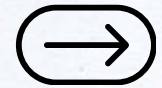




Bauhaus-Universität Weimar
Diversity Fund



SurveyLab



DIY AR Comics

Comic artists can bring their own
comic to Augmented Reality (AR)

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Survey[^]Lab



About Us

The Comic Survey Lab is an interdisciplinary community of researchers, designers, artists, and practitioners exploring how comics and visual storytelling can transform survey research founded by Shriya Singh and Konstantina Marra. By combining methods from Human-Computer Interaction (HCI), design research, visual communication, and comics studies, the lab reimagines traditional questionnaires as engaging visual experiences.

Our goal is to make data collection more immersive, accessible, and inclusive while preserving methodological rigor. We investigate how comics can support survey comprehension, reduce respondent fatigue, and enable participation from people with diverse literacy levels, cognitive abilities, languages, and cultural backgrounds. Through workshops, collaborative design sessions, and empirical studies, the Comic Survey Lab develops and evaluates visual survey methodologies that bridge the gap between research and human experience. We view comics not merely as illustrations, but as a powerful research medium capable of enhancing communication, participation, and understanding in the survey process.



Our Tools of Trade



A. KRITA (OR ANY DRAWING TOOL)

Krita is a free, open-source tool for creating comics, illustrations, and image edits. It supports both static artwork and frame-by-frame animation.



B. STYLY

Styly is a browser-based platform for creating immersive AR scenes. It lets you place 3D models, images, and animations in real-world spaces, no coding required.



C. REMOVE.BG + GPT

To make your 2D files seamless we need to remove their background so that they can be projected onto different real-life backgrounds.



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Why AR...



Objective is clear to create a comic cover or piece using AR and/or animation.

But WHY these tools?

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Why?



EASY 2D ANIMATION

Krita helps us create, edit, and animate comics in a flexible, intuitive way.



FREE PROJECT HSOTING

Styly allows us to bring those creations into AR, making static comics interactive and spatial.



LOW LEARNING CURVE

GPT will let us quickly turn your drawings into digital forms.

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Augmented Reality

Augmented Reality in comics allows us to break the boundaries of the static page and let our readers experience stories in new dimensions. By blending virtual elements with real-world settings, comics can now react to space, time, and even user interaction.



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Expanding to AR

Consider it extension of your canvas not unlike animation but to enhance immersion to the limits yet known to us. AR in Comics lets us explore storytelling in real-world environments, expanding the idea of "composition" into physical space.

Animation adds motion and emotion to our stories, helping us convey action, atmosphere, and engagement beyond the page.



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AR in Comics?



KEY QUESTIONS TO CONSIDER

- How can we interact with comic panels in AR environments?

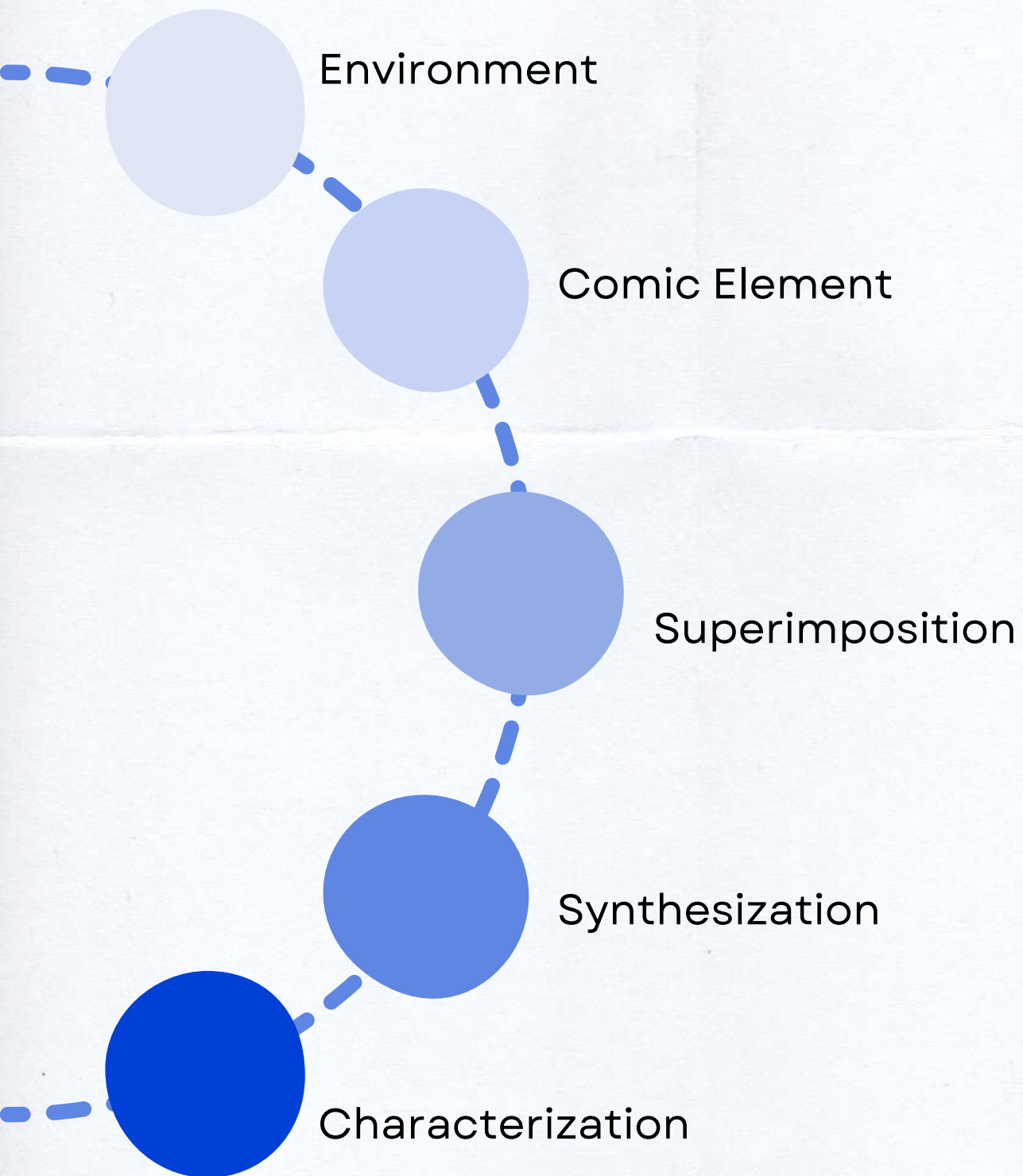


SPACING?

- Can the space around a comic panel enhance its meaning?
- How does AR change the way we position characters and build atmosphere?

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It is all about immersification

Augmentation can be done to the media file you have; our media is primarily comic. How can we interact with comics in AR environments?

- Manipulating the environment
- Manipulating the comic character
- Manipulating the environment and comic character

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Animate Your Character

Simple animations like blinking, movement, or gestures can bring static 2D characters to life. Adding motion helps create a dynamic, engaging comic cover that feels more alive, especially when combined with AR!



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3 Kinds of Effects

A. ARTIFICIAL ENVIRONMENT ELEMENT + COMIC ELEMENT

B. ANIMATED COMIC ELEMENT + REAL ENVIRONMENT (NO ARTIFICIAL ENVIRONMENT ELEMENT)

C. COMIC ELEMENT + COMIC ENVIRONMENT ELEMENT

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First Effect

A. ARTIFICIAL ENVIRONMENT
ELEMENT + COMIC ELEMENT

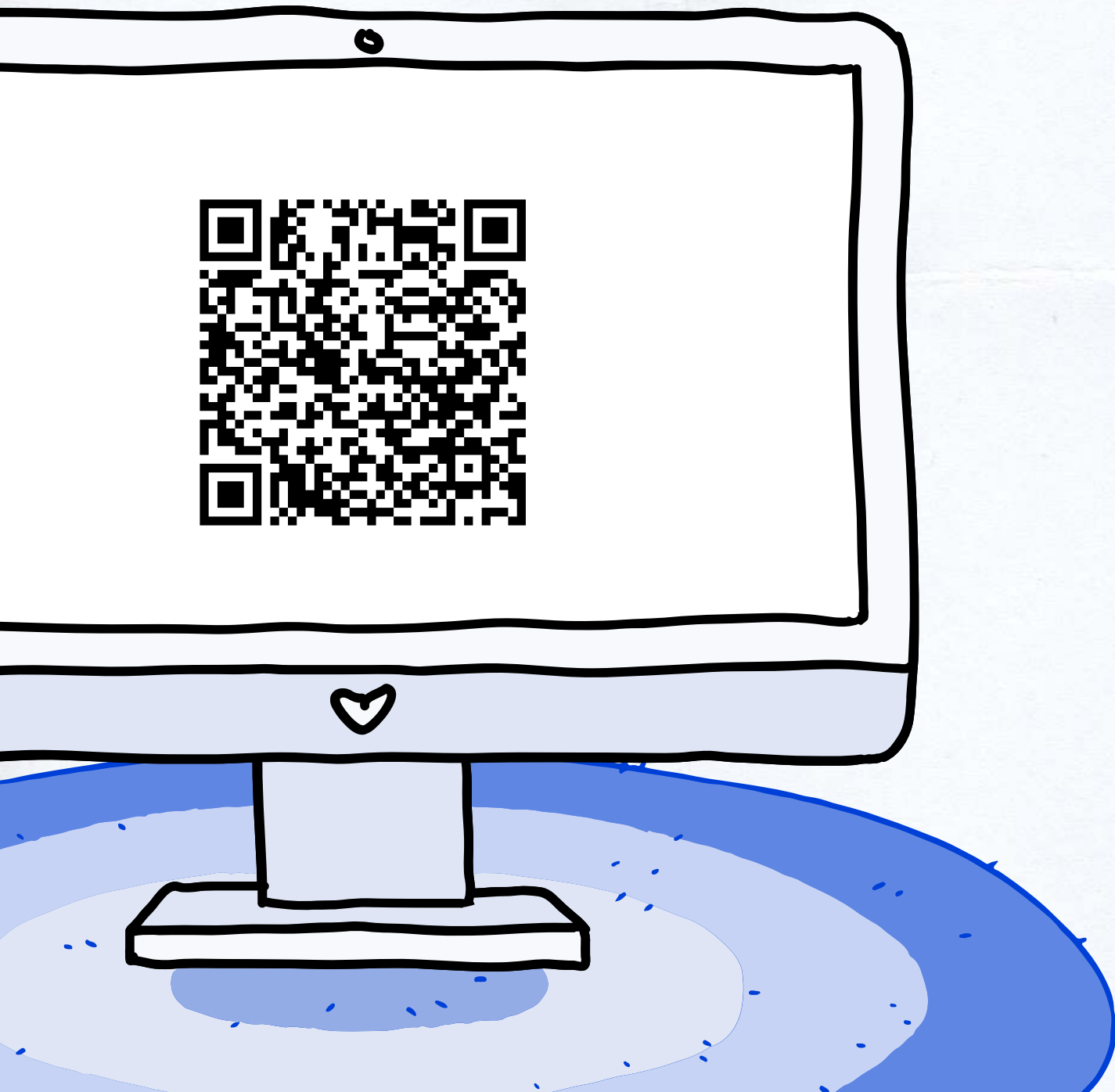
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Second Effect

B. ANIMATED COMIC ELEMENT +
REAL ENVIRONMENT (NO ARTIFICIAL
ENVIRONMENT ELEMENT)



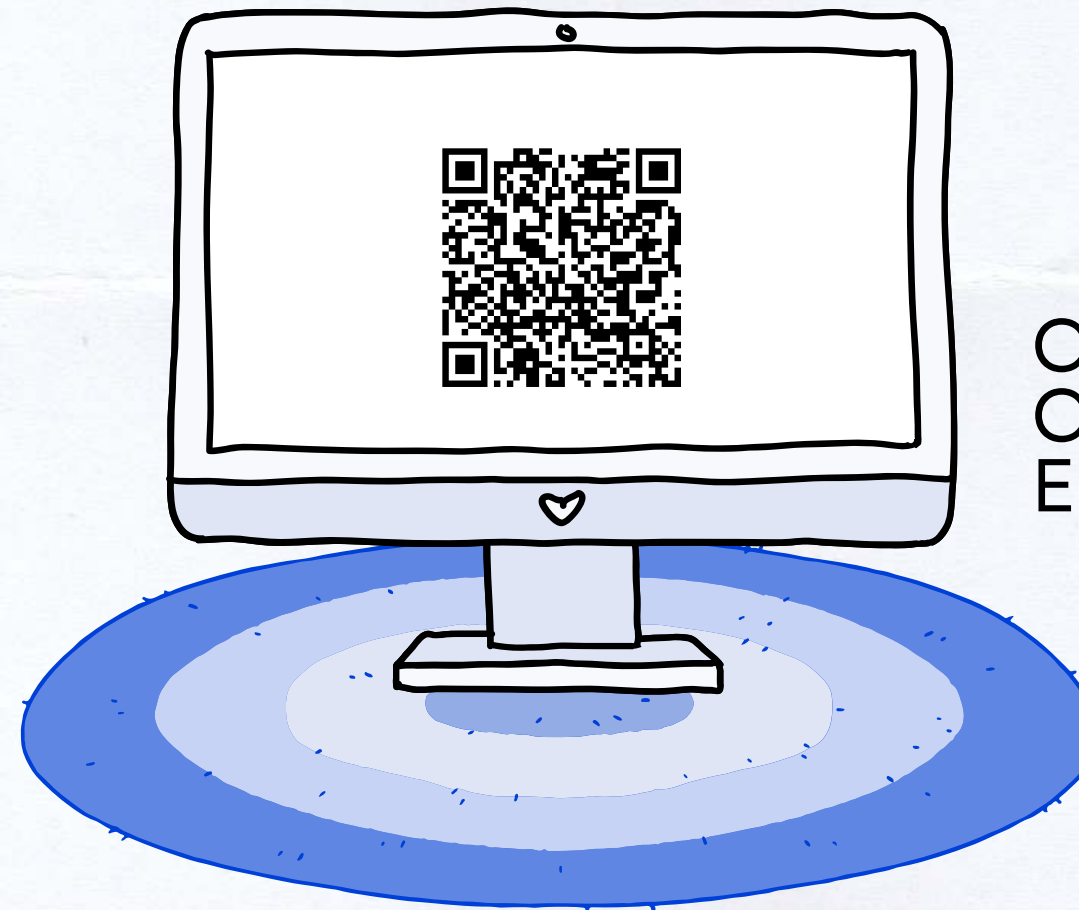
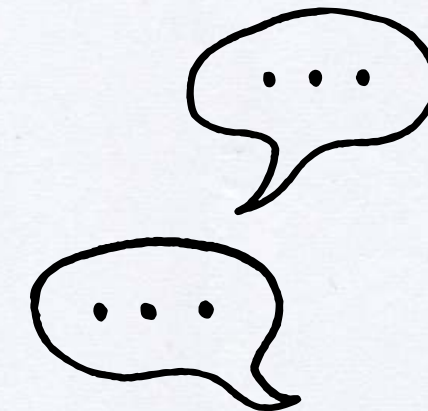
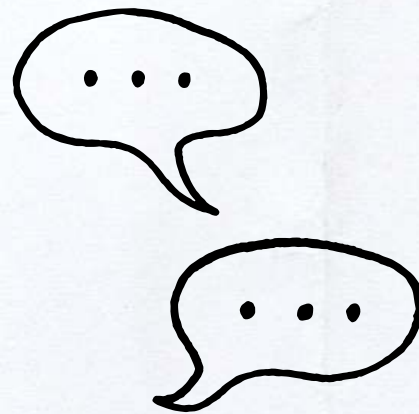
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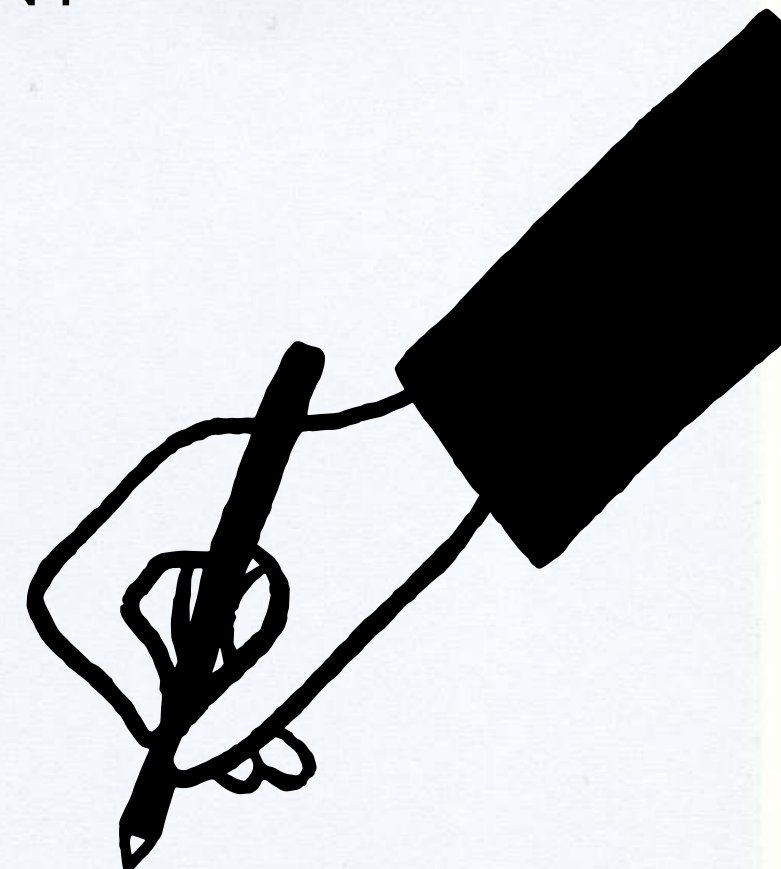
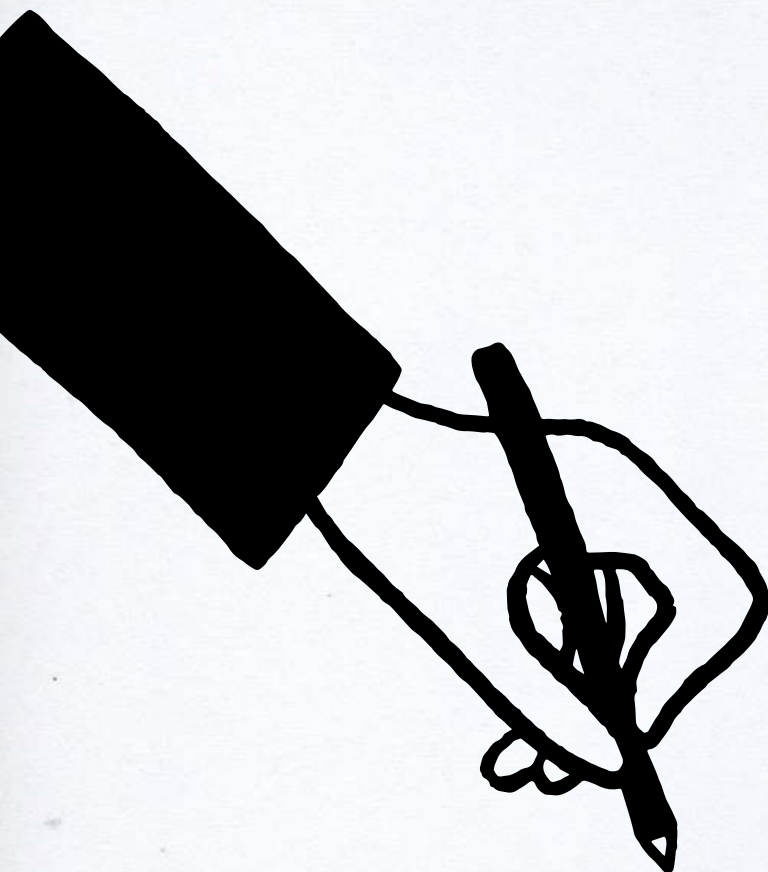


Third Effect



C. COMIC ELEMENT +
COMIC ENVIRONMENT
ELEMENT

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Share Your Progress



What can we do?
Verbally share what you
would like to start with:

Animation or AR effect?

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Thank You For Your Time!

Closing statement: Feel free to reach out to me on my socials if
if you are ever in a pinch!

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