Sri Lanka Institute of Information Technology



Augmented Reality Assignment - 03

Y4

Education

**IT4020 - Modern Topics in IT 2021**

B.Sc. (Hons) in Information Technology Specialized in Information Technology

|  |  |
| --- | --- |
| **Student ID** | **Student Name** |
| **IT19013374** | **Sachin Harshitha W.G** |
| **IT192239880** |  |
| **IT18124040** |  |
| **IT19006208** |  |

**GROUP DETAILS**

**Group ID : MTIT-087**

**Augmented Reality Assignment – 03 | Education**

1. **Created Augmented Reality OBJECT STATUE with Liberty IT19013374**

**A screenshot of a video game

Description automatically generated with medium confidence**

1. **Created Augmented Reality OBJECT ARTEFACT with Sarcophagus IT192239880**

**Diagram, text

Description automatically generated**

**3.** **Created Augmented Reality OBJECT ARTEFACT with Raptor IT18124040**

**A picture containing text

Description automatically generated**

**4.** **Created Augmented Reality ARTEFACT with Triceratops IT19006208**

**A picture containing website

Description automatically generated**

**CODE**

<!DOCTYPE html>

<html>

<head>

*<!-- include A-Frame obviously -->*

<script src="https://aframe.io/releases/0.6.0/aframe.min.js"></script>

*<!-- include ar.js for A-Frame -->*

<script src="https://jeromeetienne.github.io/AR.js/aframe/build/aframe-ar.js"></script>

</head>

<body style='margin : 0px; overflow: hidden;'>

*<!--IT19013374-->*

        <a-assets>

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        </a-assets>

        <a-marker preset="hiro">

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    <a-image src="SACHIN.png" position="0 1 0" scale="10.2 10.2 10.2"></a-image>

        </a-marker>

        <a-scene embedded arjs>

            <a-assets>

                <a-asset-item id="tree-obj" src="13638\_Tyrannosaurus\_Rex\_Skull\_Fossil\_v1\_L1.obj"></a-asset-item>

*<!-- <a-asset-item id="tree-obj" src="asst.obj"></a-asset-item -->*

            </a-assets>

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                    <a-text value="\n\nArtifact name: oyal Scepter\nReg no:IT19006208\nName:Ranathunga J.K" height="4" width="4" align="center" weight="bold" rotation="-90 0 0" color="#FFFFFF" position="0 0 0.6"></a-text>

                </a-marker>

                <a-entity camera></a-entity>

        </a-scene>

        <a-entity camera></a-entity>

<!------------------------------------------------------------------------->

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                <a-entity camera></a-entity>

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*<!-- <a-asset-item id="tree-obj" src="asst.obj"></a-asset-item -->*

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                            <a-text value="\n\nArtifact name: Tyrannosaurus Fossil\nReg no:IT18124040\nName:Gunawardhena N.M" height="4" width="4" align="center" weight="bold" rotation="-90 0 0" color="#FFFFFF" position="0 0 0.6"></a-text>

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                        <a-entity camera></a-entity>

                </a-scene>

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                        <a-asset-item id="tree-obj" src="Jar.obj"></a-asset-item>

*<!-- <a-asset-item id="tree-obj" src="asst.obj"></a-asset-item -->*

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                        </a-marker>

                        <a-entity camera></a-entity>

                </a-scene>

</body>

</html>

**In the face of the pandemic travel restrictions have made people to turn to AR and VR for amazing travelling experience.**

this technology is being used right now for

1. self-guided tours

City Guide Tour app provides POI(Points Of Interest) in the most intuitive way

It gives the traveler’s point of view, who is strolling in a street, about all the historical landmarks of that particular location

Street Life app supports images and videos uploaded by users, about their personal trips, which you can view in AR

Since AR requires full-fledged AR apps, VR is mostly used in the travelling industry

2. immersive trips

First Airlines company offers VR experiences to popular tourist attractions like Paris.

examples of apps that offer VR experience are Google Earth VR, Oculus, etc.

Areas that can be improved in the future with the usage of AR

1. enhancement of AR experience with the usage of AR glasses

AR glasses can give the user a more immersive experience

2. promotions

tourism sites can be promoted effectively through AR because it can be used to give a realistic experience to the user

3. enhancing the overall travelling experience

many travelers despise the air travel experience. AR can be used as a form of entertainment to reduce the stress of air travel.

**References**

https://www.forbes.com/sites/bernardmarr/2021/04/12/the-amazing-ways-vr-and-ar-are-transforming-the-travel-industry/?sh=31ae04d136e0

https://www.cityguidetour.com/