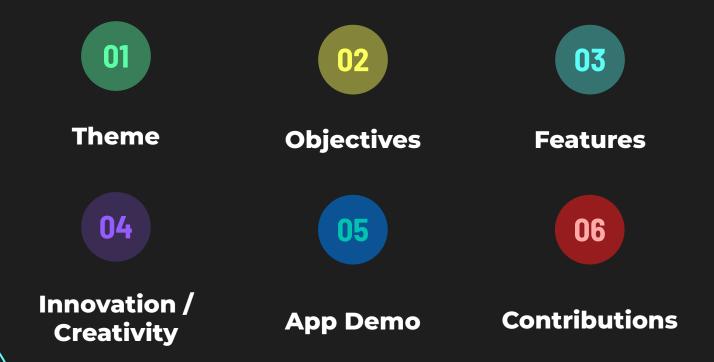
The Shop

AR Assignment

Done By: Team 1



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Theme Contactless Shopping

- Increased adoption of AR and VR during the Covid-19 pandemic
- Global AR market expected to reach \$50 billion in 2024
- Provide in-store experiences to consumers on the go



"I'm excited about augmented reality because unlike virtual reality, which closes the world out, AR allows individuals to be present in the world but hopefully allows an improvement on what's happening presently."

- Tim Cook

Objectives



Realistic



Personalized



Convenient & Easy-to-use

Features









Login/Sign Up

User needs to be authenticated to use the app

Face Scanning

Face is scanned for measurements

View Item in AR

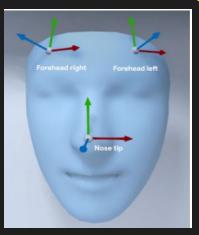
Item viewed in AR can be customised by color and lighting

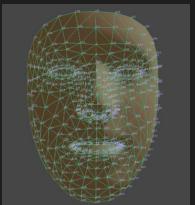
Checkout

Items added to cart can be purchased via Stripe

Augmented Faces

- Three Regions Pose (Left & Right Forehead, Nose)
 - Used by Accessories
- 468-point face Face Mesh
 - Used by glasses and face masks





3D Models

Glasses

- Plastic frames (Metallic workflow)
 - Metallic: 0 & Smoothness: 0.5
- Metallic frames (Metallic workflow)
 - Metallic: 0.5 & Smoothness:0.5

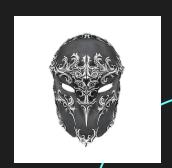




Masks

- Plastic (Metallic workflow)
 - Metallic: 0 & Smoothness: 0.5
- Metallic (Metallic workflow)
 - Metallic: 0.5 & Smoothness:0.5





Personalisation

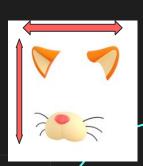
- Face Scanning
 - Retrieve measurements to deliver custom-fitted products
- Recently Viewed History
 - User's try-on activity is recorded and displayed in the recently viewed section
 - User can tap on the item and be redirected to the item details page
- Custom generated Accessories, Masks, Glasses
 - E.g. Glasses models are constructed from frames, temples, and temple ends
 - Application analyses user's try-on history combines the different parts to form an entirely new pair of glasses.

Face Scanning

- Ensure items dimensions fit user
- Compares measurement of face against items
 - Width and depth for glasses
 - Width and Length for masks
 - Width and Length for Accessories
- Customised product if it doesn't fit

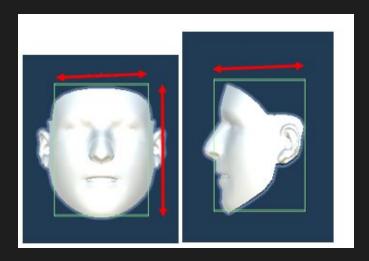






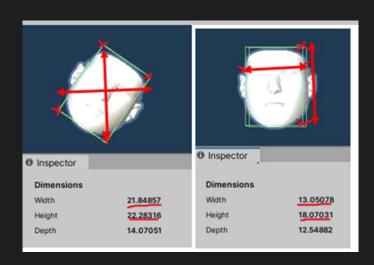
Face Scanning

- Enclose face mesh within boundary box
- Takes 3 measurements from the face
 - O Width (x)
 - Length (y)
 - Depth (z)



Face Scanning

- To get an accurate scan of a user's head, we keep track of the user's 6 Degrees of Freedom(DoF) in the 3D space
- To avoid inaccurate measurements, user's head must be facing forward and positioned upright
 - Track Yaw value or Rotation Y in Unity3D (Facing forward)
 - Track Roll value or Rotation Z in Unity3D (Positioning upright)
 - Small margin of error allowed (+-1)

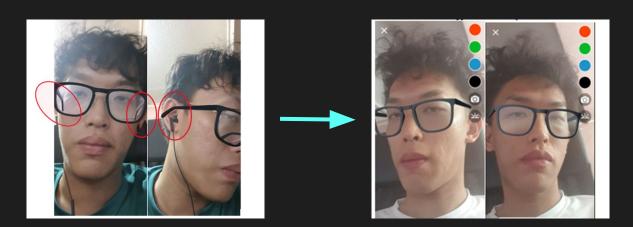


Custom Generated Glasses



Occlusion Technique (Glasses)

- Ensure projected glasses look realistic
- Apply a masking shader on the face mesh which will have a higher Z-Buffer value than the pair of glasses
 - Some parts of glasses with lower Z-buffer value will not be rendered and are occluded



Effects in AR Scene

- Color change
 - 4 different colours are available for item customization (Red, Green, Blue, Black)
 - Implemented by modifying the RGB values of the color material attached to the item



Effects in AR Scene

- Sunrise/Sunset Effect
 - Uses a directional light to imitate sun's glow
 - Varying the light intensity simulates the sunrise/sunset effect
 - Reflection probe is added onto the scene to simulate reflection



Effects in AR Scene

- Screenshot Feature
 - Allows users to seamlessly take a picture of themselves wearing their favourite pair of glasses
 - Saved to the user's gallery where they can share the image with their friends and family
 - Compare different styles easily



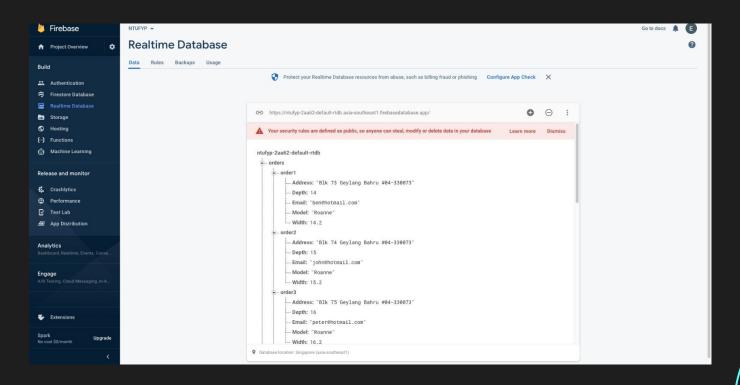
Firebase & Stripe Integration

- Firebase Authentication
 - Account creation and Sign-in process
- Firebase Cloud Database
 - Store user's face dimensions, item details, and delivery address
- Stripe
 - Payment gateway service for users to pay for their purchases

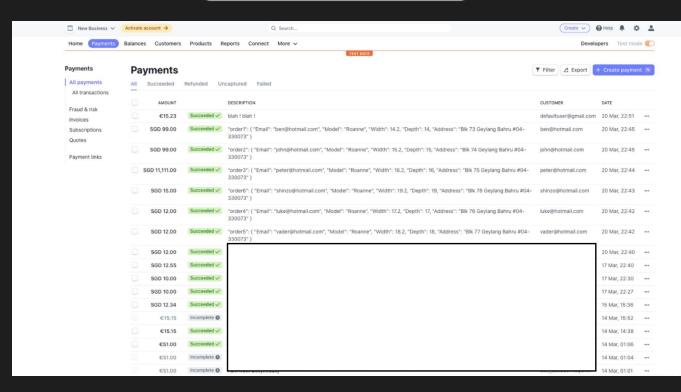








S stripe



Contributions (Luo Hao, Fazli, Ernest)

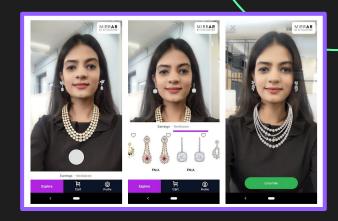
- Front-end Development
 - UI Design & Implementation (Luo Hao)
 - AR Setup & Implementation (Luo Hao, Fazli)
- Back-end Development
 - Firebase and Stripe Integration (Ernest)

Contributions (Rachel, He Wanru)

- Debug
 - QA Testing (Rachel)
- Video Editing and Flow
 - App Demo (He Wanru)
- Presentation Slides (Rachel, He Wanru)

Areas of improvement

- Increase variety of products to try on
 - Clothing
 - Apparel
 - Jewellery
- Build for iOS Application
 - Currently only available for android users
- Integration of Machine Learning & Computer Vision
 - Detection of already worn-on objects
 - Prompt user to remove worn-on objects
 - Better UI/UX





App Demo

Credits

- BariaCG (Glasses and Face Filters)
 - o Products. BariaCG. (n.d.). Retrieved April 12, 2022, from https://bariacg.com/product
- Masks Pack 2 (Masks): By Dmitriy Dryzhak, Unity Asset Store

References

P. Wadhwani and S. Gankar, "Augmented reality (AR) market size to cross \$50bn by 2024," Global Market Insights Inc., 16-Sep-2019. [Online]. Available: https://www.gminsights.com/pressrelease/augmented-reality-ar-market#:~:text=Augmented%20Reality%20Market%20size%20is,the%20augmented%20reality%20industry%2 Ogrowth. [Accessed: 06-Apr-2022].

Thank you