



A car body is realized in Spacedesign using 3D devices and VR/AR visualization.



User interacts with car model on tracking platform.



Design and assessment of a car roof in Augmenting Reality.



Aesthetic evaluation of a rapid prototype in Augmenting Reality.



Figure 1. System set-up with a typical situation of use: charging the Gripper with an element from the booklet (left). The platform (right) holds an unsaturated atom, with which a binding with the charged atom may be triggered.