ABSTRACT - Mahab Reality, “Letting Monuments Speak for Themselves”

Purpose: Our project, “Mahab Reality” aims to restore and preserve the rich cultural heritage of India through its monuments and it’s glorious past by allowing the Monuments to speak for themselves to the people. With the help of Immersive technologies such as Augmented reality and the art of 3D modeling, we have come up with a mechanism to make this possible.
Methodology: To analyze whether our approach was feasible, we conducted a literature survey and found that Augmented Reality can be utilized in a remarkable way to bring Monuments to life via Immersive storytelling. This survey helped confirm that there is a need for educating both the laymen and tourists about the hidden stories, beliefs and ideologies followed by our ancestors underlying these monuments, which are used to depict a country's rich history.
Findings: According to the study, it has been found that about 90% of the majority of the information retained in our brains is visual content. In addition to this, with the use of Animations, slideshows, videos, images and 3D models, relevant facts and stories behind the relics and sculptures can easily be narrated to the Tourist. With the combination of AR technology and GPS location based technologies, 3D models can be easily superimposed at the site of narration. Location-based AR can be used in this case as Marker-based AR won’t last in the long run as the monuments are subject to being corroded, destroyed, etc. In addition to the immersive storytelling application of the solution, it can be used as a wayfinder to navigate the tourist around the monumental site. Tourists unfamiliar with the local languages, will benefit from our application by getting to know about the stories directly through the app.
Practical Implications:The findings of this research provides insights of the use of AR, GPS technology and 3D modeling to ensure interactable, immersive experience followed by creating a new means of tourist attraction.

Keywords : Augmented reality, Immersive Storytelling, GPS technologies, Location-based AR, superimpose, Marker-based AR.