

NY Magic Leap Meetup

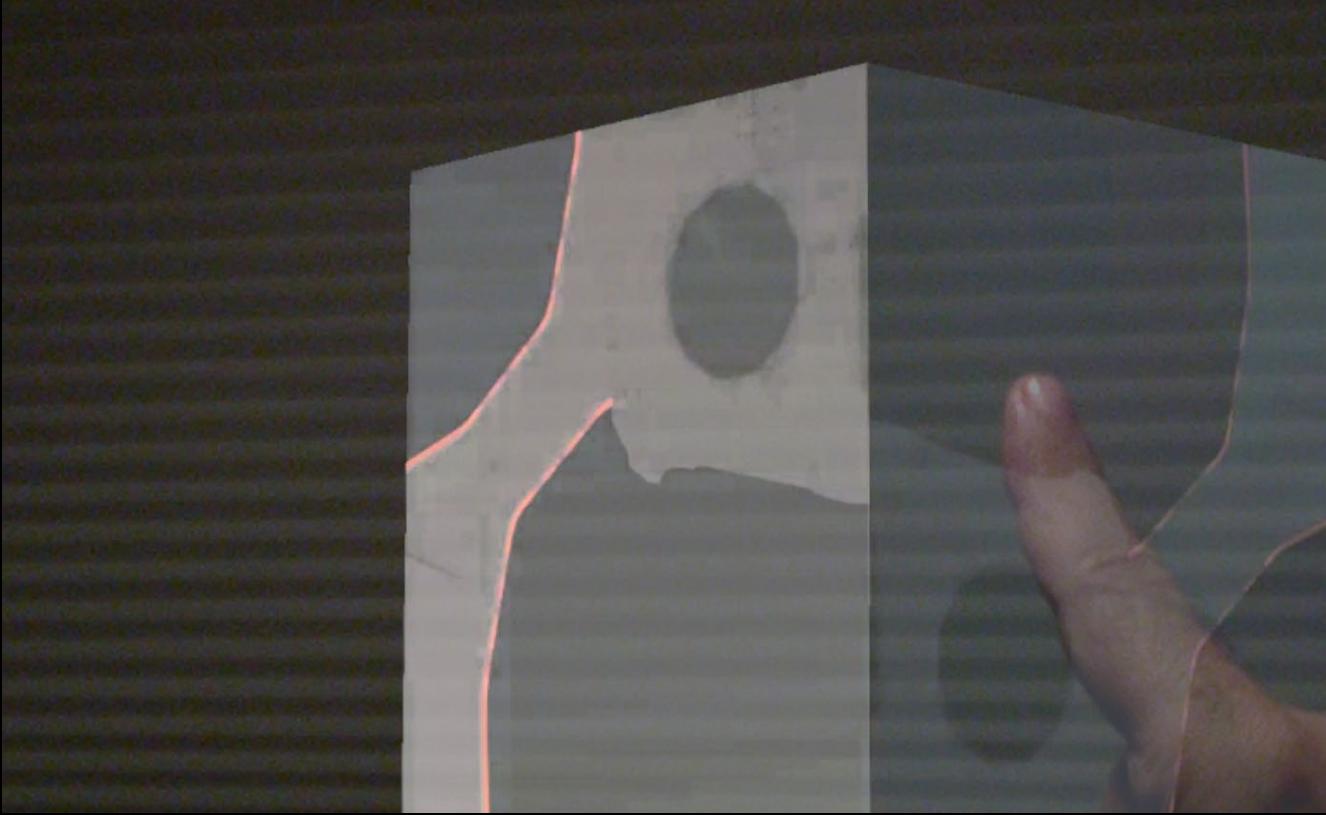


**Building 3D Interfaces
with Magic Leap**

July 24, 2019

Magic Leap 3D Interfaces

Touch Gesture Interaction



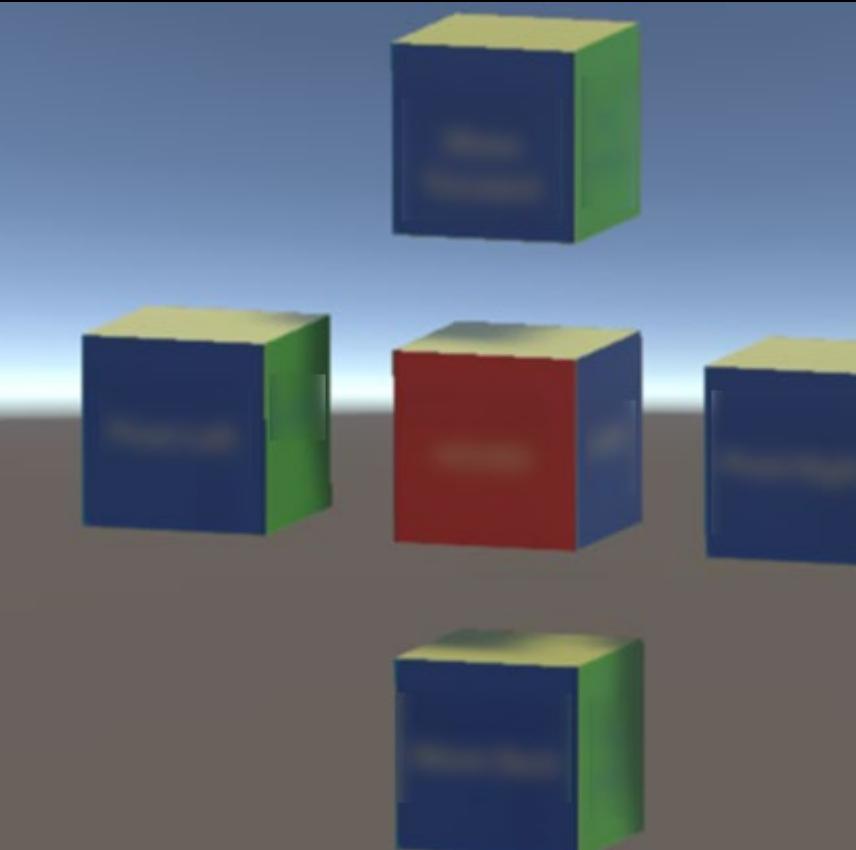
Drone controlled using
Magic Leap Hand Gestures



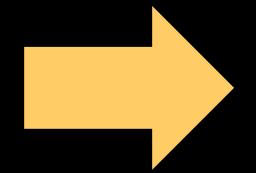
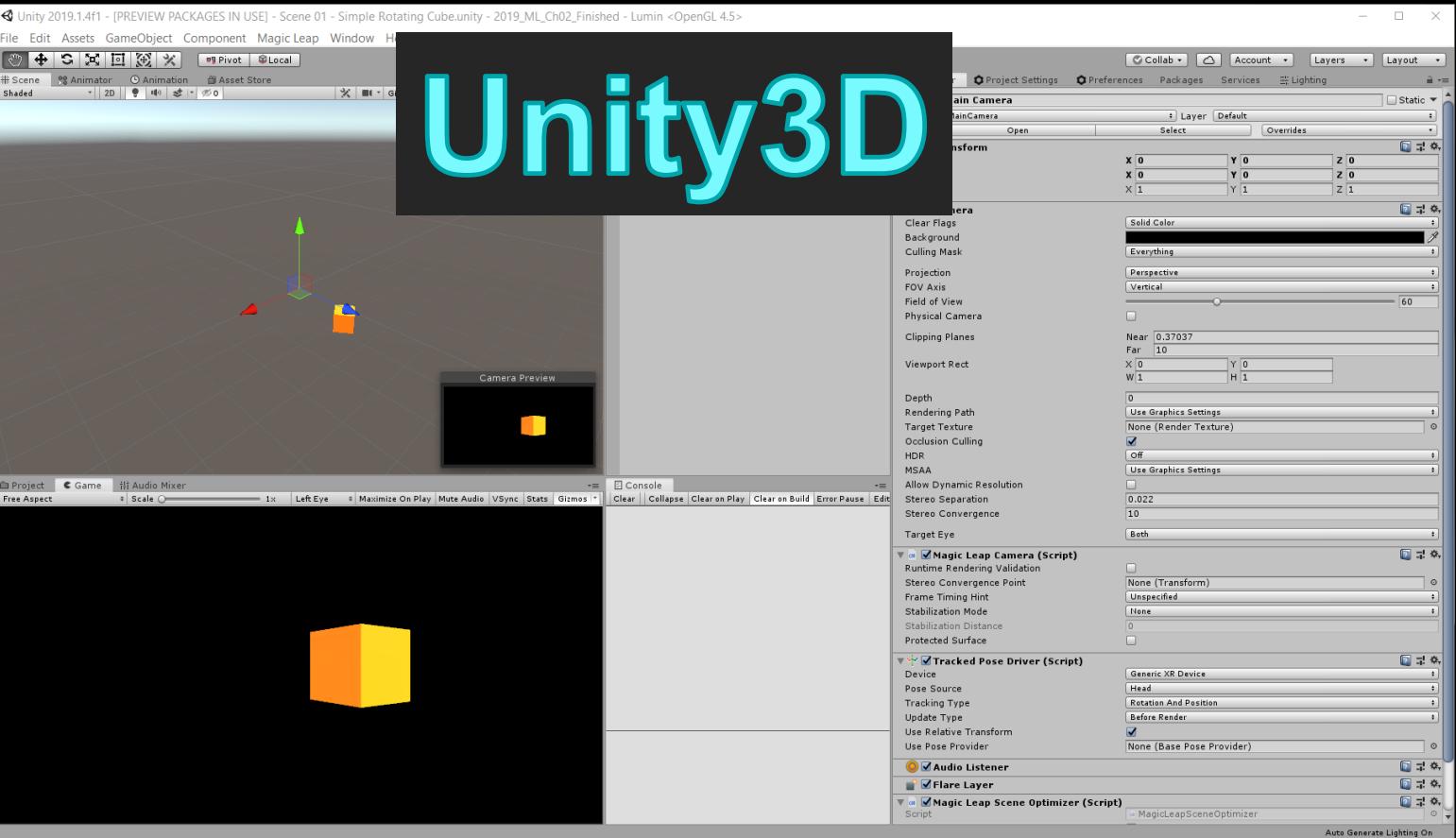
Moving
Cloud Planet
Distance: 7.394958

Magic Mover Interface

3D Interface controlled by Eye Tracking

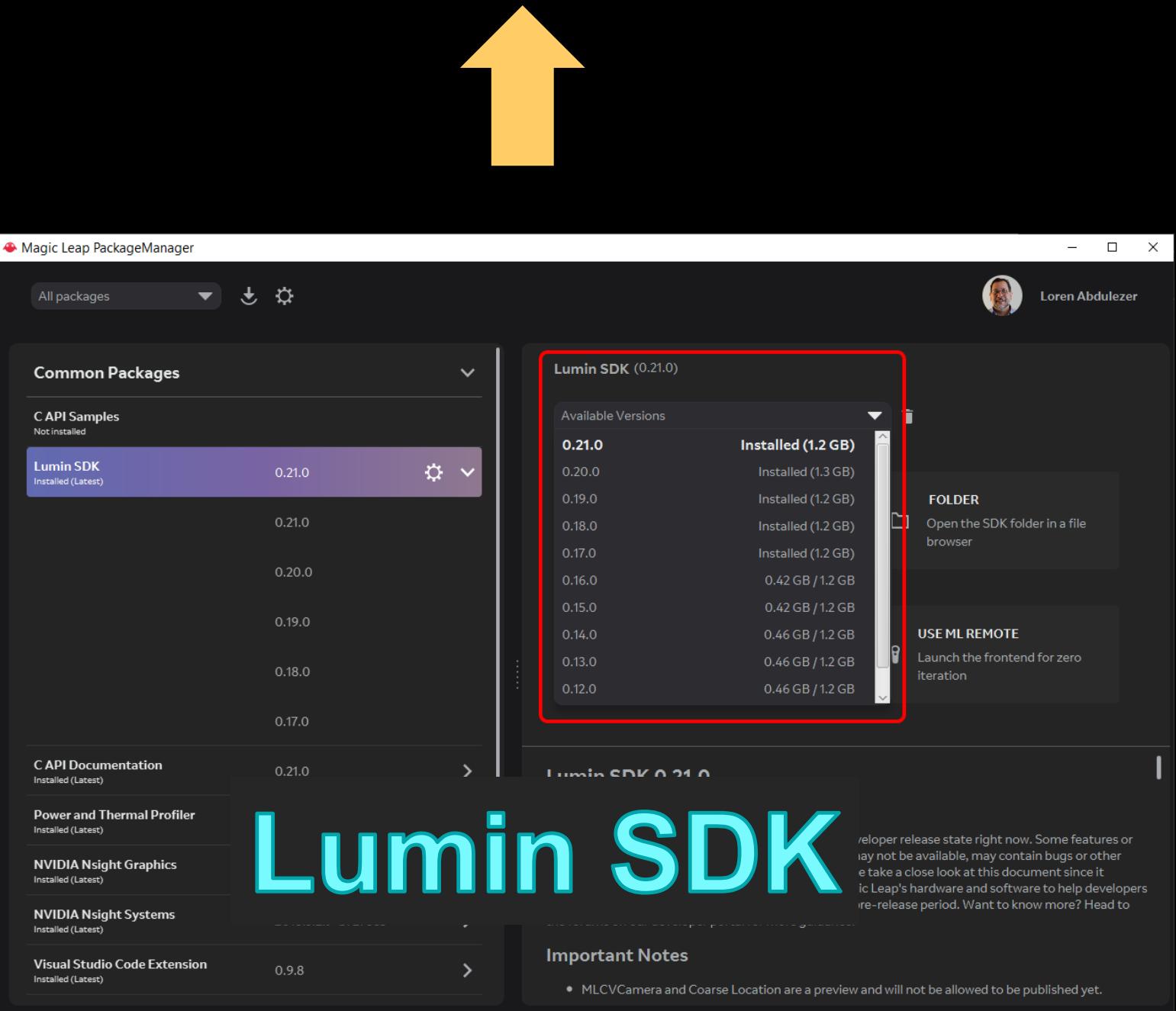


Magic Leap Deployment



```
mldb/mabu  
(produces MPK file)
```

A terminal window displaying the mldb/mabu command-line interface. It shows help text for the mldb disconnect command and a section for device commands, including push and pull options.

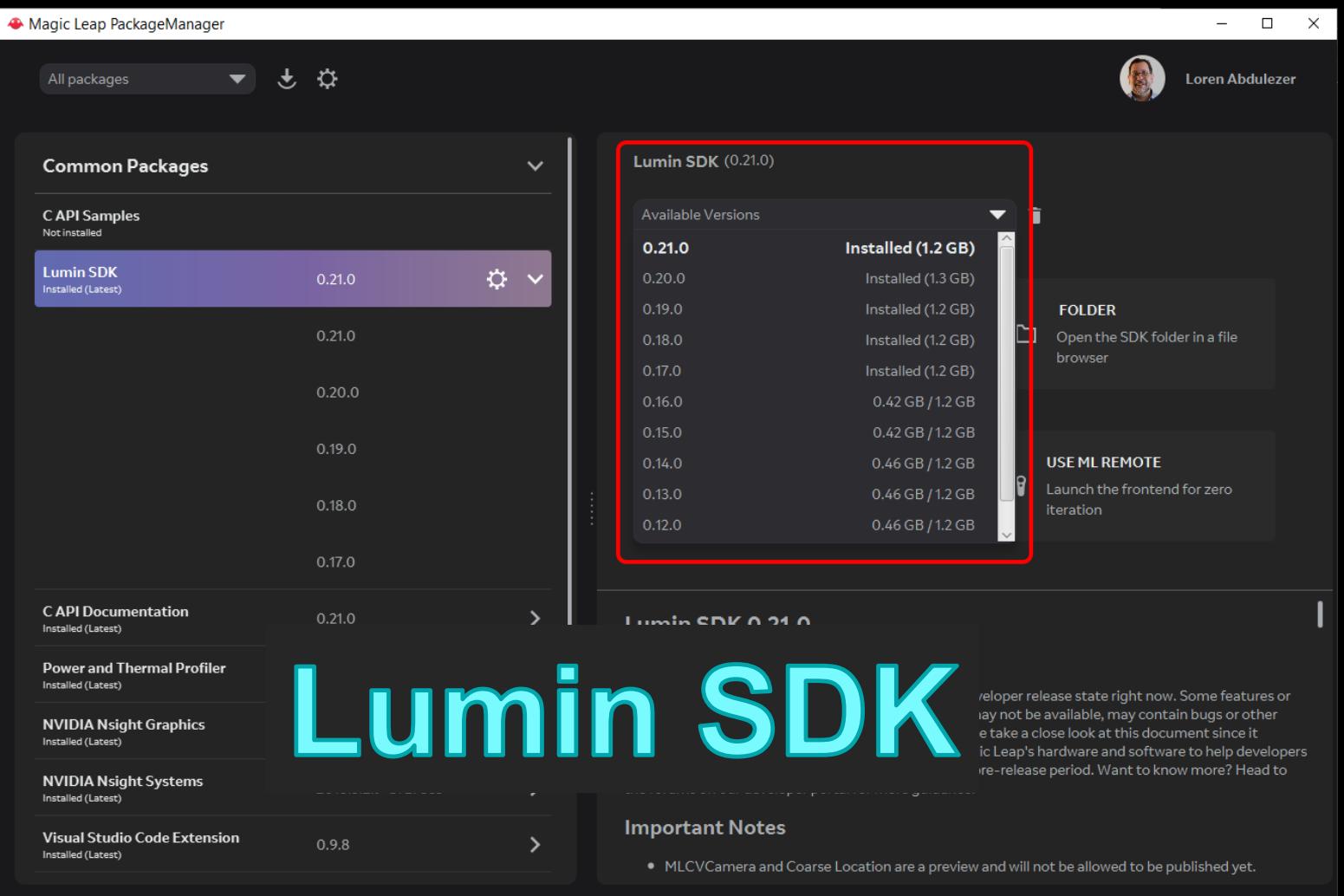
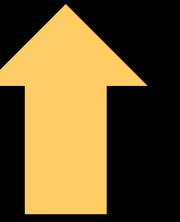
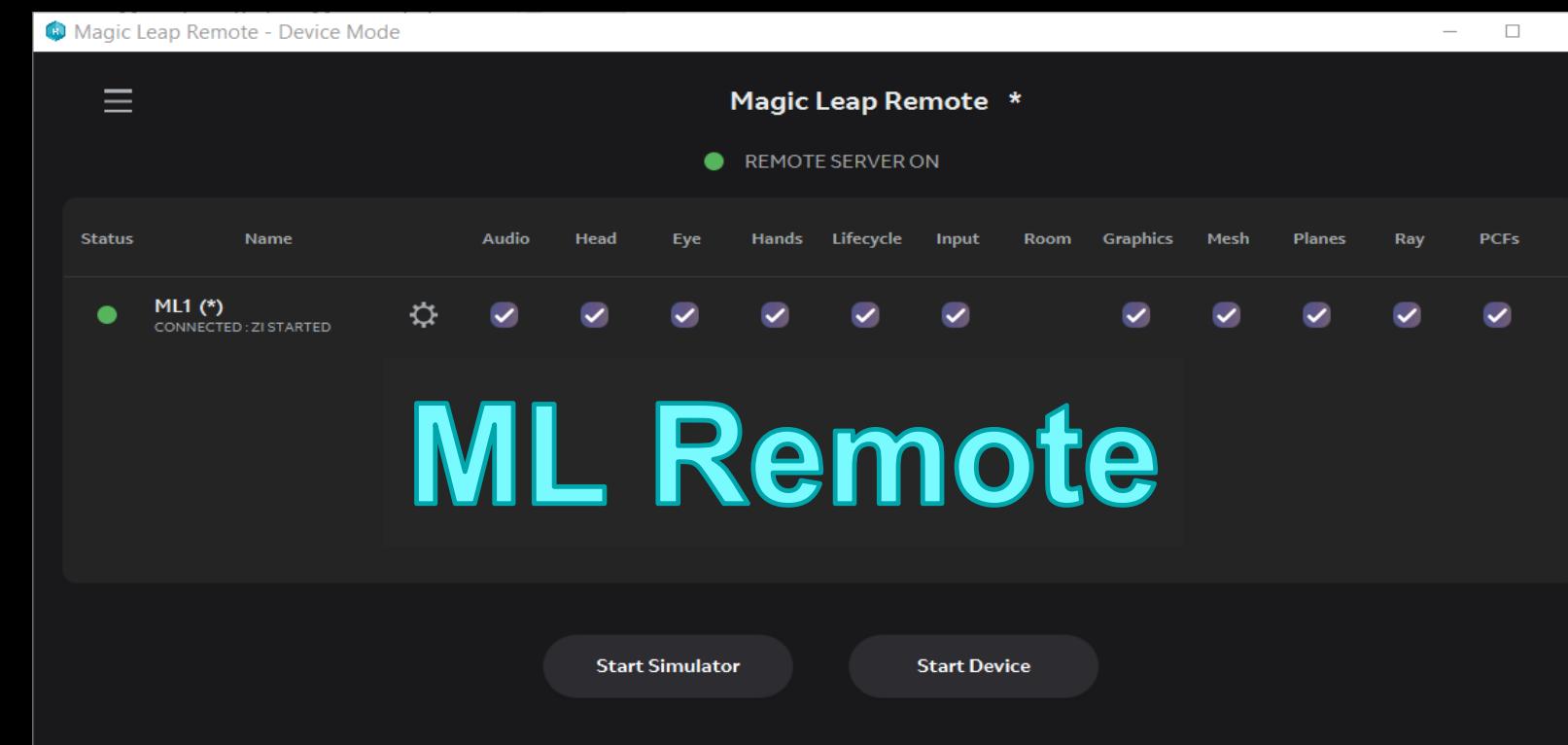
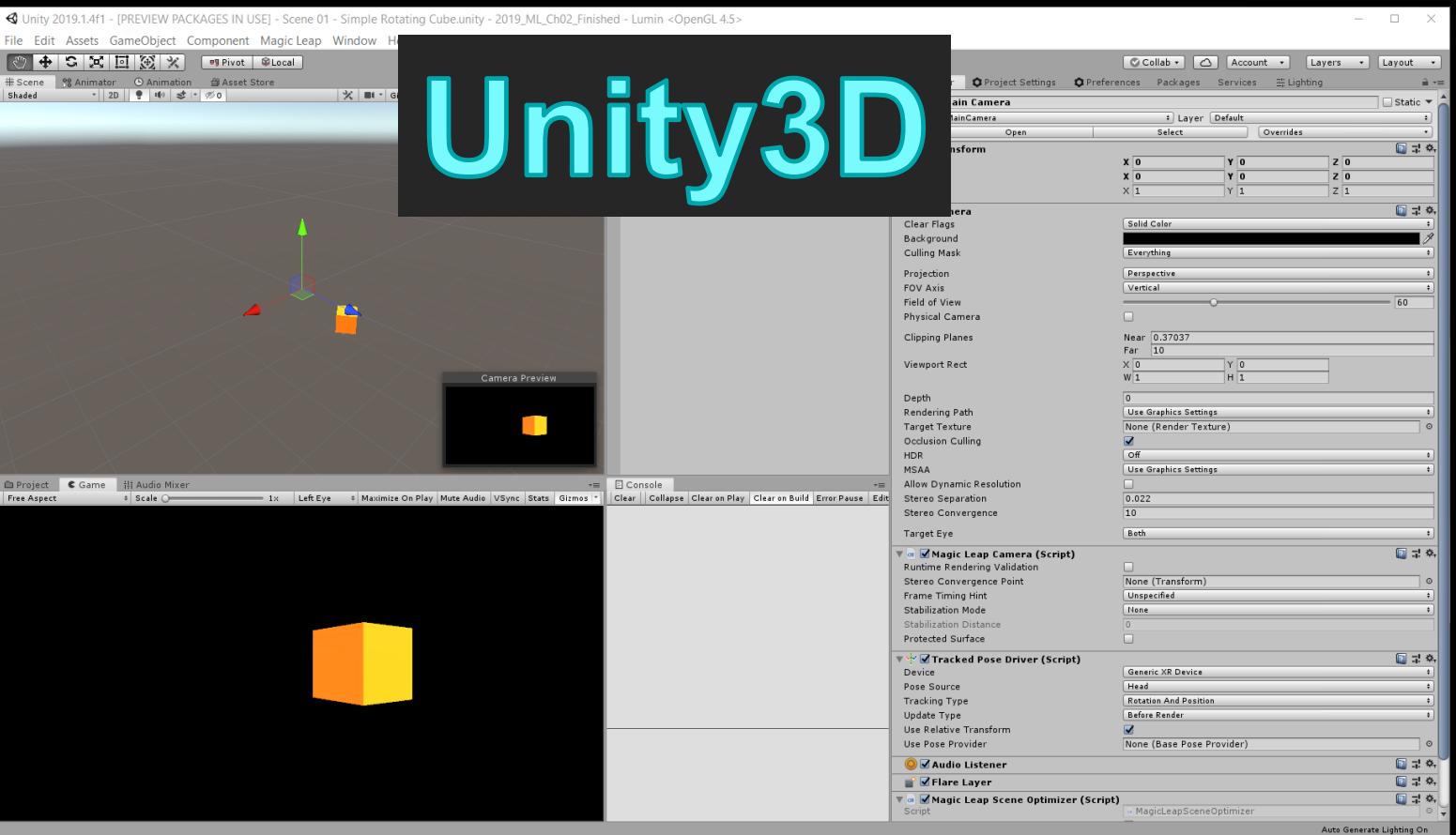


Lumin SDK



Magic Leap

Magic Leap Zero Iteration

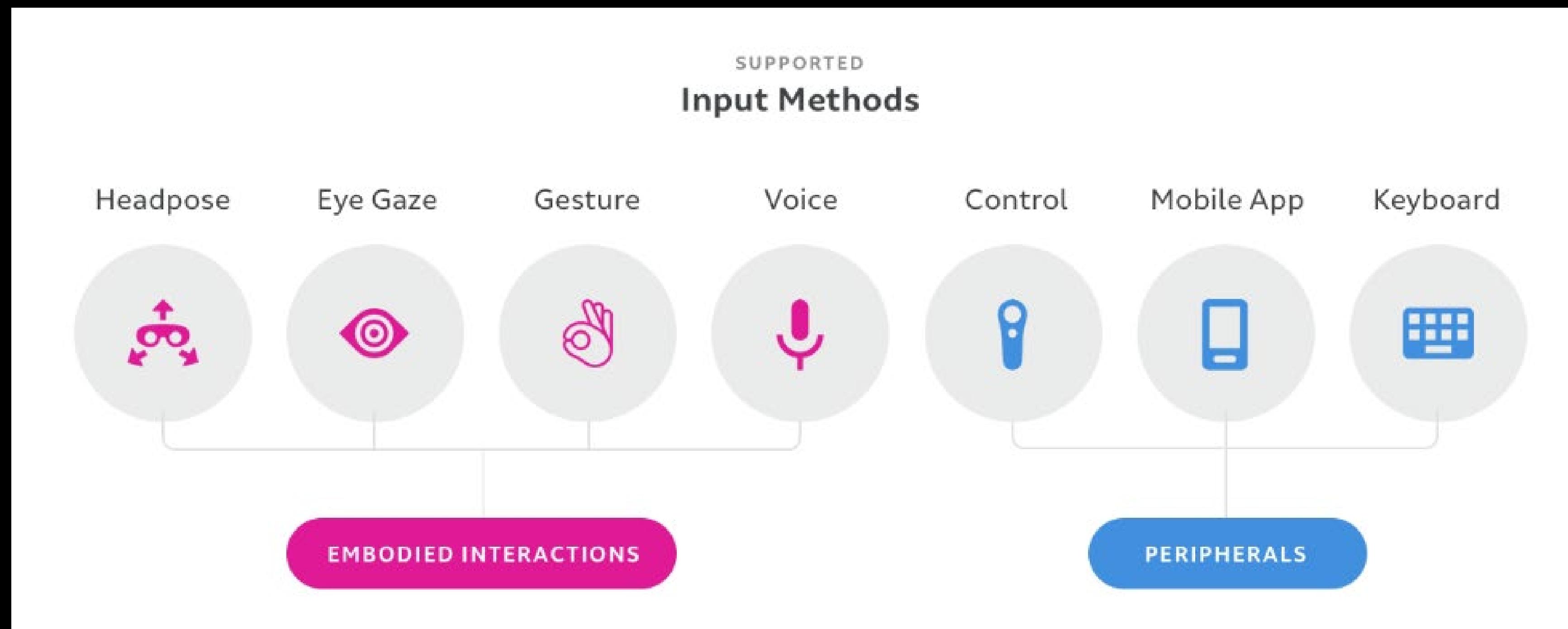


Lumin SDK

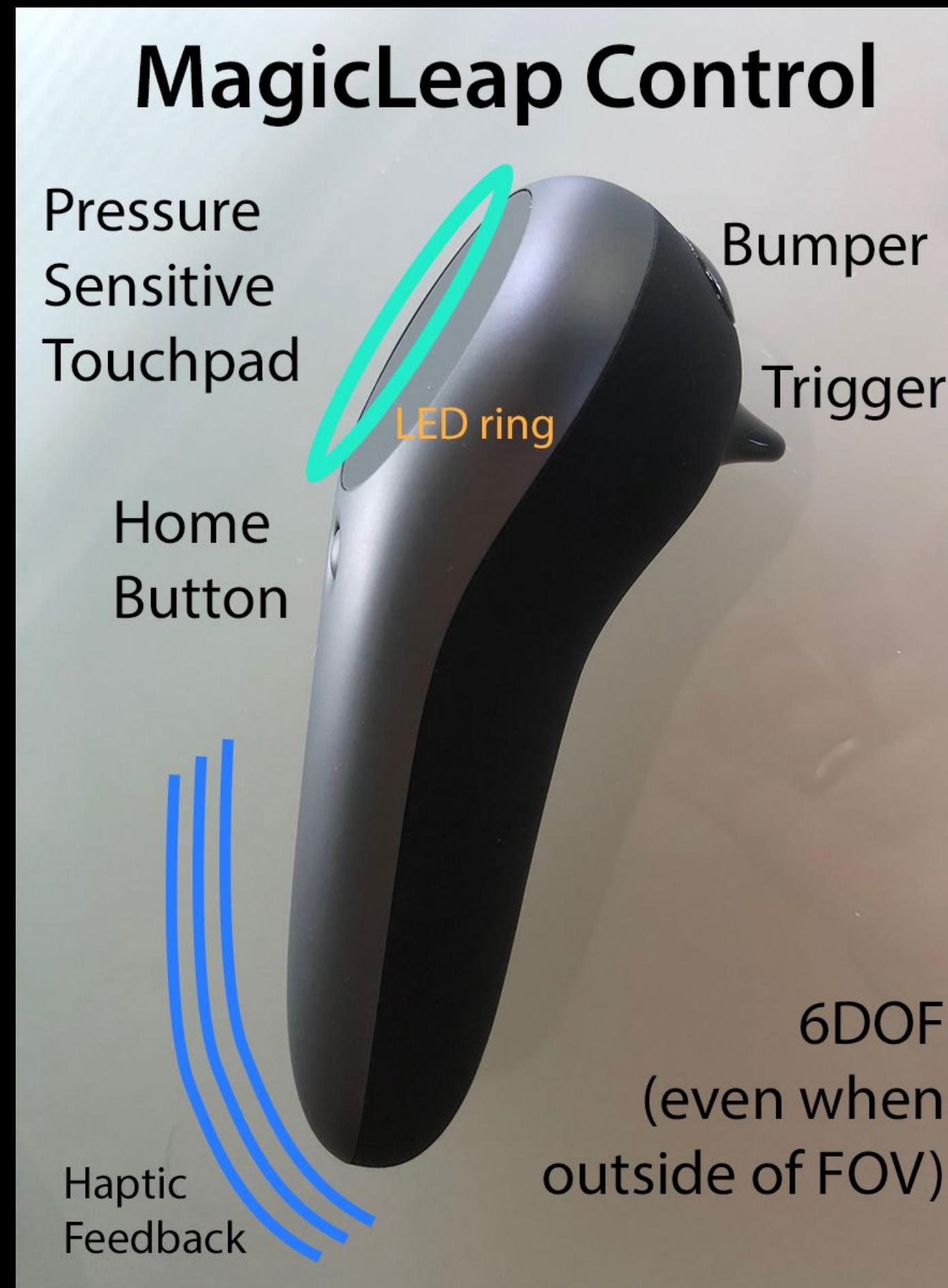


Magic Leap

ML Input



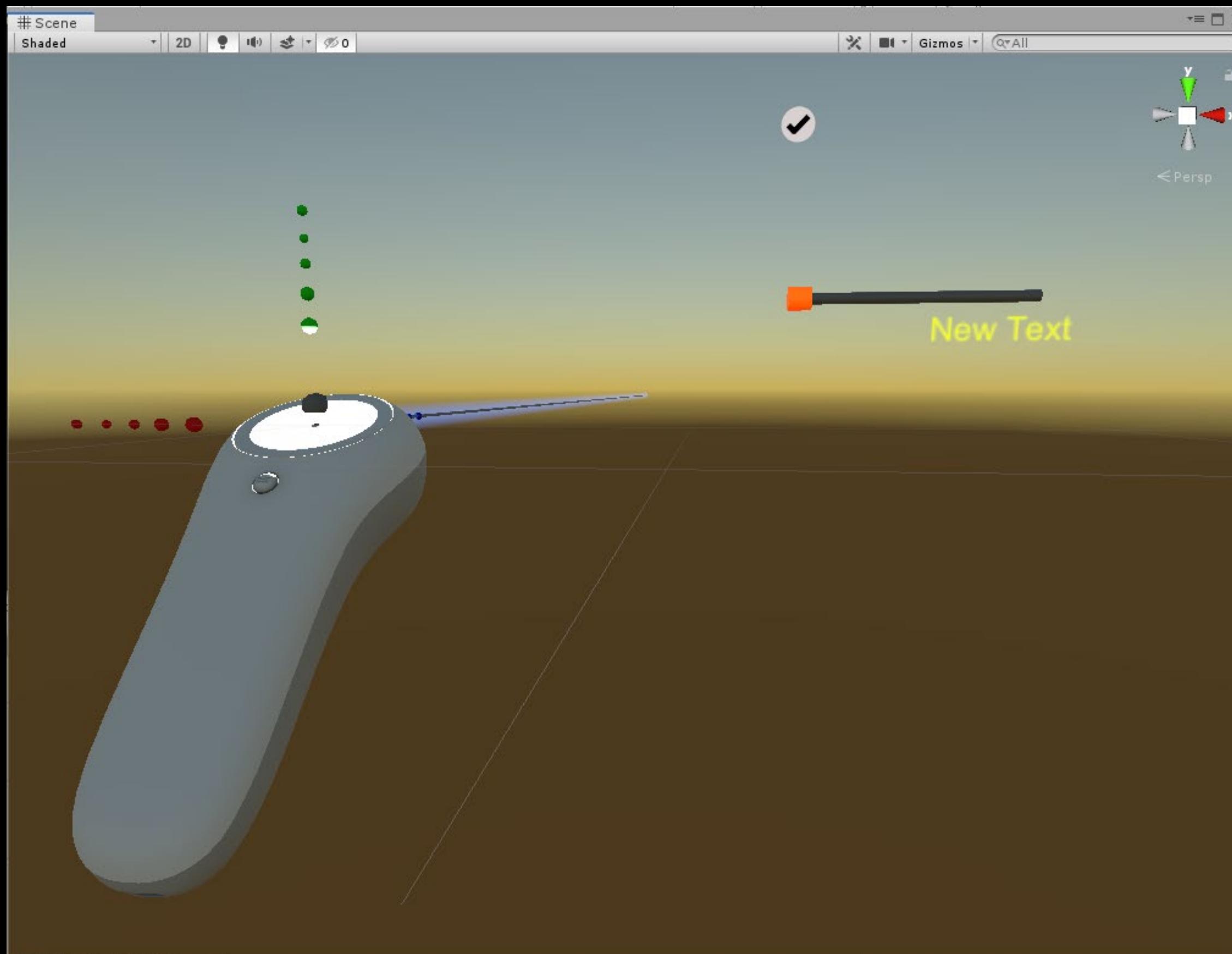
Magic Leap Control



Controller.cs

```
MLInputController _controller;  
bool _homeButtonUp;  
  
void Start() {  
    MLInput.Start();  
    _controller = MLInput.GetController(MLInput.Hand.Left);  
    MLInput.OnControllerButtonUp += OnButtonUp;}  
  
void OnDestroy() {  
    MLInput.OnControllerButtonUp -= OnButtonUp;  
    MLInput.Stop(); }  
  
void OnButtonUp(byte controller_id, MLInputControllerButton button) {  
    if (button == MLInputControllerButton.HomeTap) {  
        _homeButtonUp = true;}}
```

Interacting with UI Elements



- Sliders
 - Can readily resize and reorient slider
- Buttons
- Toggle switches

Toggle Buttons



- System Icons:
- Eliminate individual draw calls by using one Atlas
- Enable haptic feedback and sound

General Hand Gestures

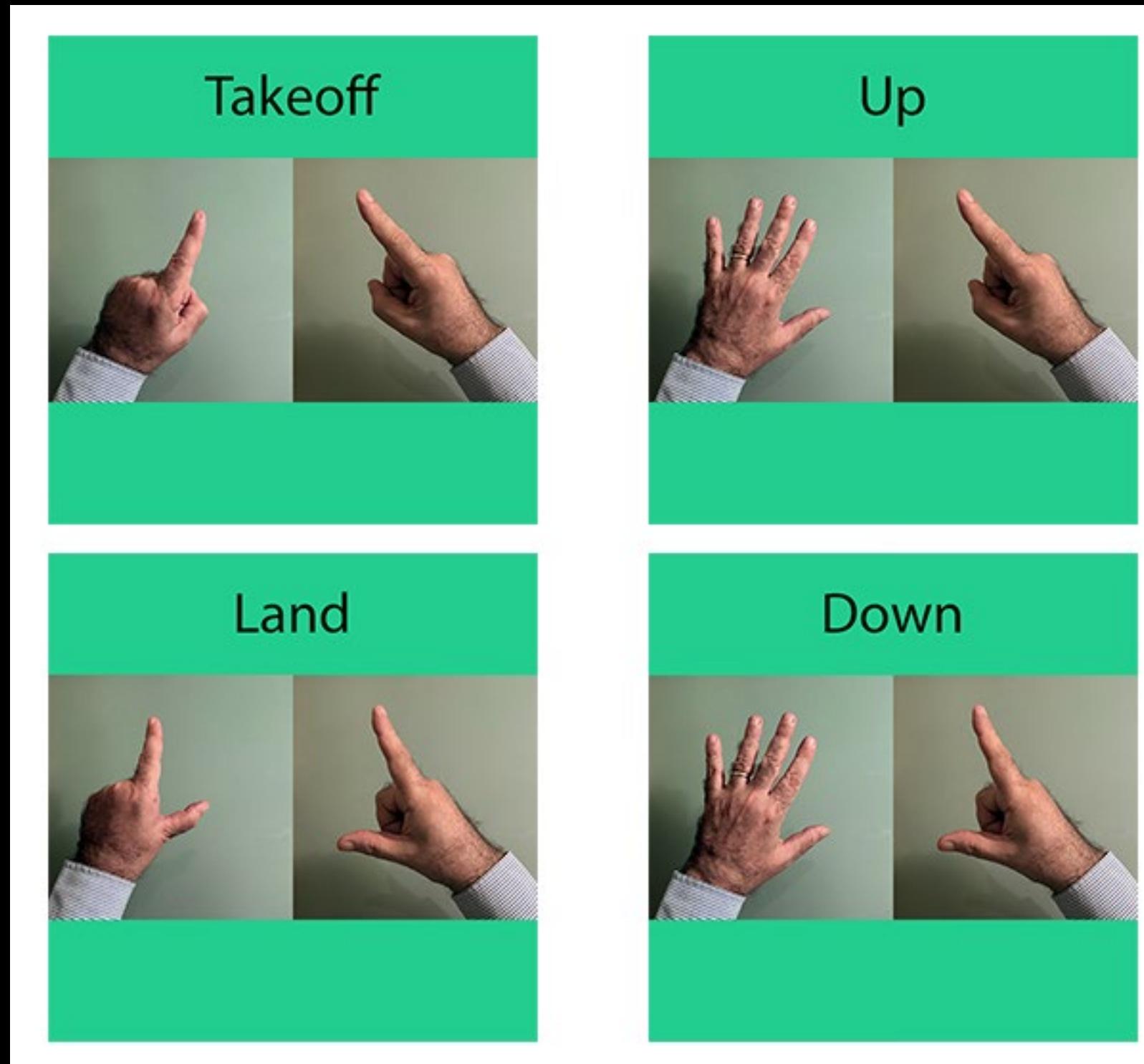


- Collection of standard hand gestures
- Left/Right Hand recognition
- Confidence metrics

Drone Flight using Hand Gestures



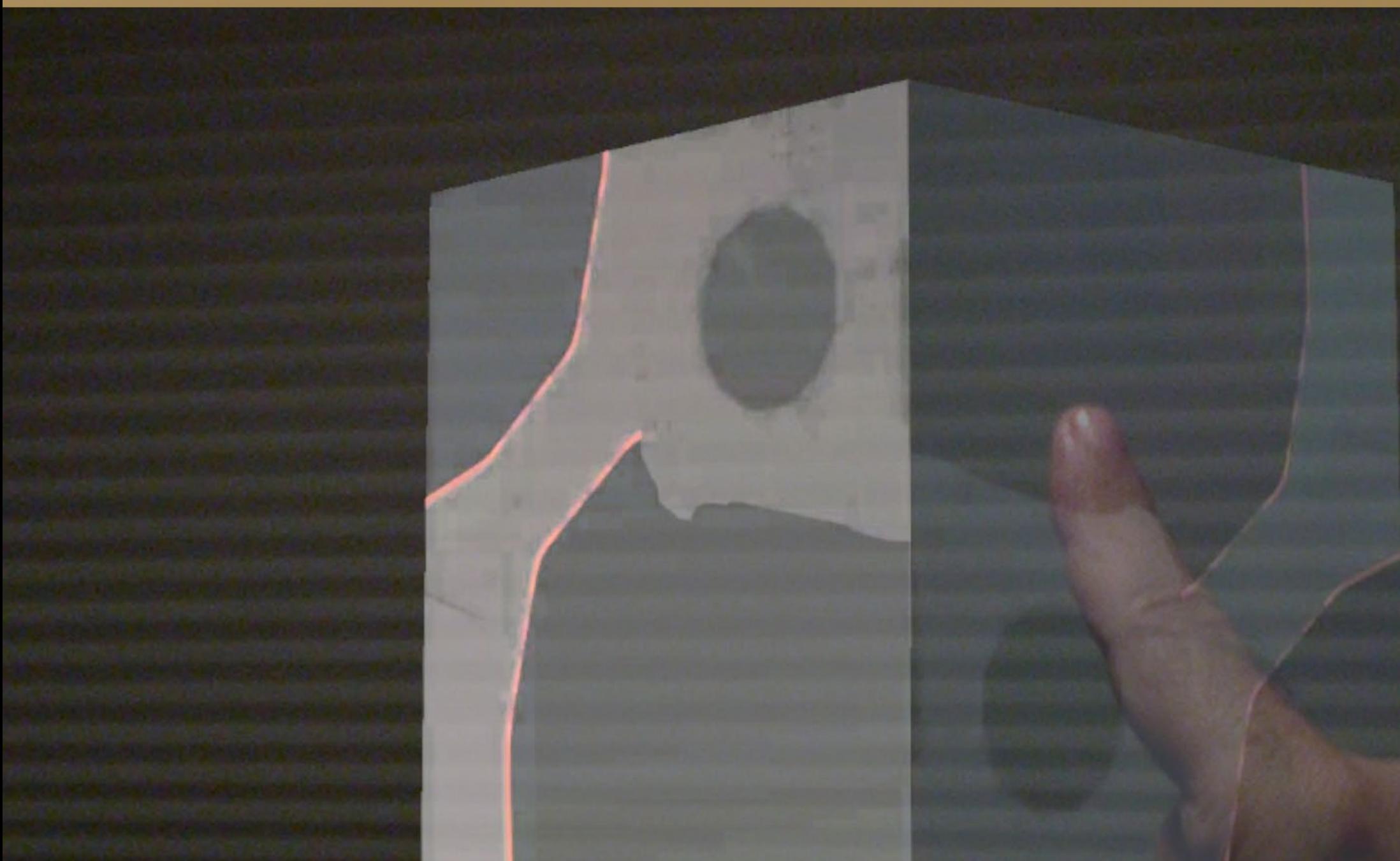
Drone Flight Lexicon



- 14 Basic Commands
- Two command types:
 - Discrete
 - Continuous
- Developed framework based on Gaze Activation

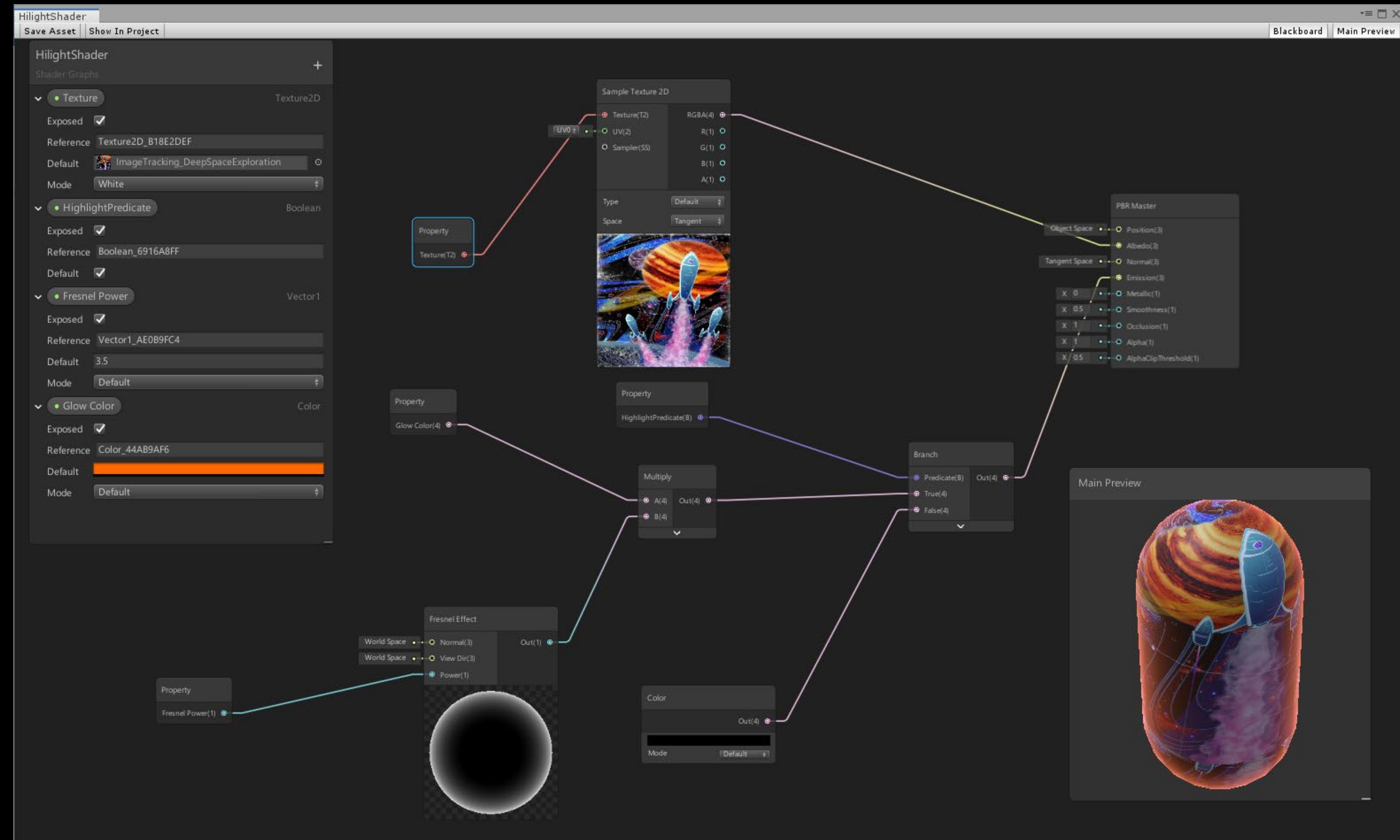
Interacting with Holograms

Touch Gesture Interaction



- Make active use of LWRP facilities in Unity
- Touch interaction
- Smoothing movement

Lightweight Render Pipeline Example



Magic Mover



Magic Mover Interface

- HOD: “Hands-On Display”
- Haptic feedback
- Pick and move objects with near effortless motion

Thank You!!

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