

Animating Cartoon Characters with Augmenter Reality

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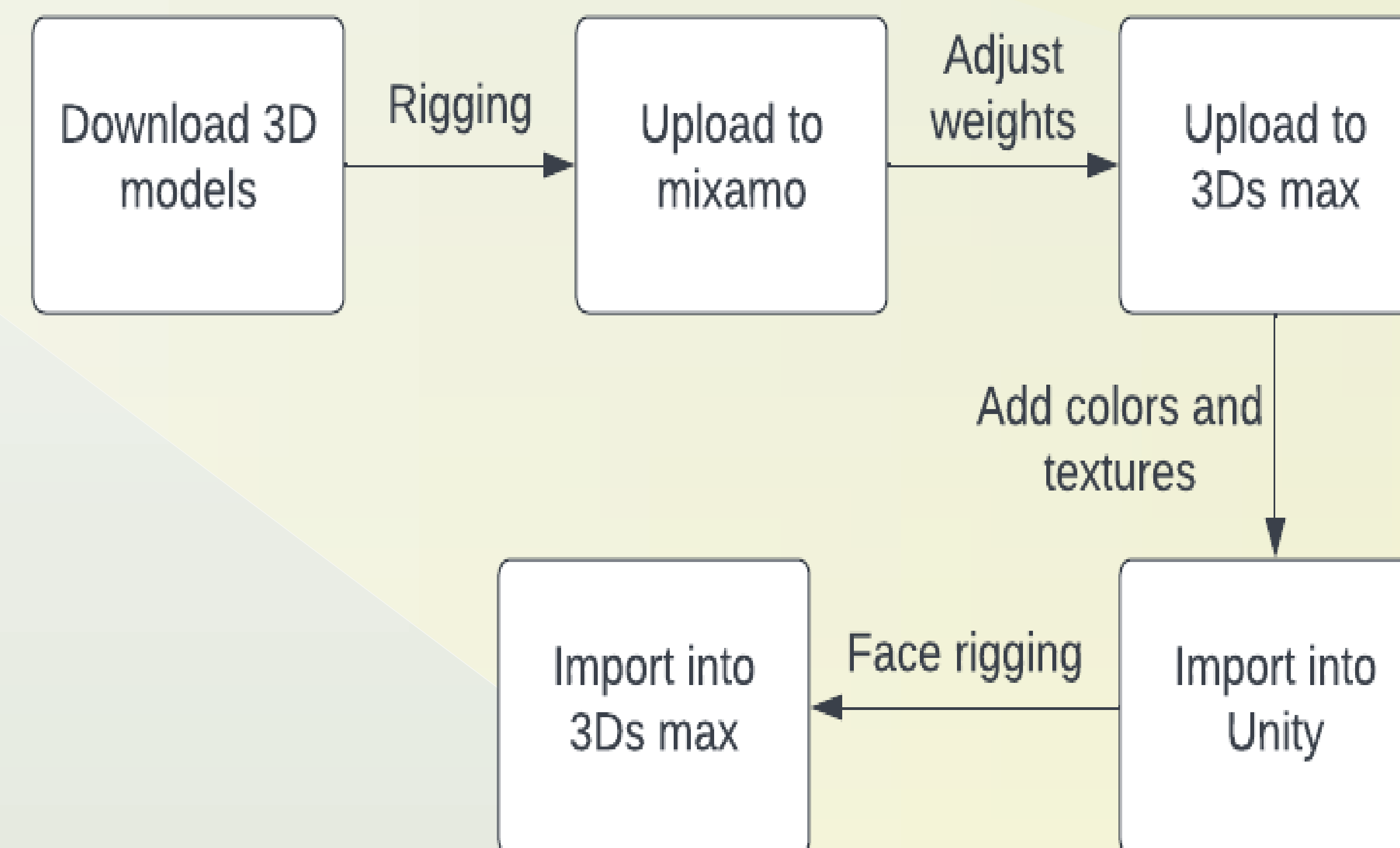
Motivation

- Children tend to lack interaction with the real world, instead they tend to watch movies rather than read books. The child should be able to interact with the cartoon character, The character's brief story should catch their attention and encourage them to read the book. The character dancing should also encourage them to make the same dance move and get them excited. reading the books should also result in spiking the creativity of the child to start writing.
- Authors tend to lose money due to the lack of interactivity of people with the books so could sell this application along with their books to get the attention of people to a certain story resulting in attracting people more to that book.

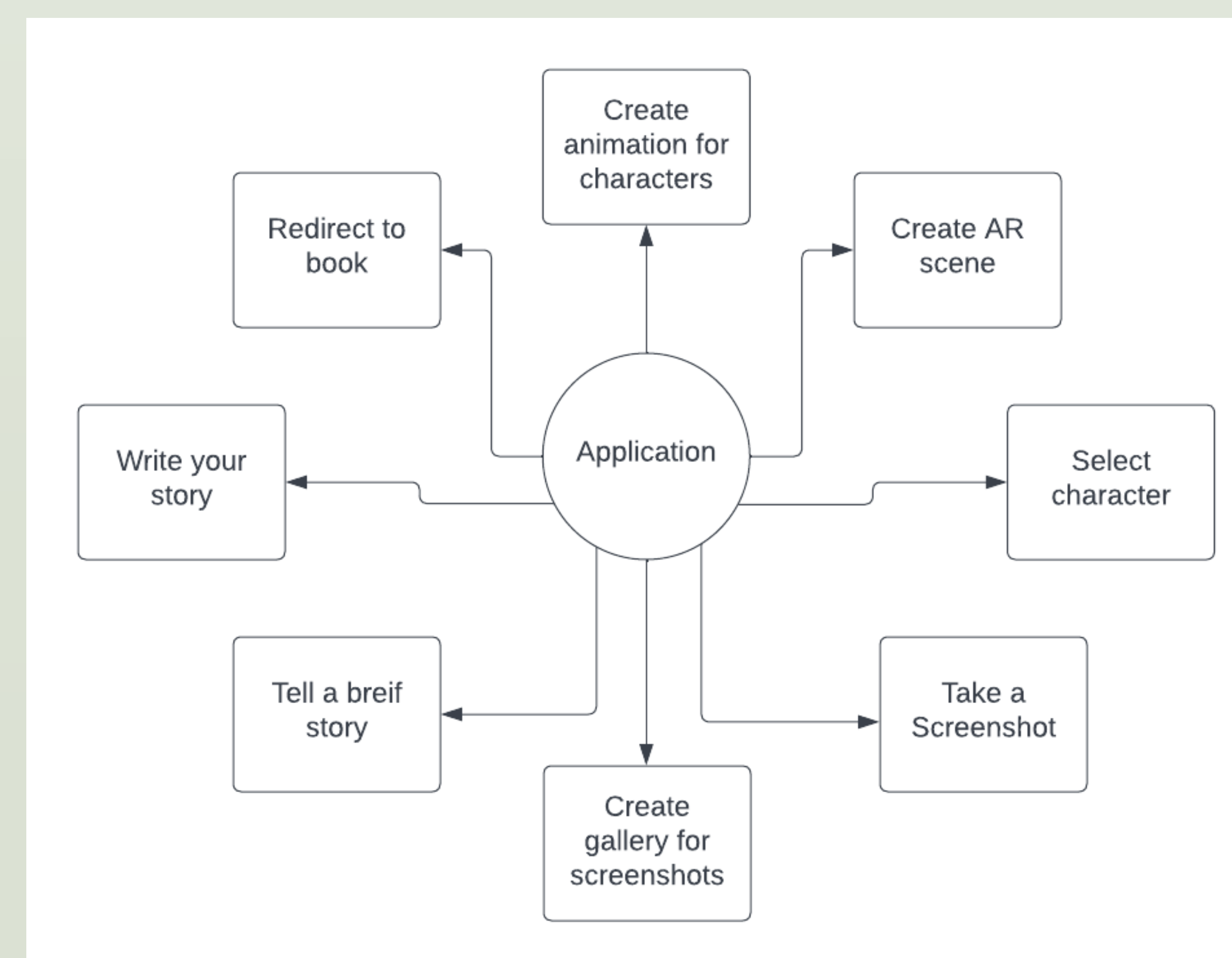
Objectives

- The ability to choose from the Disney characters into application.
- Take a picture/screenshot with the character in the frame.
- Make the character tell a brief story about them self(voice-over).
- Access the book with this character's story/
- twisted story.
- Make the character dance/animate with the music from this character's movie.
- Being able to choose commands using your voice.
- Start writing your own story to assign to the character.

Methodology

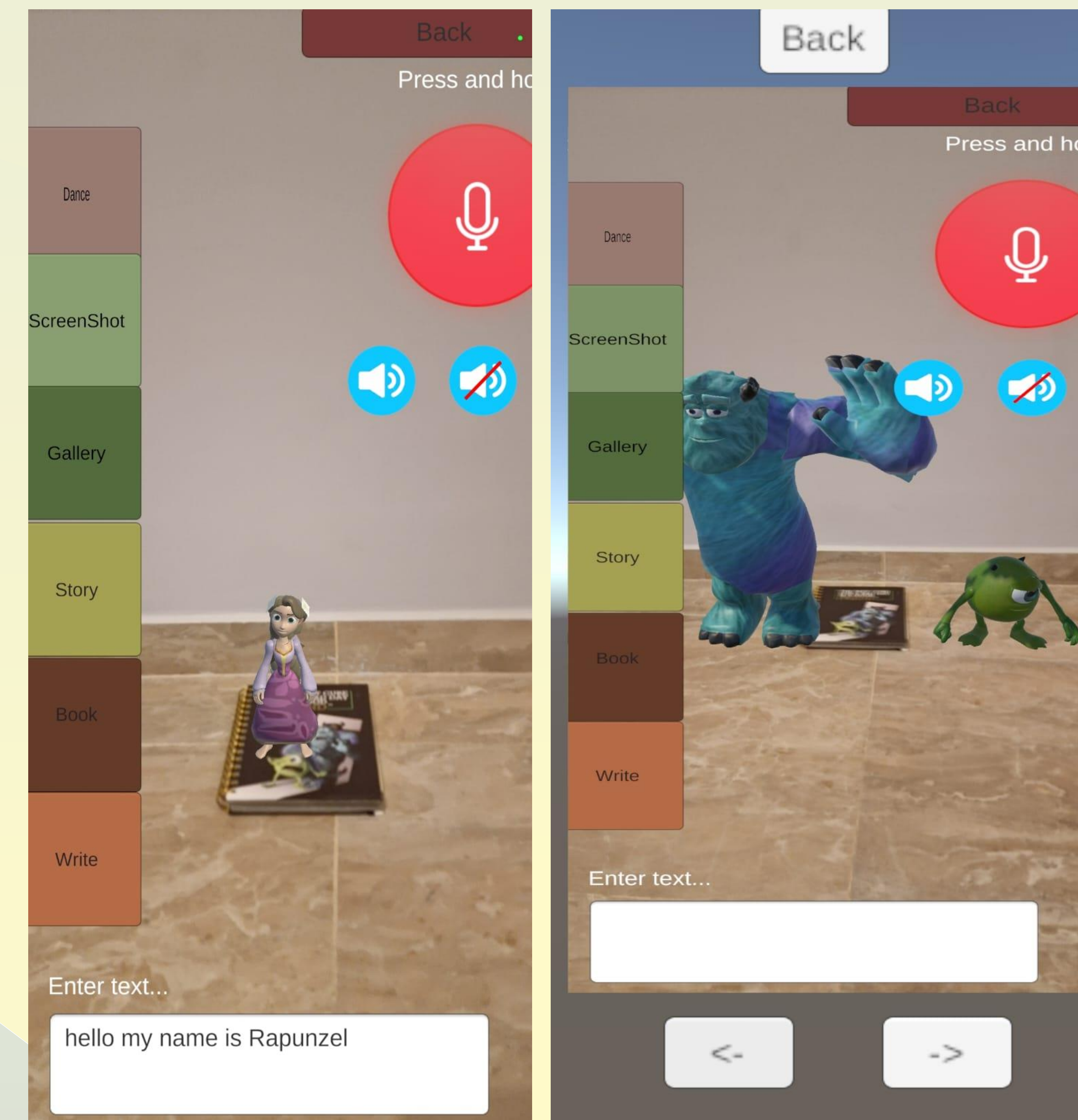


The first step was dealing with the models since they were not rigged nor had any colors or textures. All the technical work done to achieve realistic models was through 3Ds max , Mixamo and unity.



The next step was implementing the application with its functionalities mentioned in the objectives and start operating the application by pressing the buttons.

Initial results



The results are screenshots from the application itself where it is now operated by buttons as well as voice commands with the ability to hear your command back.

Contact

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