Alpha Presentation

PIG: Policyholder’s Interactive Guide

The Capstone Experience

Team Auto-Owners

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Project Overview

• Interactable way for users to learn more about loss prevention and insurance implications
• Allows users to access coverage information in three different modes
• Panel Mode is a two-dimensional menu with a list of items
• Full Virtual Object Mode enables users to interact with a vehicle model and select individual items
• In Object Detection Mode the user approaches a real-world object and can view associated insurance information
System Architecture

- **Application**
  - Azure
  - Microsoft HoloLens
  - User

- **Development**
  - Unity

- **Back end**
  - MRTK
  - OpenXR™
Main Mode Select

Auto-Owners Insurance

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Mode Select

Panel Mode
Full Virtual Mode
Object Detection Mode

GPU: 128 mb (8.3 ms) GPU: 128 mb (8.3 ms)
Limit: 256 MB Peak: 256 MB Limit: 14271 MB

Say "Triple Pocket" in Stealth Mode
Panel Mode
Full Virtual Object Mode
Panel Mode Interaction
What’s left to do?

• Completion of Object Detection Mode
• Implementing object selection in Full Virtual Object Mode
• Differentiating gesture controls
• Finalize tutorial system
• Combine individual systems into single build
• Stretch goals
Questions?