**AR BOOK MAP PROJECT**

**PROJECT GOAL:**

The project goal is to bring the content of a map in a book to life using Augmented Reality. The outcome would be taking a normal map in a novel and making the contents have more depth and animate as the viewer looks at it through their mobile devices.

**AIM:**

The aim is to understand how to generate augmented reality content from a 2D project.

**LEARNING OUTCOME:**

At the end of this experiment, I should be able to create AR technology for real world book contents.

Usual AR approach would have a 3D model superimposed on the real-world object or environment. But my idea, it to make the map look organic like it’s alive. The contents on the map don’t jump out at you as if imposed above it. Instead, it will seem like the content on the map are moving within the map, itself.

**PRACTICAL USES:**

Readers can use the AR experience to make their reading more engaging. Readers can find hidden messages, secrets within the maps or follow the journey of the main character through the maps.

**RESEARCH:**

I began my experiment by first researching the concepts that I wanted to try an replicate.

* Diablo game cinematics, where the content of the map on a book seemed to be animated.

See images below for reference or follow the links and use the timestamp to view the map content.

* The effect I was going for in the map is a sort of 2.5D. Where the content still looks kinda 2D but with little animation in it giving it a slight 3D feel but not completely.
* First thing I have to do is decide on the book and the Map.
* I chose the Wilbur Smith’s Desert god. Because It had a very detailed map between the front cover and the first page.
* Second step was getting a clear shot of the map for the AR experiment.
* I tried finding the map online, but I couldn’t. So, I had to take a snapshot of the map with my mobile phone. I transferred it to the Lab Pc as an email attachment and via Google drive when one of the files wouldn’t send via email.