EXPERIMENTNUMBER-1.2

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AIM: Understanding different AR effects along with exploration of AR tool interface and capabilities.

TOOLS/ COMPONENTS USED:

1. Blippar(AR builder)

Basic concept:

• Augmented reality (AR) refers to technology that allows digital information – videos, photos, links, games, etc. – to be displayed on top of real world items when viewed through the lens of a smartphone, tablet or wearable device

In this experiment, we are going to deal with various AR effects and AR tool interface with the help of the online software (Blippar) which uses blueprints, photography, and 3D models to build out the visual positioning system, and can turn

around the project almost immediately. In order to do this , firstly we create the account on the Blippar then with the help of various tools available on the its user interface we buildthe AR effect by using the feature space around you

What is Augmented Reality?

• AR technology adds digital details to our physical world. This platform adds layers of information to any real-world physical object by projecting digital graphics on it. Unlike virtual reality, it does not constitute an entirely different ecosystem, but it makes the existing physical object more interactive and informative.
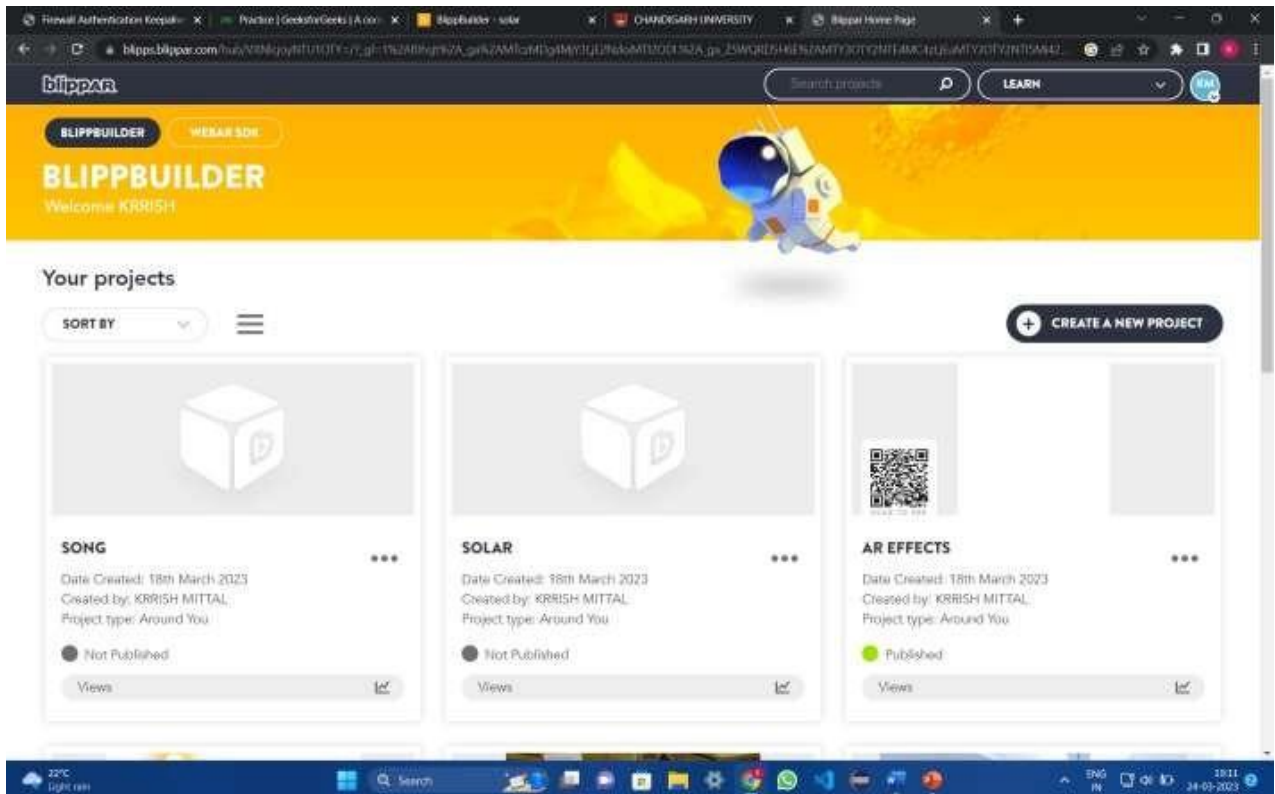
Procedure:

❖ **Step 1:** SignUp on the blippar platform.
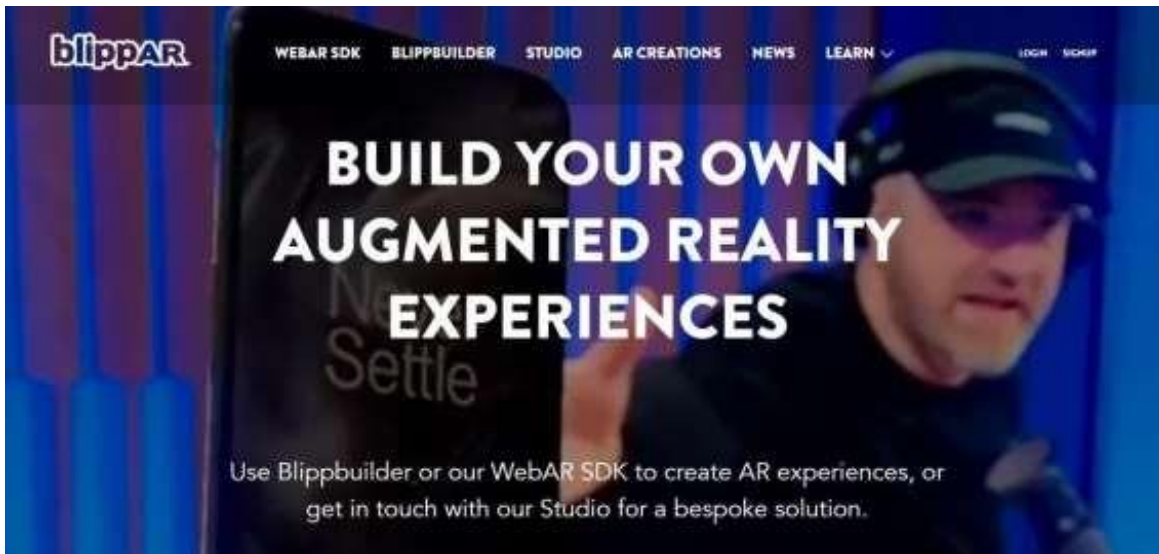
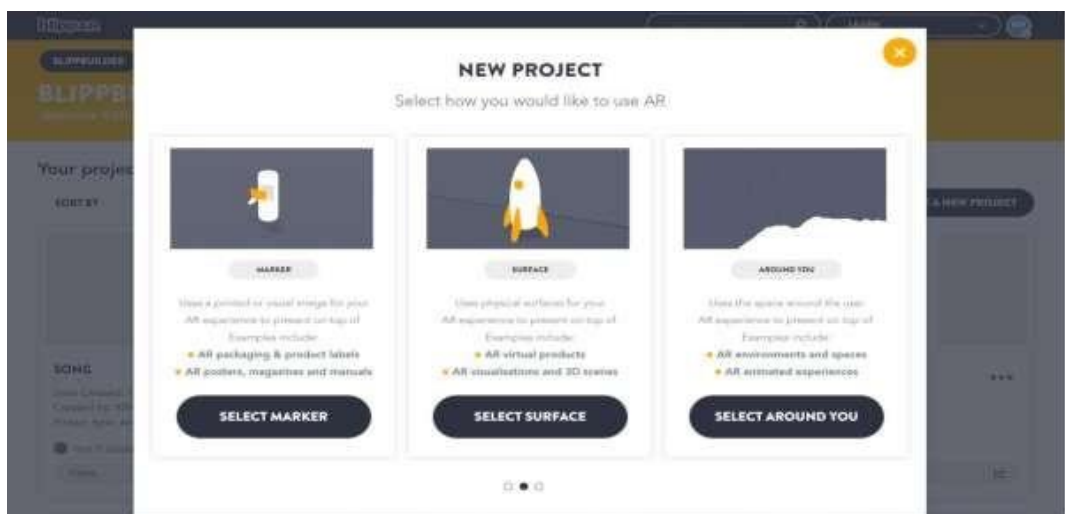❖ Now, click on the create new project and name the project.

❖ Then select the space around you feature in it.

❖ Now we use different type of user library(ie. 3-D lib,etc) to create the AR effect.
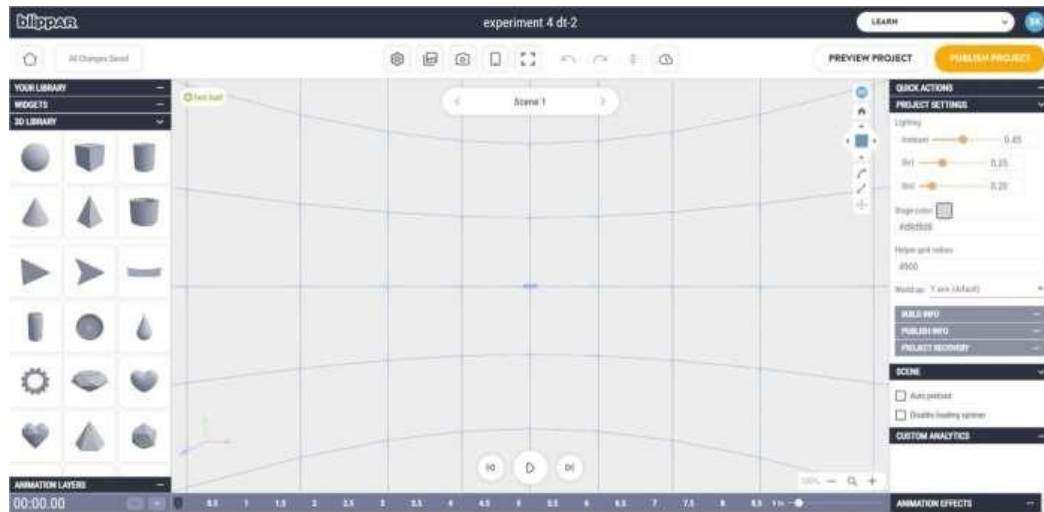
❖ Next step is to select the object using drag feature and paste it on the workspace foroperations like adding color, animations etc..
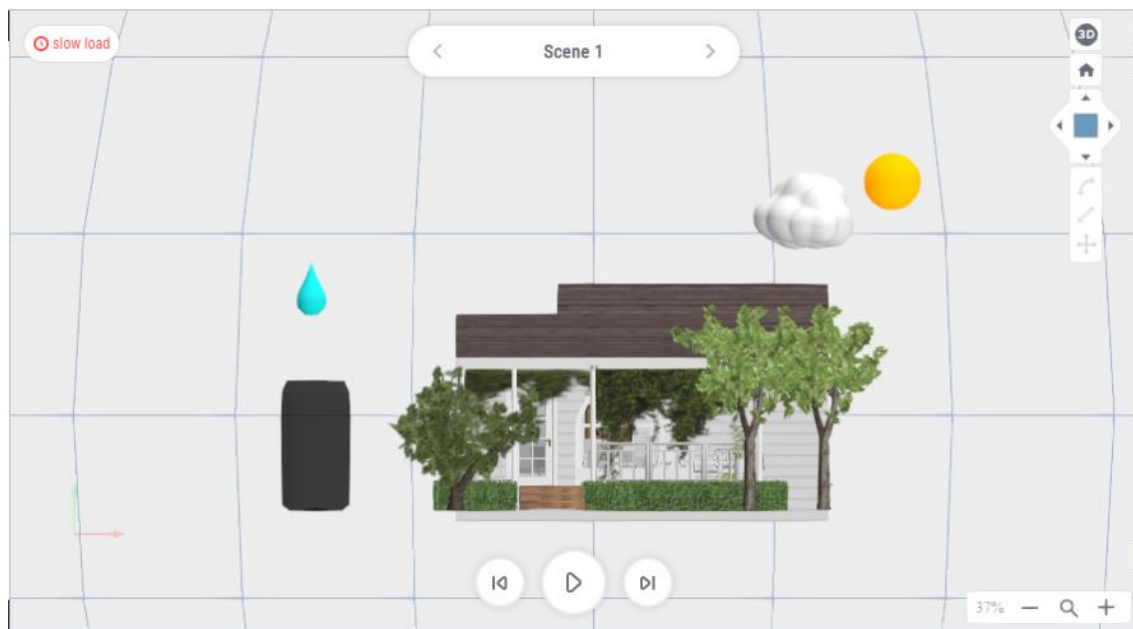
❖ Now , we have to click on preview project to see the AR/VR effect on the mobilephone/ pc , laptop with the help of the barcode and URL it generated for the project.

1. **Observations, Simulation Screen Shots and Discussions:**

- ➢ URL for the above effects
  - https://ar.blippar.com/ibucjssqo2f1z92fe2uscoxqv1c8jf3oj6vuj82h
  - Above screenshots are some of the AR effects, we have get after doing our experiment.
- In this type of AR, object recognition plays a vital role because it cannot replace an originalobject with an augmented one if it cannot identify the original object.
- One more observable thing we have find in this experiment is that its effects last for only 20mins and can also say the drawback of blippar after 20min we have to recreateto see theeffect

2. Result and Summary:

The future of augmented reality

- Innovative technologies transform science fiction into reality, and AR is undoubtedly one of them. Holograms, like in the Star Wars and the Marvel movies, now surround us in the real world, bringing a new immersive experience, and it's more than just entertainment. Today, augmented reality is an effective business tool.
- Across a number of different industries like retail, business, gaming, healthcare, and even the military, augmented reality is used for solving various business challenges. It's important to keep an eye on these technologies to know where the industry is heading.
- The ultimate goal of augmented reality is to create a convenient and natural immersion, so there's a sense that phones and tablets will get replaced, though it isn't clear what those replacements will be. Even glasses might take on a new form,as "smart glasses"are developed for blind people.

University Institute of Engineering

Department of Computer Science &

EVALUATION COLUMN
(To be filled by Concerned faculty only)

S.No.	Parameters	Maximum Marks	Marks Obtained
1	WorksheetCompletion	10	
2.	Viva	8	
3.	Conduct	12	
	TotalMarks	30	