HOCHSCHULE DER MEDIEN

ARENA2036

3D Interaction in Vehicles

Team

Developers

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UI/UX Designers

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The project is embedded in the research and development of future-oriented vehicle technologies and is being conducted in the innovative environment of the ARENA2036 research campus in collaboration with Mercedes-Benz AG. The aim is to set new standards for interaction technology in vehicles. As part of the project, we have developed a low-fidelity prototype of an advanced rotary push button, based on a space mouse, that controls 3D elements and can also be used to navigate in a VR enviroment.

Technologies

- Miro Board
- 3D-Printer
- Unity
- Figma

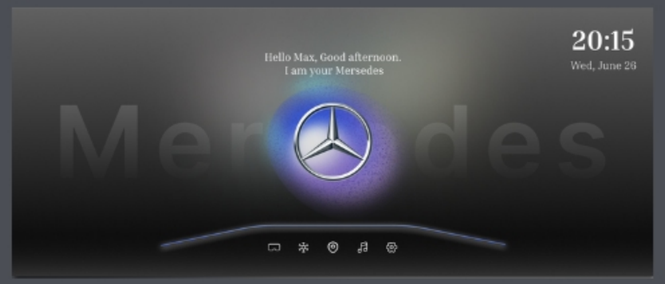
Process

1. State-of-the-art Research
2. Defining and Conceptulizing
3. Implementing and Designing

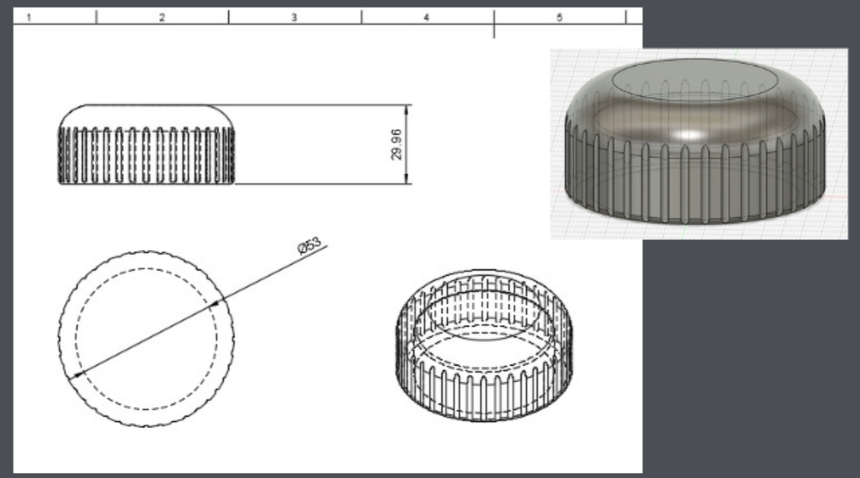
upcoming:

- Testing and Evaluation

UI Samples



3D Sketch/ Model



Controller UI

with AR Glasses

without AR Glasses