User-Centered Prototyping for Single-User Cross-Reality Virtual Object Transitions

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Cross-Reality(CR) Definition

Transition between or concurrent usage of multiple systems on the RV continuum.
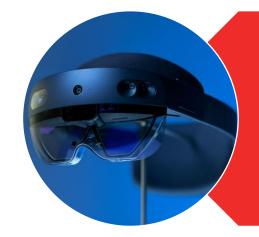
Transition of the virtual objects along the RVC

Visual Output Devices

[1]

[2]

[3]

Standard Monitor Device

VR HMD

AR HMD

HMDs

Optical see-through HMD

Video pass-through HMD

Input Modalities

[4] [5]
[6] [7]

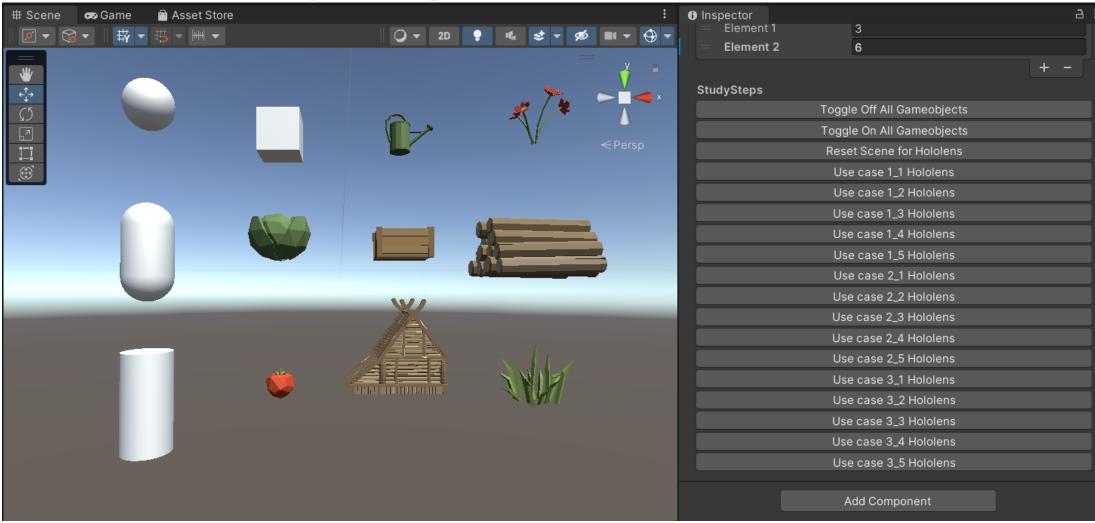# Input Modalities

[8] [9]
[10] [11]

Research Question

How would user prefer to move virtual objects from 2D standard monitor to 3D VR/AR space and back during a cross-reality (CR) session while standing or sitting.

Elicitation Study Design

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Thank You!