Abstract

Augmented reality enables computer generated graphics to be superimposed on real world objects. From 3D objects to animations, with the help of AR, one can create an interactive and assistance software applications. This project represents a framework for implementing an AR powered controller with interactive controlling of different devices that are connected to each other and communicate via the internet. The project aims to establish a more fundamental approach in integrating mobile AR with internet of things. The users are able to immerse themselves with a computer generated reality and use it to control vast amount of diverse objects and devices. This project produces three important contributions:
1) A mobile AR based application to control IOT enabled devices.
2) Implementation of the application using Unity 3D game engine.
3) Future scope of blending AR with IOT .

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