

USER'S MANUAL

IMPRESS ME!:

An Augmented-Reality Application for Producing
Impressionistic ArtStyle from Tabletop Objects

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1 General Information

General Information section explains in general terms the system and the purpose for which it is intended.

1.1 System Information

The application "Impress Me!" allows users to input a predefined 3DModel and anchor the mesh into a real world snapshot and be able to apply Monet's Impressionist style to the scene created, and then super impose the resulting image onto a real world canvas with AR. This gives users another perspective on how to visualize the selected art style with the real world snapshot.

1.2 Organization of the Manual

The user's manual consists of three sections: General Information, System Summary and Using The System . General Information section explains in general terms the system and the purpose for which it is intended. System Summary section provides a general overview of the system. The summary outlines the uses of the system's hardware and software requirements, system's configuration, user access levels and system's behavior in case of any contingencies. Using The System section explains how to get Impress Me! and install it on the device. The section also provides a detailed description of system functions.

2 System Summary

System Summary section provides a general overview of the system. The summary outlines the uses of the system's hardware and software requirements, system's configuration, user access levels and system's behavior in case of any contingencies.

2.1 System Configuration

Impress Me! operates on mobile devices with Android operating system. This application was programmed with the use of Unity. It is compatible with Android 4.1 'Jelly Bean' API level 16 and higher versions. The application requires a medium to high-end device for the application to run smoothly. Data saved in database can be seen using in the file directory of the application. After installation on the device, Impress Me! can be used immediately without any further configuration.

2.2 User Access Levels

Everyone can use application.

2.3 Contingencies

In case of power outage data are not saved in internal memory of the operating device.

3 Using The System

Using The System section explains how to get Impress Me! and install it on the device. The section presents briefly system menu and its basic function and as well as this is the flow off the application. This section also provides a detailed description of system functions.

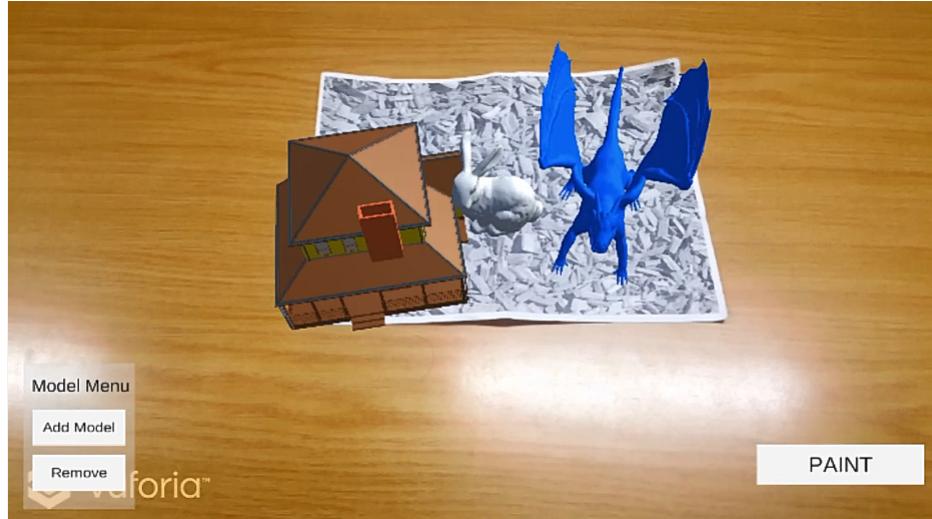


Figure 1: This is how the application menu looks like.

3.1 Installation

The newest installation version currently available can be downloaded from <https://github.com/CaptWulfz/AR-Impress-Me>, which should be installed on the device using Unity.

3.2 System Menu

"IMPRESS ME!" is an AR application that consists 3 main buttons. Which are Add and Remove model buttons and as well as a Paint button. Object manipulation is also possible and can be triggered when the user selects the object/model.

3.2.1 Add Model Button

To add models/objects, press the Add model button on the lower left side of the screen. You can add any number of models/objects but you cannot duplicate the same models/objects.

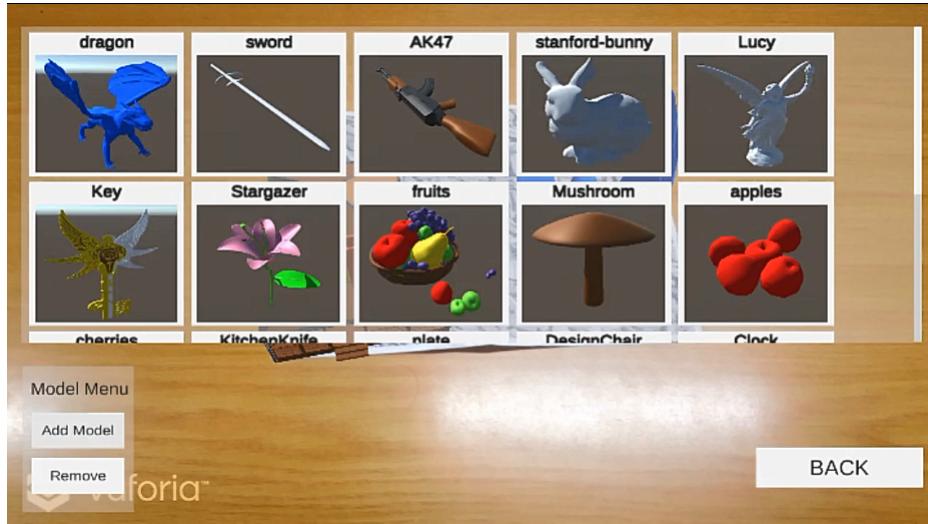


Figure 2: Add Model

3.2.2 Remove Model Button

To remove objects, first select a model/object. Then press the Remove Button.

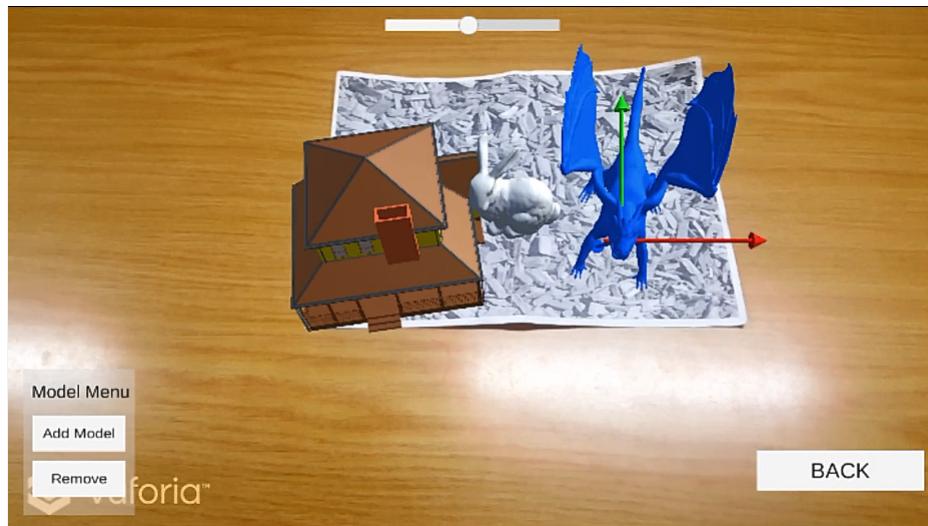


Figure 3: Remove Button

3.3 Object Manipulation

The object manipulation function can be triggered when the user selects the object/model. There are 2 basic functions that the user can do. Which is rescaling and repositioning the object/model inside the scene.

3.3.1 Rescaling

To rescale a model/object. First, select the model/object and then move the slider to the left to scale down or to the right to scale up. Then press the back button to exit the scaling function.

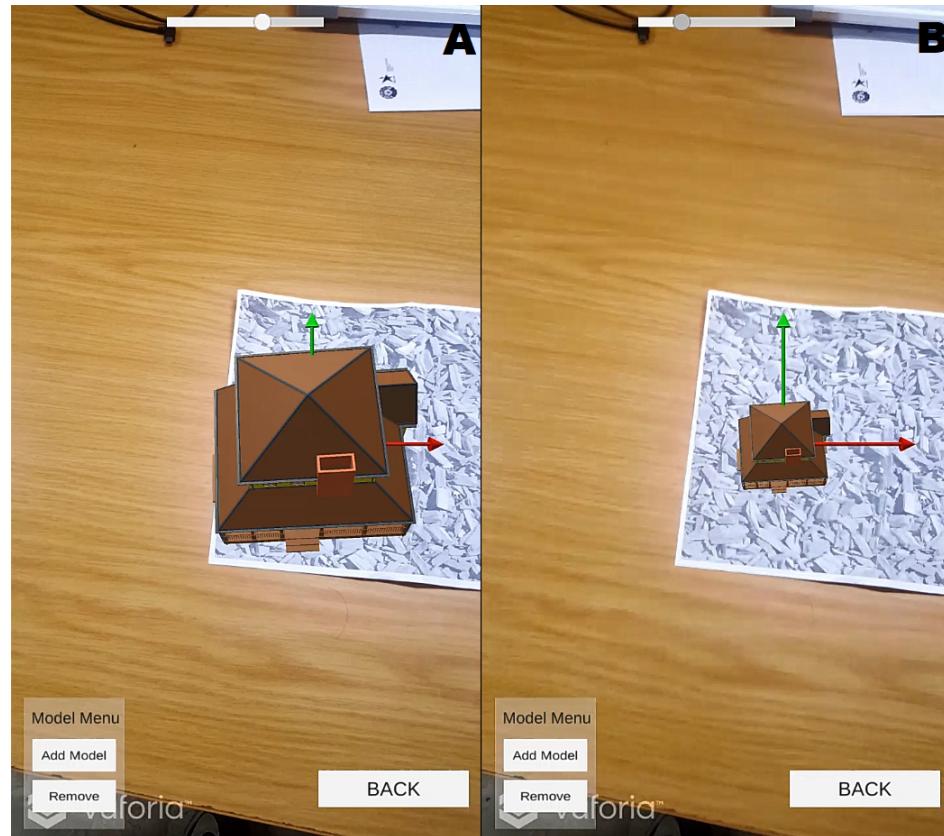


Figure 4: Resizing

3.3.2 Repositioning

To reposition a model/object. First, select the model/object and then move the device to position the object/model to the desired location. Then press the

back button to exit the positioning function.

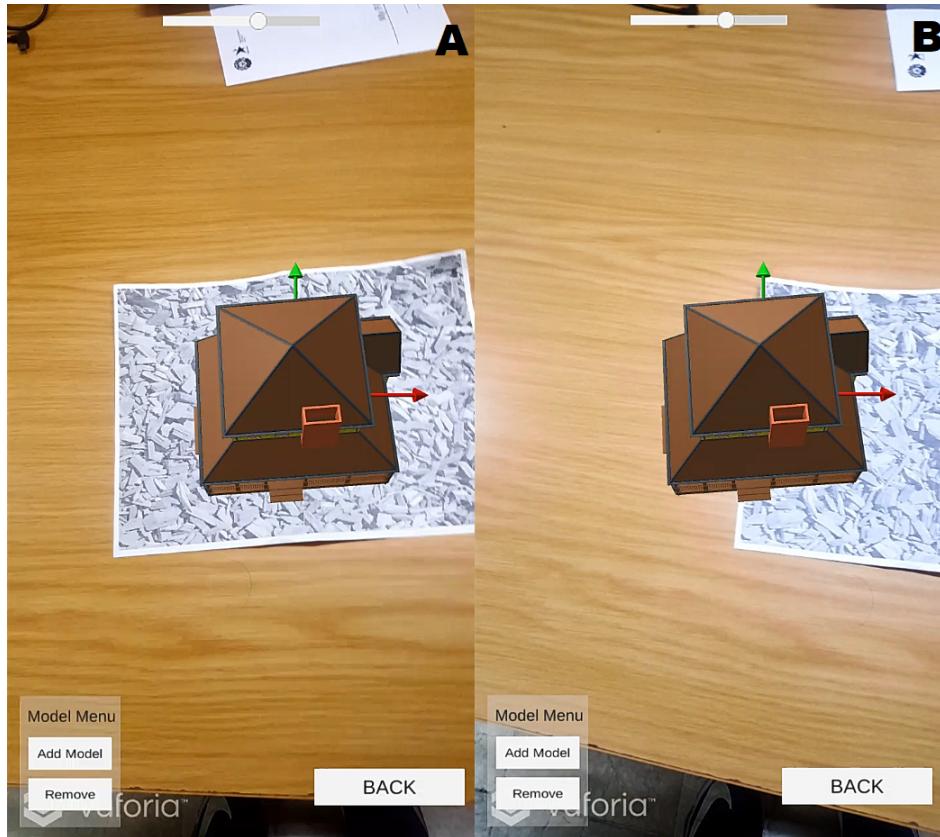


Figure 5: Repositioning

3.4 Output Stylization

The Stylization function turns the scene into a stylized image that emulates Claude Monet's art style.

3.4.1 Paint Button

To stylized the scene press the paint button and wait a few seconds. Then after a few seconds the stylized scene will be displayed. To exit the painted scene or go back to the menu, press the back button.



Figure 6: After pressing the Paint Button

3.5 Application Flow



Figure 7: Main flow of the AR System.

