Batch: D-2 **Roll No.:** 16010122151

Experiment No. 12

TITLE: Introduction and Implementation using SPARK AR

AIM:

1. Install the Spark AR
2. Design the social media filter (Sample example as follows)
    a. Tattoo
    b. Scars
    c. Avatar
    d. Hairdressing accessories
    e. Magical powers (Ex. Laser through eyes)
    f. Students choice
3. Demonstrate the filter through camera of mobile or laptop or system

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Expected OUTCOME of Experiment:

Student Should Write

Books/ Journals/ Websites referred:

https://www.youtube.com/watch?v=2ypJ9CFOK5U&list=PLTgRMOcmRb3Nx2LF5EHU4MtmpAQBafVgE&index=1&ab_channel=Packt

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Hardware/Software Requirements:

- **Operating System:**
  Windows 10 (64-bit) or MacOS 10.14+

- **Processor:**
  Intel Core i5 or higher

- **RAM:**
  Minimum 4 GB, Recommended 8 GB or higher

- **Graphics Card:**
  DirectX 11 compatible

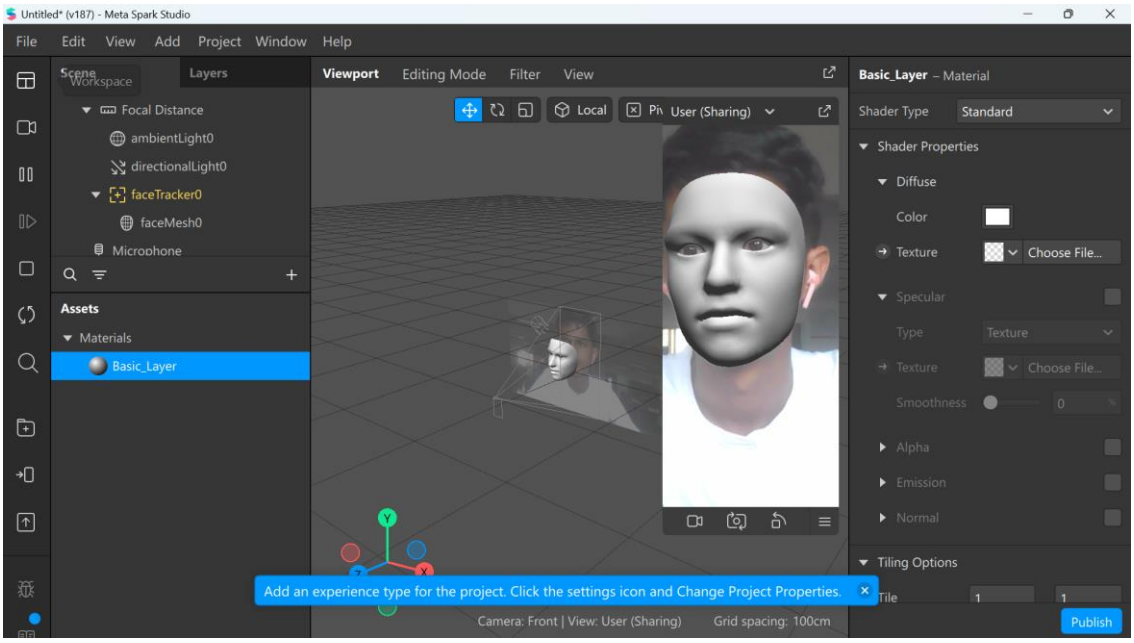
Software

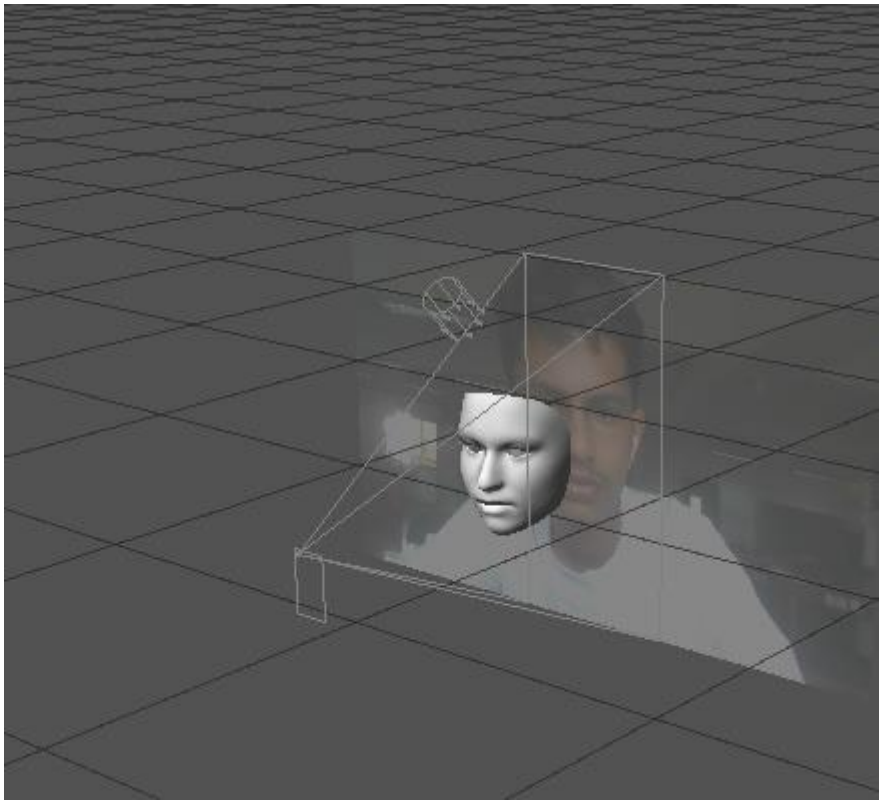
- **Spark AR Studio**
- **Webcam or mobile phone camera (for testing)**

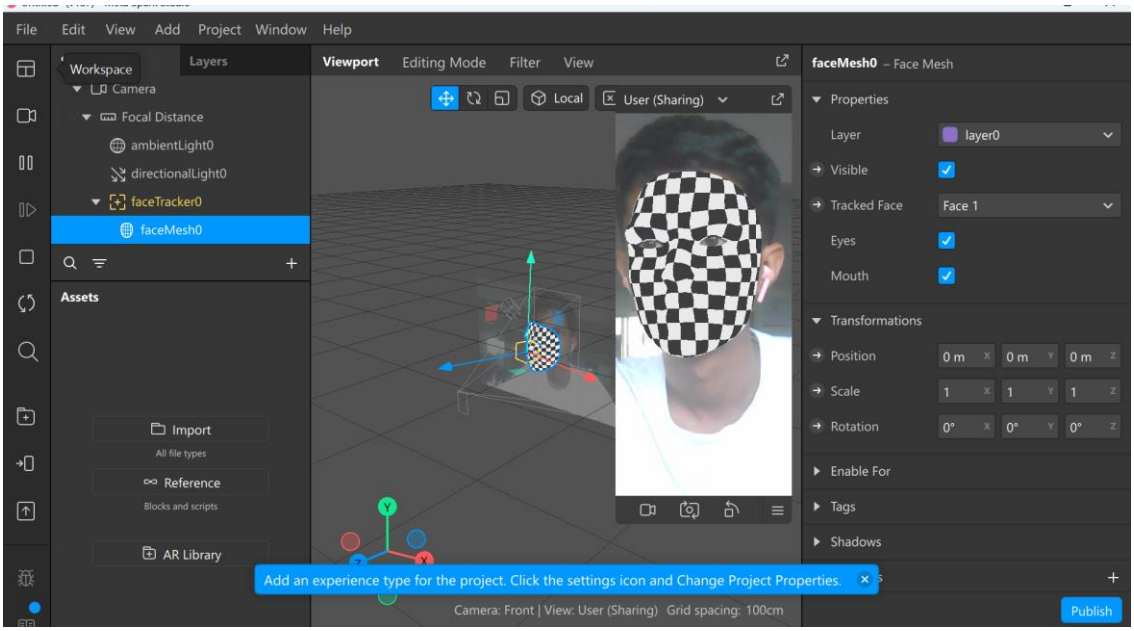
Other:

- **Android or iOS device for testing the filter on mobile**

Output(s) (Screen Shots):






File
Edit
View
Add
Project
Window
Help
Workspace
Layers
Camera
Focal Distance
ambientLight0
directionalLight0
faceTracker0
faceMesh0
Assets
Import
All file types
Reference
Blocks and scripts
AR Library
Viewport
Editing Mode
Filter
View
Local
User (Sharing)
faceMesh0 – Face Mesh
Properties
Layer
layer0
Visible
Tracked Face
Face 1
Eyes
Mouth
Transformations
Position
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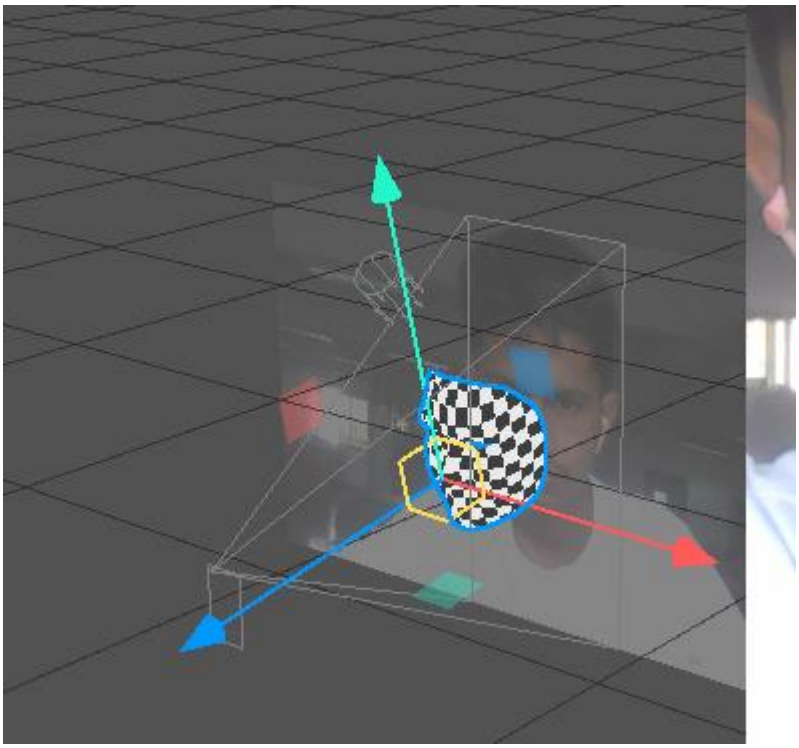
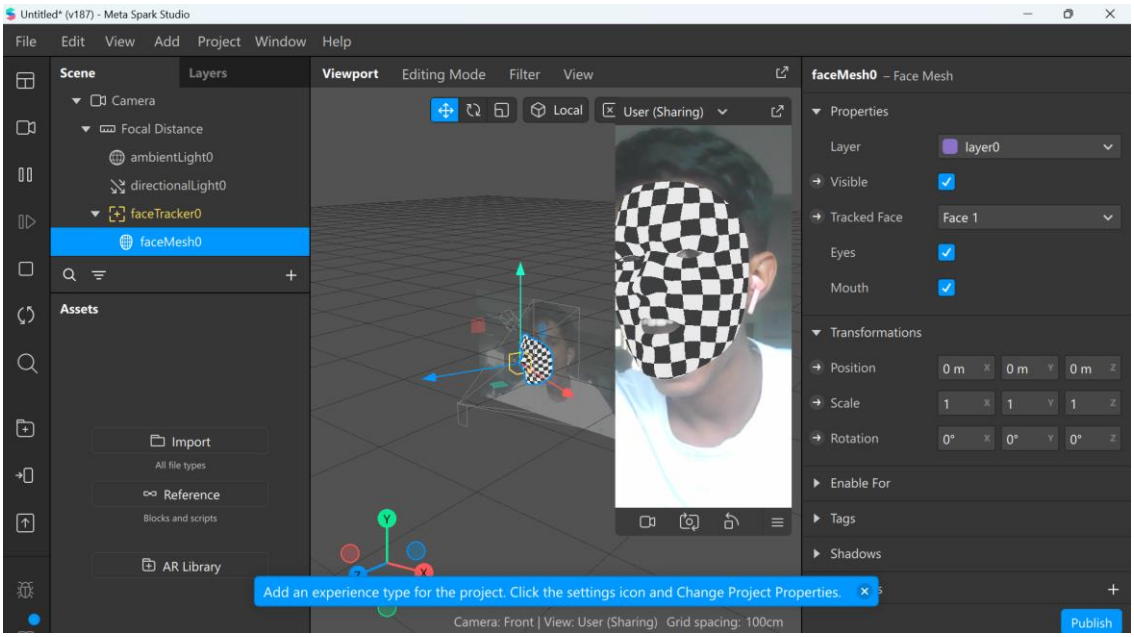
Shadows
Add an experience type for the project. Click the settings icon and Change Project Properties.
Camera: Front | View: User (Sharing) Grid spacing: 100cm
Publish

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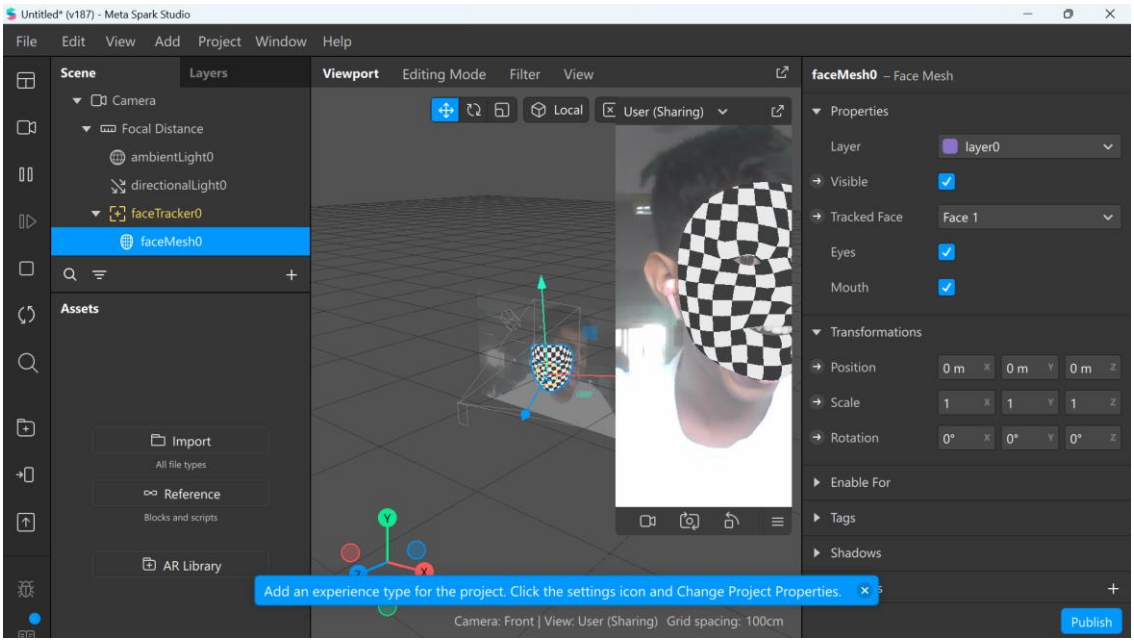
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Drive or GitHub link:
https://drive.google.com/drive/u/1/folders/10pz6DA8R7hMNSzL7w7HR3ENyR6Sq5ot0

Conclusion and discussion:

We learned how to make AR filter in Spark AR

Date: 05-11-2024

Signature of faculty in-charge