

Name: - Dev Vaghela  
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# PROJECT DOCUMENTATION

**PROJECT DESCRIPTION:** Enhancing the Vision kart shopping experience with Augmented Reality

**Project goal :-** Our goal is to develop an augmented reality (AR) application for our application (Vision Kart) that allows users to virtually try on eyeglasses and sunglasses with help of real time feature, enhancing the user online shopping experience and increasing customer satisfaction and giving users a easy access to try glasses .

**Key Features :-**

**1) Real Time Face Tracking:-**

- It utilize an advance face tracking feature which accurately detect and track user real time Facial feature of a user.
- It Ensure prefect fitting of eyewear frames on the user's face.
- It also tracks the movement of head or lighting conditions

**2) 3D Model Integration:**

- Create high-quality 3D models of various eyewear frames, including a wide range of styles, colors, and shapes.
- Optimize models for efficient rendering and smooth AR experiences.

**3) Virtual Try-On Experience:**

- It Provides user a realistic virtual try-on experience by a smooth and accurate simulating the appearance of eyewears on the user's face.
- After Considering all factors like lighting conditions, facial features, and hair to enhance the realism of user experience.

**4) Social Sharing:**

- Enable users to capture and share their virtual try-on experiences on social media platforms.
- Encourage user-generated content to promote the app and drive engagement.

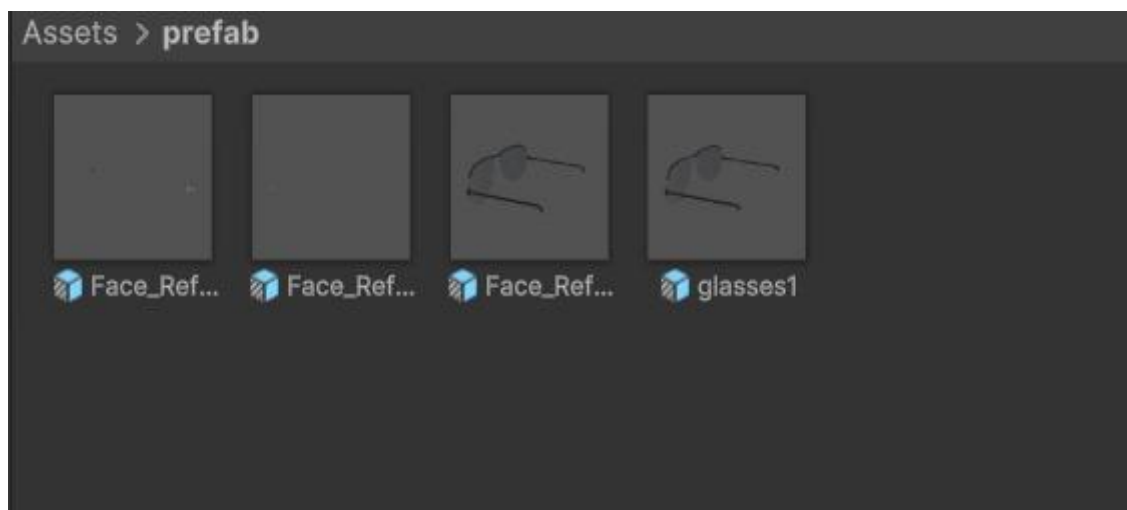
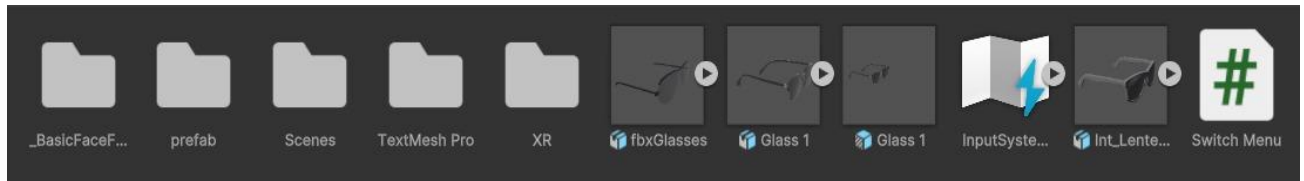
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## REASERACH:-

### Assets:-

- All assest are found from google from an website know as Sketch Fab
- We took all the free assets available from the sketch fab.com

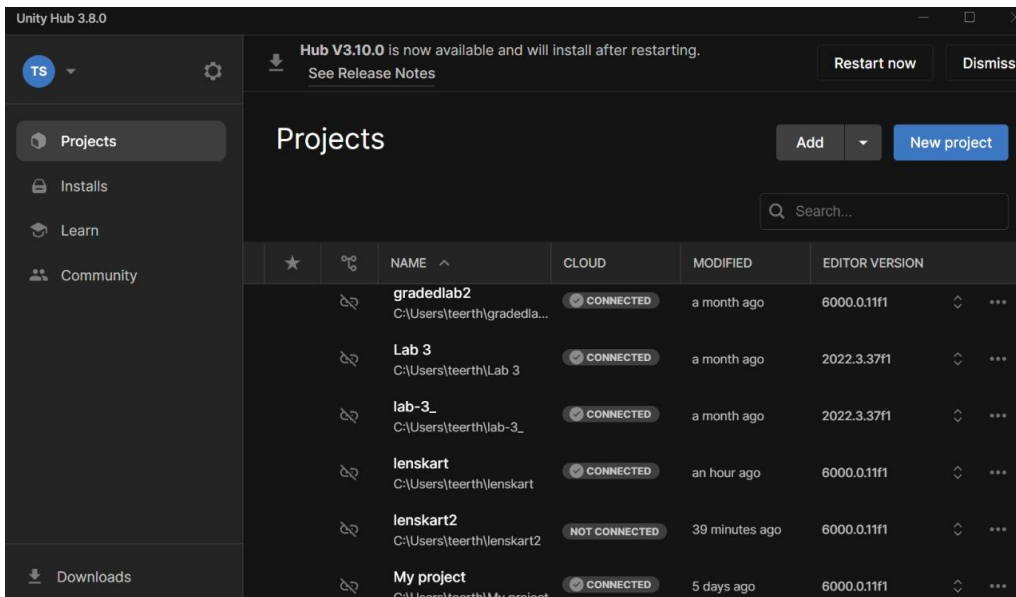


## PROJECT STEPS

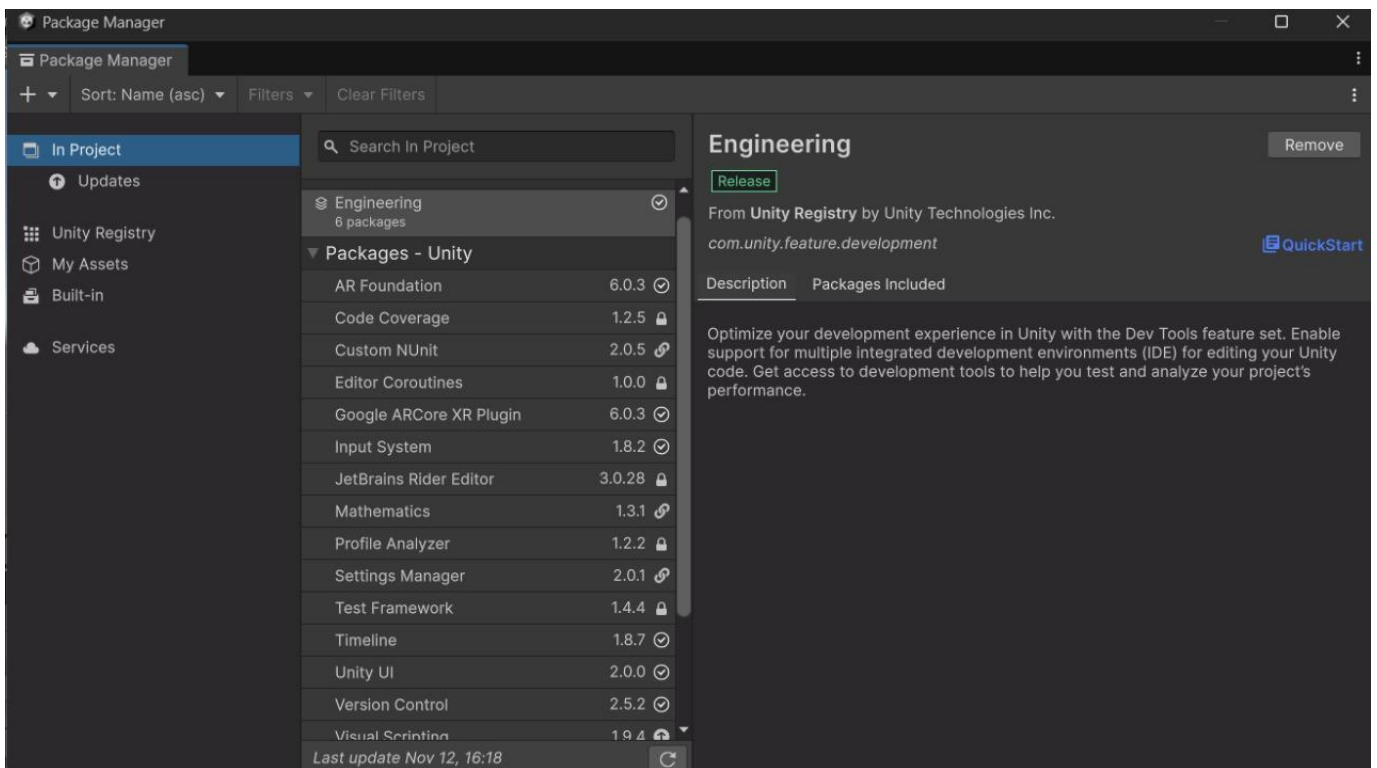
1. START UP THE UNITY HUB
2. MAKE NEW PROJECT AND NAMED IT AS LENSART

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We downloaded XR.Origin and Ar tool kit



Unity Project: - AR VR EVALUATION PROJECT

AR & VR Project

3. WE MADE SCENES AND NAMED MENU WHERE WE MADE AN CANVAS AND THEN ADDED A BUTTON TO IT AND NAMED IT START

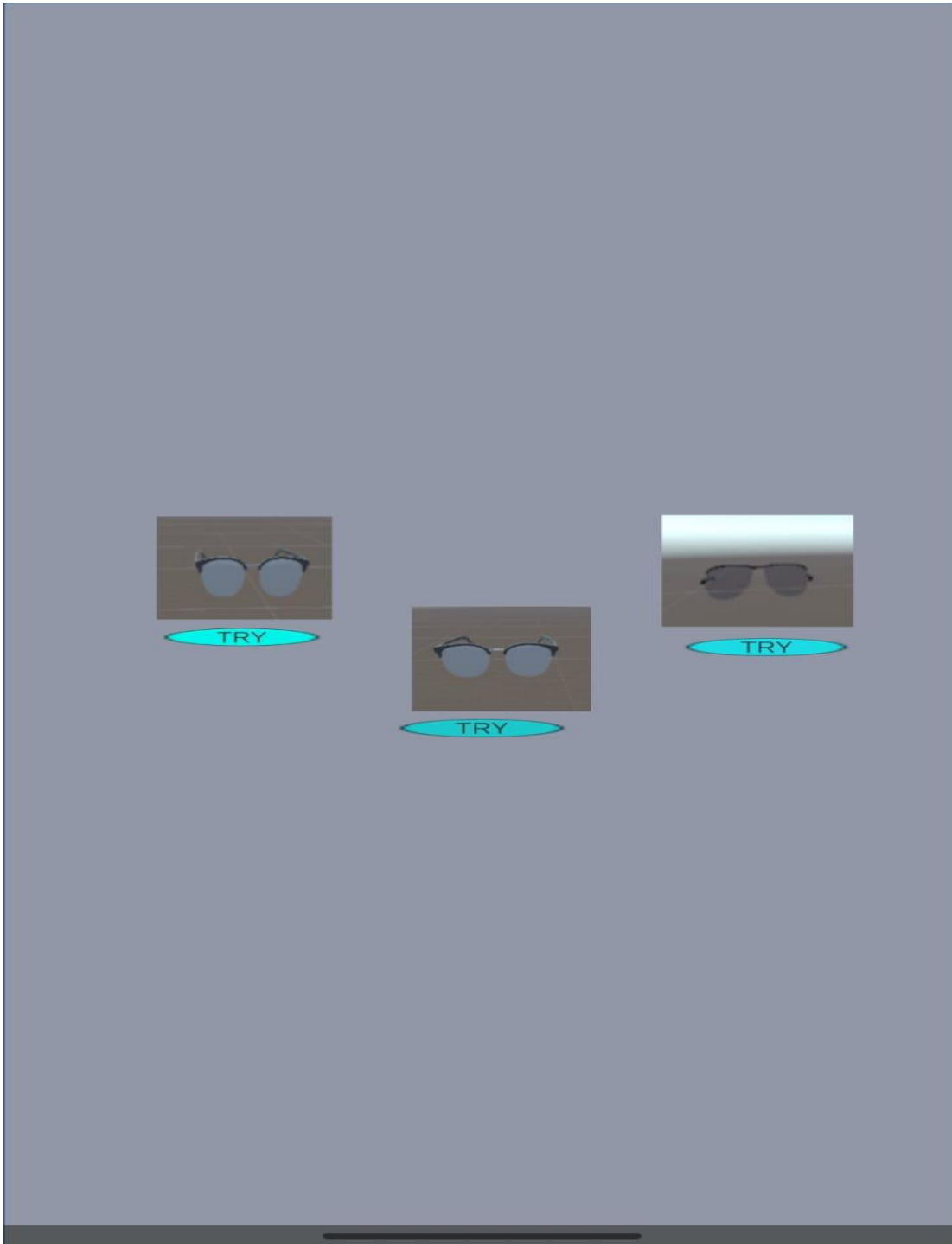


#### 4.THEN WE ADDED A SCRIPT TO REDIRECT IT TO ANOTHER SCENE



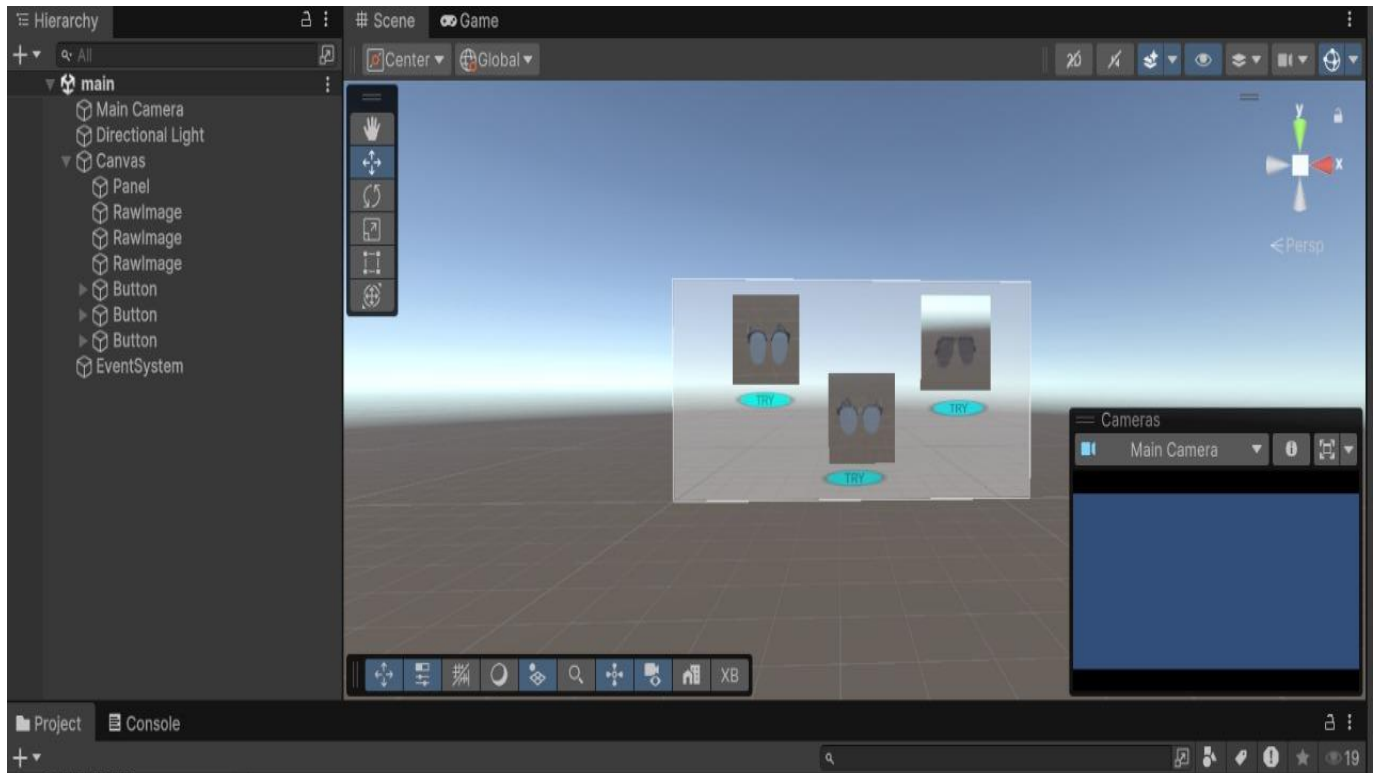
```
Assets > Switch Menu.cs
1  using UnityEngine;
2  using UnityEngine.SceneManagement;
3  using UnityEngine.UI;
4
5  public class Start_home : MonoBehaviour
6  {
7      // Use a string to store the scene name for flexibility
8      public string sceneName;
9
10     void Start()
11     {
12         Button button = GetComponent<Button>();
13         button.onClick.AddListener(OnStartButtonClicked);
14     }
15
16     public void OnStartButtonClicked()
17     {
18         if (!string.IsNullOrEmpty(sceneName))
19         {
20             SceneManager.LoadScene(sceneName);
21         }
22         else
23         {
24             Debug.LogError("Scene name is not set.");
25         }
26     }
27 }
28
```

**5. AND WE HAVE MADE NEXT SCENE AND NAMED IT (MAIN) IN WHICH WE HAVE ADDED ANOTHER CANVAS AND WE ADDED PHOTOS OF THE PRODUCT(FRAMES )AND ALSO ADDED BUTTONS UNDER ALL PRODUCT WHICH HELP THE USERS TO TRY PRODUCT ON THEM FOR BETTER PERSPECTIVE.**

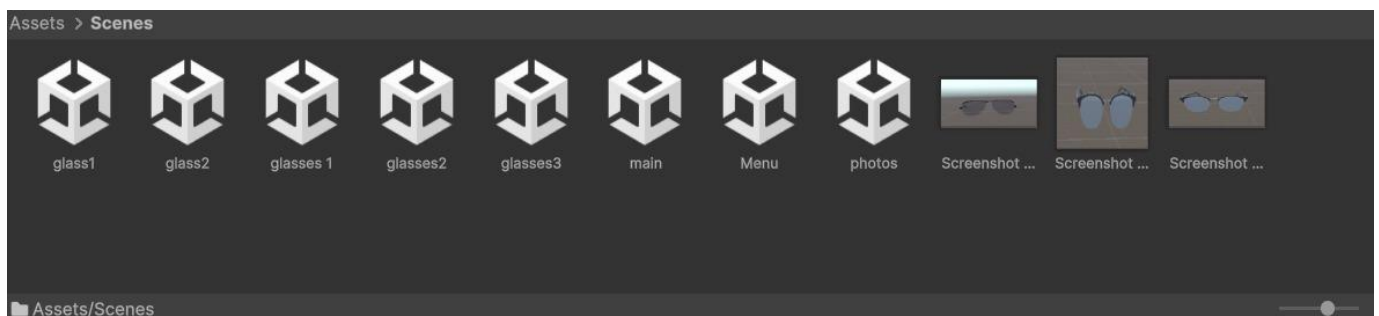


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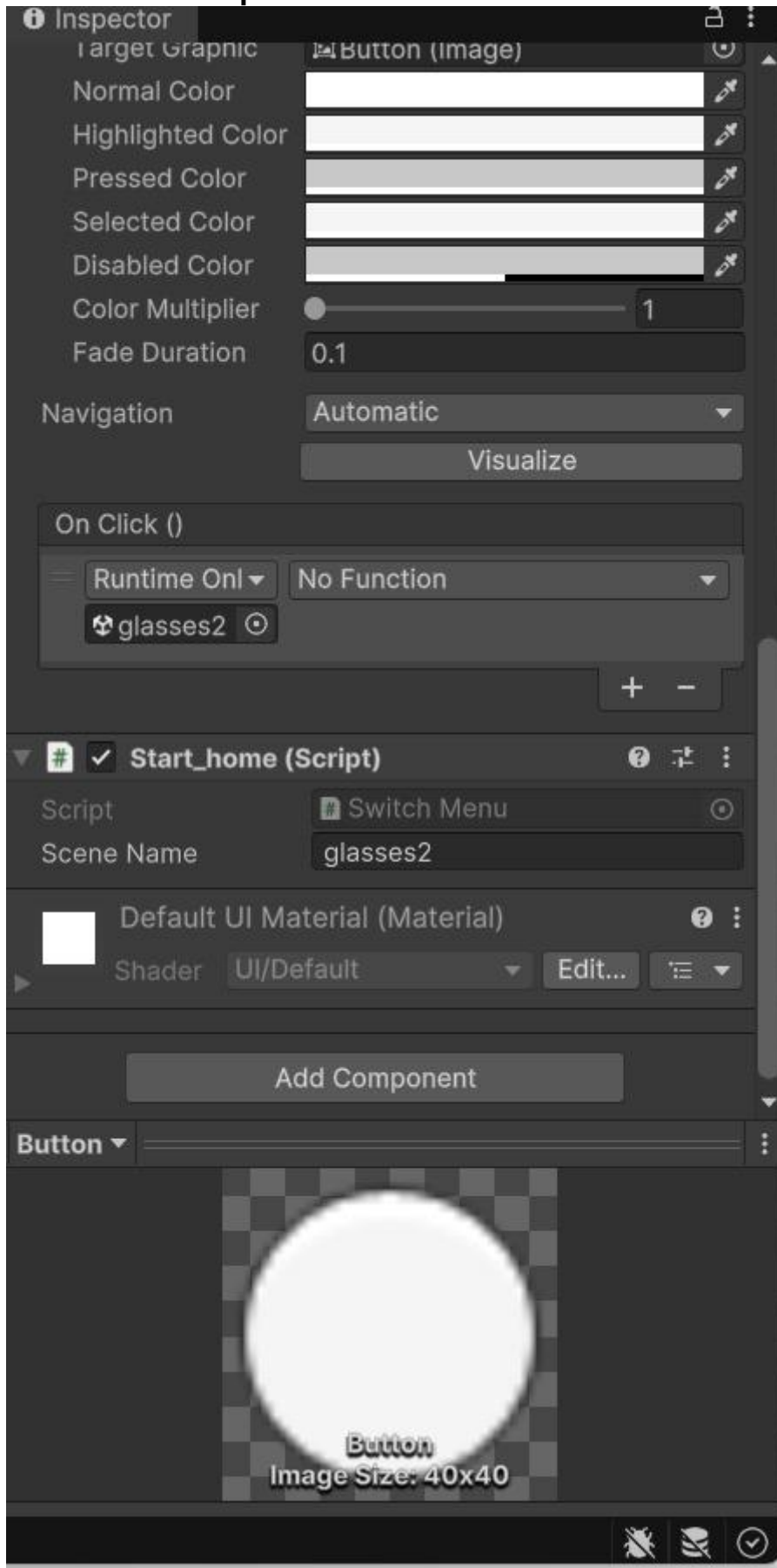


## 6. After that we made prefabs in different scene





## 7. we added scripts in second canvas buttons to redirect it to try the frames



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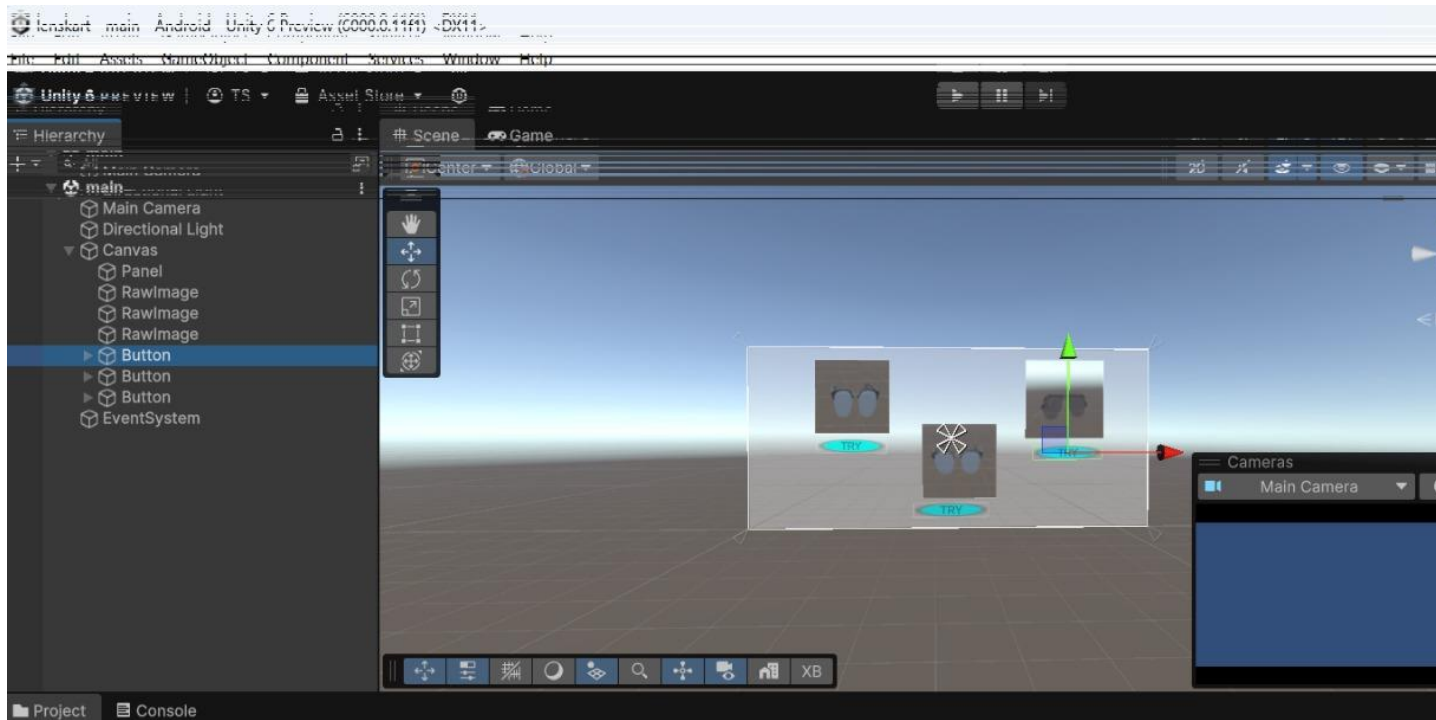
**8. We added prefabs scenes in buttons**

**9. By clicking on button the camera of the users gets on and give them the trail of the product**

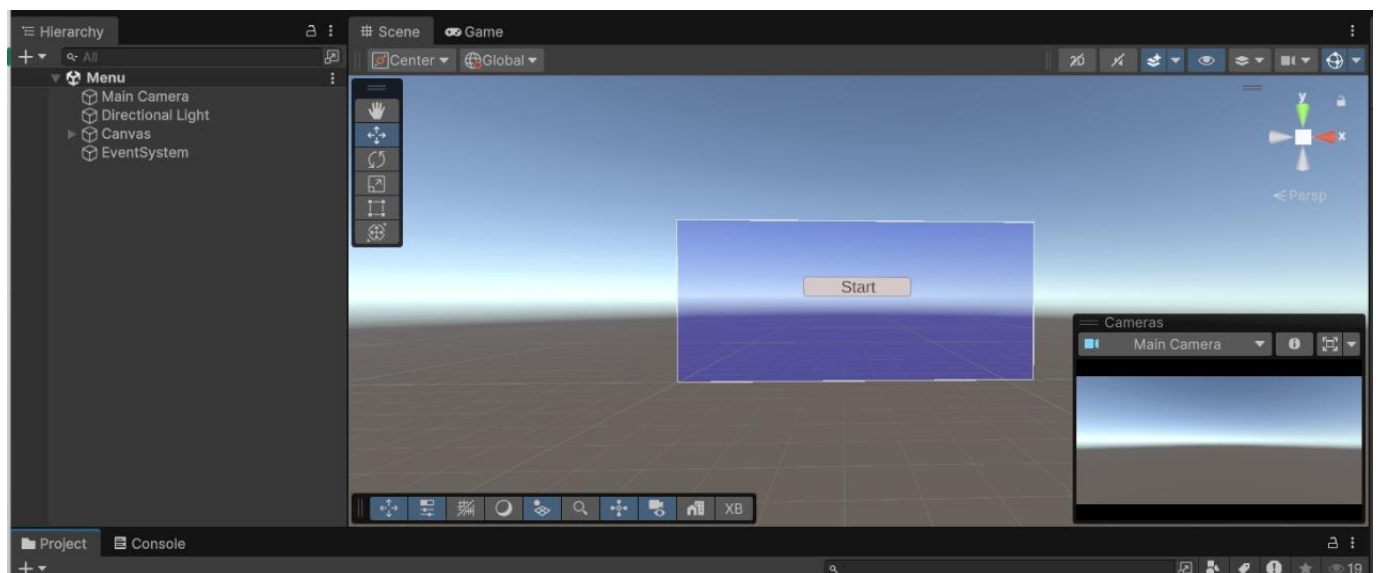


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## MENU



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## CONCLUSION

The development of an AR application for Lenskart marks a significant stride in the realm of e-commerce and augmented reality. By leveraging cutting-edge technology, this project has successfully transformed the traditional online shopping experience into a more immersive and personalized one.

## EXPERIENCE

IT WAS A GREAT OPPORTUNITY GIVEN BY DARSHAN SIR TO LEARN THIS SUBJECT AND WAS A GREAT LEARNING

## PLAGIARISM REPORT

The screenshot displays a web-based Plagiarism Checker interface. At the top, there's a 'Plagiarism Checker' title and a green banner with a 'Deep dive into your Xbox stats today!' message. The main area is divided into two panels. The left panel, titled 'Original Text', shows the 'PROJECT DOCUMENTATION' section with a description: 'PROJECT DESCRIPTION: Enhancing the Vision kart shopping experience with Augmented Reality'. Below this, the 'Project goal' is stated: 'Our goal is to develop an augmented reality (AR) application for our application (Vision Kart) that allows users to virtually try on eyeglasses and sunglasses with help of real time feature, enhancing the user online shopping experience and increasing customer satisfaction and giving users a easy access to try glasses.' The right panel shows the 'Result' section with a progress bar indicating '0% Plagiarized Content' and '100% Unique Content'. It also includes a '0% Exact Plagiarized' and '0% Partial Plagiarized' status. Below the progress bar are buttons for 'Rewrite Text' and 'Give Feedback'. A chatbot interface is visible on the right side, with a hand icon and a message: 'Hi, let us know if you have any questions.' It includes buttons for 'Chat now' and 'Just browsing', and a text input field for 'Write a message...'. At the bottom, there's a banner for 'TRY OUR BANNER' with a '30% OFF' discount and a 'Learn more' button. The Windows taskbar is visible at the very bottom, showing the search bar, task view, and various application icons.

THANK YOU :