Project Title: TUT**AR**

**(An AR Education App)**

**Team Members: Roll no:**

* Kapil Kumar Singh 2100290120092
* Pratham Goyal 2100290120126
* Piyush Mishra 2100290120118

**Problem Statement:**

* Students usually encounter complex 2D diagrams in their academics which they often find it hard to visualize and understand.
* There is a lack of proper educational platform that would make learning fun and interactive.

**Proposed Solution:**

* We have made an application which is based on AR and VR, to help students visualize the concepts of their subjects. We all know the fact that if we can visualize anything in 3D then we tend to not forget it for a long time.
* Our app provides them a better platform, that makes their concepts crystal clear through appealing visuals, along with the conventional methods that are necessary. This will enhance their understanding even more than before.

**Modules and Functional Requirements:**

* **Vuforia SDK to implement marker based Augmented Reality:**
* Vuforia Engine to build Augmented Reality Android, iOS, and UWP applications for mobile devices and AR glasses.
* **Google VR (GVR) package and different cube maps for the environment.**
* The open-source Cardboard SDK allows you to build immersive cross-platform VR experiences for Android and iOS.
* Unity3D
* Imported 3D models from Unity Asset Store
* C# for scripting

**Software Requirements:**

* Android 8.0 (Oreo) or higher
* Google AR Services support