

AFTER SCHOOL CLUB



AGES 6-12
@ 5:00 PM

MAKE IT! - MERGE CUBE MADNESS

INTRODUCTION

In August we're going to be blending the virtual and real worlds together to create Augmented Reality! Model your own shapes and manipulate them in 3D with the help of our Merge Cubes. Then explore the host of interactive programs through the lens of our tablets.



Subjects:

- Augmented Reality
- 3D Modeling

Standards:

- K-PS2-1
- 4 PS3-1

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Maker

Capacities:

- Physically Change Perspectives
- Explore Points of View

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Key Terms

- Image Tracking
- Interactivity

WHAT WE'LL BE USING:

- Merge Cubes
- Merge EDU Apps:
- Explorer
- Object Viewer

What is augmented reality?

AR is the combination of the real world and computer-generated data. A very popular example would be the Pokémon Go app. The camera on your phone is collecting real images from around you, but the app is placing a digital creature in the environment! This technique is widely used in the entertainment industry, but it also has practical purposes, like architects using smart-glasses to examine housing models.