

AR Masks

SLQ Wiki Fabrication Lab 2026/01/14 14:50

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In this workshop, you will learn how to turn a physical mask and using Procreate to animate and then transform it creating with Adobe Aero to create an augmented reality animation.

The workshop will focus on merging traditional art techniques with digital tools to bring your mask to life with interactive animations.

Workshop presentation

The AR Masks workshop has been created into a slide show for presentation and documentation purposes. Please feel free to download and use the guide and files as per our CC license in the footnote.

Some pages may link to other online workshops, tutorials or guides created at The Edge, you may require internet to connect and view links.

[Public view - Slides](#)

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Required Equipment

- iPad and Apple Pencil ([borrowable from The Edge](#))
- Adobe Aero ([available in the DML](#))
- Paper, pen and scissors