

Augmented Reality Project

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Description

The application developed for this project is a AR application which can be exported on the different famous platforms (Android, iOS) and devices (tablets, smartphones). This application use the camera of the phone to present on the screen an augmented scene. The two pictures below are the markers the application is able to detect. Once a marker is detected, a shape is added over it on the virtual scene: basically, our shapes are a tiger and a white cat.



The Tiger of the application



Marker of the Tiger



The Cat of the application



Marker of the Cat

Interactions

When a marker is detected, a white button is also added over the marker on the virtual scene. This button allows the user to interact with the application:

- Over the marker of the Tiger, a “Rotate” button is added
- Over the marker of the Cat, a “Walk” button is added

When the button is covered by an object (some fingers or a hand, for example), the shape will execute the associated action.

Additional informations

This application has been developed with Unity and Vuforia, using the Vuforia plugin for Unity.