

Augmented Reality

Augmented reality is an interactive experience of a real-world environment where the objects that reside in the real-world are enhanced by computer-generated perceptual information.

Resources used

- **Unity Engine:** Unity is a cross platform game engine developed by Unity Technology.
- **Vuforia:** is an augmented reality software development kit (SDK) for mobile devices that enables the creation of augmented reality applications.
- **C#:** is a simple, modern, general-purpose, object-oriented programming language developed by Microsoft.

With the above mentioned resources we developed an app that could play short descriptive video of our project and also display circuit diagram on our poster.

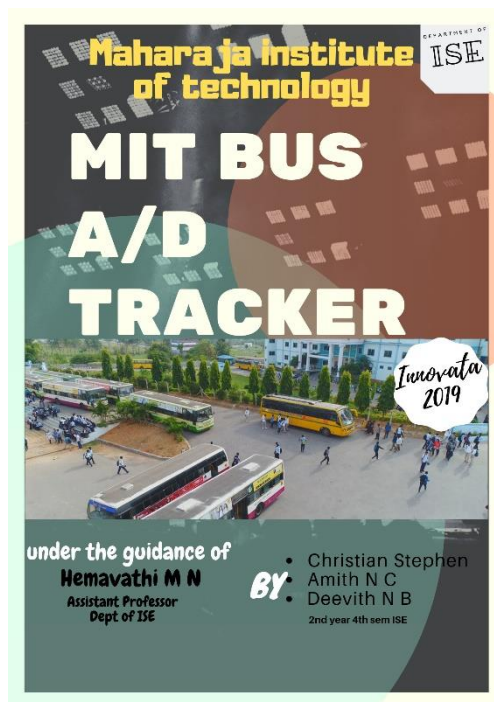


fig1:Actual Poster

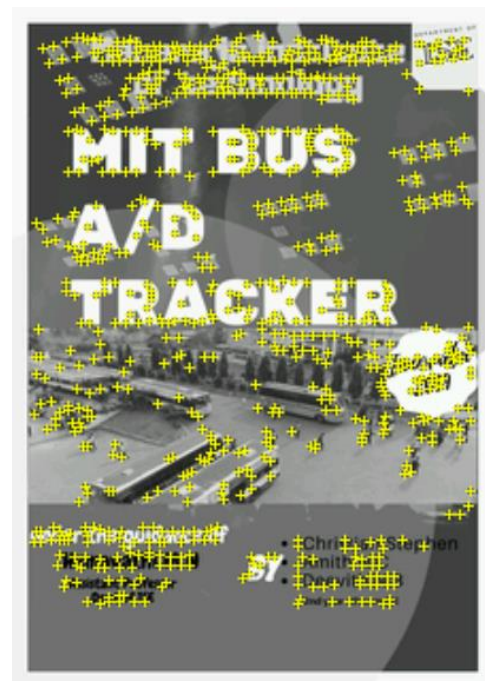
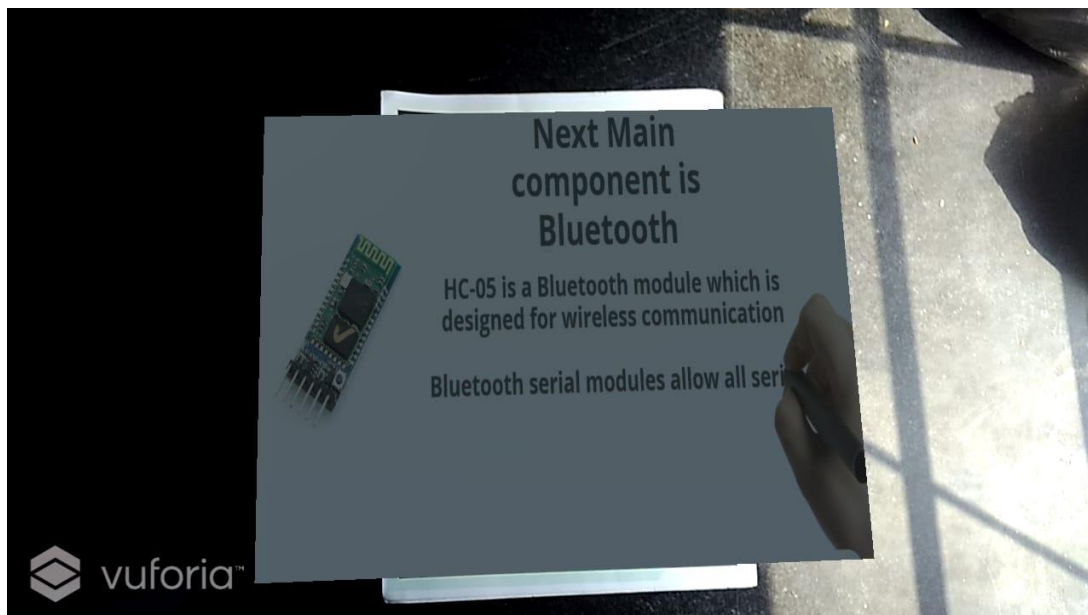


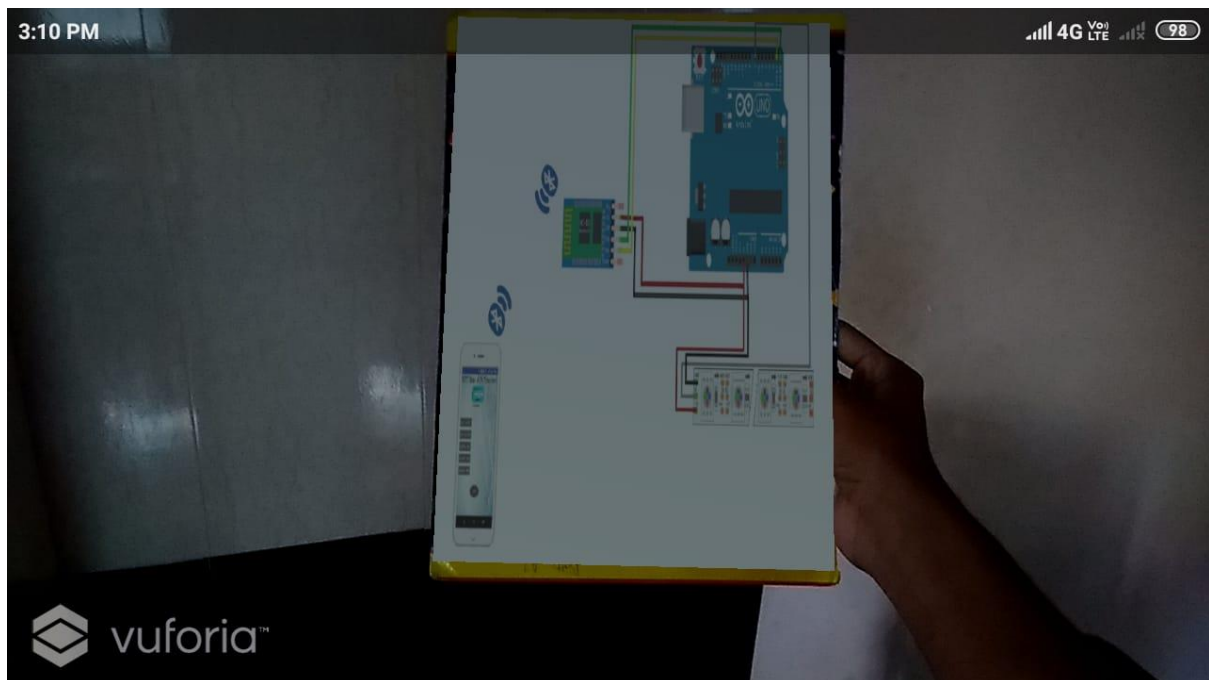
fig:2Poster identified with hotsopt

Above image shows how we took our actual poster(fig1) and with the help of vuforia, tracked each pixel and identifid the different one.

The markers on fig2 shows the pixel which are different so when ever our camera detects them it will be overlayed with what we have programmed with the help of unity game engine.



Screen shot showing how video is displayed on the poster



Screen shot showing how circuit diagram is displayed on the poster