SARASWATI Education Society's

SARASWATI College of Engineering

Learn Live Achieve and Contribute

Kharghar, Navi Mumbai - 410 210.

SCOE AVISHKAR-2022

AR SMART NEWSPAPER

Group No: SW17

Prof. Pragati Pejlekar	**Shubham Patil**	**Dhiraj Naik**	**Bhavesh Patil**
Department of Information Technology	*Department of Information Technology*	*Department of Information Technology*	*Department of Information Technology*
Saraswati college of Engineering	*Saraswati college of Engineering*	*Saraswati college of Engineering*	*Saraswati college of Engineering*
Kharghar, Navi Mumbai, Maharashtra	*Kharghar, Navi Mumbai, Maharashtra*	*Kharghar, Navi Mumbai, Maharashtra*	*Kharghar, Navi Mumbai, Maharashtra*
pragati.pejlekar@it.sce.edu.in	*shubhampatil3735@gmail.com*	*dheerajnaike9@gmail.com*	*bhaveshpatil2803@gmail.com*

1. Introduction:

Augmented reality is such a technology within which we are able to see the objects in physical world visually, providing a composite read. Reading traditional newspapers or magazines is a common way to get the latest information about events or new products. We are Creating an Application with mobile devices that can provide extra information and multimedia for readers by applying augmented reality to traditional newspapers.

2. Objectives:

- To presents auxiliary information in the field of view of an image printed on newspaper automatically using Augmented Reality.
- Integrating AR technology into existing newspapers.
- Creating an Application with mobile devices that can provide extra information and multimedia for readers by applying augmented reality to traditional newspapers.
- Turn a boring and standard newspaper into something that is extremely interesting and thus it revamps the experience of reading newspaper.
- Using Augmented Reality, and taking advantages of new digital news boom for readers to return to newspapers again.
- To play a role in helping journalists provide information more conveniently while letting viewers get a more closer insight to stories with our AR Newspaper Application.

3. Methodology/Experimental Setup:

We will be using Unity for texturing and rendering of elements and video, image assets. We imported image assets through Image Target databases from the Vuforia Target Manager and added relevant target video in Unity Video Renderer. In our application The back camera of the device will search for a scene and when it recognizes the scene using Vuforia Image Tracking, by scanning the image in the newspaper, then the video is played in its position which livens up the experience of reading a newspaper.

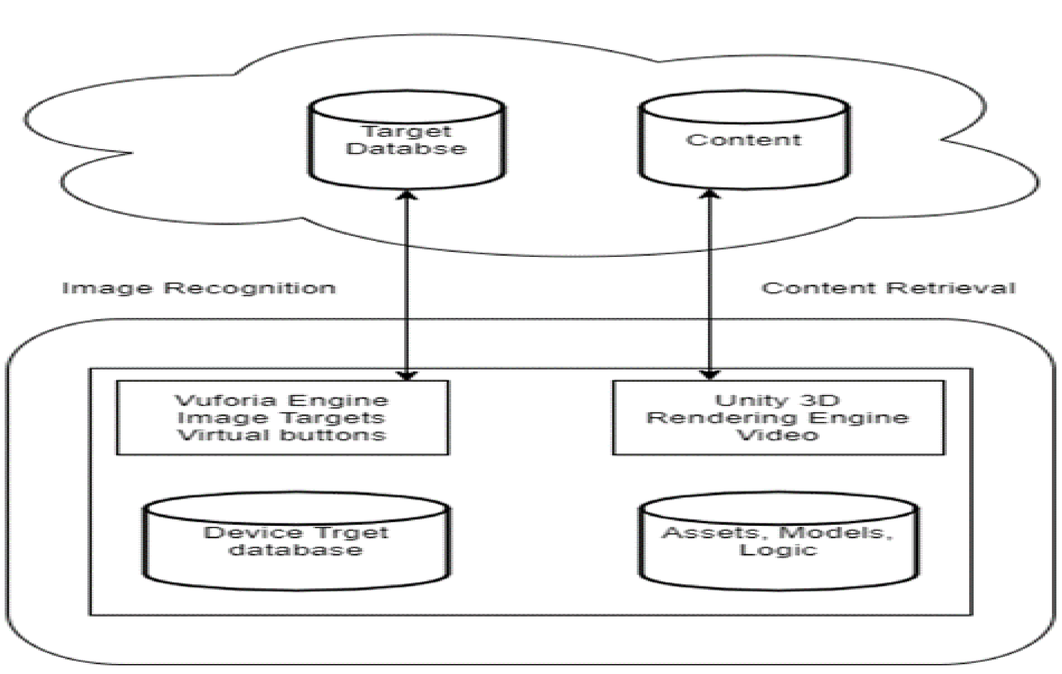

Fig: Methodology

4. Results:

In our application The back camera of the device will search for a scene and when it recognizes the scene using Vuforia Image Tracking, by scanning the image in the newspaper, then the video is played in its position which livens up the experience of reading a newspaper. All these video assets for the newspaper will be rendered in Unity and image tracking and recognition will be done using Vuforia. We will be using the latest feature of Vuforia to turn our newspaper into a magical newspaper that will play the content that is relevant to the image that is being detected.

Fig: App Startup

Fig: Video related to news played on newspaper with captions and voice.

Fig: Result for App in Landscape mode

5. Conclusions:

We can create a successful way of human interaction with the newspaper with the help of AR Smart Newspaper, So by taking advantages of digital boom we can strike a balance between AR and Newspaper. For the future developments it can be enhanced by developing this system for big newspapers or magazines. In future development, smart newspapers, which can give full play to the advantages of the augmented reality technology, will create a more realistic integration world for us human beings. As People can interact with the system in a more natural way of human-computer interaction using AR.