

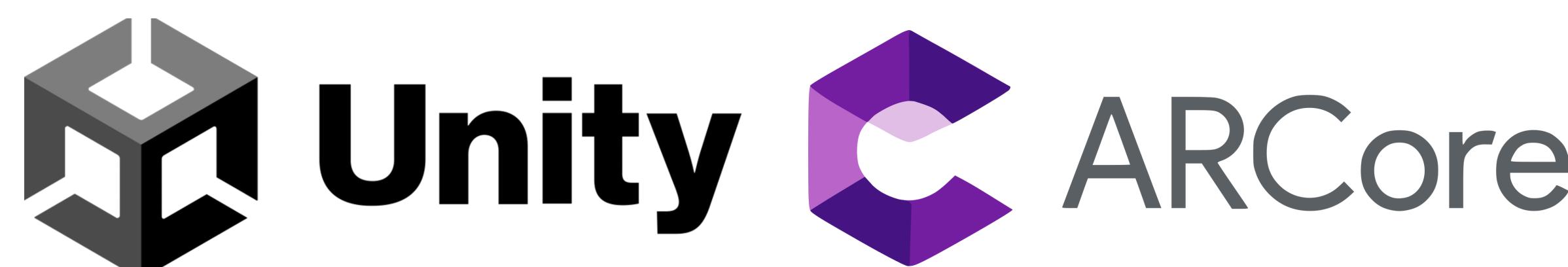


# Motivation

Traditional educational and sightseeing tours often struggle to fully engage participants, as they rely on static signs, printed guides, or tour leaders to deliver information. These conventional methods can feel passive and uninteresting and result in limited retention and enjoyment for users.

We aim to provide a dynamic, engaging solution through the use of Augmented Reality (AR) Tours. Users can actively explore their environment through interactive AR experiences that overlay relevant, location-based information directly onto their surroundings. By integrating visual, interactive elements into tours, Realm significantly enhances user engagement, improves information retention, and transforms ordinary exploration into captivating, memorable experiences.

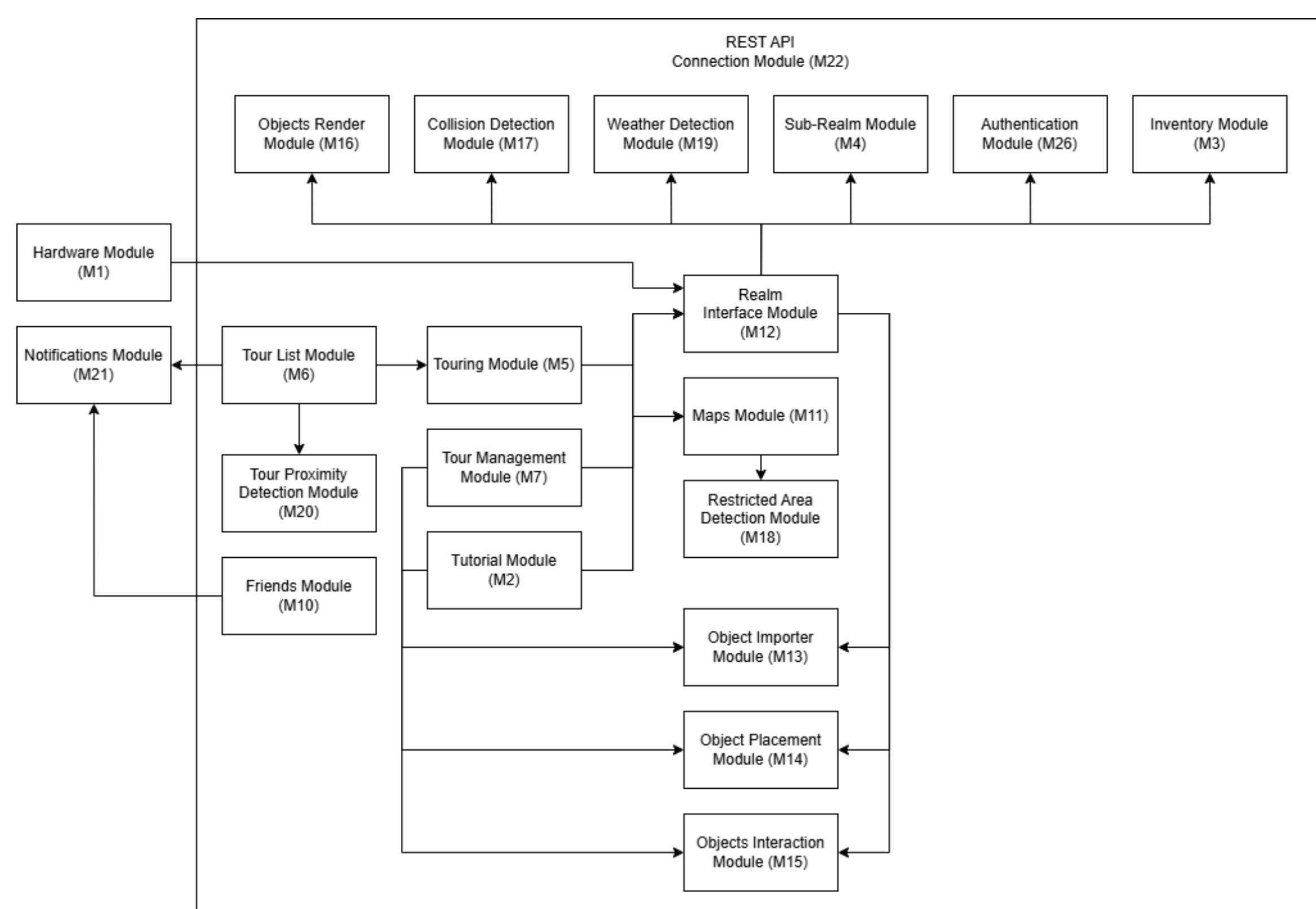
# Engineering Overview



# ArcGIS



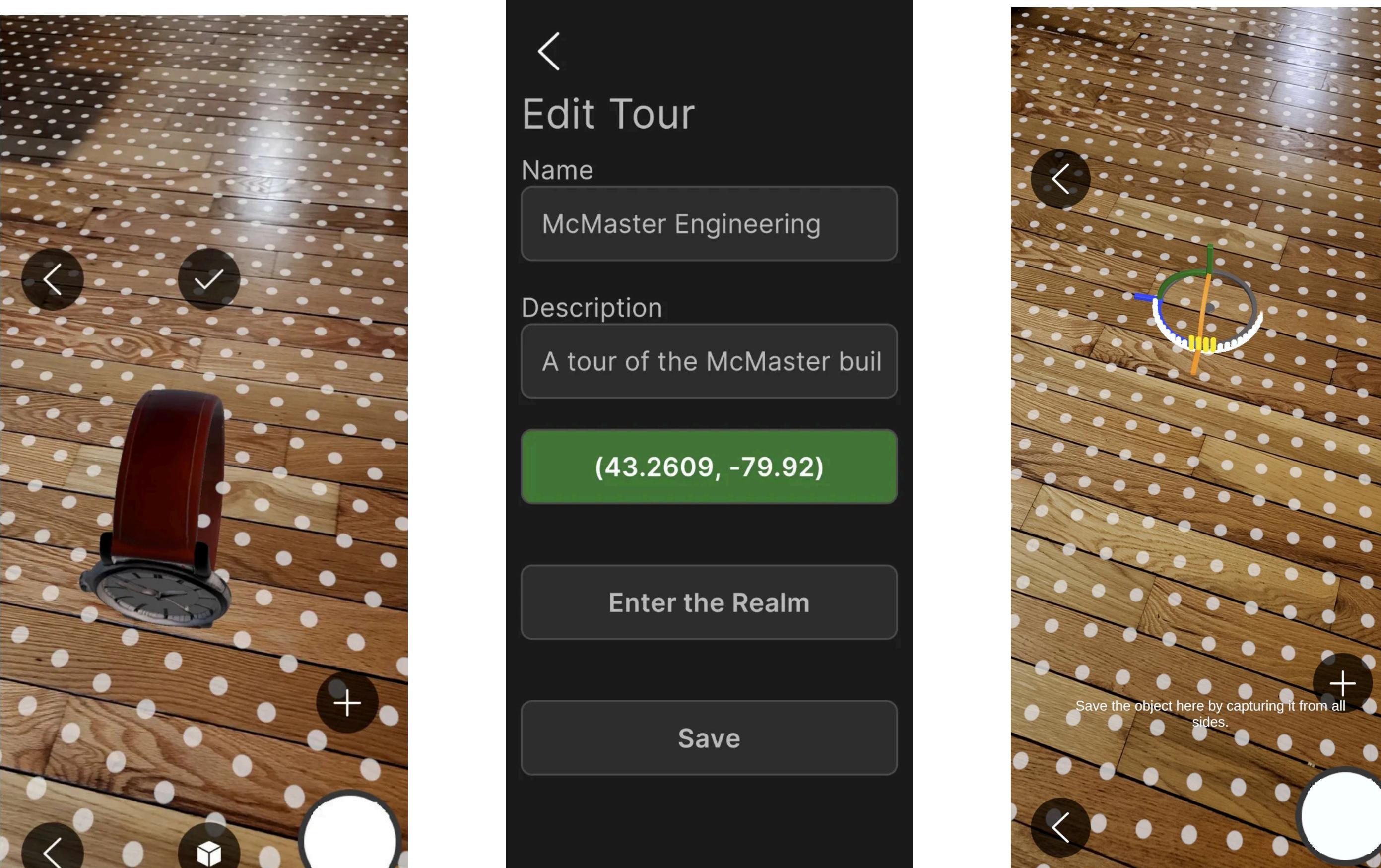
# Module Hierarchy



# Features

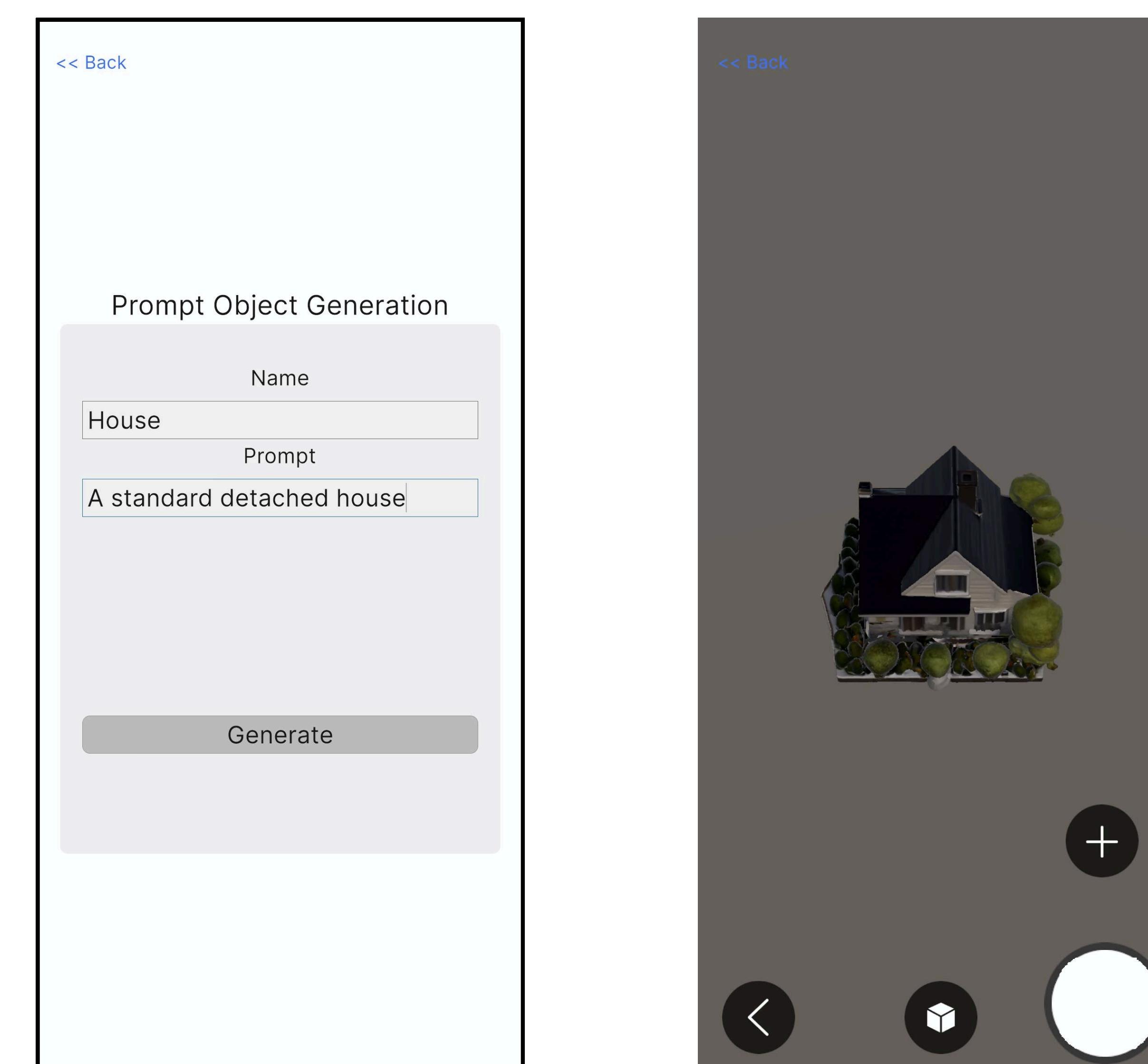
# Creating Tours

For tour providers, creating AR tours is made easy with our simple process of object placement and anchoring, which allows the app to recall the objects when it sees the location again in viewing mode.



# Generating Objects

When the objects we provide aren't enough, you can generate new objects with a prompt to fulfill your particular needs. This request gets sent to a transformer based text-to-3D AI model to generate an object matching your description.

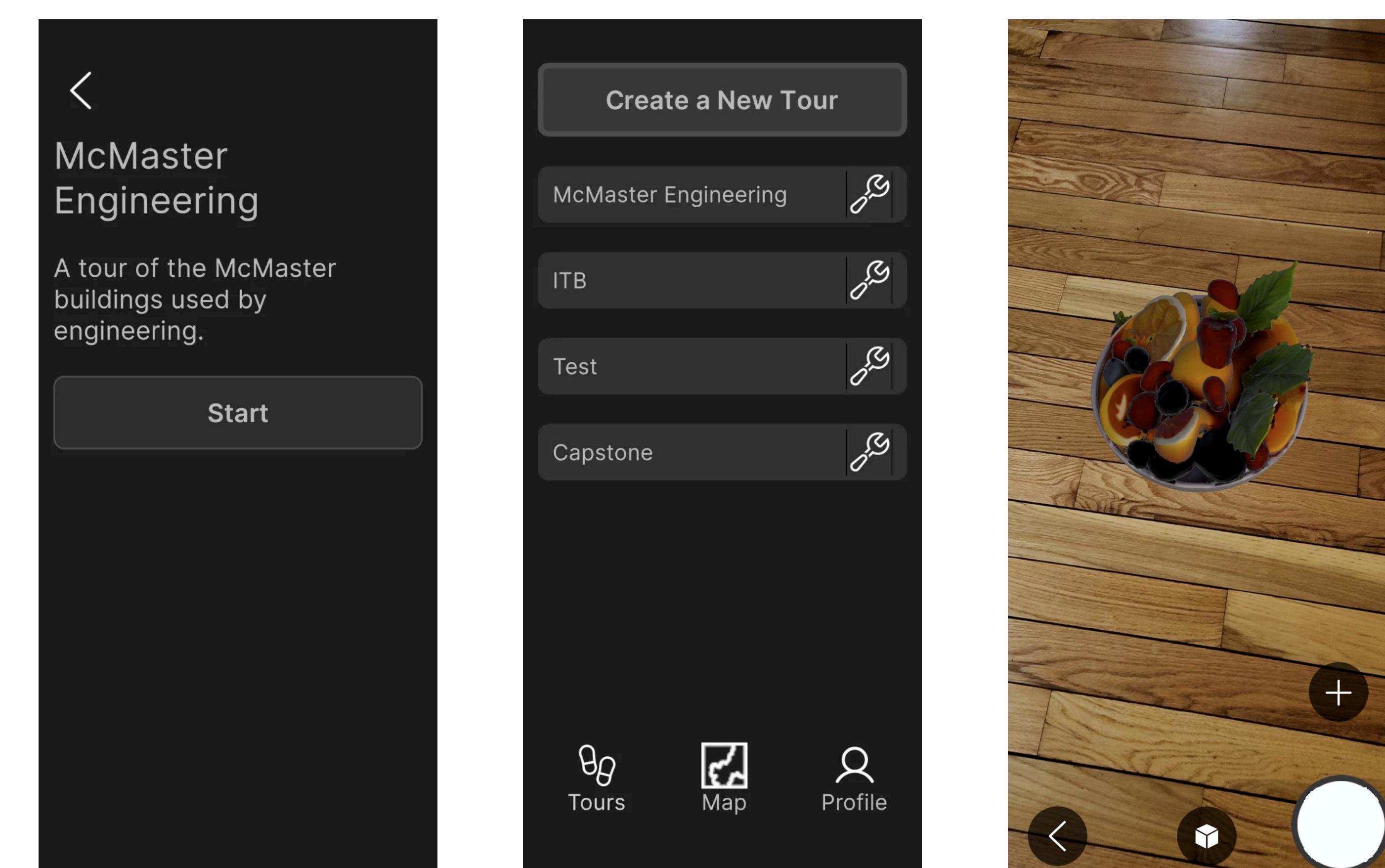


# The Team

**Avanish Ahluwalia**      **Abdul Zulfiqar**      **Russell Davidson**      **Rafey Malik**

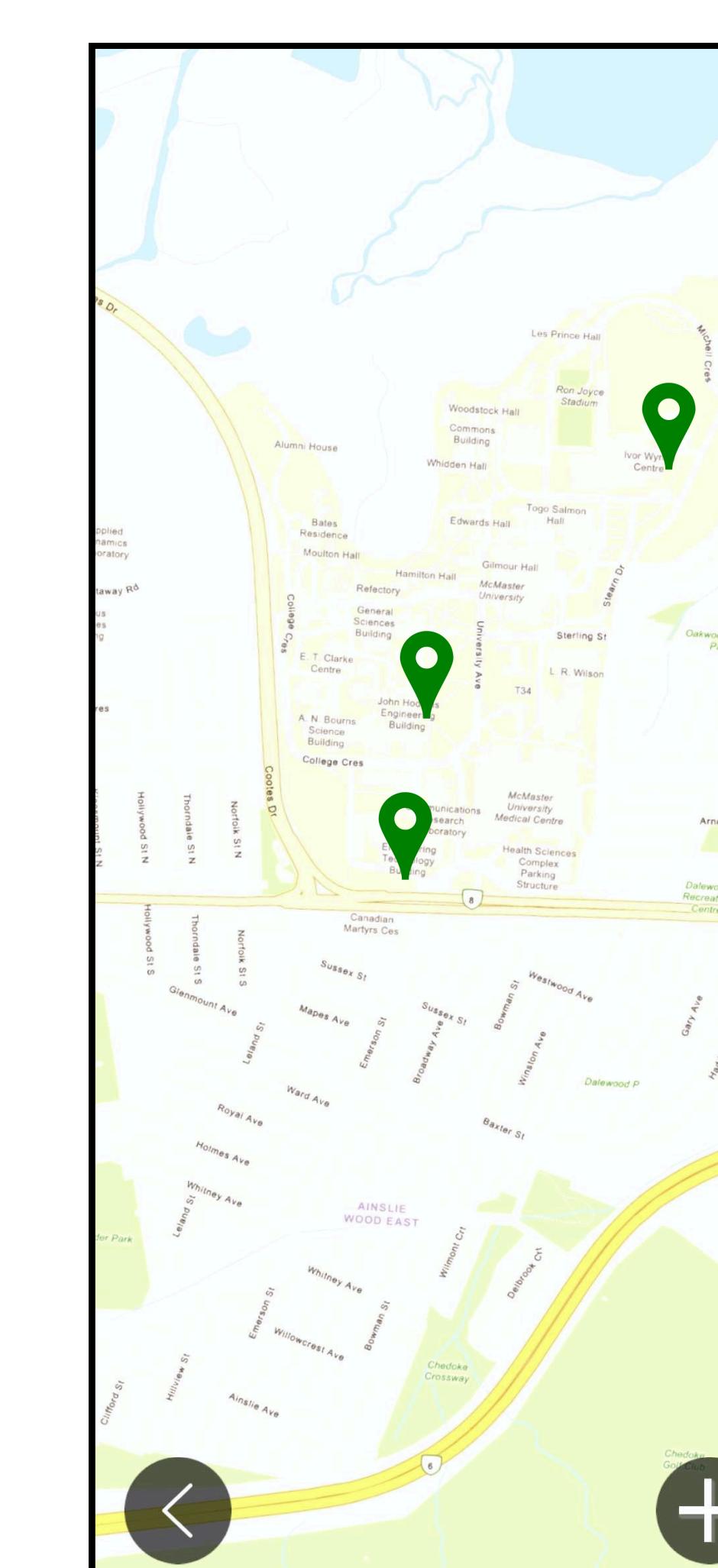
# Viewing Tours

Viewing Tours is the core of the realm experience. Select a tour from the home screen and press start to begin your journey



# Finding Tours

The map view can be used to find tours near you marked on the map



## Profile & Settings

On the profile page, you can change the app settings or log out.

