

UNIVERSITÉ RENNES 1

TIA
SEMESTRE 1, MASTER2 IL
ISTIC

Rapport TIA

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1 Introduction

The project's purpose is to create an augmented reality application. The target device is an android tablet. Application had to implement virtual mesh from physical cards, and also add virtual button on this cards. Every single part of AR had to be implemented by the vuforia framework.

2 Application

We wanted to do our own style of application. Not just an goldberg machine. So we wanted to create an story with a main caractere that would be able to move through an input on screen. About the story part, we thought about a princesse that have been waiting way too long for her charming prince, been bored. So she decided to leave her tower and go to an adventure to find the lazy boy.

The application has two levels, one to discover the way it works, one who try to go deeper inside the mechanics.

The start card will set up the whole level, with the obstacles and you will have to place the physical card so you can dodge and go through the obstacles. You will have three (physical) cards to place after putting start's one. They are the bridge, the simple bloc and the boxes. Bridge and simple bloc will gives you possibilities to avoid holes, and boxes will give you the possibility to jump to unattainable places.

3 Image Target



FIGURE 1 – Image target du start

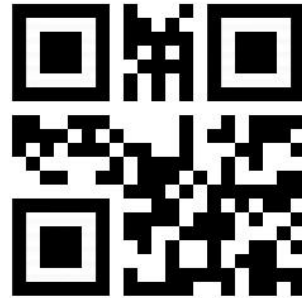


FIGURE 2 – Image target du bridge



FIGURE 3 – Image target du bloc simple



FIGURE 4 – Image target des boxes