SYNOPSIS

Name \ Title of the Project - Augmented Reality Car Customise App.

Statement about the Problem –

Many of people doesn't know about the car or the car features for that people can necessary to visit the showroom. In Before buying a car Customer needs to go car showroom to decide car. To travel to the showroom, he has to travel, he wastes time and takes time to get the car done.

Why is the particular topic choosen ?

Augmented reality is a technology that enables virtual images to be overlaid on views of the real world. In augmented Reality customer can feel and experience it anywhere or where he want. It's not necessary to have Real car with user we can experience in virtual car. Augmented reality systems have been used to allow experts to spatially collaborate with others at any other place in the world without traveling and thereby creating the experience of being virtually co-located. In this Augmented Reality Car Customiser App Demonstrated how a customer can have a look at a car model he is interested in & choose between various color options have a peek at the interior.

Objective and scope of the Project –

Objectives of the Project -

Customization-

1. Detect the Area for Placing the Car Model

2. Check the Car Model

3. Car Scale in Scale Out

4. Car Interior Experience

5. Change the Colour

6. Information About The Model of Car

Scope of the Project –

Due to its capability to improve perception of reality, to support collaboration, a visual display of virtual objects, and to enable transitions between real and virtual environments, augmented reality (AR) technology can be used to create novel interfaces for face-to-face. In this new AR technology we are entered so this technology we gave many benifts. In this Augmented Reality Car App First Scanning the area where he want to place the virtual car. Then user can place the car model. User can move around the car feel the real car experience. User can check the features of the model . the user can customized the car there is a options to change the colors. User can open door and the check the interior features of the Model , user can check information about model of the car and change the scale car.

Hardware and Software to be used –

Hardware –

- RAM 8 GB
- Windows 8 & above
- Android Mobile AR Core (Supported Version 8 and Above).

Software –

- Unity Engine 2.1.3
- ARCore Plugin
- Visual Studio 2012
- Android Studio 3.5.2

Testing Technology –

Manual Testing is a type of software testing where testers manually execute test cases without using any automation tools. Manual Testing is the most primitive of all testing types and helps find bugs in the software system. Manual Testing requires more effort but is necessary to check automation feasibility.

Conclusion –

In augmented Reality customer can feel and experience it anywhere or where he want. It's not necessary to have Real car with user we can experience in virtual car. The interaction with augmented world is in two ways, using physical objects placeholder objects and by hand gestures. Created an Augmented Reality app to show how automobile companies can integrate AR in their app so that interested buyers can have a quick look on how various car models look in different colors.so buyer can quickly decide on which features he want in his new car and confirm his decision by going to the showroom just to take a test-drive this would save a lot of time.

Further Enhancements –

Improve interaction in augmented reality (for the field personnel) Increase immersion and situational awareness for spatially distributed users in the virtual reality and augmented reality. Future work will focus on preparing a fully functional car simulation. We can add the feature of drive the car. We can create same feature in website so no need to download the app and add Buy Option so user can buy a car online

Bibliography –

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