AUGMENTED ANGELIC FISH MODEL

18CSE304J- Building applications using opensource AR and VR SDKs

COURSE PROJECT REPORT

Submitted by

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under the guidance of

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Title	**Augmented Angelic Fish Model with joystick**
Concept (50 words)	Our project is a basic prototype to show how the marine life can be promoted using augmented reality with unity engine. A fish 3d model asset has been used and can be moved around with a joystick, script code is typed and various contructors were used to build the AR Application. Works on all kinds of android smart devices for free. Can be built very quickly once the model is designed for the product that needs to be promoted. Easy and creative educational strategy.
Purpose of application	Product Advertiement:- AR application generates an apk file using unity the product image can be scanned using the app and the product's 3D model can be augmented and moved around the screen using the joystick, several unity assets were used like the joystick and the fish model. For educational and awareness purposes, this project sets interactivity and sparks curiosity in young minds.
Engineering principle mapped	1. Joystick Asset for Motion 2. Quantum teleporting for placing the model 3. 3D modelling and Animation
ARVR Techniques used	1. Image Tracking 2. Unity 3D 3. Vuforia SDK 4. Blender
Societal importance of the idea	It can be used for introducing young kids to climate education in a fun and interactive way.

WORK GALLERY

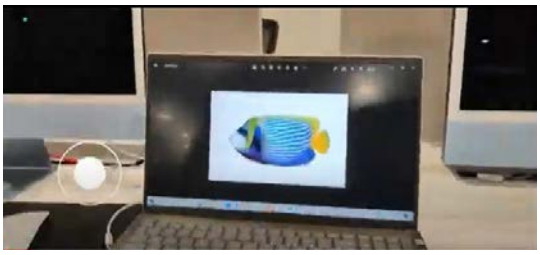

Fig:1 Image Scan

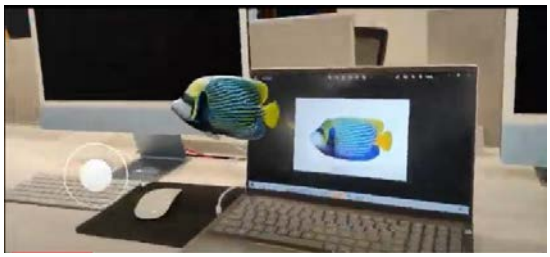

Fig:2 Model Appears

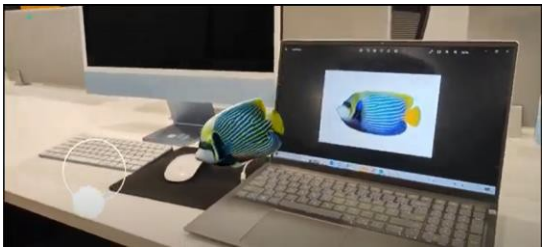

Fig:3 Joystick is moved down

Fig:4 Joystick is moved left

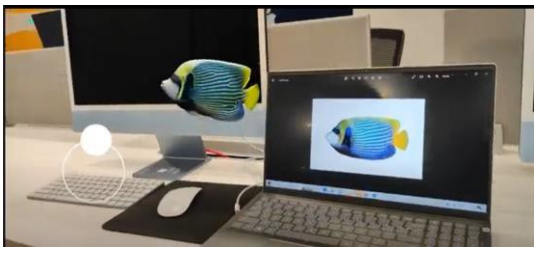

Fig5 Joystick is oved upwards

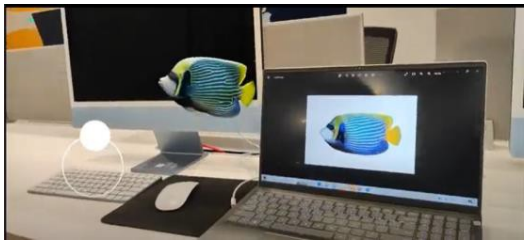

Fig:6 Apk file to augment #d fish model