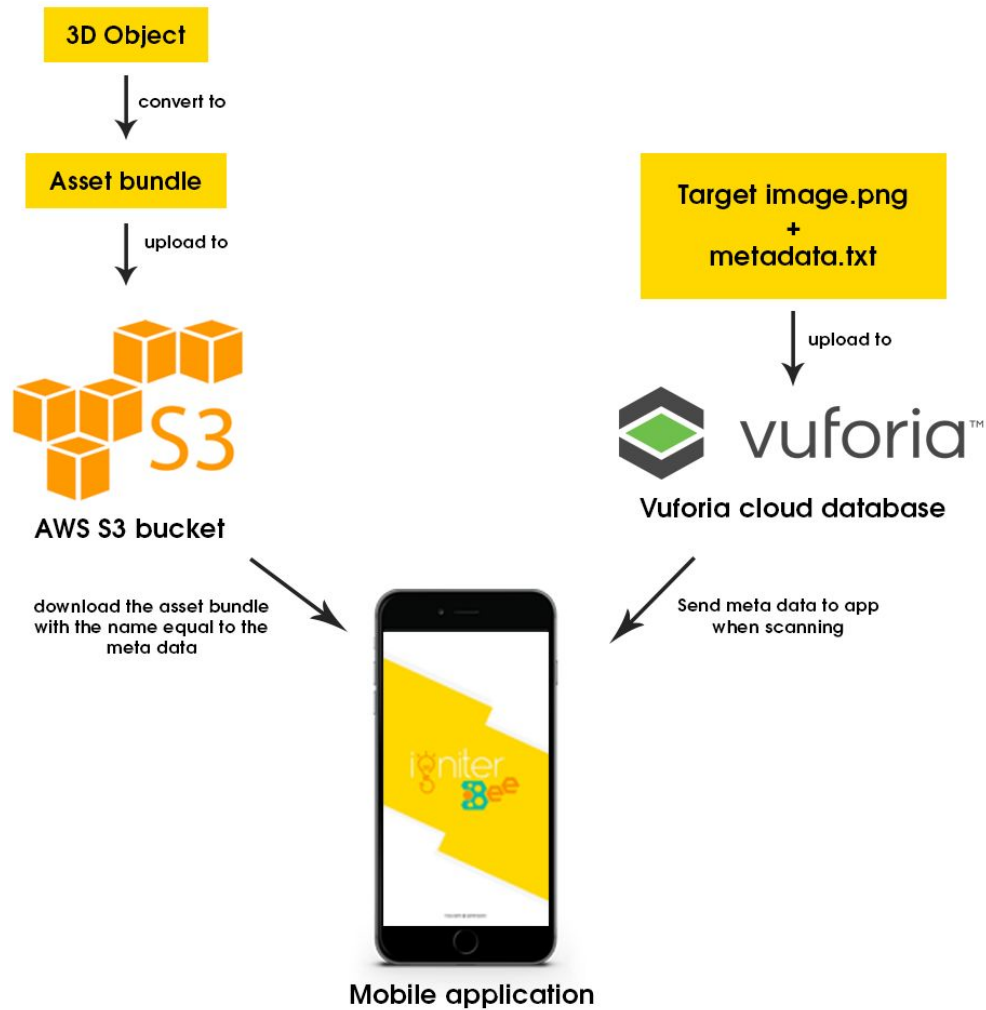




AR based Mobile Application

Architecture

to achieve AR with cloud



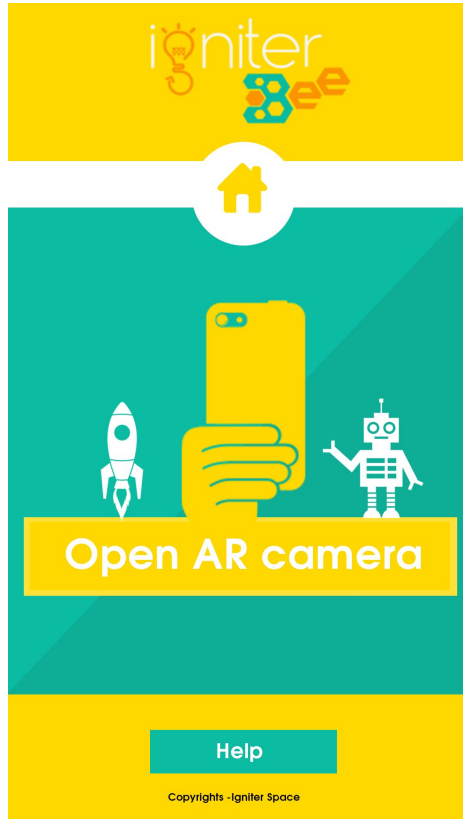
The User Interfaces

Splash Screen



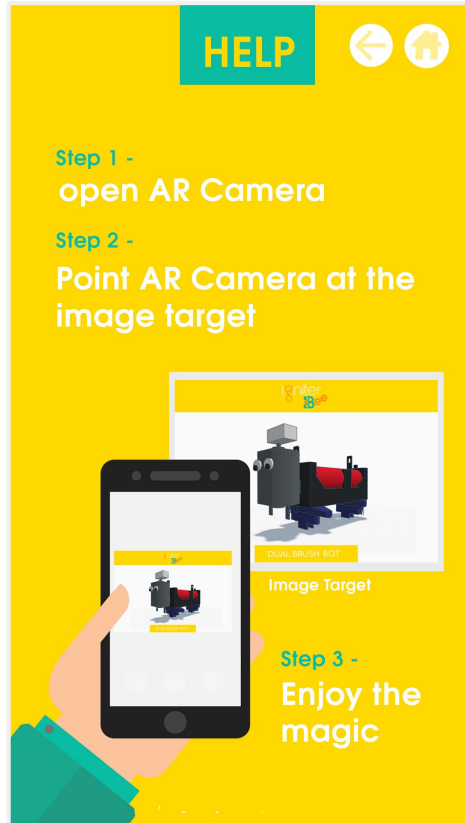
- This screen will appear for 2 seconds when you open the app

Main Menu Screen



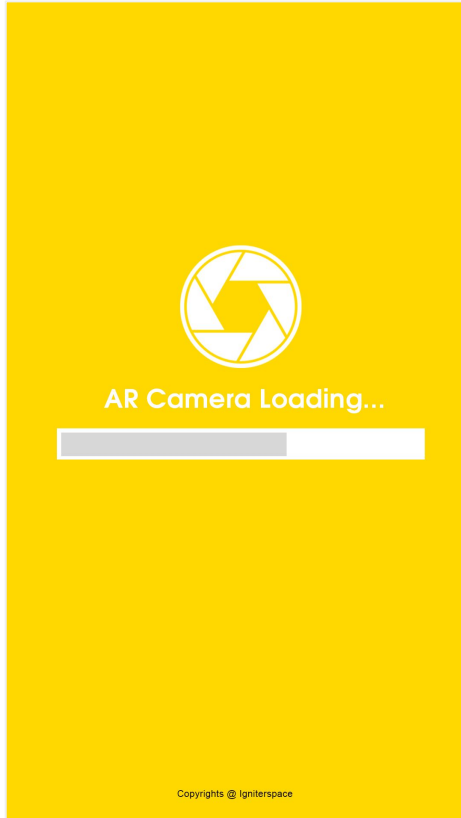
- This screen has buttons to :
 - Go to the AR (Augmented reality) camera
 - Go to help screen

Instructions/Help Screen



- This instruction screen will provide the steps to use the AR camera to view augmented 3d objects

AR camera Loading Screen



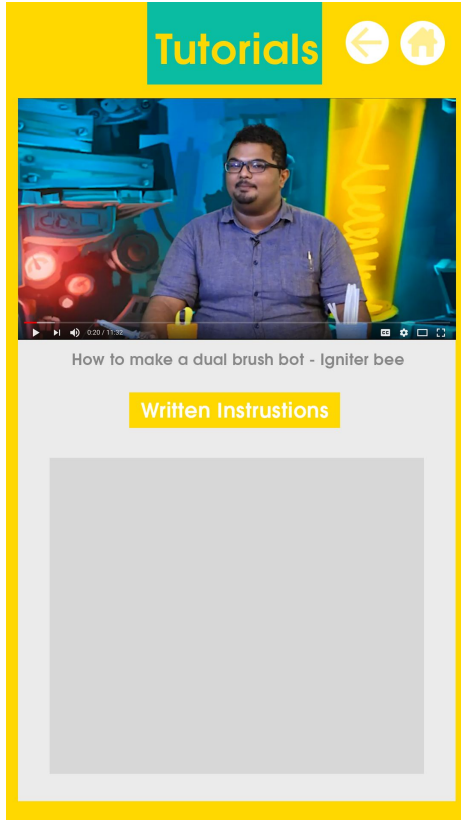
- This screen will appear as soon as the open ar camera button in the main menu is pressed

AR camera Screen



- This AR camera screen - this comes after the loading screen
- On the top , there will be a alert box appearing , which shows detected object
- On the bottom , a button will appear , which can be clicked to go to the tutorial screen

Tutorials Screen(Embedded webview)



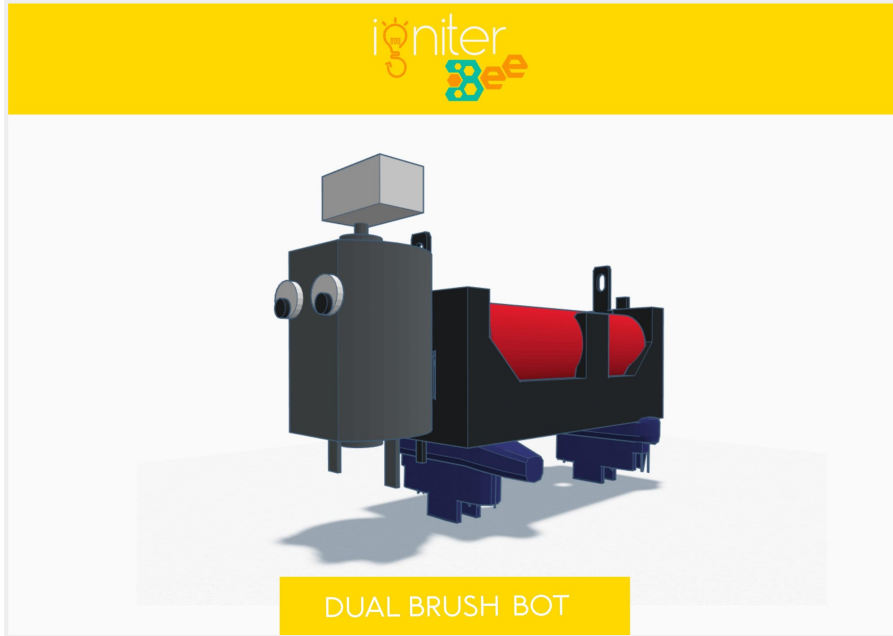
- A webview is embedded in the tutorials screen and an external responsive web page is loaded
- The tutorial loaded depends on the target image you scan - The tutorial related to the metadata will be loaded in the web view
- An external web site containing tutorial content must be made in order to use this feature

The flow of the Screens



The Image targets

Example of an image target



- The user has to point the camera to a image target like the image shown on the left (This picture can be included in the instructions booklet)
- They are uploaded in Vuforia cloud recognition database and contains a metadata text file ,which contains the **EXACT name of the assetbundle** of the object to be displayed on top of it

Screenshot of Vuforia image target cloud database

The screenshot displays the Vuforia Developer Portal interface. At the top, the header includes the Vuforia logo, 'Developer Portal', and a user greeting 'Hello wdevon99' with a dropdown arrow and a 'Log Out' link. Below the header is a navigation bar with links for 'Home', 'Pricing', 'Downloads', 'Library', 'Develop' (which is highlighted), and 'Support'. Under the 'Develop' tab, there are two sub-tabs: 'License Manager' and 'Target Manager', with 'Target Manager' being the active one. The main content area shows the breadcrumb 'Target Manager > secondCloud'. The title 'secondCloud' is followed by an 'Edit Name' link. Below this, it specifies 'Type: Cloud' and 'License Key: Second Key'. There are two tabs: 'Targets (4)' (active) and 'Database Access Keys'. An 'Add Target' button is located on the left, and a search bar on the right prompts 'Search by target name or target ID'. A table lists four targets with columns for checkboxes, target names with icons, ratings, recos, status, and date modified. The targets are 'imageTargetMan', 'car', 'imageTargetBot', and 'targetFan'. At the bottom, it states 'Last updated: Today 04:52 PM' with a 'Refresh' link.

vuforia™ Developer Portal

Hello wdevon99 | Log Out

Home Pricing Downloads Library **Develop** Support

License Manager **Target Manager**

Target Manager > secondCloud

secondCloud [Edit Name](#)

Type: Cloud

License Key: Second Key

Targets (4) [Database Access Keys](#)

Add Target


Search by target name or target ID

<input type="checkbox"/>	Target Name	Rating	Recos ▼	Status ▼	Date Modified ▼
<input type="checkbox"/>	imageTargetMan	★★★★★	88	Active	Jan 01, 2018 22:11
<input type="checkbox"/>	car	★★★★★	29	Active	Jan 01, 2018 21:39
<input type="checkbox"/>	imageTargetBot	★★★★☆	126	Active	Jan 01, 2018 21:18
<input type="checkbox"/>	targetFan	★★★★☆	78	Active	Jan 01, 2018 20:54

Last updated: Today 04:52 PM [Refresh](#)

The Asset bundles

Screenshot of asset bundles uploaded in the AWS s3 bucket

 Services ▾ Resource Groups ▾ ⌵

devon @ 5609-6429-5658 ▾ Global ▾ Support ▾

Amazon S3 > ar-app-objects

Overview

Properties

PermissionsPublic

Management

 Upload

 Create folder

More ▾

Asia Pacific (Singapore) 

Viewing 1 to 5

<input type="checkbox"/>	Name ↑ ▾	Last modified ↑ ▾	Size ↑ ▾	Storage class ↑ ▾
<input type="checkbox"/>	 model.bike	Jan 1, 2018 10:11:57 PM GMT+0530	548.5 KB	Standard
<input type="checkbox"/>	 model.dualBrushBot	Dec 28, 2017 4:44:37 PM GMT+0530	123.1 KB	Standard
<input type="checkbox"/>	 model.electricFan	Dec 28, 2017 1:37:33 PM GMT+0530	206.7 KB	Standard
<input type="checkbox"/>	 model.man	Jan 1, 2018 9:56:37 PM GMT+0530	4.9 MB	Standard
<input type="checkbox"/>	 model.newCar	Jan 1, 2018 9:39:59 PM GMT+0530	3.3 MB	Standard

Viewing 1 to 5

NOTE :

* Asset bundles should have the exact same name as the name stated in the metadata in vuforia image targets.

Eg : model.dualBrushBot (the blue text should be the same name as metadata name value)

* And when creating asset bundle , the object name should also have the exact name as metadata

Assetbundle name == object name == metadata