object oriented software engineering

PROJRCT PROPOSAL



**B.S. (SE) 2018**

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## Title

SEMBLANCE AR

## Elevator Pitch

Semblance AR is a project having an outward appearance that resembles something desired, even if the reality doesn't match the appearance.

## Problem

In today’s environment, people are using smartphone than any anything. For some purpose like online buying people are concern about they are buying, and they prefer real shopping over online.

Similarly, while making video or shooting of any movie, adding extra vision to increase viewer’s interest is necessary.

To increase productivity is immensely important and can be done through AR.

**Introduction to Domain**

Semblance AR makes the real-life environment around us into a digital interface by putting virtual objects in real-time. Augmented Reality uses the existing environment and overlays new information on the top of it unlike virtual reality, which creates a totally artificial environment. Augmented Reality can be seen through a variety of experiences. Recent developments have made this technology accessible using a smartphone which led to development of wide variety of augmented reality apps.

## Solution

To solve the mentioned problem, we will create Augmented Reality based app that will give real time interaction so, that the people consumer won’t have to travel for what they want.

3D virtual objects will be used in the video for a feeling of real time environment.

**Architecture Overview**

In this way, augmented reality in construction and architecture projects involves placing a 3D model of a proposed design onto an existing space using mobile devices and 3D models. This process becomes absolutely real and accessible due to the app [Virtualize](https://virtualist.app/features/) developed by our team. The first step in creating a new scene for your project when you enter the editor is to import your 3D geometry and textures. On the video below you can see how to import quickly 3D to AR and VR.

**Features**

* A combination of real and virtual worlds
* Real-time interaction
* Accurate 3D registration of virtual and real objects
* This app can be used for Retail, E-Commerce, Architecture, and other purposes also.
* Customers can view the images in 3D by rotating them and viewing all the augmented content before deciding to buy.
* It in smartphones generally include Global Positioning System (GPS) to spot the user’s location and its compass to detect device orientation.
* Including visual

**Wireframes**

**User Stories**

User Story:

1. User login retail app from mobile
2. As a user when user open an retail app from mobile to do place some order he will select product for select
3. When user view the product it will appear in 3D image and user is able to rotate image and able to viewing all the augmented content before deciding to buy.
4. Once user satisfy with product, he can place order successfully from App.

**VIABILITY**

**Hardware:**

There are different hardware required for this project for input purpose below are the list of hardware required

1. Camera
2. VR devices
3. Mobile phone

**APIs:**

“Our project doesn’t depend on any external APIs.”

**MARKET RESEARCH**

**Users**

In order to use this software user must have basic knowledge of Mobile using Play Store and App Store. Further, that user which are not familiar with mobile app it will be difficult for them to use this application.

User must have basic knowledge of how AR is used and what is the purpose of it. How to make videos and adding AR based objects into it.

**Competition**

**There are many Augmented Reality applications that exist based on different purpose.**

**Some of them are as following:**

1. **Light Brakes**
2. **Hive Tracker**
3. **AR Board Game and so on.**

**Our project is different as it directly shows AR features. This app can be used for pictures, videos and shooting purpose. AR artificial objects and scenario can be added.**