

Scene master

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What it does

The app recognizes pictures of art works, famous people, and regular items and displays information about them. Additionally, it incorporates augmented reality features using the Vuforia SDK, providing users with an immersive and interactive experience in a 3D environment built with Unity.

How we built it

We used the Vuforia SDK to implement augmented reality related functionalities, and used Unity to build the 3D environment. This combination allowed us to create a visually engaging and informative app.

Challenges we ran into

Sometimes it didn't recognize the image, and the position/interactive functionality used not to work. Additionally, we faced issues related to the positioning and interactive functionality within the app, requiring troubleshooting and problem-solving.

Limitations

Factors such as lighting conditions, image quality, or the complexity of the visual content could contribute to recognition challenges. If the app struggles with accurately identifying images consistently, users may experience frustration or disappointment.

What we learned

Throughout the development process, we gained valuable insights into augmented reality development, honed our skills in using Unity, and deepened our understanding of the capabilities and challenges associated with the Vuforia SDK. These lessons contribute to our growing expertise in creating engaging and innovative applications.