

# Hologadgets

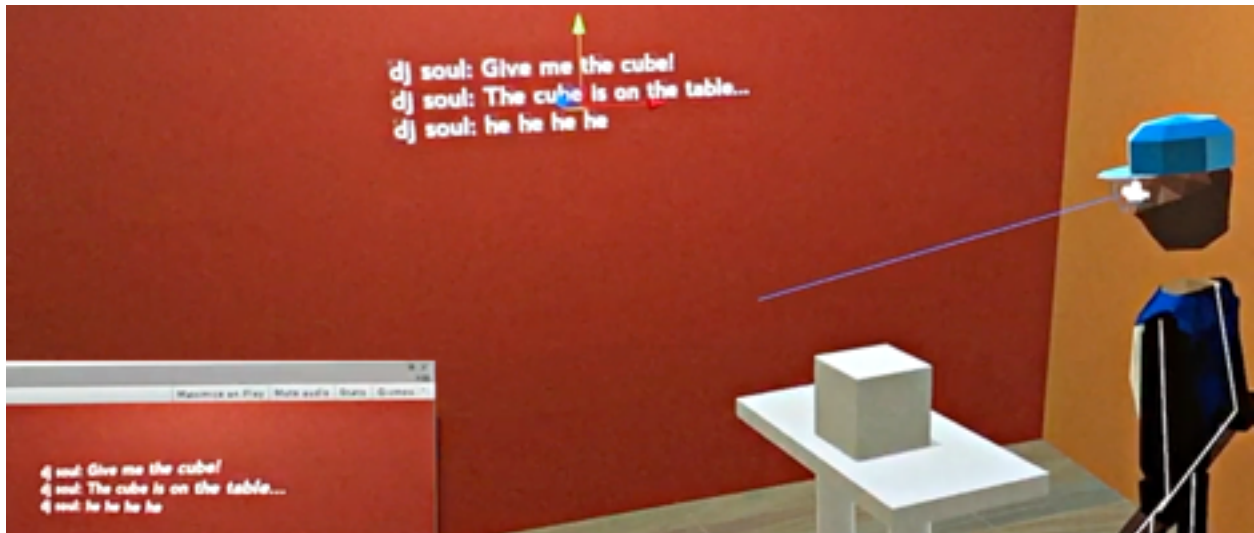


Fig 1. The words of the prophets are written on the subway walls.

## Summary

The purpose of this experiment is to test the virtual objects of the Holojam System. They include the Messenger and the Sync Cube. These are Synchronizable virtual objects that can be manipulated in the scene.

# Messenger

The Messenger element implements a Virtual Billboard where the players can post messages that are displayed in a virtual location in the scene.

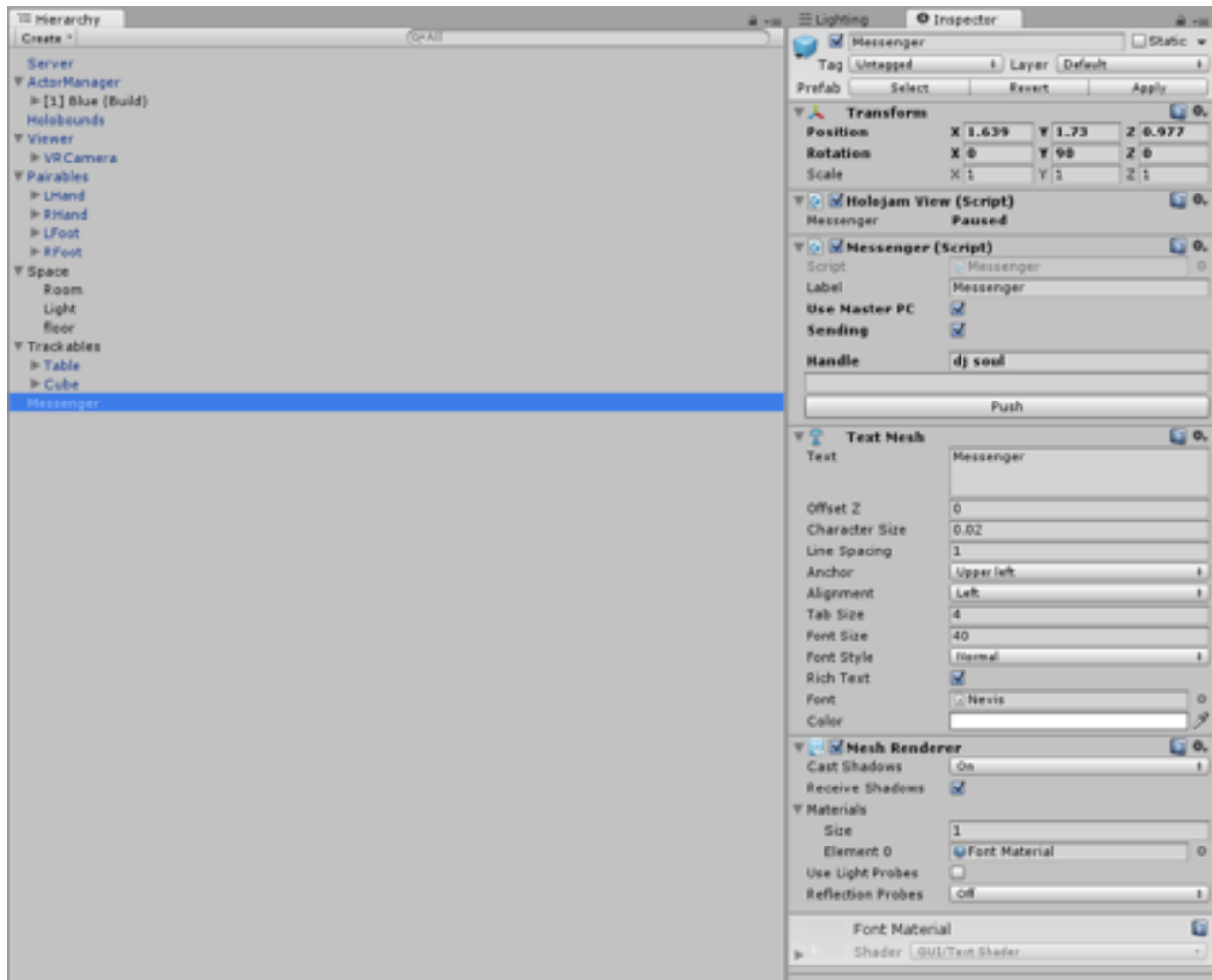


Fig 2. The Messenger Control.

Fig 2 shows the Messenger inspector panel with text area. Fig 3 and Fig 4 depict the complete scene with the Room, Table, Cube and Messenger.

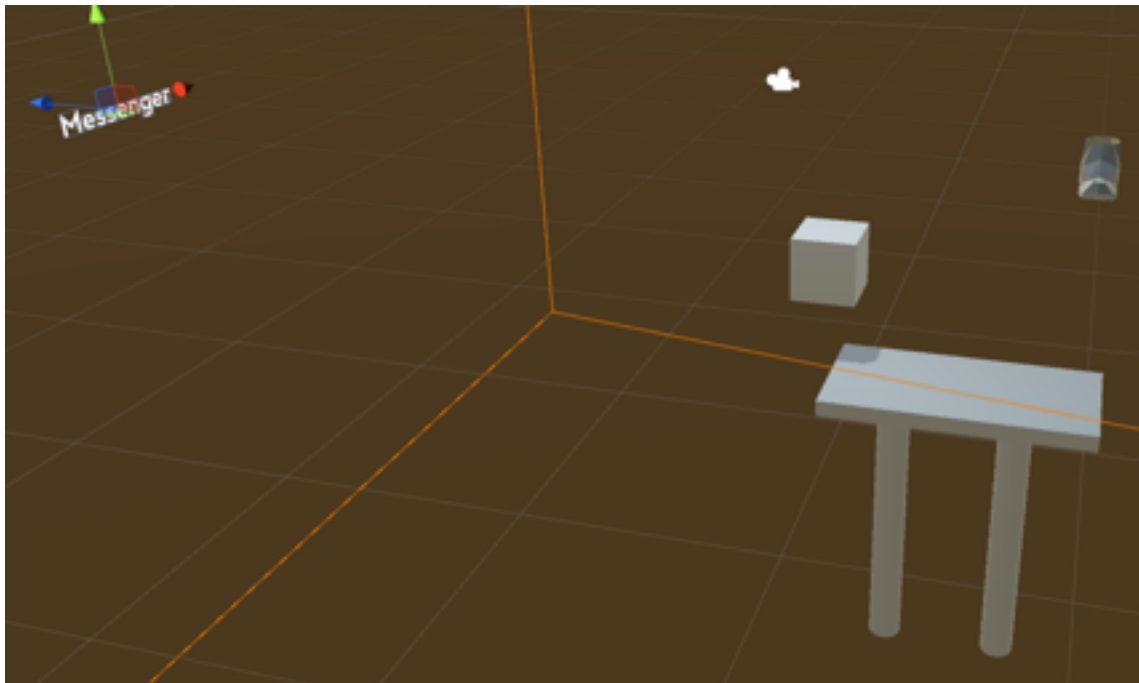


Fig 3. The Complete Scene.



Fig 4. Player Looking at the Wall.

# Sync Cube

In this test we combined a real “trackable” cube with a virtual “synchronizable” cube. The actor interacts with both of them seamlessly.

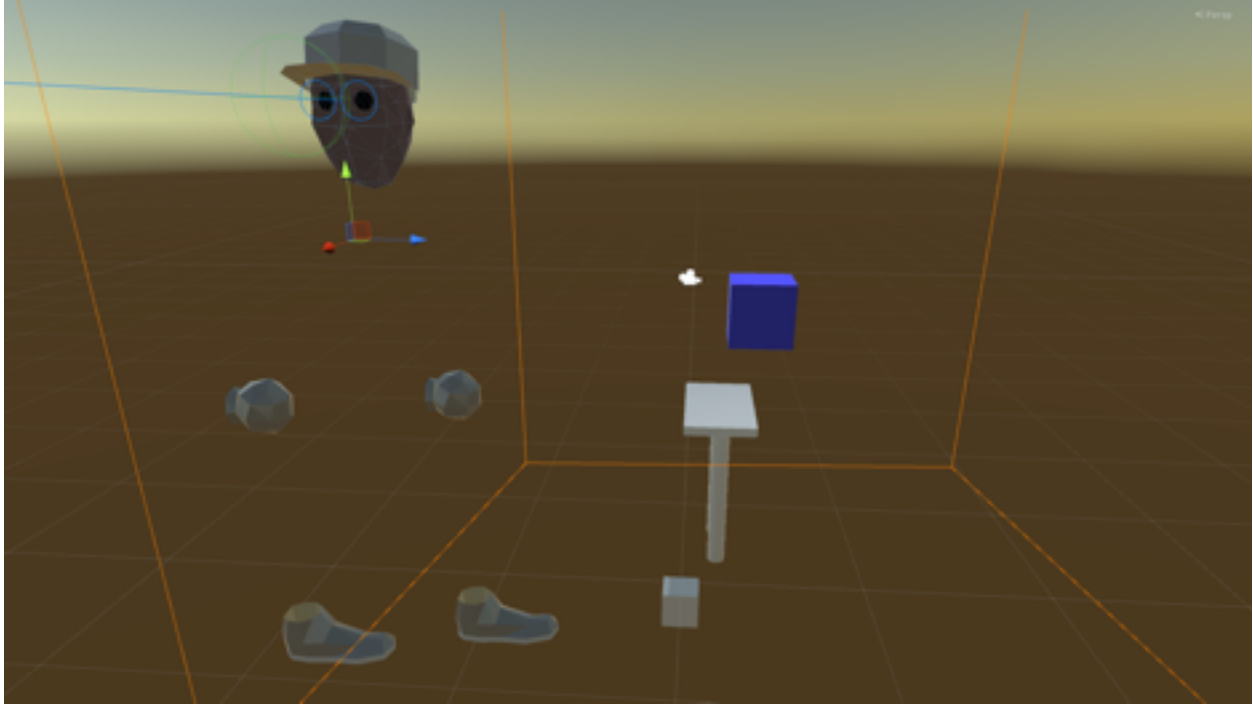


Fig 5. Virtual Cube Scene.



Fig 6. The Real and Virtual Cube.