

Assignment 3

CPS592 –Visual Computing and Mixed Reality

Released Date: 11/13/2016

Requirements

In this assignment, you will implement an Augmented Reality (AR) application.

First, you must design an AR-oriented application. Then, you use ARToolkit, Vuforia, or any different AR frameworks (Wikitude, DroidAR) to implement your designed application.

Summarize what you have done to the application, for example:

- How to create your own AR markers (if any).
- How to render the virtual objects.
- How to interact with the virtual objects (if any).
- Is it reasonable to use AR for your designed application?
- Your own comments/remarks.

What to Submit

1. A well-documented program that implements the aforementioned problem in the Assignment 3. You **must submit your program source code**.
2. A well-written, concise project report. It should include: (a) title and names of group members; (b) the analysis of each problem; (c) the issues during the implementation; (d) the solutions to overcome the issues in (c); (e) the contribution of each individual member
3. The powerpoint slides (maximum 20 slides) used in the Assignment grading on 12/7 and 12/9.

For each group, you must submit the files above in a single zipped folder. Your group will be required to do a presentation in classroom on 11/9 or 11/11 for the grading.

Note: If you cannot submit zipped file to isidore, please change the filename extension to doc or docx and then submit it.

Submission Due: 11:55pm, December 5, 2016