# 4-10 Augmented Reality

### Background

The Woodland Campus Tour identifies a selection of remarkable trees on campus. These will be represented in the AR application as icons, located in **Augmented Reality**, near the actual tree.

When the icons are tapped, relevant information will appear. To give you an idea of the kind of information they want displayed, look at the proof copy of the brochure they will publish. It is in this folder.

The problem is how to present the information in Augmented Reality. In particular, we need to create a gameObject capable of conveying the message. Any combination of audio, video, text, or 3D graphics, or interactivity can be used. We’ll look at ways to do that in class.

### Assignment for Monday April 16, 2018

Create the following:

* One or more reference images
  + The image can come from anywhere. It should suggest a color theme and artistic style that will inform the design of the gameObject
* A color palette
* A royalty-free font
* A sample icon (this needs to be low-poly for fast download)

### Augmented Reality on the Phone

This technology is changing weekly. For example see:

Just a Line: <https://www.youtube.com/watch?v=o3jsI8Yd-OI>

This web page takes you through how to produce Google Tilt Brush on your phone

<https://virtualrealitypop.com/how-to-build-the-tilt-brush-for-augmented-reality-1c1cfe6076fd>

Currently the implementation of AR on phones depends on the kind of phone you are building for. Apple uses AR Kit. Android uses AR Core. The link above references tutorial on implementing a (unfortunately) zombie AR app for the iPhone in in this folder. You can work through it on your own, but next week we’ll look at how to implement it and the equivalent for Android AR Core.