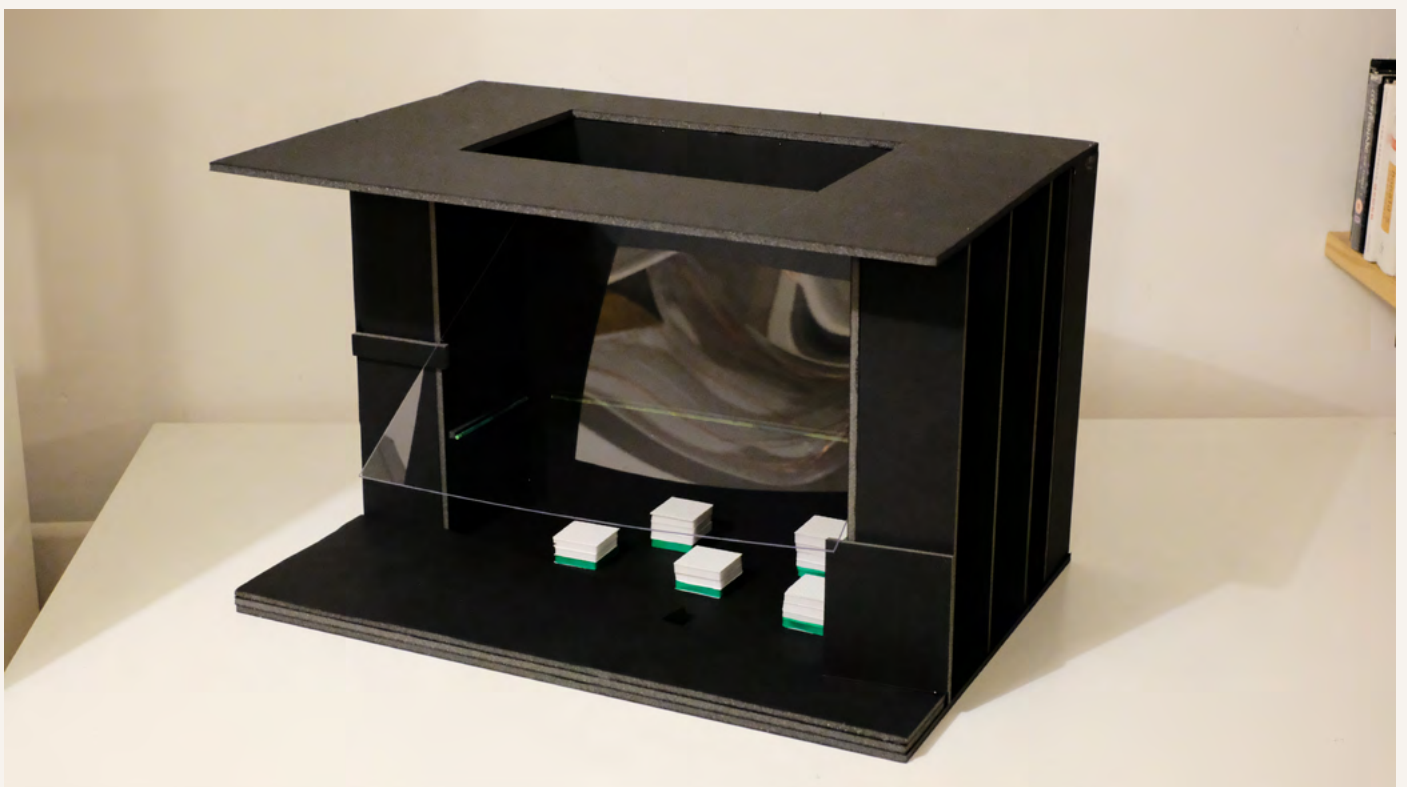
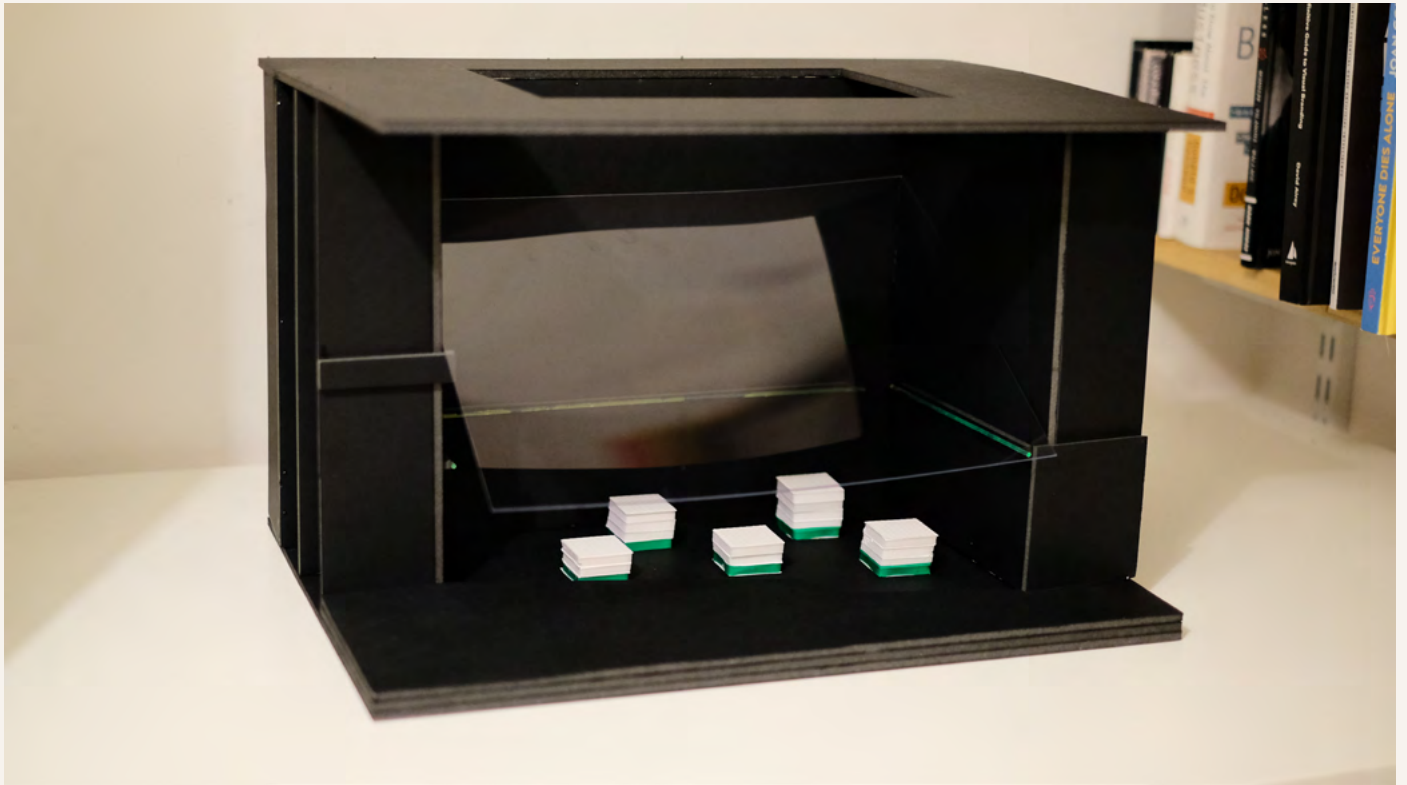


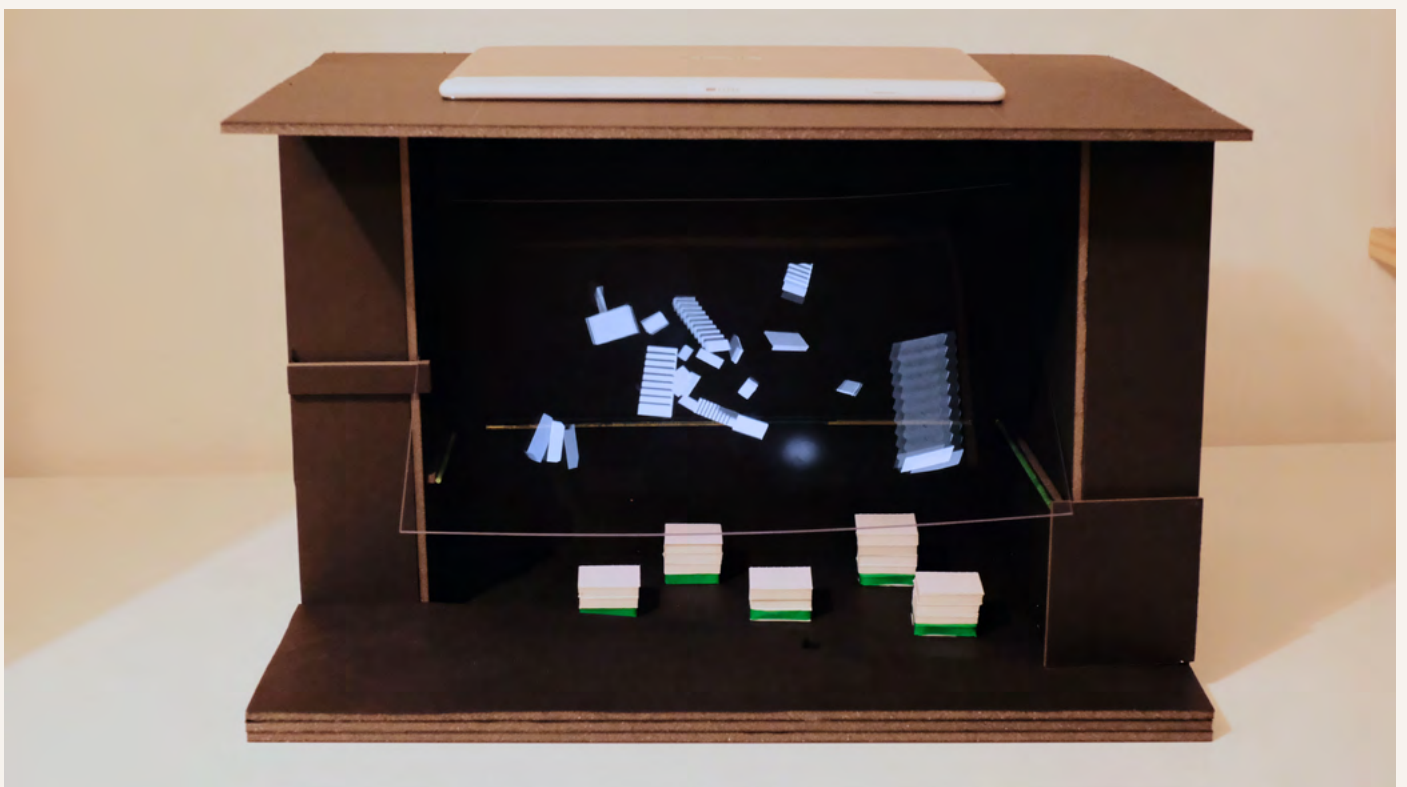
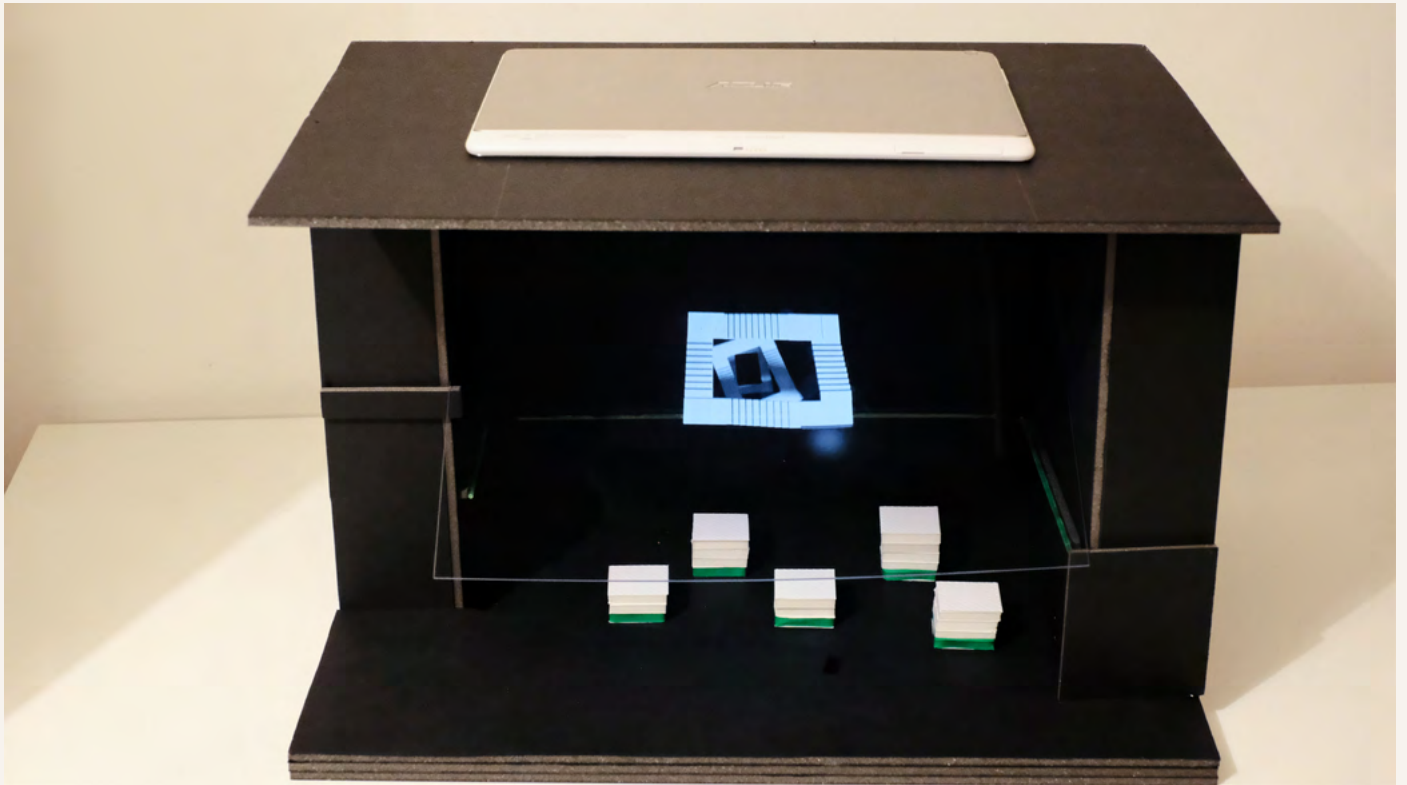
Arianna Cerroni
Student No: 2023698

Development, Element 3: Model

Final Model



Final Model & Holograms



Prototyping Phase

In this phase, I first tested whether it was possible to achieve a reasonably decent quality holographic projection without using powerful projectors, mesh and smoke machines.

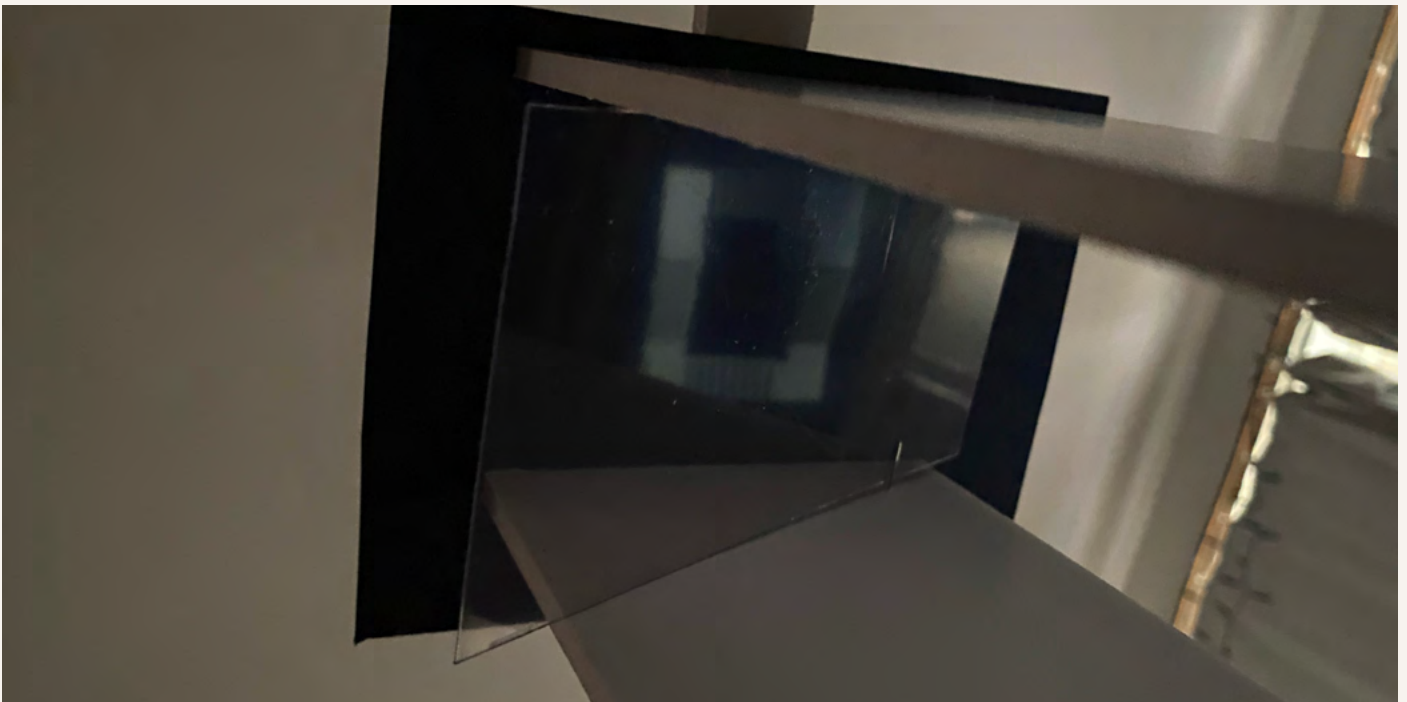
After achieving then, I started researching and testing different angles to find the best way of projecting for this particular project.



Prototyping Phase

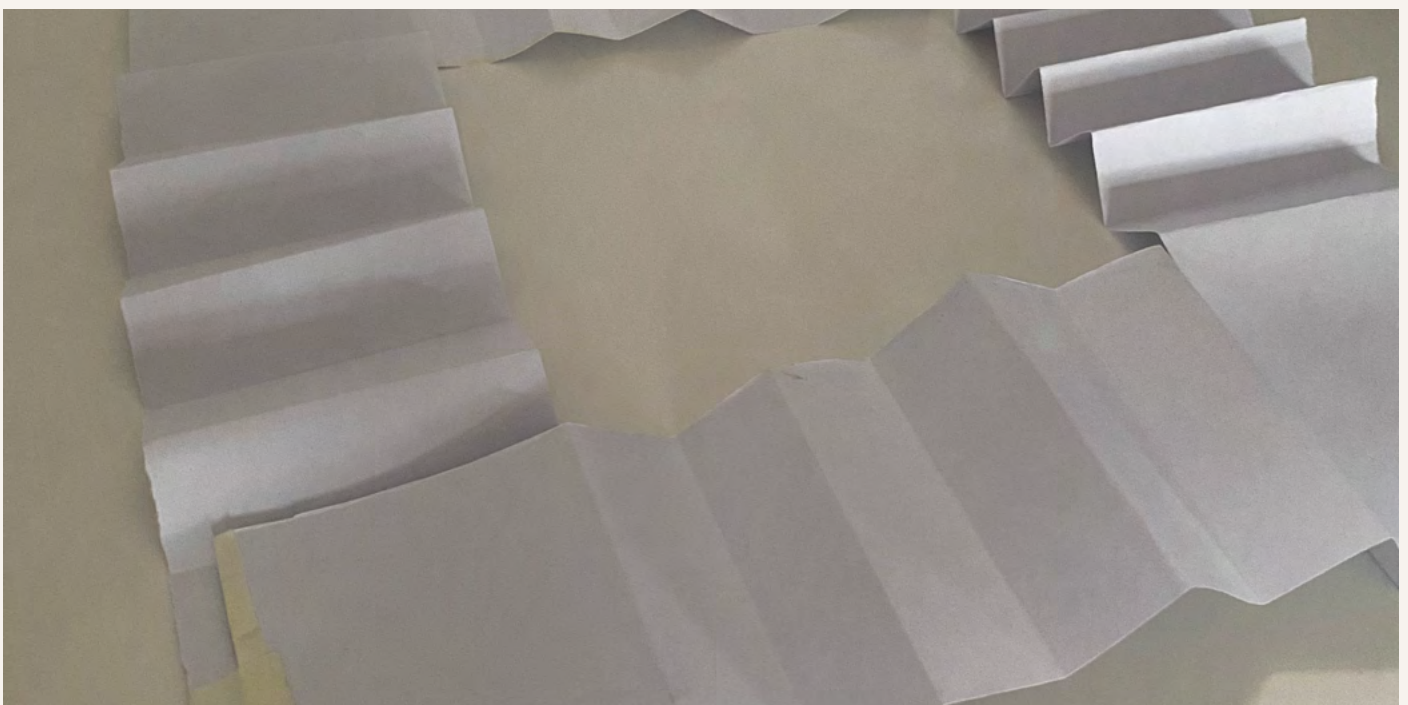
In this phase, I first tested whether it was possible to achieve a reasonably decent quality holographic projection without using powerful projectors, mesh and smoke machines.

After achieving then, I started researching and testing different angles to find the best way of projecting for this particular project.



Prototyping Phase

As I was having troubles with my animation flow, I started researching endless stairs physically by using folded paper.



Prototyping Phase

After I found the best projection angle, I also started sketching and testing my final model structure, to ensure it would support the weight of my tablet - which is what I am using to project my hologram.

