

AUGMENTED REALITY

Team Members: Cameron Dearien, Adam Odell, and Jubal Mitchell

Lead Instructor: Bruce Bolden

Sponsor: Terence Soule, U of I CS Department



BACKGROUND

Augmented Reality (AR) is the idea of taking images from the real world and augmenting them with additional information in the virtual world. We were tasked to use Augmented Reality to provide information about the Computer Science Department at U of I attaching multimedia to objects around the Department in Augmented Reality. After searching through the possibility of using preexisting software, the costs were just too high. So, we along with our client decided to produce our own app to create the Augmented Reality.

DEVELOPMENT

We decided to use a combination of Unity and a library called Vuforia to get the job done.



VALIDATION

Overall, we got a variety of different Augmented Reality items working, along with various features, including links to websites, sounds, and displaying text and images. We created multiple AR experiences for the CS Department and the Expo, and a couple for some k-12 students who will be checking out our app from various different schools.

OBJECTIVES

- I Create an Augmented Reality experience for the CS Department
- I Develop our own app for the Augmented Reality
- I Add Augmented Reality Experience for k-12 Students

FINAL DESIGN

Here is an example of the working product, just download our app at <http://www2.cs.uidaho.edu/~tsoule/>, start it up, and point the camera at the picture below

