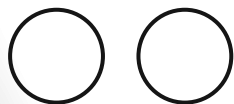# VARLAB +

RVA 2024/2025 - Midterm Presentation

Daniel Madureira ○ 107603
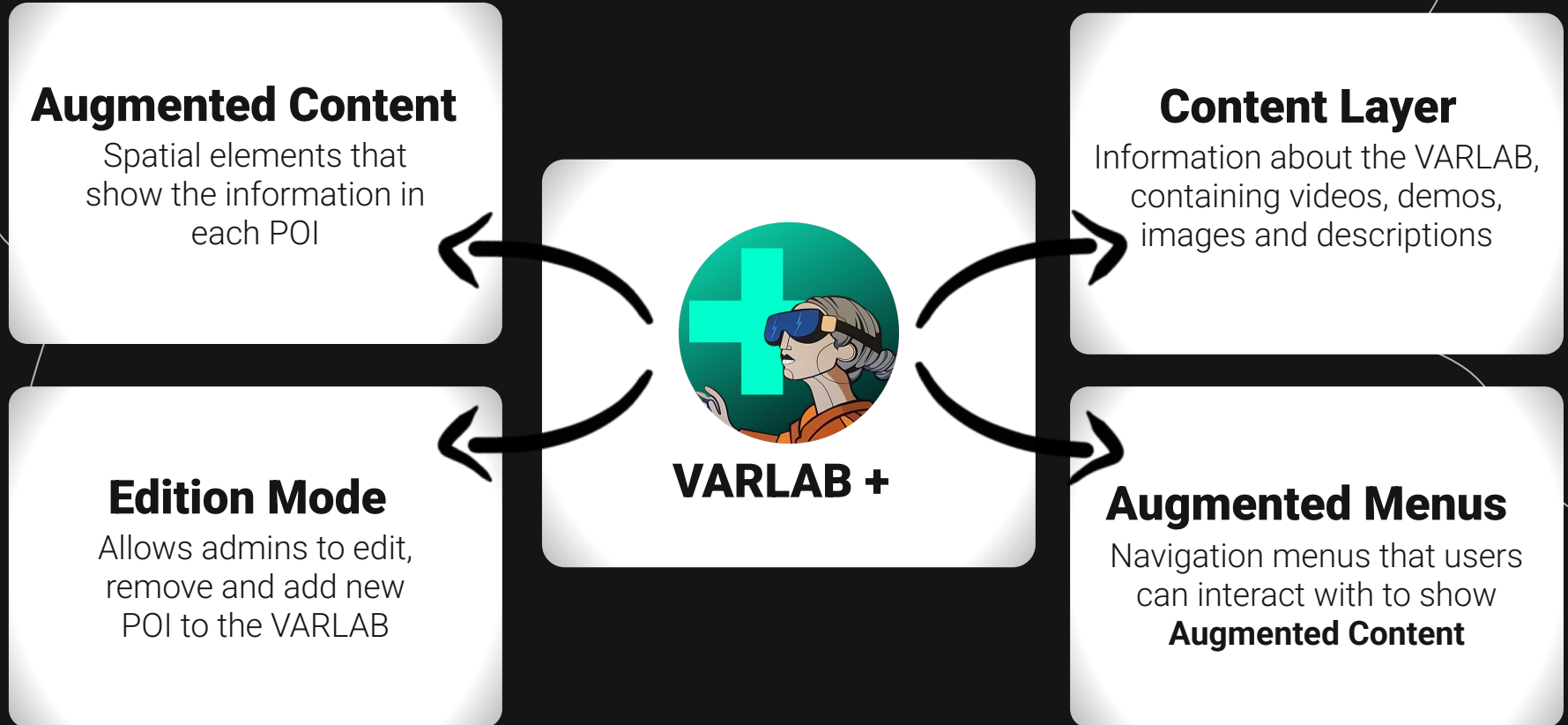José Gameiro ○ 108840

2024

INTRODUCTION

Project Context

Use the VAR Lab logo as a visiting guide in IEETA (VR or AR --- combine with 3D reconstructions of the environment)

Motivation

Give users more information about the VARLAB, by providing a solution for them to interact with

PROJECT MAIN MODULES

Augmented Content
Spatial elements that show the information in each POI

Content Layer
Information about the VARLAB, containing videos, demos, images and descriptions

VARLAB +

Edition Mode
Allows admins to edit, remove and add new POI to the VARLAB

Augmented Menus
Navigation menus that users can interact with to show **Augmented Content**

PROJECT OVERALL VISION

○ Create a VR experience for VARLAB's visitors

○ Provide users an interactive way of learning more about VARLAB and its history

○ Allow VARLAB owners to edit /add /remove each POI

OBJECTIVES

INFORMATION

Show information on relevant POI

SHOWCASE

Showcase project's midia in a VR environment

RECOGNITION

Object recognition instead of location pin to identify equipment

LOCATION PIN

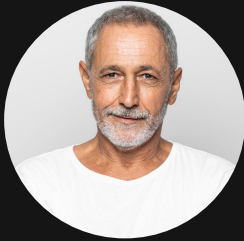Create spacial pin where each data should be displayed

3D SCREENS

Display information within 3D windows

EDITION

Allow admins to customize how each bit of space is used

PERSONAS

João Mirandela

59 years

Lagos, Algarve
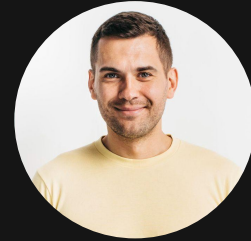
Potential client that wants to collaborate with VARLAB

Carlota Batalha

48 years

Pombal, Leiria

Investigator that wants to work with VARLAB team

Josefino Calças

26 years

Cernache, Coimbra

New student at the University of Aveiro that wants to learn more about VARLAB

USER STORIES

As a **Client** I want to **know more about VARLAB's projects** so that **I can decide if I should collaborate with them.**

As an **Investigator** I want to **learn more about VARLAB's team** so that **I can get to know each team member better.**

As a **Student** I want to **learn about the equipments used at VARLAB** so that **I can try a piece of equipment that I've always wanted to use.**

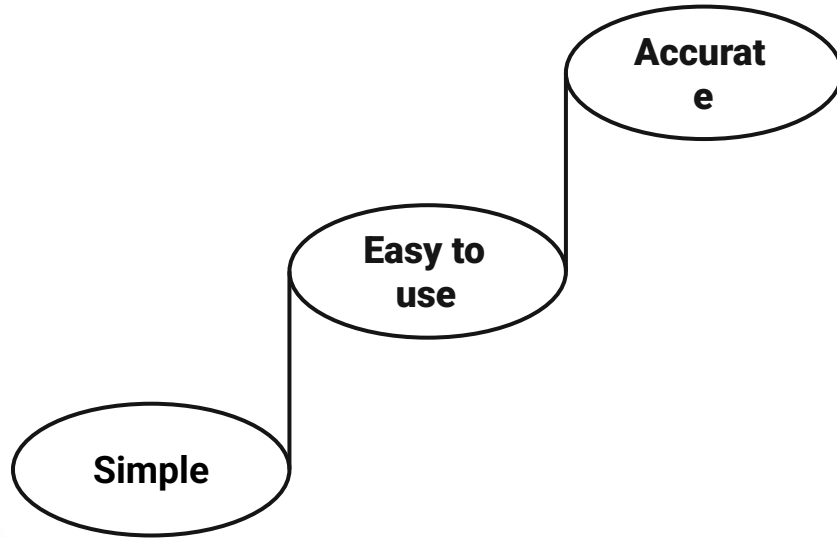# STORYBOARDS

FUNCTIONAL REQUIREMENTS

User Interaction

Display Images and videos

Present a Timeline

QUALITY REQUIREMENTS

Accurate

Easy to use

Simple

PROJECT CONSTRAINTS

- Evolution of the VARLAB (3D Reconstruction)

- Administrator role (can define the position of elements)

- Object recognition functionality

NEXT STEPS

- Retrieve VARLAB information

- Analyze data for type creation

- Learn how to use and work with the Unity Mixed Reality Kit

THANKS!

DO YOU HAVE ANY QUESTIONS?

2024