



AR flashlight

Innovation > Publishing & Media > Headset-free device uses augmented reality to tell an objects story

HEADSET-FREE DEVICE USES AUGMENTED REALITY TO TELL AN OBJECTS STORY

 PUBLISHING & MEDIA

A new device creates collaborative immersion through augmented reality by using projection mapping technologies to tell a story about an object.

We have already covered many innovations in virtual and augmented reality. These have included a [VR menu](#) and an AR app that can help users with [interior design](#). A new innovation promises to augment reality without the use of a screen. The Lumen projector uses machine learning to recognise objects and then generate 'stories' for those objects. For example, pointing the Lumen at a statue in a museum could generate an animation of a docent discussing the statue. Lumen was created by Sweden-based designer [Arvind Sanjeev](#). He developed the device as part of his thesis while studying at the Copenhagen Institute of Interaction Design.

Sanjeev began by writing a story about a magic flashlight lost by a time traveller and found by a family in 2017. Sanjeev then developed a device to make this story a reality. His first prototype was created by taping together a Raspberry Pi, a laser projector and a battery pack. In the most recent design, the Lumen resembles a flashlight. However, Sanjeev hopes to eventually create a sleeker and more ergonomic design. Lumen uses an onboard algorithm to generate the 'stories,' using a graphical interface that serves as the story builder. Narratives for the platform will be designed by storytellers and game designers.

Sanjeev is exploring a wide variety of uses for the Lumen, but is initially focusing on museum applications. He recently won the Playable Museum Award, given by the [Museo Marino Marini](#) in Florence, Italy. The award will allow Sanjeev to develop the Lumen for use in the museum. According to Sanjeev, the main inspiration for Lumen was “imagining a future where people’s imagination are no longer confined to 2D touch screens or headsets, but instead [allow] them to interact with the world around them.” Will Lumen allow the creation of a more versatile interactive experience?

5th July 2018

Email: ars@arvindsanjeev.com

Website: www.arvindsanjeev.com

Contact: www.arvindsanjeev.com/contact

[Download PDF](#)