

ABSTRACT

A comprehensive literature survey was undertaken to explore current advancements in indoor navigation systems utilizing Augmented Reality (AR), especially in settings where GPS is ineffective, such as malls, airports, and hospitals. The primary goal was to examine cost-effective, smartphone-compatible AR-based navigation models that enhance real-time user guidance, with a focus on assisting visually impaired individuals. Key evaluation criteria included localization accuracy, algorithmic efficiency (notably A*, SLAM, and NavMesh), usability, deployment simplicity, and device compatibility. Technologies like ARCore, Unity, Vuforia, and BIM integration were prevalent across studies.

A consistent trend across the reviewed papers was the adoption of marker-based or vision-based localization through QR codes, AR nodes, and virtual anchors. Several systems demonstrated the use of Unity NavMesh and SLAM for dynamic path planning, while others employed deep learning techniques (e.g., YOLOv3, CNNs) for obstacle detection and auditory feedback, greatly benefiting visually impaired users. Techniques like real-time camera-based tracking, AR overlays, gamification, and integration with NLP voice support were found to improve accessibility and user engagement.

The survey highlighted AR's potential in indoor environments without the need for GPS or expensive hardware. However, challenges such as environmental calibration, AR marker placement, and stability during user movement were noted. The findings validate the feasibility of developing an affordable, scalable, and interactive indoor AR navigation system. These insights directly inform the technological choices and system architecture for our project, ensuring it addresses real-world deployment barriers while maximizing accessibility and efficiency.

TABLE OF CONTENTS

	Contents	Page No.
ABSTRACT		i
TABLE OF CONTENTS		ii
LIST OF FIGURES		iii
LIST OF TABLES		iv

Chapter No.	Title	
1	INTRODUCTION	1
1.1	Overview	1
1.2	Purpose of literature survey	2
1.3	Scope and limitations	2
2	LITERATURE SURVEY	3
3	PROBLEM STATEMENT	23
4	WORK TO BE DONE	24
5	CONCLUSION	25
	REFERENCES	26

LIST OF FIGURES

Figures	Page No.
Fig. 1.1: Virtual Map using Navmesh	3
Fig. 1.2: Flowchart of the application	4
Fig. 1.3: Working of AR Core	4
Fig. 2.1: Diagram of the indoor navigation method	6
Fig. 3.1: Conceptual framework of the study	8
Fig. 4.1: Face stimuli variations, blur levels, and recognition performance across conditions	10
Fig. 4.2: classification results using different face feature combinations and training conditions	11
Fig. 4.3: key regions for classification, blur effects, and CNN performance on inverted faces	12
Fig. 5.1: Flowchart	13
Fig. 6.1: Architecture diagram	15
Fig. 6.2: Sequence diagram	15
Fig. 6.3: Navigation and Localisation	16
Fig. 7.1: Path from living room to kitchen	18
Fig. 7.2: Architecture	18
Fig. 8.1: Information Optimization and Object–Obstacle	
Fig. 8.2: Block Diagram for proposed methodology	20

LIST OF TABLES

Tables	Page No.
Table. 2.2:AR navigation interface	6
Table 8.3: Performance analysis of proposed model on objects	21