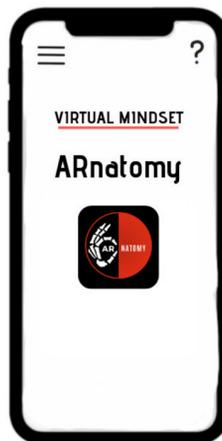
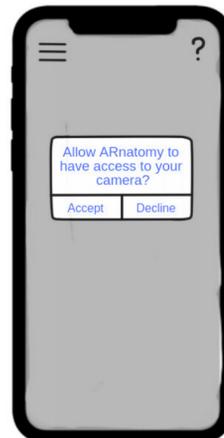


When the user opens the app, the loading screen will appear, featuring the name of the company, the name of the app, and the app's logo. The information bars and investigation question mark will also be present at the top

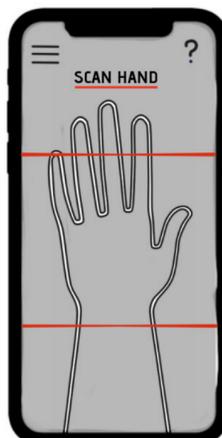


For first time users, the app will ask permission to use the user's camera and photos



The user then places their hand within the outline of the camera in order for it to be properly scanned

Good lighting is an important factor in ensuring that the model can be rigged



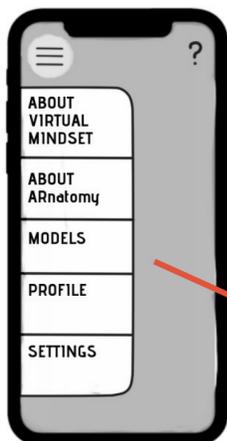
Once the hand is properly scanned, the screen goes to AR display, and the user will be able to move their hand with the rigged overlay as they choose



When the user taps the information bars on the upper left-hand side, a navigation panel slides out

When the user taps the investigate question mark on the upper right-hand side, they are taken to a zoomed in version of the model that they selected to display

The user can tap on each header in the side bar to learn more information about the app's features



Tapping on the model header in the side panel will also take the user to model display

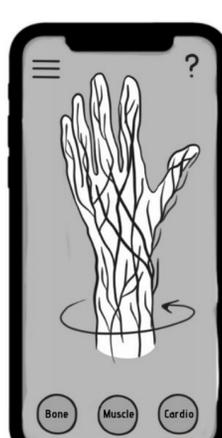
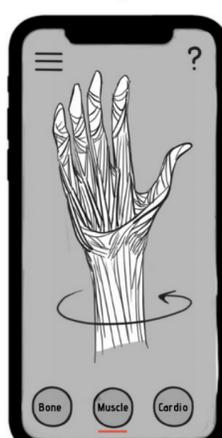
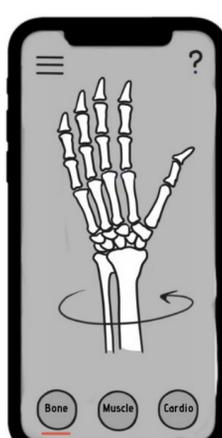
Tapping on the small circles on the bottom of the screen will allow the user to select different model's to overlay onto their hand

The user can then double tap on the model to go back to AR display

A panel will slide up from the bottom, with information pertaining to that part of the hand. A row of circles at the bottom can be slid back and forth to select a different part of the hand, while that part is highlighted in the model shown behind the panel



A panel will slide up from the bottom, with information pertaining to that heading. The user can use their thumb to raise and lower the panel.



The user can turn the model 360 degrees and use to fingers to zoom in and out to get a more detailed look at each designed model