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 realworld 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.

INITIAL APPROACH: