

Augmented Reality Rationale



Figure 1 - Augmented Reality

For this assignment I was really excited to express a pastime of mine through augmented reality. There was a few candidates for this but in the end I decided to develop my application around the theme of Formula 1. Formula 1 is one of my favourite sports to watch and is a very technical and well informed in the world of technology. For example, the current generation of F1 cars are powered by hybrid engines which is along with electric the future of the motor industry. However F1 is a very broad theme. I wanted to base this project around a specific area in the sport. I decided to do this on my favourite driver: Sebastian Vettel.



Figure 2 - Sebastian Vettel

I have been watching him since 2011 and I have always admired a number of aspects about him. In this project I decided to have the target as one of his

most famous pictures. This image is him directly after he won the Indian Grand Prix. Winning this race meant he wrapped up his 4th consecutive world championship. However one picture wasn't enough in my opinion. I decided to overlay a tribute video to elements of his career up to date. Along with this I wanted to show off his next move in his career. For the 2021 Formula 1 season he is joining the newly formed Aston Martin F1 Team. I wanted to show off an Aston Martin Car. Overall I was very happy with the decision to do this as I am a big fan of F1 and Sebastian Vettel and being able to integrate Augmented Reality with this was a lot of fun and a big learning experience.