

CS 8395 Spring 2022

Project Two

Augmented Reality Book Cover

February 8, 2022

Task

In this project we will now use an SDK that was downloaded in the previous assignment to create an augmented reality (AR) book cover. To get an idea of what this is like see <https://www.youtube.com/watch?v=CPhACD31BbQ>. Your project will be close to this, except it will add an interactive component.

Specifically, pick a particular book that you have and like, and create an AR cover for it for the front and back (specs below). The covers should be the AR targets. One way to do this is to use Unity and Vuforia. You did this a bit in the prior project, but also see <https://library.vuforia.com/articles/Training/getting-started-with-vuforia-in-unity.html>.

Decide on what platform you will be using for AR. If you have a problem with this, contact me sooner rather than later.

Here is what I would like to have happen:

1. The front cover should have the title and author displayed in augmented text. The front cover should show a three dimensional scene or characters from the book using models. These model can be unity assets, and do not have to look the way the cover art of the real cover looks, but they need to be visually interesting.
2. The back cover should have augmented reality text that displays relevant information about the book above the book (title, author, number of pages, publication date, etc.). Also have an AR button or some form of user interaction that, when engaged, toggles the text between that and a short review of the book that you create.

What To Turn In

You should have a github page with your code, images of the front and back cover of the book, and a video of your code running. The readme.md file should contain a brief description of your code, and how to interact with it. Describe any limitations that your code has. Describe how someone could download your code and get it running.

Due Date

Do this by Thursday, February 24, 2022.