



# SMART BOOKLET

EMPOWERED BY AUGMENTED REALITY

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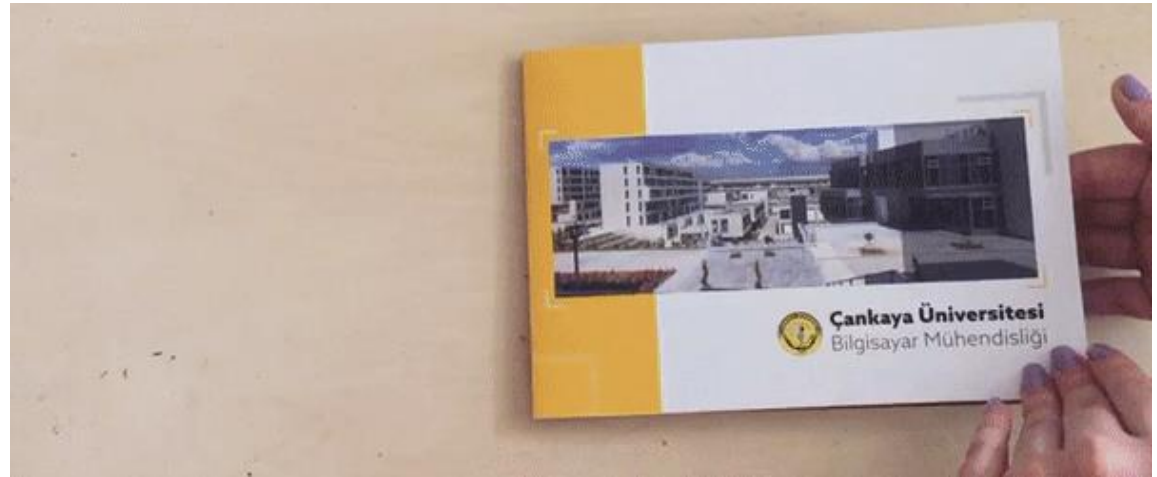
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# Problem

- Most of today's catalogs are not compatible with technology, mostly photographs and text.
- The information is not reflected in a realistic way.
- This makes people find catalogs inadequate.



# Analysis



➤ When we examined other projects, we found that augmented reality was applied in many ways.

- text definition
- adding 2D-3D animation
- presenting 360 degrees
- adding 3D videos.

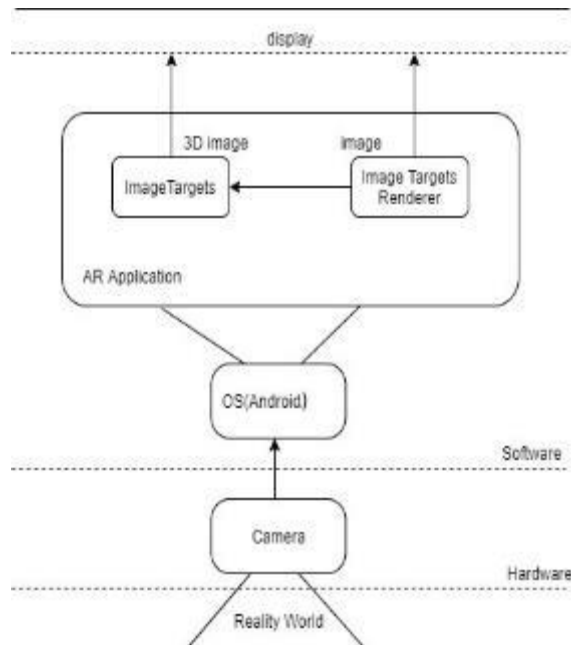


# Our Difference

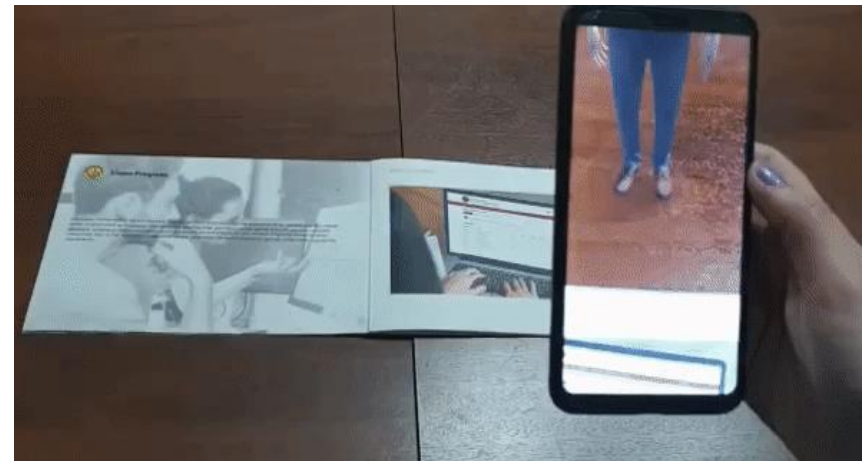
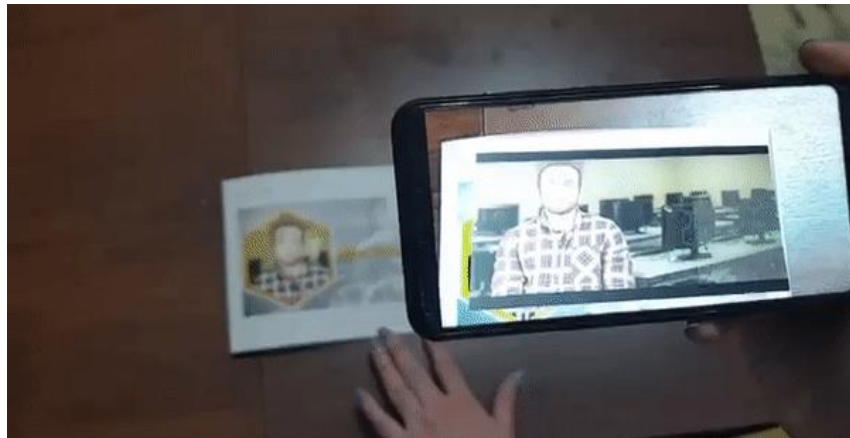


- Only video or animation is used in existing solutions and projects. In our project, both video and animation are included. In this way, we offer a more featured catalog.
- We wanted to offer a low cost and effective product.

# Solution



- We decided to use Vuforia and Unity3D.
- In our catalog, we transfer the AR feature in the form of a video and transfer it in a verbal way with the figure we designed in 3D.



## Used technologies

- We chose Vuforia library and used it with Unity3D.
- There is a database connection between Vuforia and Unity.
- We can take a picture given on the Vuforia site and create a private database in Unity.





# Results and Conclusions

- Designing the catalog
- Adding related videos to pictures
- Promoting the University of Çankaya with the animation created
- Accessing the necessary pages with links
- Easy access to map information with QR code

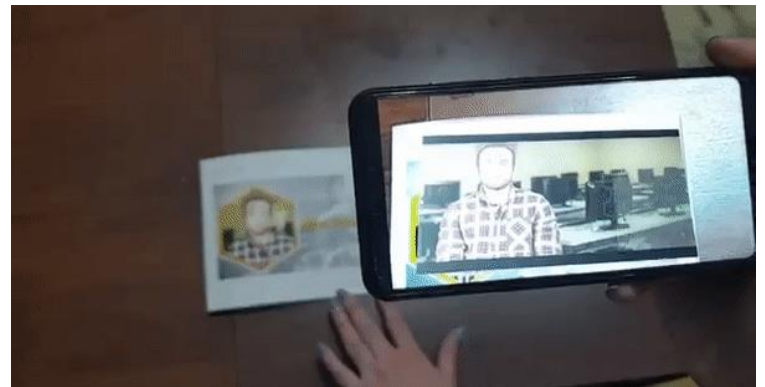


## ✓ Advantages

- 1) SmartBooklet give people a visually satisfying experience.
- 2) Our department, which is intertwined with technology, have a high-level catalog different from other departments.
- 3) SmartBooklet can be available on smartphones and tablets with internet access.
- 4) Thanks to the QR code and link, the information can be updated at any time.
- 5) It is people's access to information about our department in an easy and real way.

## × Disadvantages

- 1) Application download required to use the catalog
- 2) Application not available on devices without internet connection



# Future Work



- We aim to turn this application into a framework and easily use it for its catalogs by other institutions and organizations.
- We aim to show and promote the parts of the school with VR glasses.
- Thanks to the feedback we received, they said that the application is extremely attention-grabbing, fun and quite easy to use.

DEMO

Thank you for listening...