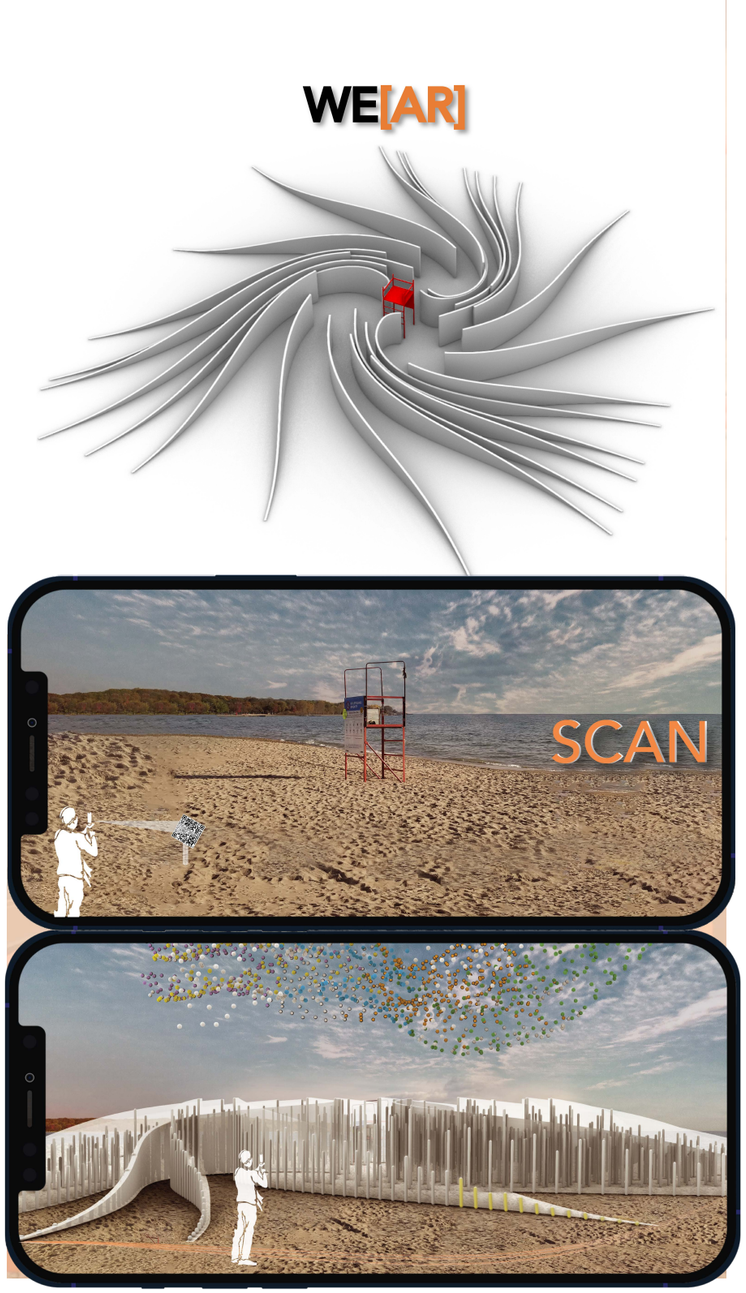

Country /City Toronto /Canada

University / School University of Guelph

Academic year 2022-2023

Title of the project WE[AR]

Authors Afshin Ashari(Team Lead) - Saina Amin, Craig Klomp, Lauren Mac Isaac, Catherine Yan (Design team), Mahmoud Afshari, Kaveh Eshraghian, Roozbeh Moayyedian (Tech team)

TECHNICAL DOSSIER

Title of the project WE[AR] - An interactive Augmented Reality Art Installation

Authors Afshin Ashari(Team Lead) - Saina Amin, Craig Klomp, Lauren Mac Isaac, Catherine Yan (Design team), Mahmoud Afshari, Kaveh Eshraghian, Roozbeh Moayyedian

Title of the course Discourse- Public Art Installation

Academic year 2022-2023

Teaching Staff Afshin Ashari-Assistant Professor

Department / Section / Program of belonging Landscape Architecture

University / School University of Guelph

Written statement, short description of the project in English, no more than 250 words

WE[AR] is a fully virtual augmented reality installation of an annual international design-build competition to reimagine the lifeguard stations along an urban beach during the winter. This interactive public art installation is the result of an interdisciplinary collaboration between LA stundets and computer science specialists. Visitors start the experience by scanning a QR code and superimposing the interactive installation on the existing site through their mobile screens.

WE[AR] encourages connection and humanism, representing a worldwide community of solidarity and unity through an immersed representation of the theme - Radiance.

Radiance is not dependent on any one item, person, or location; rather, it is contingent on our capacity to come together to realize our individual and community's full potential. WE[AR] presents social issues that exemplify the power of unity in the face of societal crises. Regardless of its location, it demonstrates the strength of solidarity in addressing social challenges. Human rights, women's rights, LGBTQ2S+ rights, pay disparity, mental health, racial discrimination, and sexual violence are among the issues addressed.

WE[AR] stands for a worldwide movement of solidarity and unity, and it begs us all to shine our own light to these critical societal challenges. It encourages visitors to explore the installation at their own pace. As more individuals congregate and interact with the exhibit, it responds and strengthens its look. Each community member benefits from solidarity because it fosters a sense of shared purpose and responsibility among its members and encourages them to help one another in times of need.

For further information

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12th International Biennal Landscape Barcelona

Barcelona November 2023

SCHOOL PRIZE

#abusersarenot

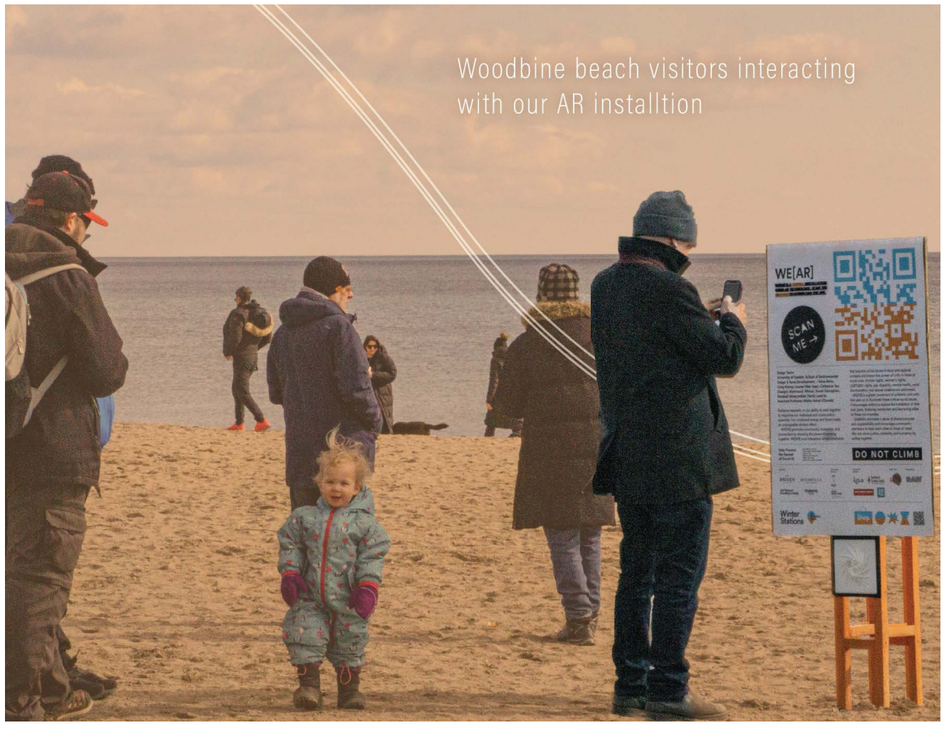
WELL DONE! YOU'VE LIT UP YOUR SPHERE IN THE POINTCLOUD ABOVE! WE(AR) TOGETHER :)
RESTART THE EXPERIENCE

MOVE AROUND THE INSTALLATION TO FIND YOUR SELECTED SOCIAL ISSUE ON THE GROUND AND THEN MOVE TOWARD THE CENTRE OF THE INSTALLATION

Visitors experiencing augmented reality installation on personal mobile devices at existing location

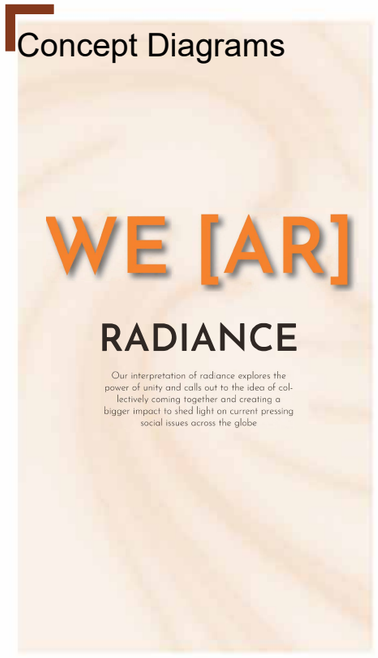
Visitors scanning QR code on personal mobile devices at the existing location

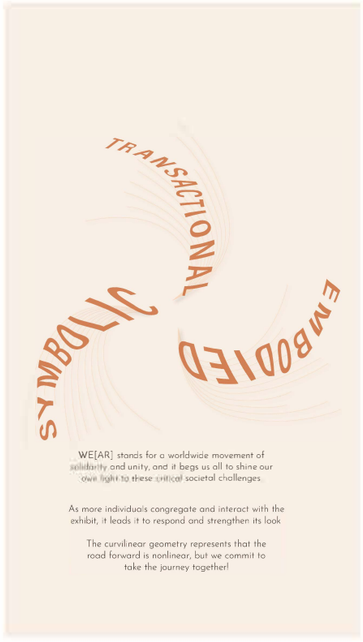
Visitors experiencing augmented reality installation on personal mobile devices at existing location

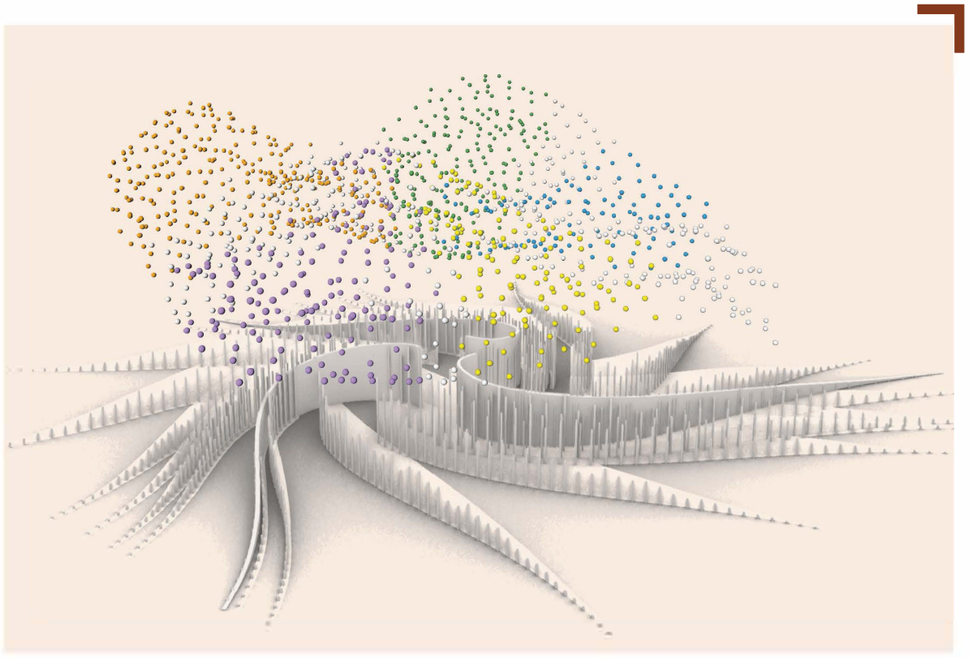


Woodbine beach visitors interacting with our AR installtion

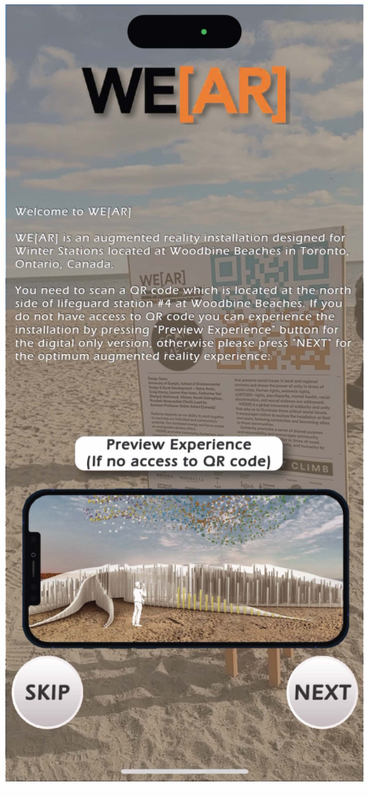
Concept Diagrams



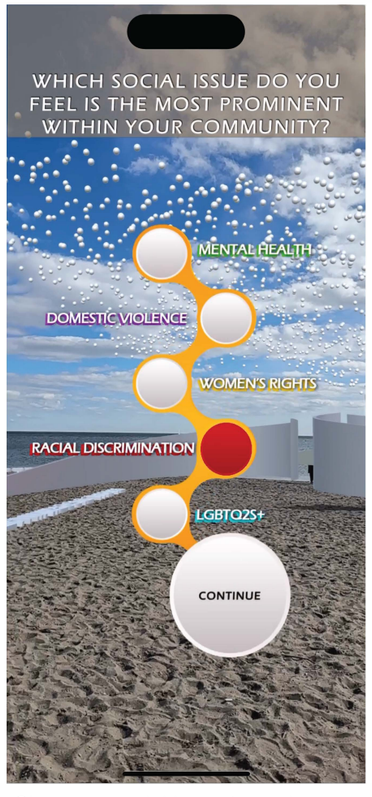




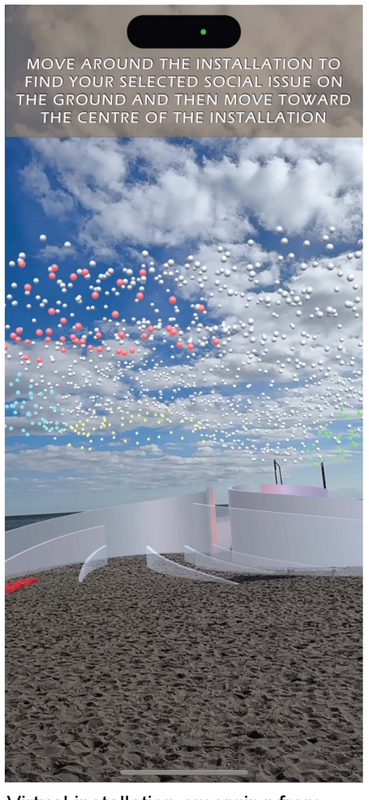
Screenshots of WE[AR] app experience



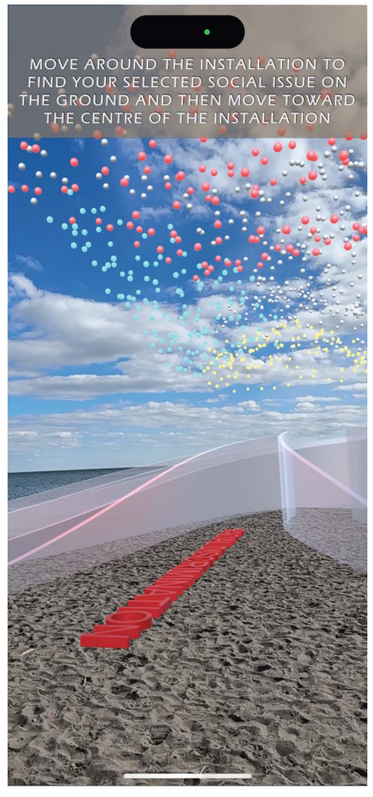
App home page prior to starting immersive experience



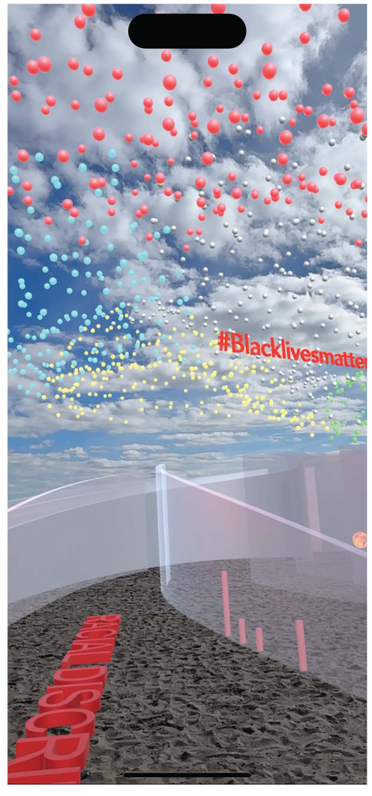
Choose a social issue to explore



Virtual installation emerging from existing site



Visitors are prompted to explore the virtual installation



Hashtags of movements supporting the social issues appear

Assigned sphere to each visitor will travel up into the point cloud and celebrate the completion of the experience