AR Project Summary

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AR Dinopedia App Summary:

Use Case:

1. Educational Tool: The AR Dinopedia app is designed to serve as an interactive and engaging learning tool for users of all ages, particularly students.
2. Exploration and Learning: Users can point their phone cameras at specific images to capture 3D models of dinosaurs, allowing them to explore and learn about different species in an immersive AR environment.
3. Memorable Learning: The app enhances the learning experience by providing a memorable and enjoyable way to interact with lifelike 3D dinosaur models.

Functionalities:

1. AR Capture: Pointing the phone camera at designated images triggers the app to capture and display 3D dinosaur models in the user's real-world environment.
2. Diverse Dinosaur Collection: The app features a comprehensive collection of 3D dinosaur models, enabling users to explore a wide variety of species.
3. Platform Compatibility: The app is designed for Android devices with a minimum version of 6.0, ensuring accessibility to a broad user base.
4. User Interaction: Users can interact with the 3D models by zooming in, rotating, and examining the dinosaurs from different angles, promoting a deeper understanding of paleontology concepts.

Limitations:

1. Platform Restriction: The app is currently available only for Android devices with version 6.0 and above, limiting its accessibility for users on other platforms.
2. Image Dependency: The AR functionality relies on specific images to trigger the 3D capture, potentially limiting the user experience in scenarios where the required images are unavailable.
3. Device Compatibility: Some older or lower-end Android devices may not provide an optimal experience due to hardware limitations for AR capabilities.

Experience:

My experience is that it is great to build my First AR App. Although the journey wasnt smooth in learning; the experience of learning was great. I have used Unity and Vuforia Engine to create the app. I have understood the potential of Unity and would like to explore the world of developing 3D models and scenes.