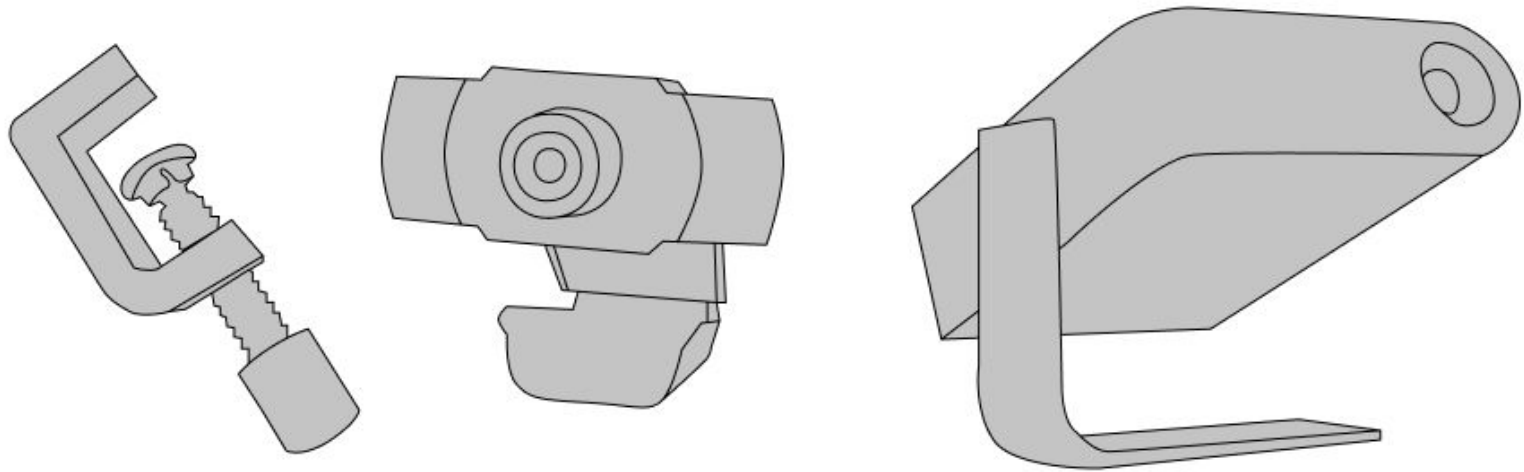
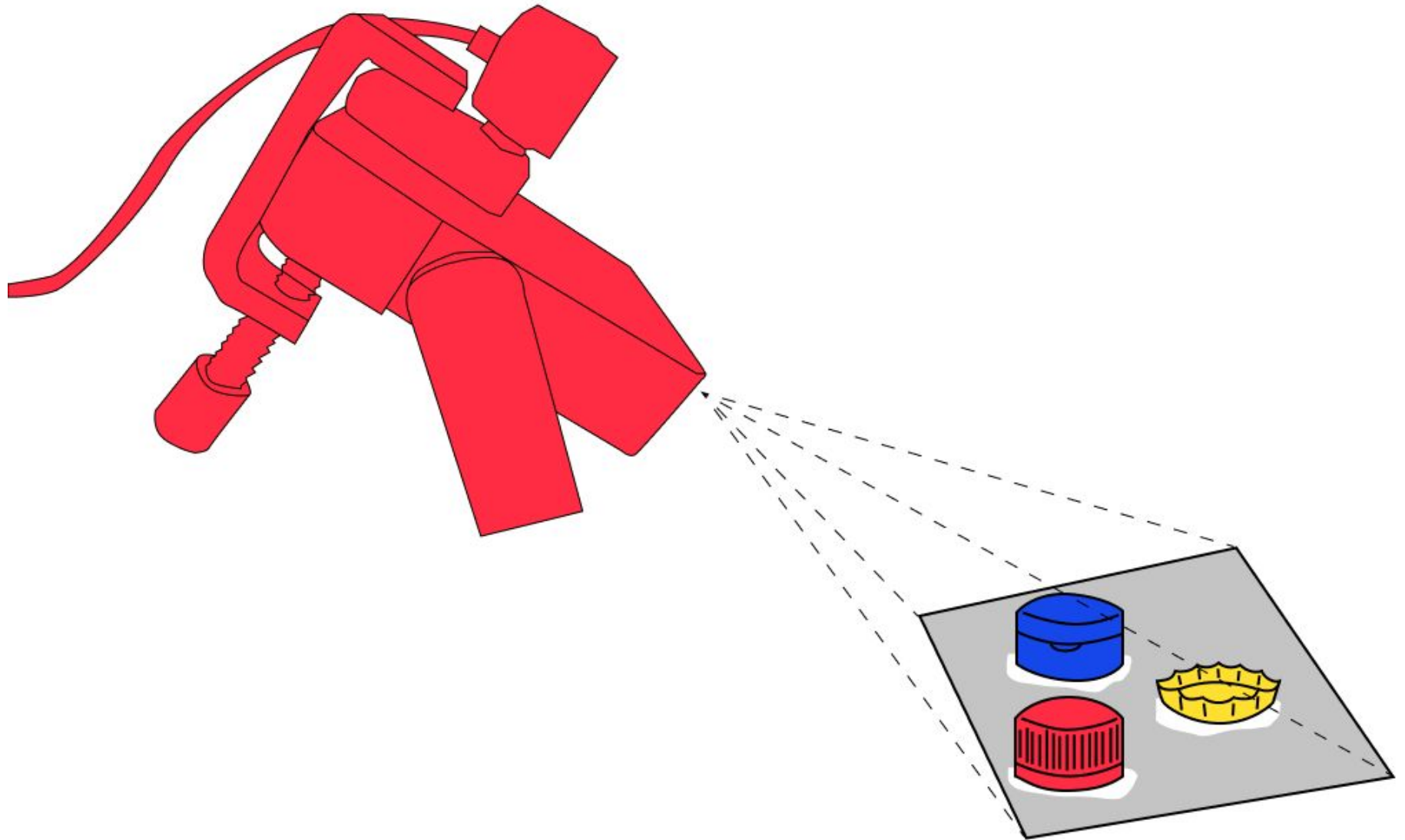


JOY LABZ
RESEARCH LAB

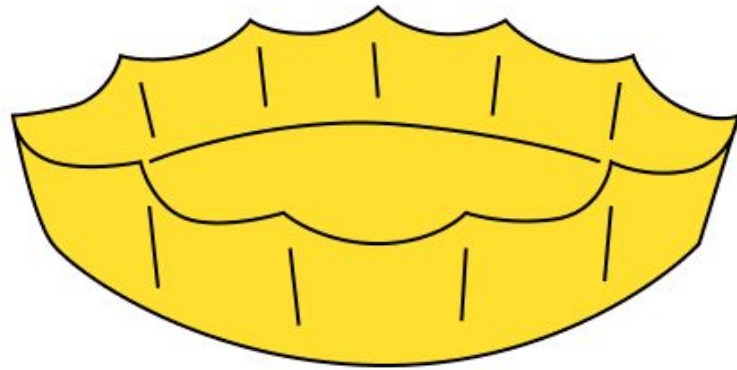


Reality bender is a generative platform that let you create virtual objects that interact with physical objects.

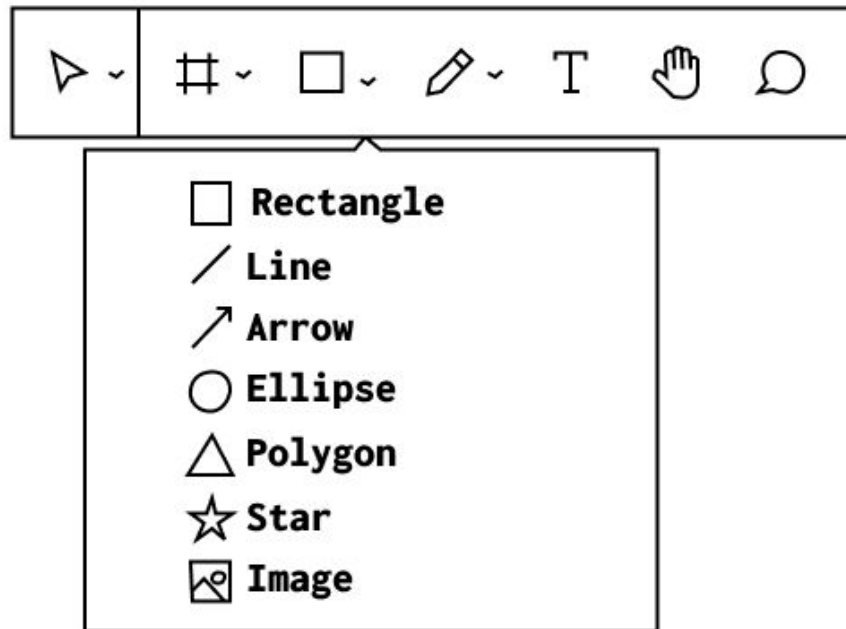


In this video we show how we are researching ways to achieve that using commonly found materials and computer vision

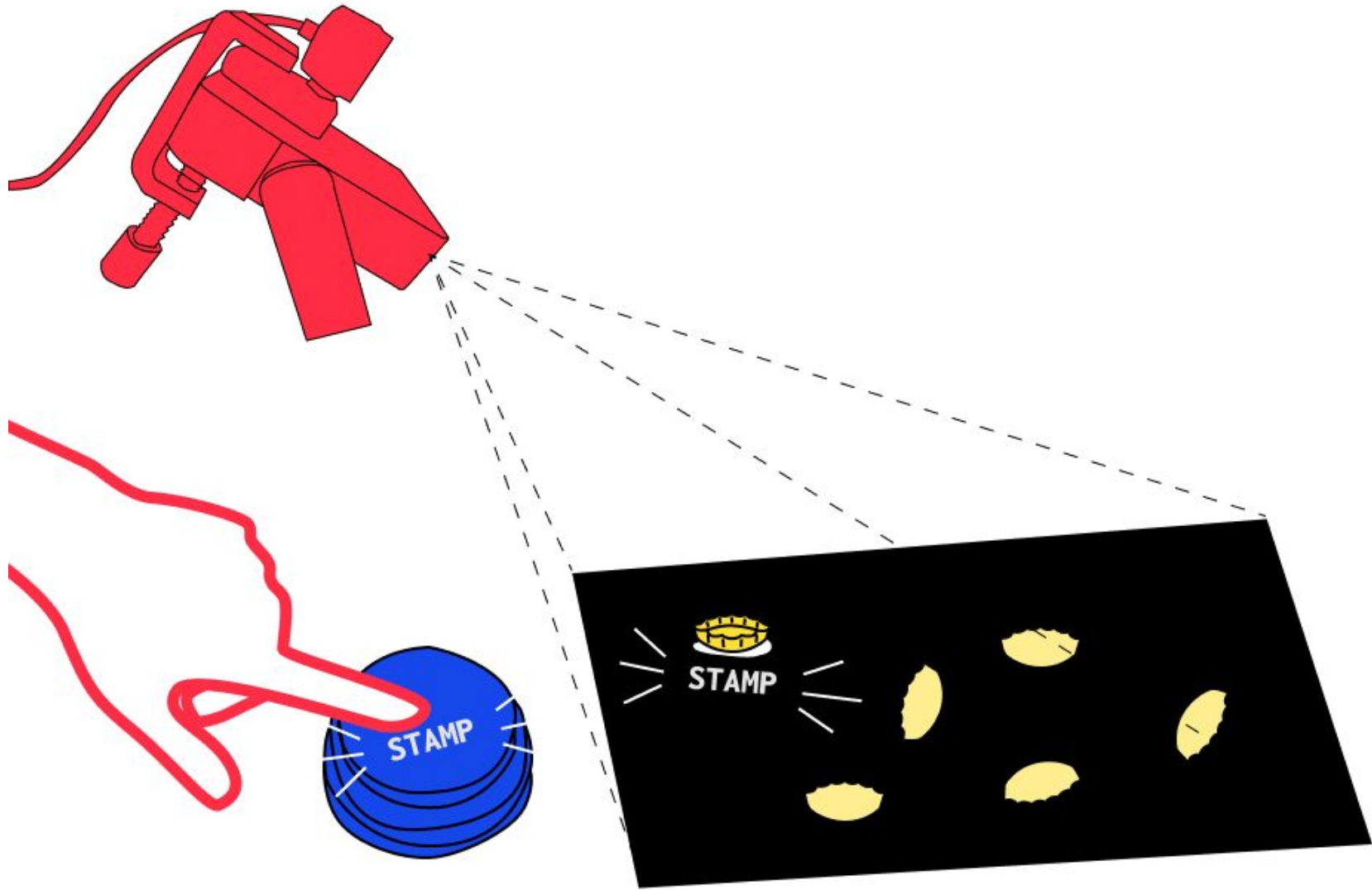
TRANSFERRING PROPERTIES



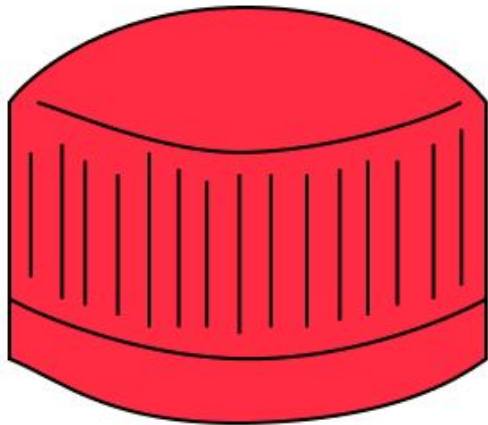
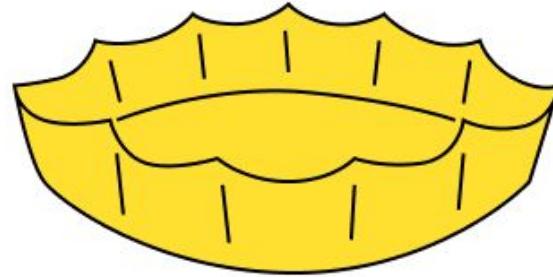
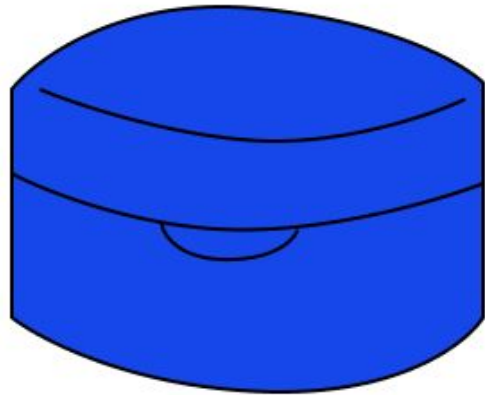
Objects in the real world have shape



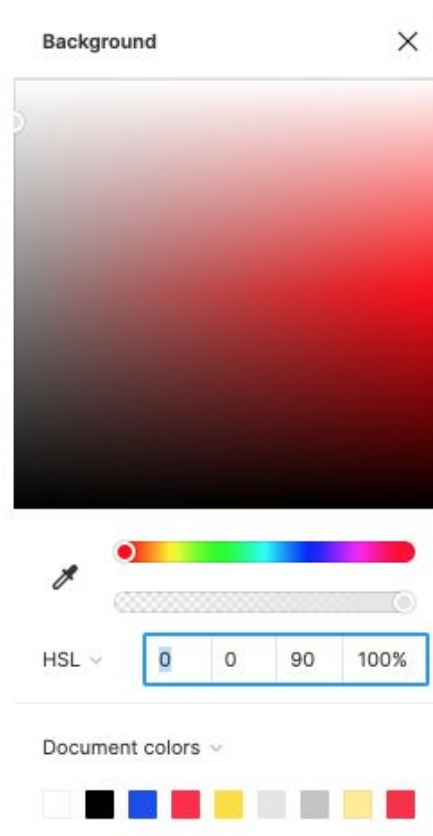
Objects in the virtual world also have shape



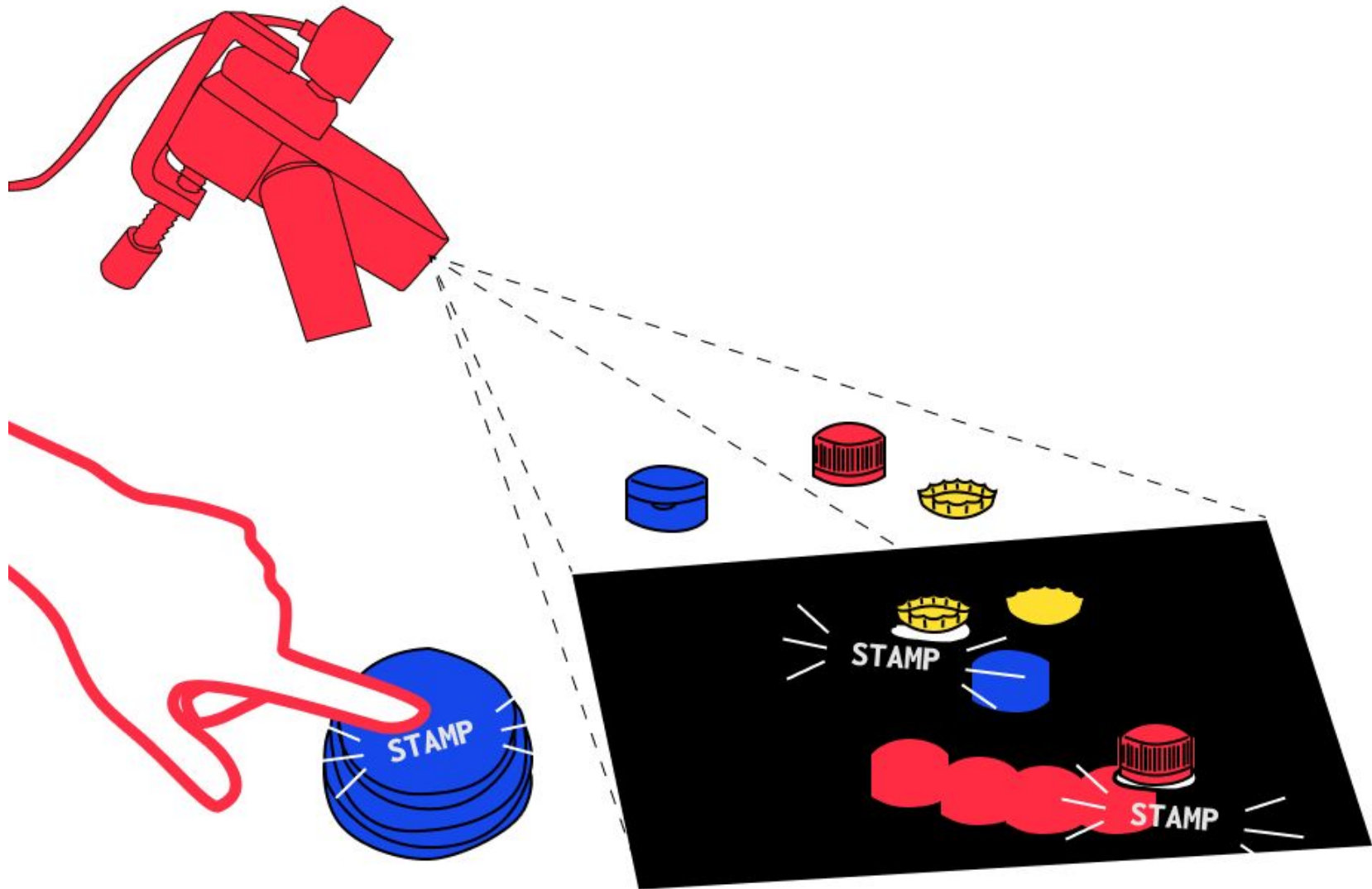
With Reality bender you can transfer the shape of your physical object to the virtual world



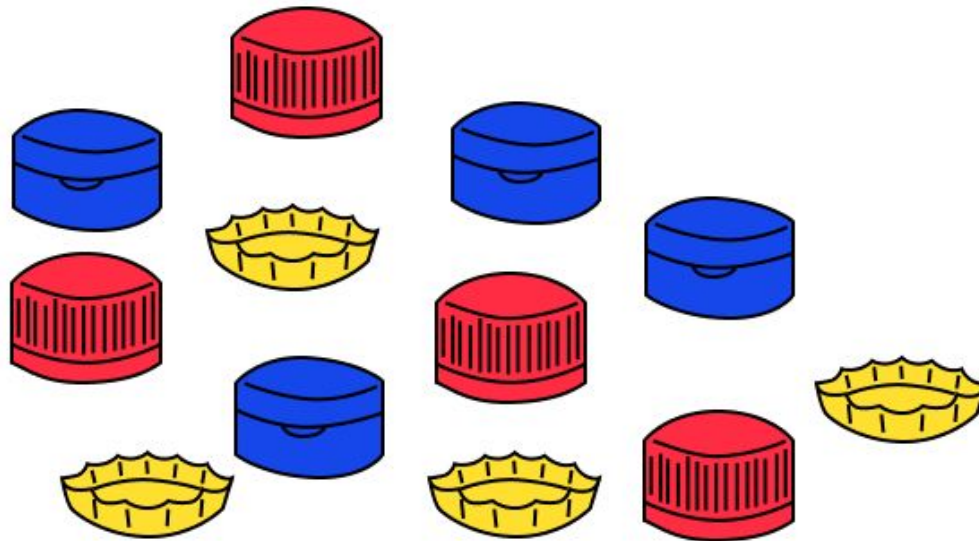
Objects in real world have a color



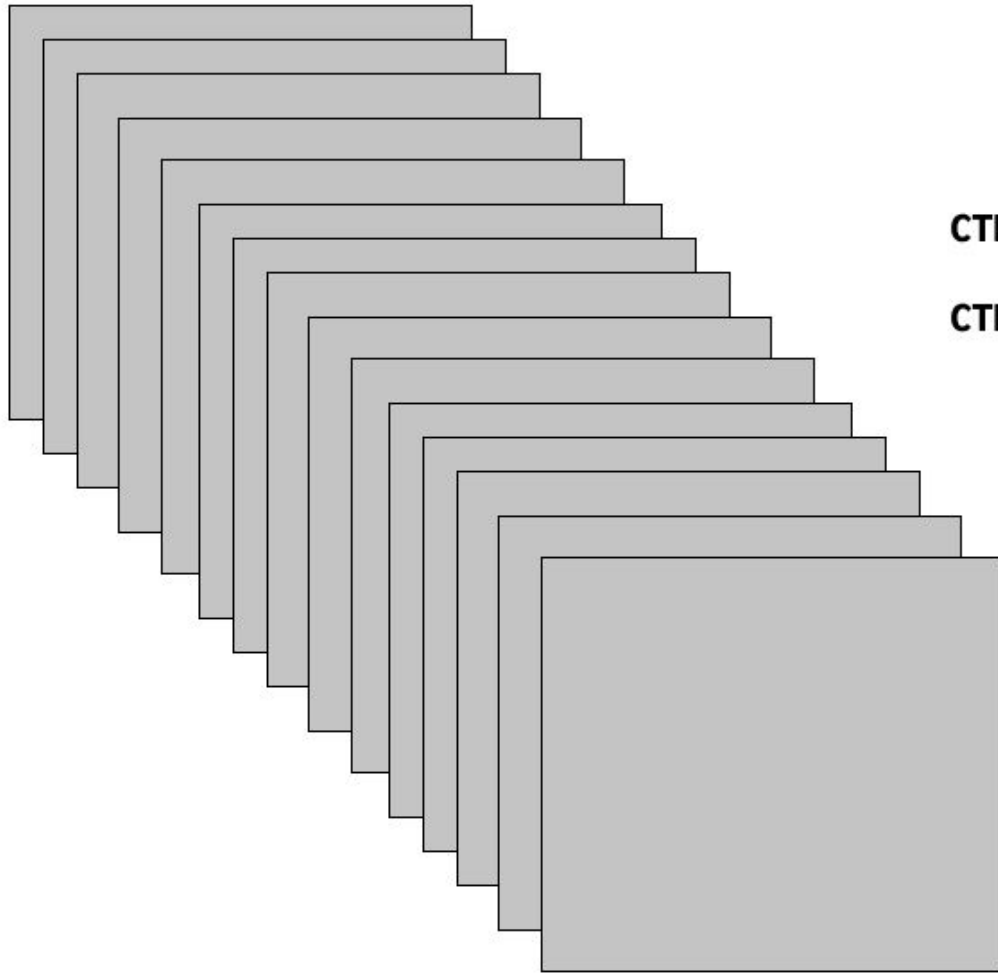
Objects in the virtual world can have many colors



With reality bender you can transfer color from physical objects to virtual objects

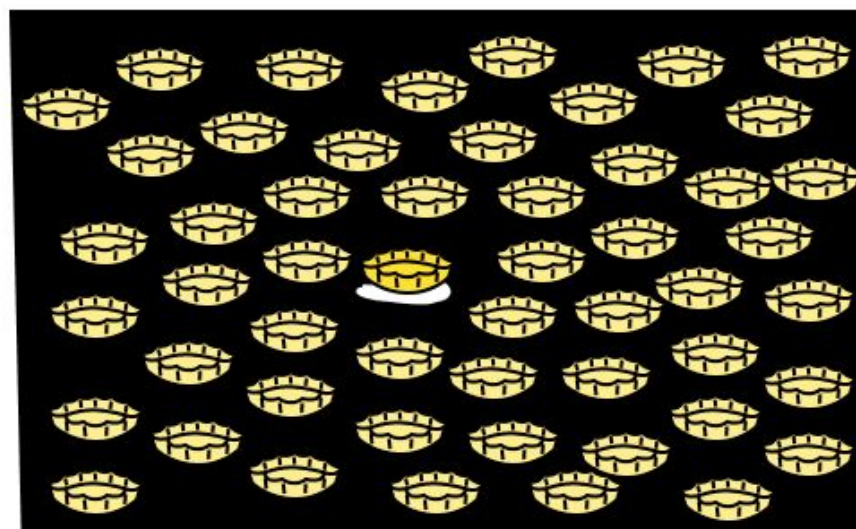
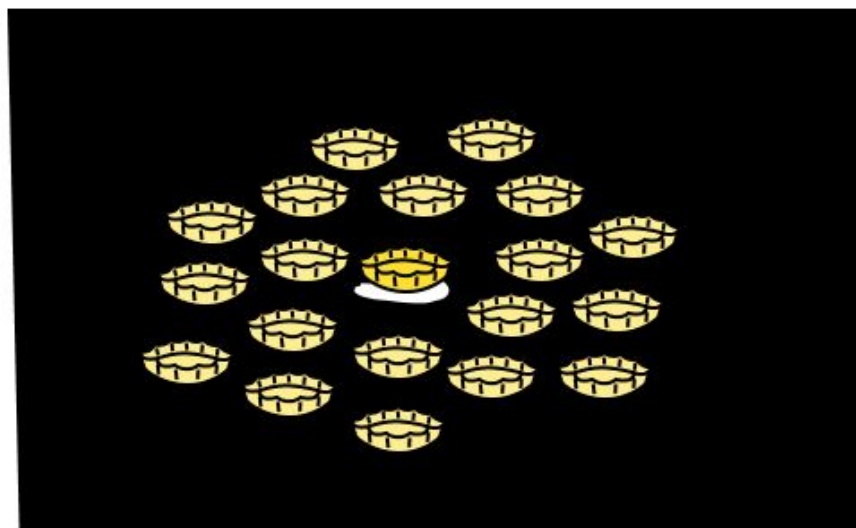
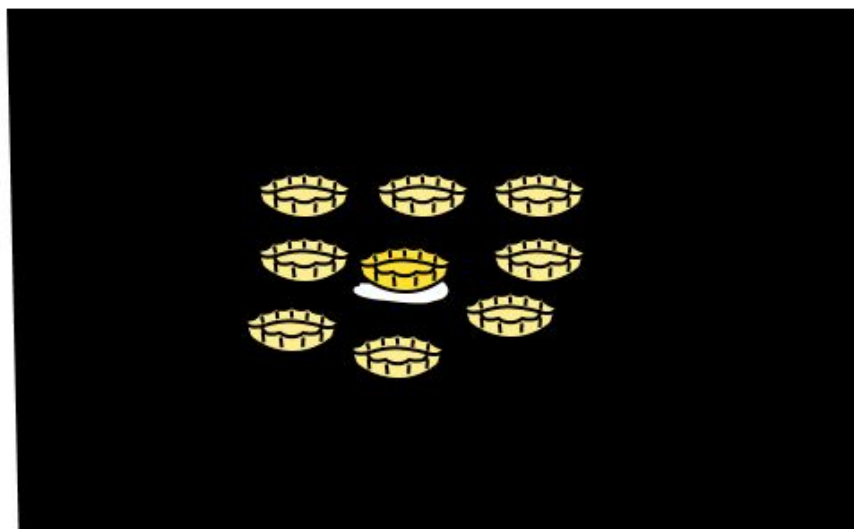
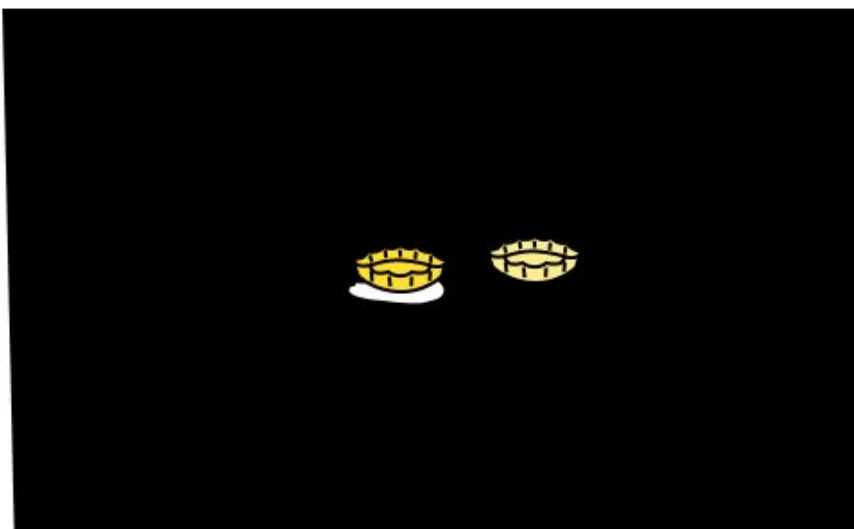


In the real world, you can have many but it's hard to have infinite amounts of something



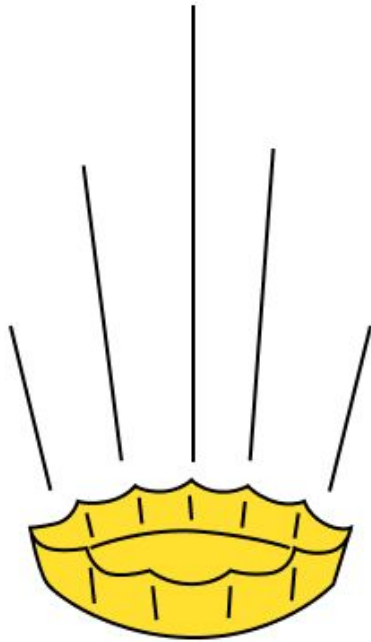
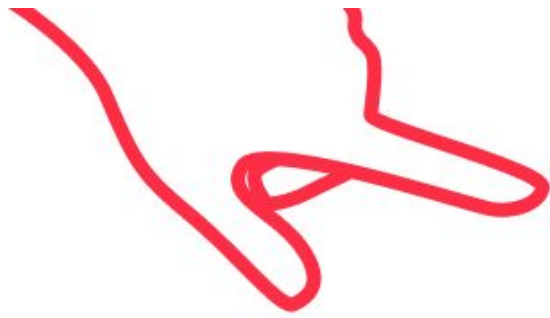
**CTRL C
+
CTRL V**

In the virtual world, it's quite simple to have infinite amounts of something

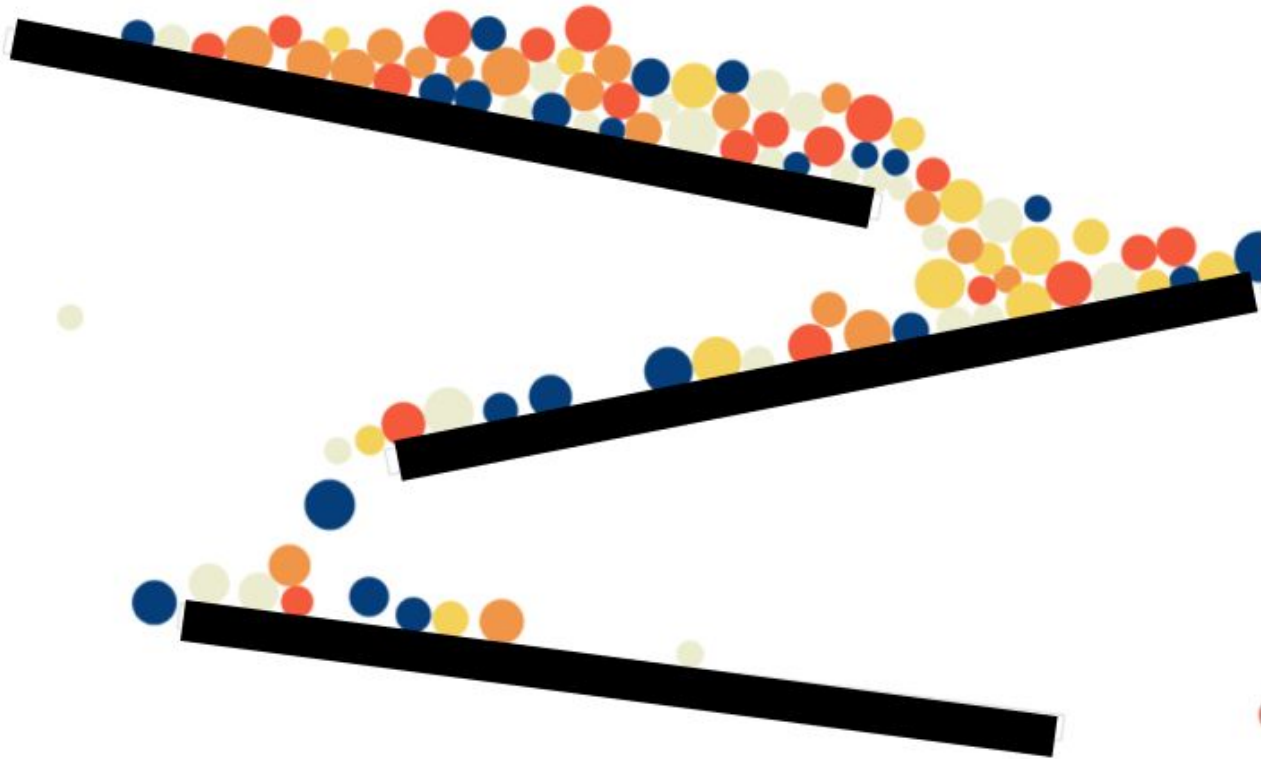


With reality bender you can transfer color from physical objects to virtual objects

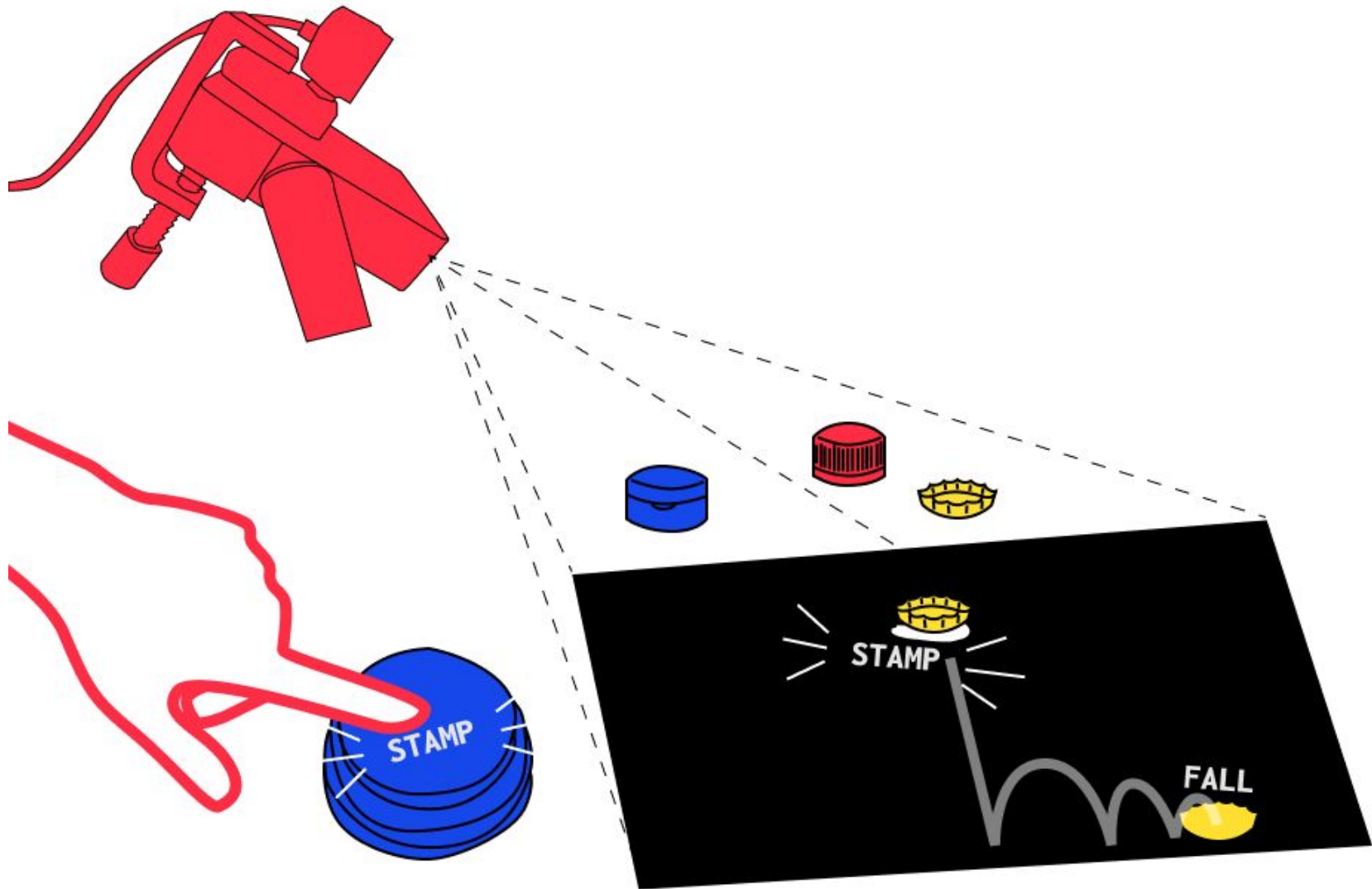
INTERACTION



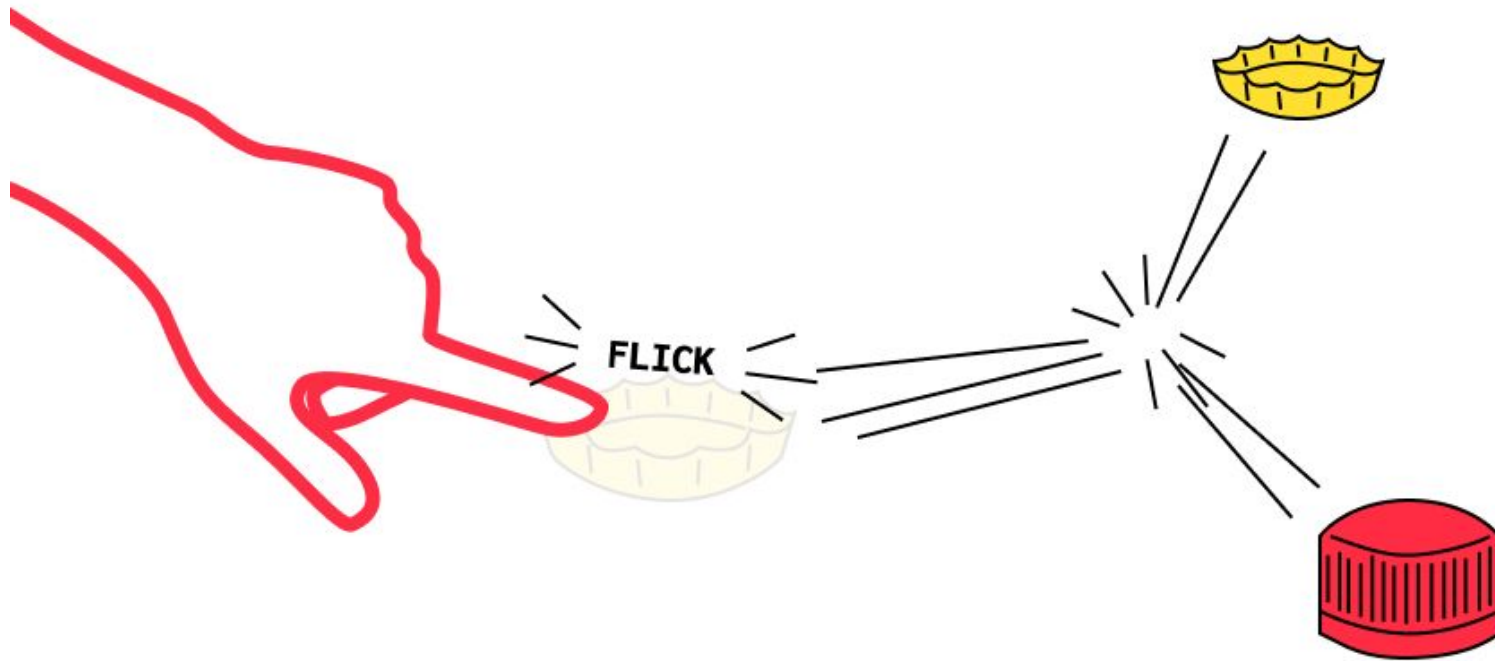
Objects in the real world have weight



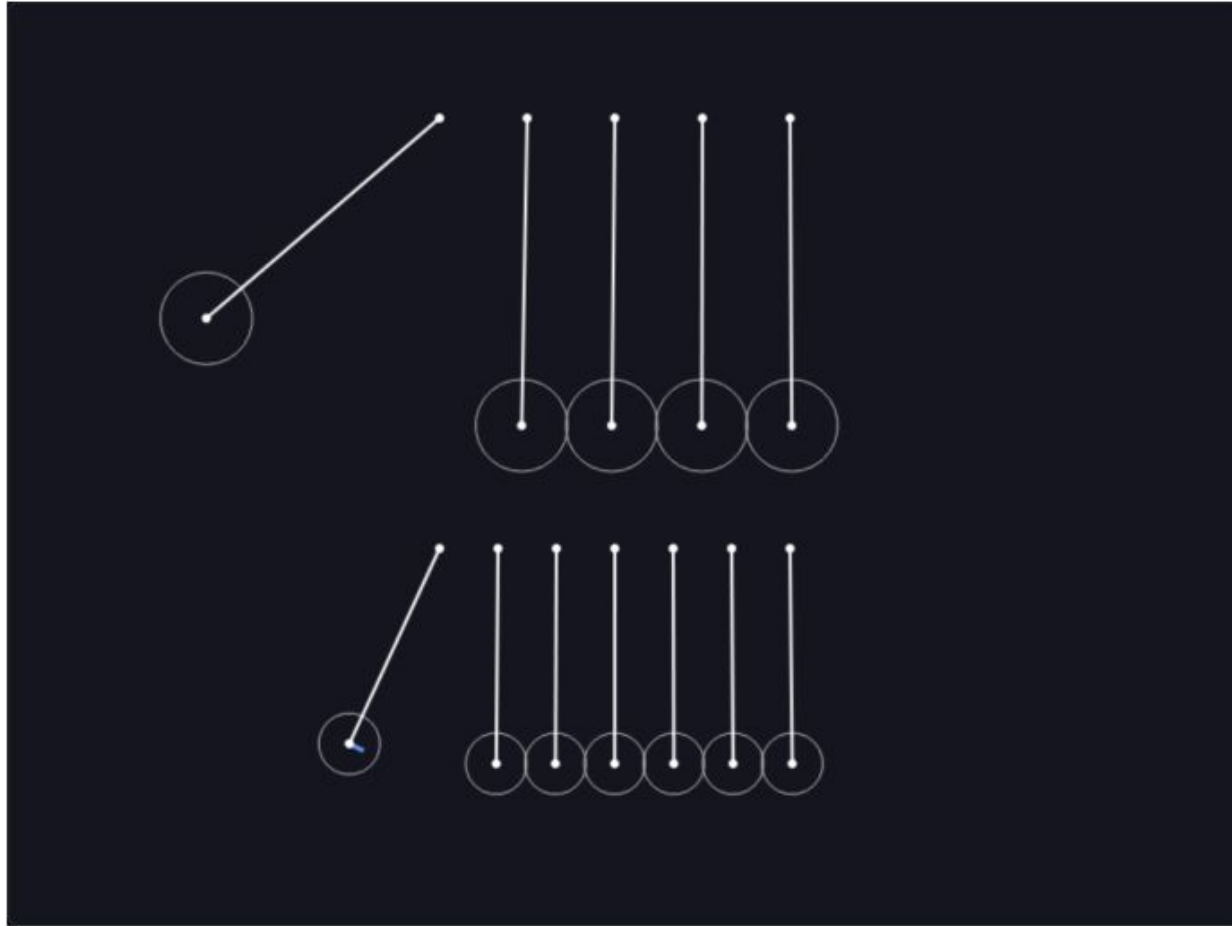
- Objects in the digital world can also have weight



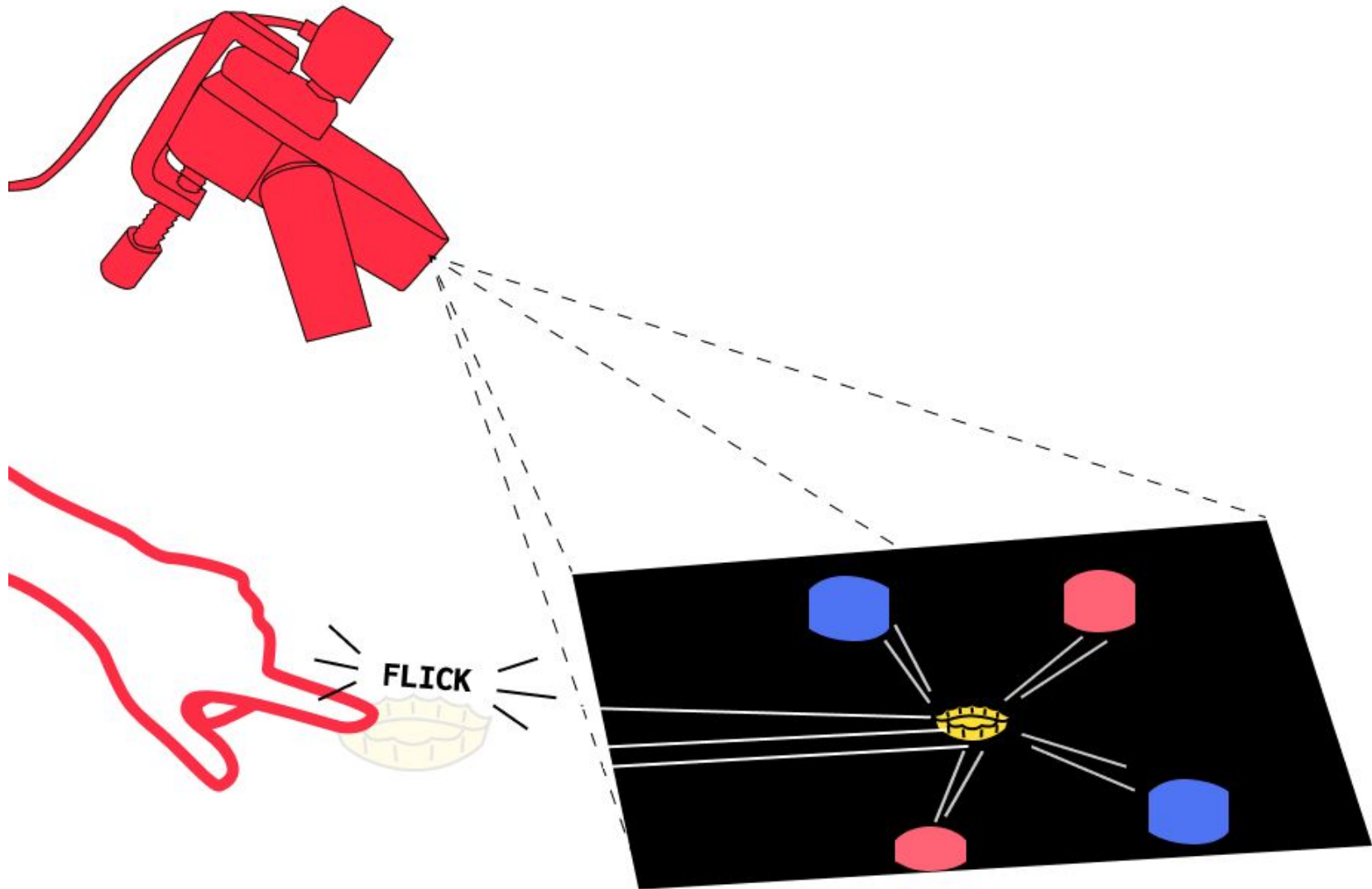
In Reality Bender you can create objects that simulate real objects weight



Objects in the real world collide



Objects in the virtual world can also collide



In reality bender you can make virtual objects react to physical objects as if they were also virtual

GAMES

- **Bubbles moving around**
- **Throw things to pop**

- **Show a silhouette**
- **Stamp objects to fill the silhouette**

- Stamp object and it falls
- Play tetris

- Stamp a lid that falls (ball)
- Change gravity to 0
- Bump an object on ball and play 2 player pong

- Screen shows "ball spawn" area and "target area(s)"
- Place lego bricks to form a marble run
- Spawn a ball
- Turn on fountain mode

- **Animals running wild on screen**
- **Make a lasso with an USB cable**
- **Capture the animals and bring them to the safe area**