Real-Time Augmented Reality Based Tool for Digital Media Production – "LUMOZ"
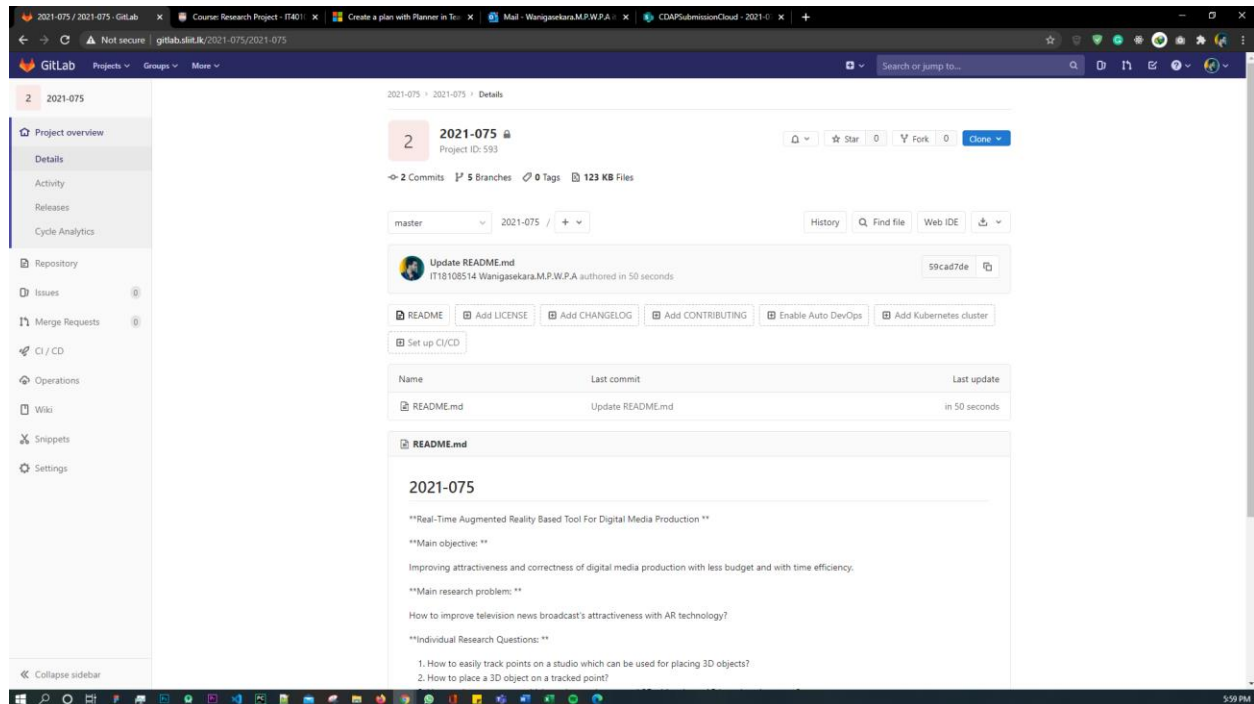
Project Id: 2021-075

Gitlab Screenshots

Project Group Member Details:

Number	Student Name	Student No.	Email Address
1	Wanigaasekara.M.P.W.P.A	IT18108514	it18108514@my.sliit.lk
2	A.Vihanga Nivarthana	IT18091380	it18091380@my.sliit.lk
3	R.M Bawantha Thilan	IT18175080	It18175080@my.sliit.lk
4	Gankanda G.M.J.U	IT18063738	it18063738@my.sliit.lk

Gitlab

Git Branches

Members

Readme

2021-075

**Real-Time Augmented Reality Based Tool For Digital Media Production **

**Main objective: **

Improving attractiveness and correctness of digital media production with less budget and with time efficiency.

**Main research problem: **

How to improve television news broadcast's attractiveness with AR technology?

**Individual Research Questions: **

1. How to easily track points on a studio which can be used for placing 3D objects?
2. How to place a 3D object on a tracked point?
3. How to detect gestures which can be used to control 3D object in an AR based environment?
4. How to improve correctness of a visual element and how to add attractiveness to a news broadcast using visual elements?

Individual Objectives:

- IT18063738: The main objective is to create more accurate visual elements in a daily news broadcast.
- IT18091380: The main objective is to improve the quality of live broadcasts by incorporating 3D objects.
- IT18108514: The main object is to identify the gestures of the presenter while presenting the news and accordingly the object changes.
- IT18175080: The main objective is to show a three-dimensional object or graphical 3D object representing the news item in the newscast while the news item is recorded.