

**COSC 829: Advanced Virtual Reality Systems**  
Fall Semester 2013  
Instructor: Dr. Sharad Sharma  
**Assignment 1**

**Augmented Reality (AR) Assignment**  
**[50 points]**

This project will span a period of 1 week and is meant to familiarize you with the ARToolkit.

Please submit your assignment by: **9/19/2013**

**Submission:**

Submit your code files and all scene assets in a single zipped file (as a \*.zip) and submit the file on blackboard.

Example: **Assignment\_01\_sharma.zip**

**Description:**

In this project you will create an ***augmented reality*** environment. You are expected to use an environment using ar/patt.multi (refer artoolkit\_multi.py) as the input file. You will be required to do the following:

1. **Modeling:** Use an earlier environment that you built in 3ds max together with built in modules such as vcc\_female.cfg & IVE files to create an environment. [25 points]
2. **Animation:** Create an animation in your environment. [15 points]
3. **Creativity:** [10 points]

**Reference**

1. <http://www.worldviz.com/products/augmented-reality/artoolworks>
2. <http://kb.worldviz.com/articles/1076>