Visualization Testing of an AR Platform Product

**Client Overview**
- Augmented Reality Platform Provider offering visual interaction and product visualization solutions

**Business Requirements**
- The client's Augmented Reality Platform powers virtual object recognition and interaction features
- Products / Images are featured on the platform with three-dimensional properties such as Size and Shape, Moving objects, Position, Angles, Textures, Surfaces etc.
- The objects /images can be used in contextual fit and designs. Enables interactive features such as Zoom, rotate etc.

**Our Solutions**
- Tested 3 AR based applications with Object Detection, Localization, Multi Player functionalities
- Tested Scenarios that cover end to end visual parameters of the product images
- Tested Scenarios for scan area and localization, community based image views, image placements, object blocking, scaling, screen dynamics
- Test Application features with adding colors, sticky notes and other add-ons
- UX Tests: User navigations, Feature display in different light conditions, indoor and outdoor regions
- Image positions, postures and interactions are tested (flat surfaces, near and far movements etc.)
**Engagement**

- 2 Test Engineers
- 1 Test Lead
- 8 months engagement including Functional, Compatibility Testing, UI/UX tests, Reporting and Regression Tests

**Business Impact**

- 400+ bugs raised and reported and suggestions provided for Functional, Compatibility and UI/UX related issues