



EPILEARN

AUGMENTED REALITY EDUCATION EXPERIENCE



EPILEARN

Most educators try to explain some 3D concepts through 2D medias. It seems inappropriate.



Augmented Reality technology generates new types of efficient and attractive applications. It can improve traditional material and make future formations more exciting and engaging.

You are to bring this concept into life by developing a Proof of Concept of a both **markerless** and **marker-based** AR application dedicated to personal or professional education.

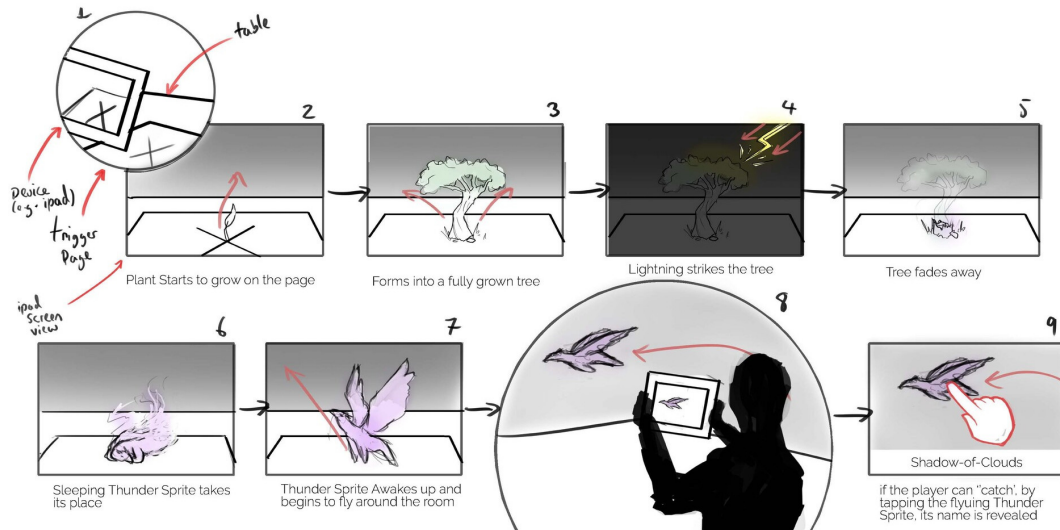


It requires to spend some time on a preparatory phase that includes getting familiar with the scientific school books, understanding user needs, designing your solution,...

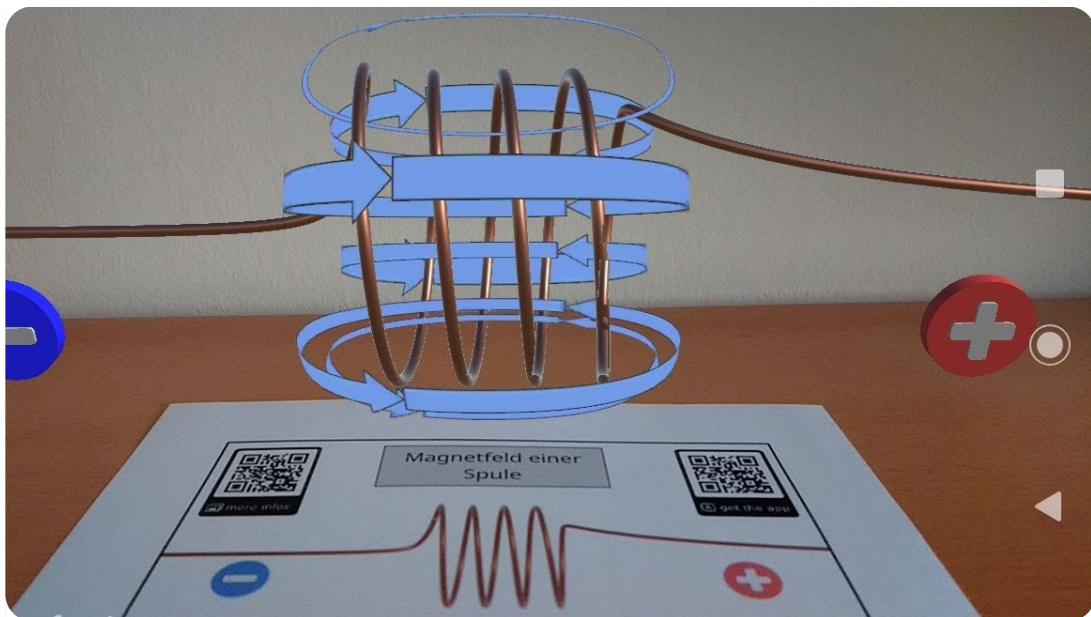
Deliveries

First, you are expected to:

- ✓ draw the **storyboard** of your application, that copes with a significant educational problem ;



- ✓ create a **promotional video**, starting from the user needs and highlighting its benefits ;
- ✓ **develop and demonstrate** a functional solution compliant with one AR mobile device.



Unity3d is recommended, but not mandatory!

Specifications



To make it as clear as possible, you MUST respect the following points:

- ✓ your subject is from scholar [scientific] material (book, object, ...)
- ✓ you can NOT use assets, you can only use primitives ;
- ✓ your app has 2 modes: *markerless* and *marker-based* ;
- ✓ you must create (then use) your own animations ;
- ✓ animations are controllable (at least: pause + rewind/forward) ;
- ✓ you must add sound effects.



VFX and shaders are nice to have, but not mandatory.

Bonus

Once your app meets the specifications, feel free to challenge yourselves with awesome bonus.



{EPITECH}

