INDIVIDUAL PROJECT CONTRIBUTION REPORT

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AUGMENTED REALITY IN EDUCATION

(IN ENGINEERING GRAPHICS)

KRUSHNA PRASAD SAHOO

(1730027)

Abstract: Engineering Graphics is a type of technical drawing that is used to convey the necessary geometrical information about an object. In this project Augmented Reality is integrated with 3D Modelling to provide better visualization in the field of education, specifically in Engg. Graphics.   Our project aims to tackle, if not completely solve, the problem of complex visualization of geometrical shapes and figures to a great extent.

Individual Contribution in Project: In this project I have done one of the crucial as well as the interesting part that is User Interface Designing. For this purpose Unity 3D Engine, a all in one integrated platform for game development as well as AR is used. Various works such as creating a canvas, positioning and animating elements, defining user interactions and sizing layouts have done by me with utmost care. I have tried my best for a smoother user experience.

Individual Contribution in Project Report Preparation: My role in the project report preparation was focused mainly on the giving the basic idea on the technologies used in this project in first chapter. I also had a hand in finding the contextual figures and in some part of references.

Individual Contribution for Project Presentation & Demonstration: In project documentation, I have done the part of complete UI Designing using Unity 3D software. Also I had hand in some other context providing parts and diagrams.

Full Signature of Supervisor   Full Signature of the Student

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