

## Phase 3 Updated PDF Submission

### **Group Member Contribution:**

Luca:

- Completed the coding aspect of the project (everything in the docs folder on the group repo.)
- Helped brainstorm the overall dystopian idea.
- Made all of the markers and built everything on the html file.
- Contributed a model.
- Did one on one help sessions with the professor.
- Connected all of the models to the markers.
- Made the Github pages and connected it to the html file.
- Wrote everything found on the github pages site.
- Helped organize group meetings.
- Went on campus to display the content seen in the video of everything running.
- Edited the video of the code running and published to youtube.
- Embedded video into github pages site.

Saneea:

- Contributed to the idea
- Helped initiate discussions during group meetings
- Had a one on one with the professor for help
- Helped with the models
- Went on campus to collect images and co-ordinates for initial idea
- Helped with the creation of the repo

Mohsin:

- Helped organize group meetings
- In charge of a model
- Went to campus to take pictures of the location
- Went to campus to collect the coordinates of the location.
- Helped with the creation of the repo.
- Came up with the idea of the Dystopian setting of York University

Bennett:

- In charge of a model
- Helped come up with the idea of a dystopian setting
- Helped with the creation of the repo.
- Came up with the name for the project

**Artistic Statement (Can also be found on the York Experience Site):**

For this assignment we wanted to integrate the scenery of York University's campus by using it as the main setting to display our content. However, we wanted to put our own spin on things by changing the entire portrayal of the university itself. We currently live in a society of constant and ongoing change where new innovations are a common occurrence. Technology is the main component that provides a large number of innovators around the globe with a platform to build and share their work with the world. Due to this ongoing change, we wanted to portray York University's campus as if it were in the future. In recent times, we have seen many depictions of the future of the world through films, TV series, novels, media etc. We have even witnessed this in reality through famous innovators including, Elon Musk, who allow us to use our imagination and consider what the future beholds. In this case, we used Denis Villeneuve's "Blade Runner 2049", a dystopian and futuristic portrayal of the future, as our main inspiration for our content. The markers that were built give a little hint as to what exactly will appear when they are scanned. Three different models that all relate to our dystopian theme appear when scanned by the user. The three models include a hover car, robot and spaceship, and these very well could end up being common innovations of the future. Before clicking our link below to display the content, please glance through the instructions. We hope you enjoy the futuristic York experience!

### **Specific Customization of AR Content Submitted:**

Along with including models that we thought would fit our theme, we customized the actual landscape of York's campus and added characteristics to the models to improve the overall character/personality of the scene itself. This may be noticed through the change in lighting and added effects just to give the scene a dystopian feeling. The sepia and blur filters were chosen to give the scene a darker tone and the intention of simulating a fog effect. In addition, the red and blue coloured directional/ambient lights were used to simulate the reflection of neon lights from buildings in the dystopian universe. We also wanted the user to feel as if they are actually a part of the digital universe we created therefore, we made three custom markers that actually display the content that is shown in the center of each marker (Spaceship marker projects a spaceship etc.) This is to provide the user with some sort of interaction that they may be examining digital holograms of future technology. We chose to use Vari Hall and the York subway station to display our content as also mentioned in the "instructions" section of our website. In terms of how to run everything and what should appear at which locations, that is also all found in the "instructions" section on the site. However in summary, the robot model is meant to be projected at Vari Hall and the spaceship & hover car models are meant to be projected at the York subway station. The way each model is projected can also be seen in the attached video on our website of all the content running.

**Final Thoughts:**

Overall this project was a learning experience to say the least. As people who are interested in augmented reality through games of the past including “Pokemon Go”, this was a fun assignment that fulfilled all the basics and knowledge we wanted to gain about digital reality. We are excited to see where this topic will go in terms of future courses and are satisfied that we were able to get a basic understanding of augmented reality this semester. This topic and several other digital subjects are the way the future is headed therefore, we are delighted to have gained the knowledge we did this semester as it certainly will be of use in all of our futures.