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# Augmented Reality (AR)

## Project Description

During the vacation, you and your family had gone to a beach to enjoy the view of the ocean. While you were playing in the water on the shores with your parents and siblings, you observed that the ocean water had many waste materials such as plastic bottles, papers, slippers and food packets floating all around. This was not only making the ocean water unclean but also causing harm to the living creatures inside the ocean. You also got to know about the major threats faced by our oceans today such as ocean warming, ocean acidification and plastic pollution by watching the theme video on life below water during this course. You are now determined to contribute towards the efforts of protecting the oceans and the marine life. As a first step, you want people to be aware of the different life forms below water, appreciate it's beauty and develop a will in them to protect the oceans. In this project, you will create an augmented reality experience of life below water to provide an immersive experience to people to understand and appreciate ocean life.

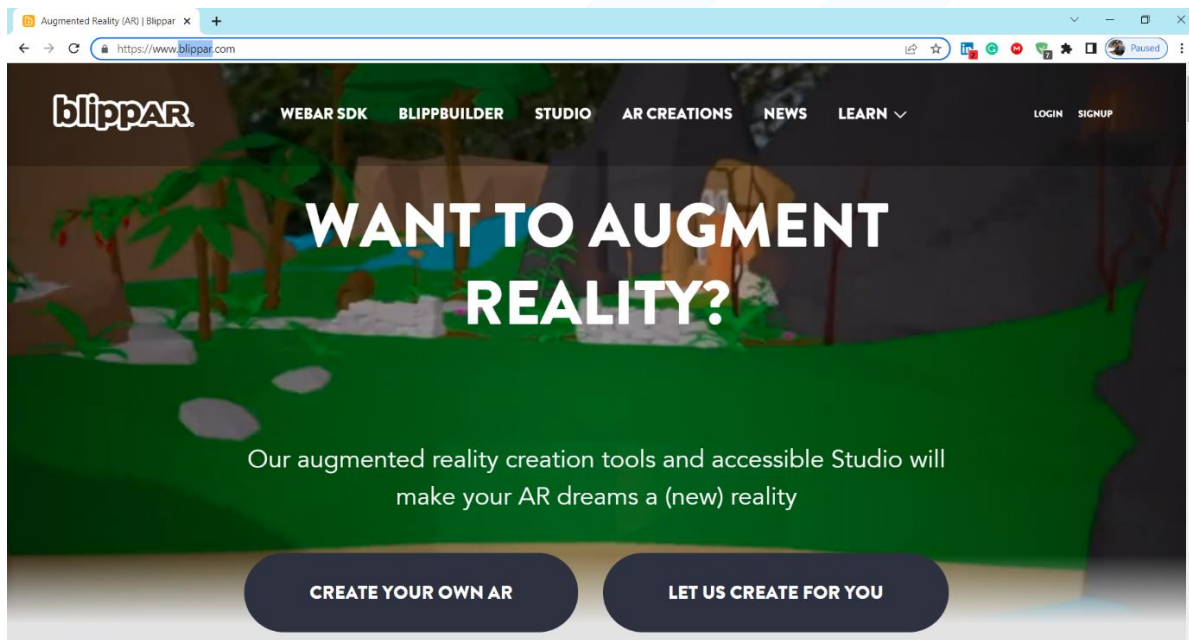
Let's get started!

## Prerequisite:

Ensure that you have gone through all the videos of the course Virtual Reality & Augmented Reality on Planetcode.in portal. These videos will help you to learn about the important terms and concepts as well as the equip you with the tools needed for this project. If you have already completed watching all the videos, well done! You are also set to begin the project. If you have not completed the videos, please go to the "EmergingTechnologies" course on platform <https://planetcode.in/> to complete them before you proceed.

### 1. Platforms / Tools Needed

BlippAR : <https://www.blippar.com/>



## 2. Major Steps to be performed in the Project

- a) Setup the AR account
- b) Layout designing
- c) Project designing
- d) Project Create
- e) How to use the Application on your phone

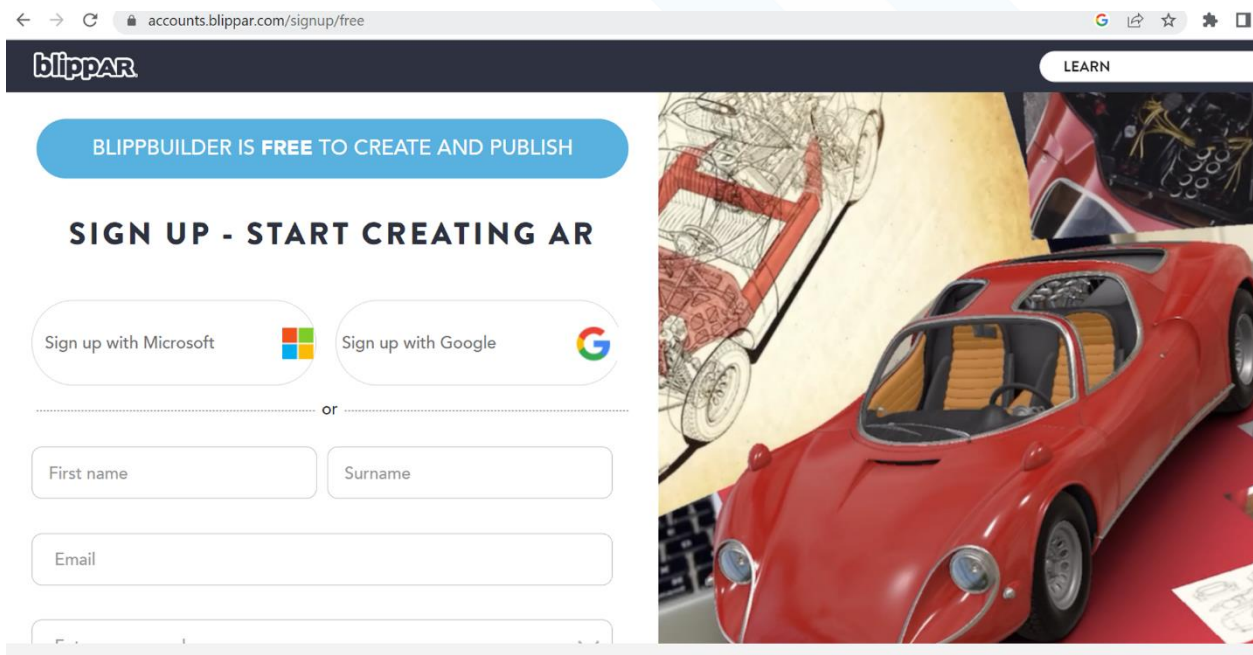
## Step by Step Instructions

### Part 1:

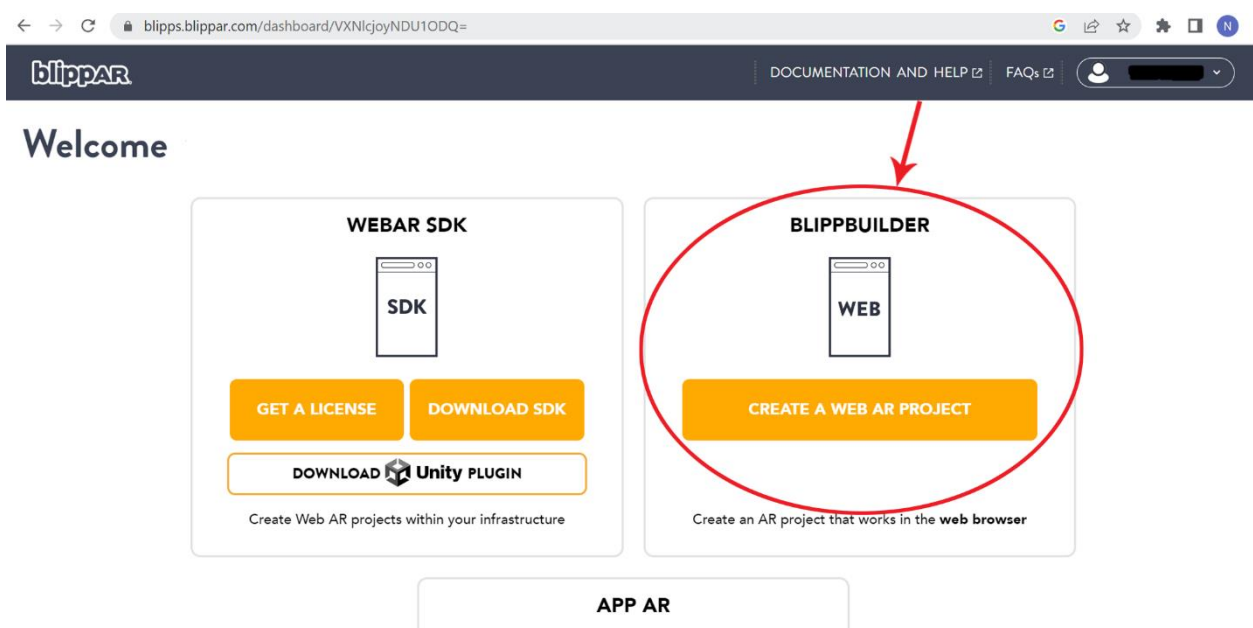
Setup the AR account.

### Step 1

1.1: Sign up into your Google account or create a new account with your G-mail account.



1.2: Once Logged in you can see blippBuilder in center. As soon as you click Create a Web AR Project a popup window will open.

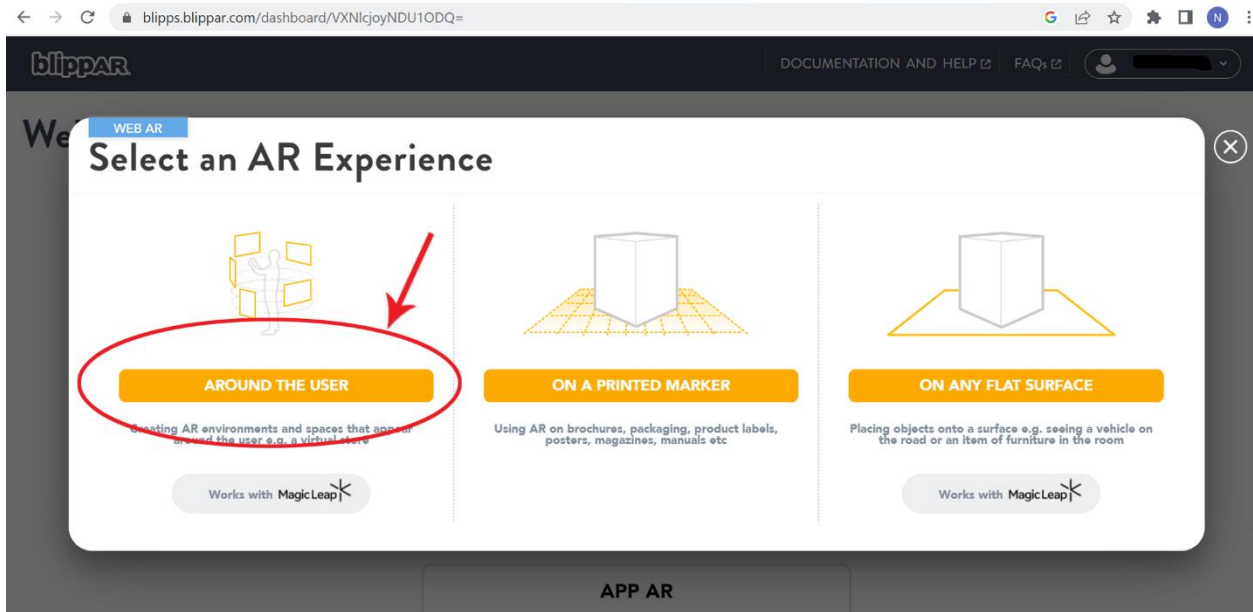


## Part 2:

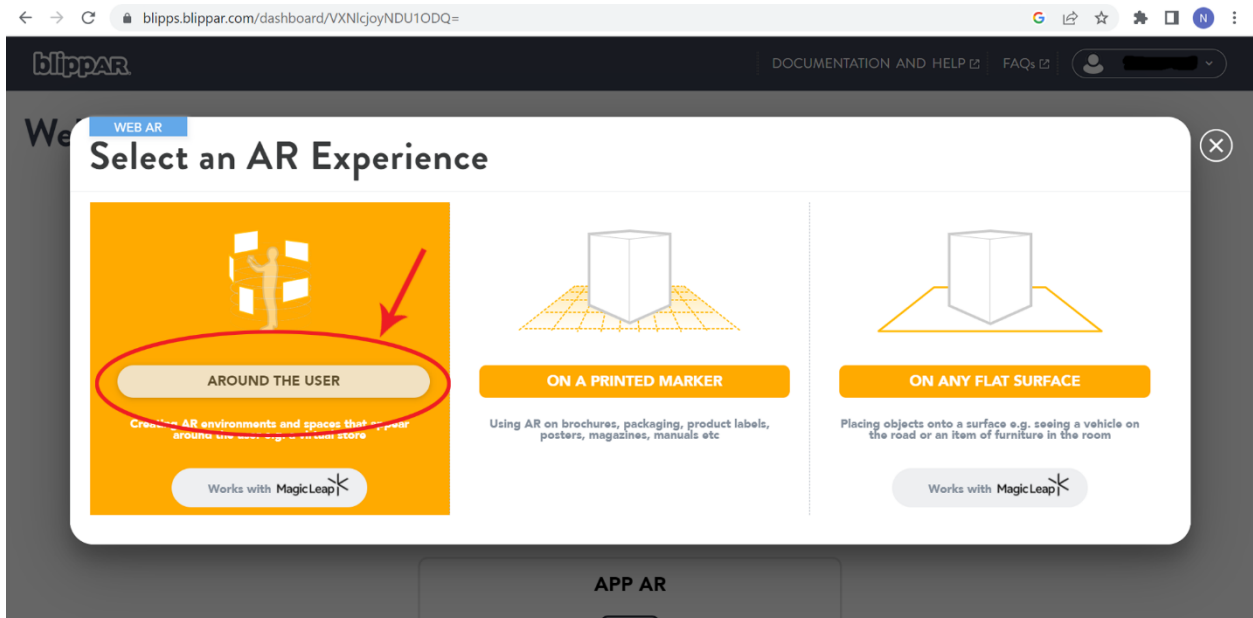
### Step 2

#### Layout designing

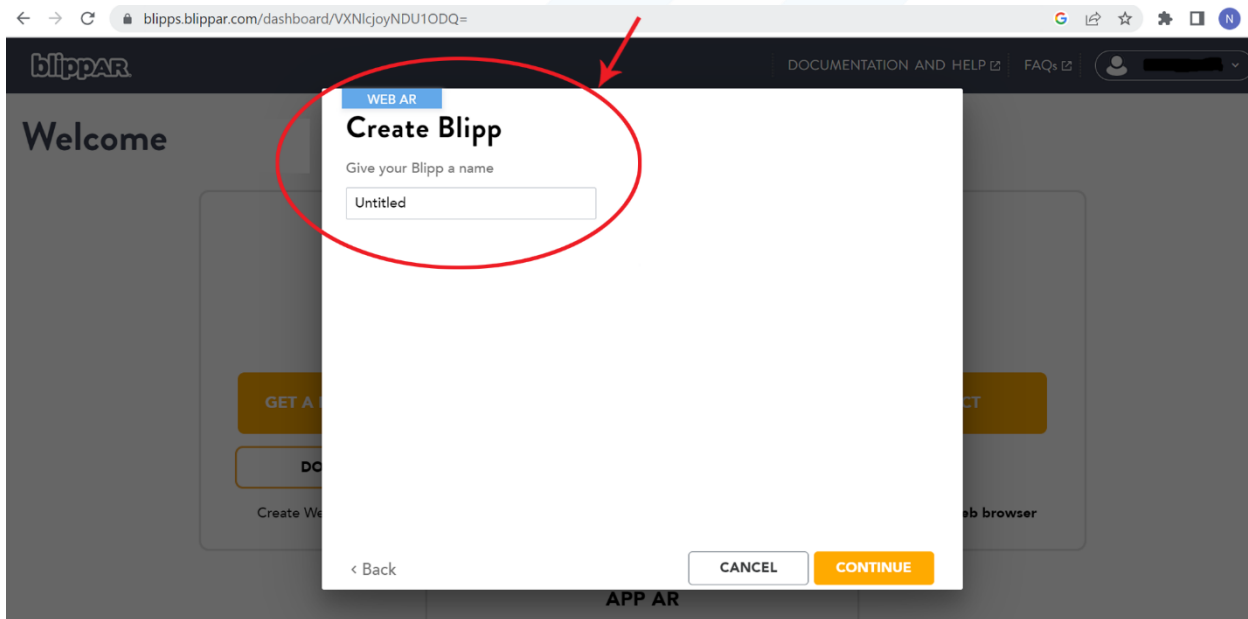
2.1: Once you click on Create a web AR Project one popup window opens to select the project type.



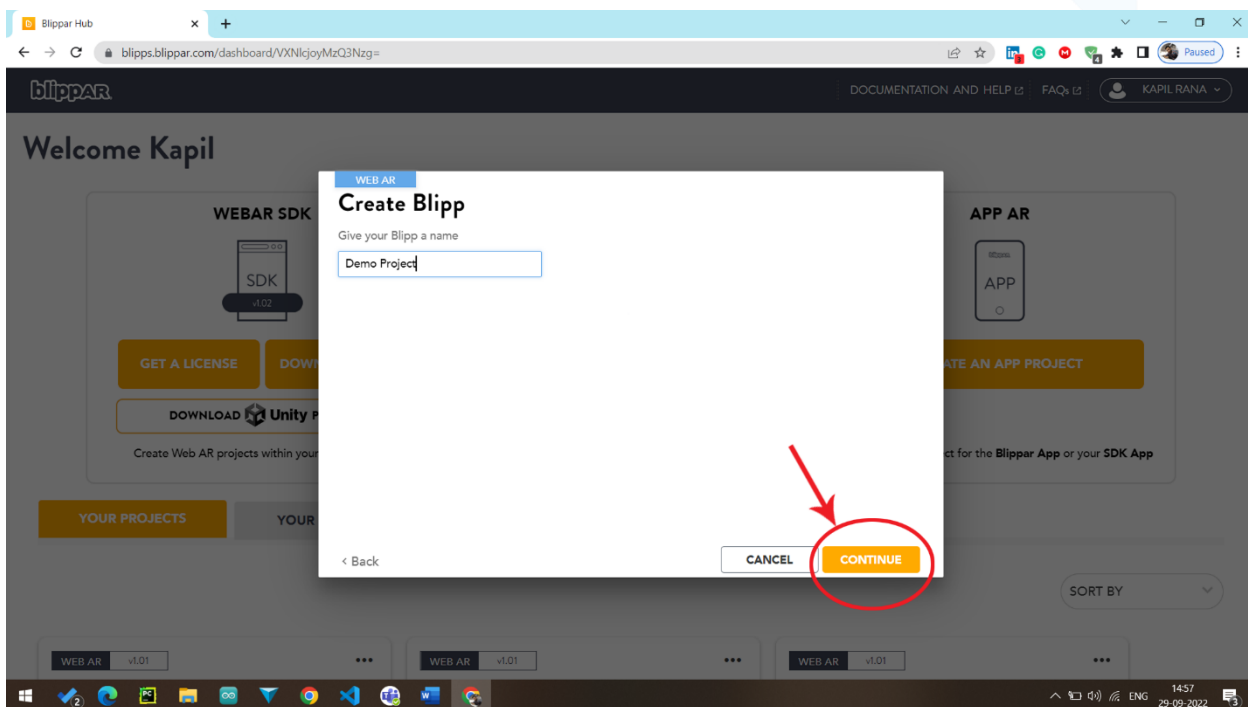
2.2: Now you have to select around the user option.



2.3: Now you have to mention your project name in the new popup window.



2.4: After mentioning the project name you have to click on continue button.



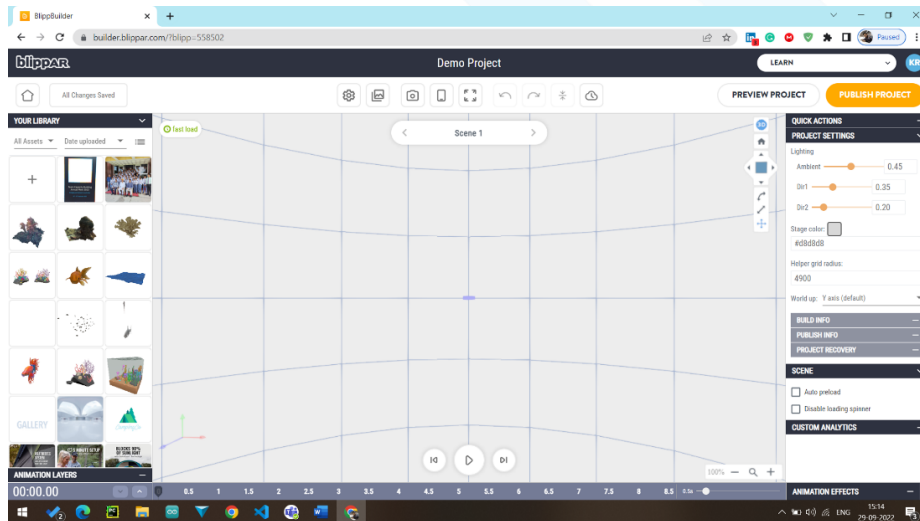


## Part 3:

Project designing

### Step 3:

3.1: Now you have platforms ready to create AR projects where you can customize your AR components.



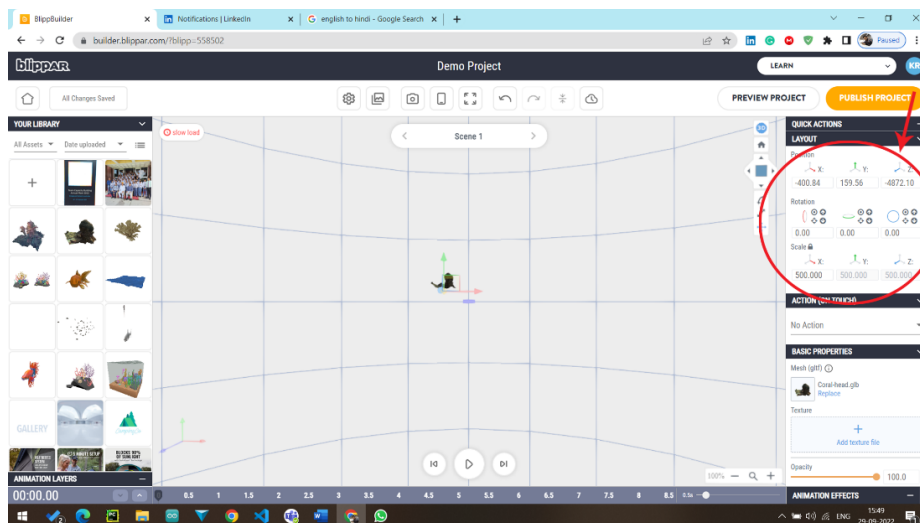
3.2: Zoom out by scrolling mouse and go to basic and change co-ordinates and mentioned for

Position -0.22 x 8.50 y 72.91 z,

Rotation -20.00 x 0.00 y 0.00 z

Scale. 3.00 x 3.00 y 3.00 z

Change dressing type to None

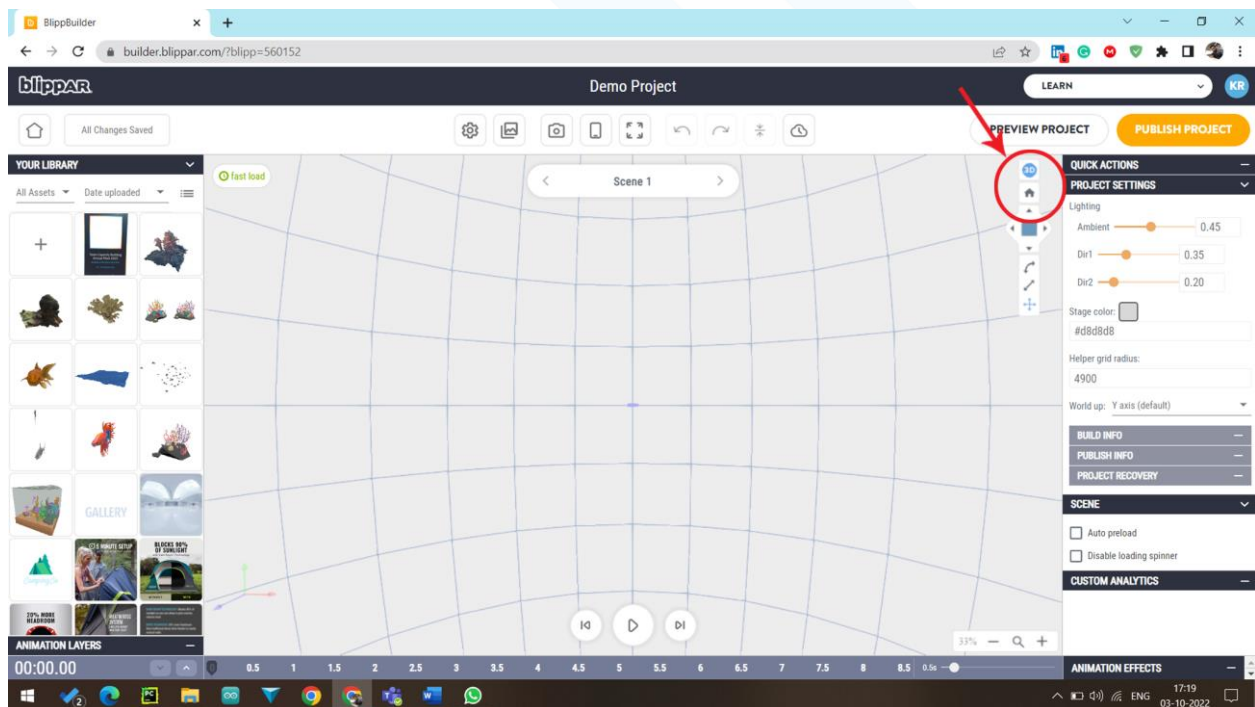


## Emerging Technologies - Augmented Reality

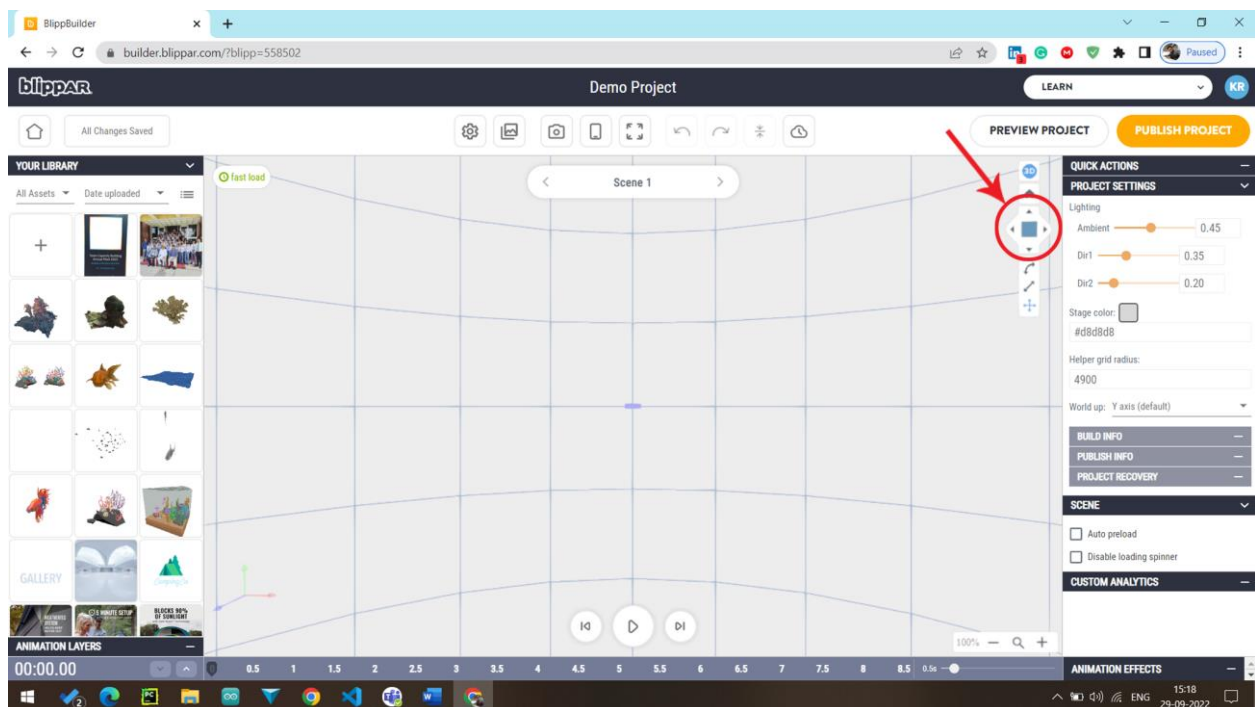
3.3: Add grass to ground for realistic feel so for that again click on add button go to environment and choose grass

3.4: Set Basi

3.5: Click on the Home icon to set the Home Position.

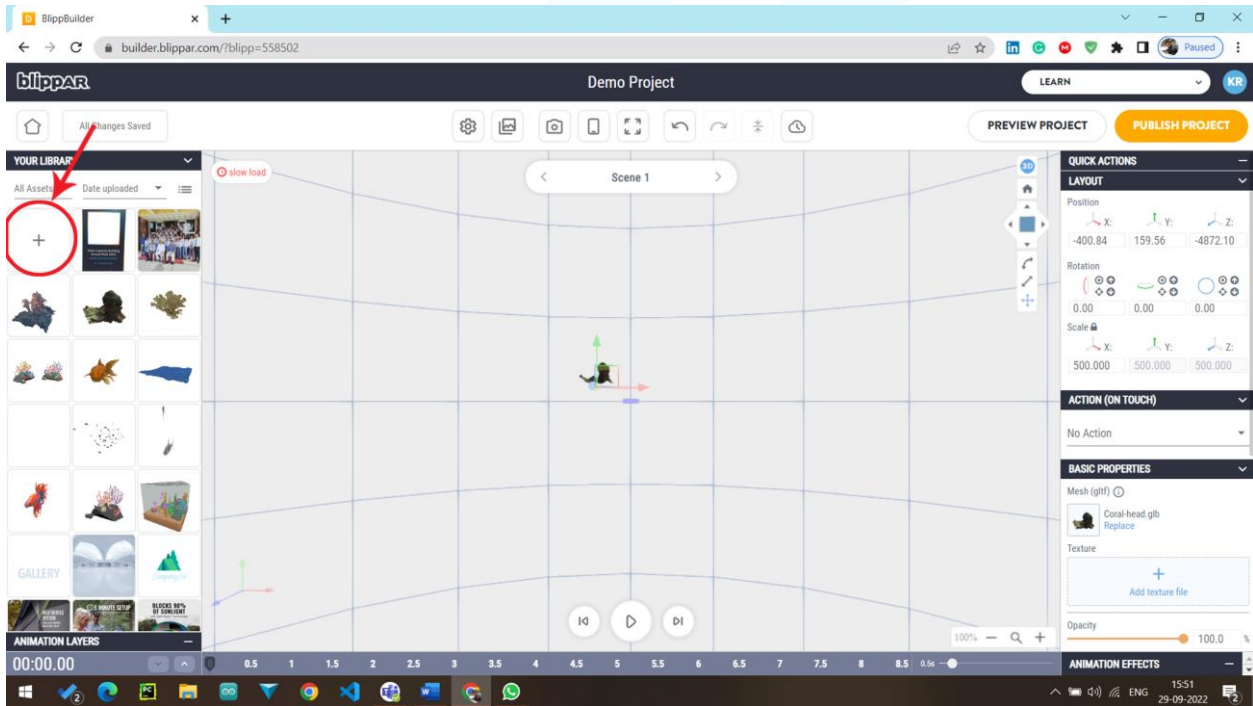


3.6: Select the view option to see the all-side view of the components after they are added.

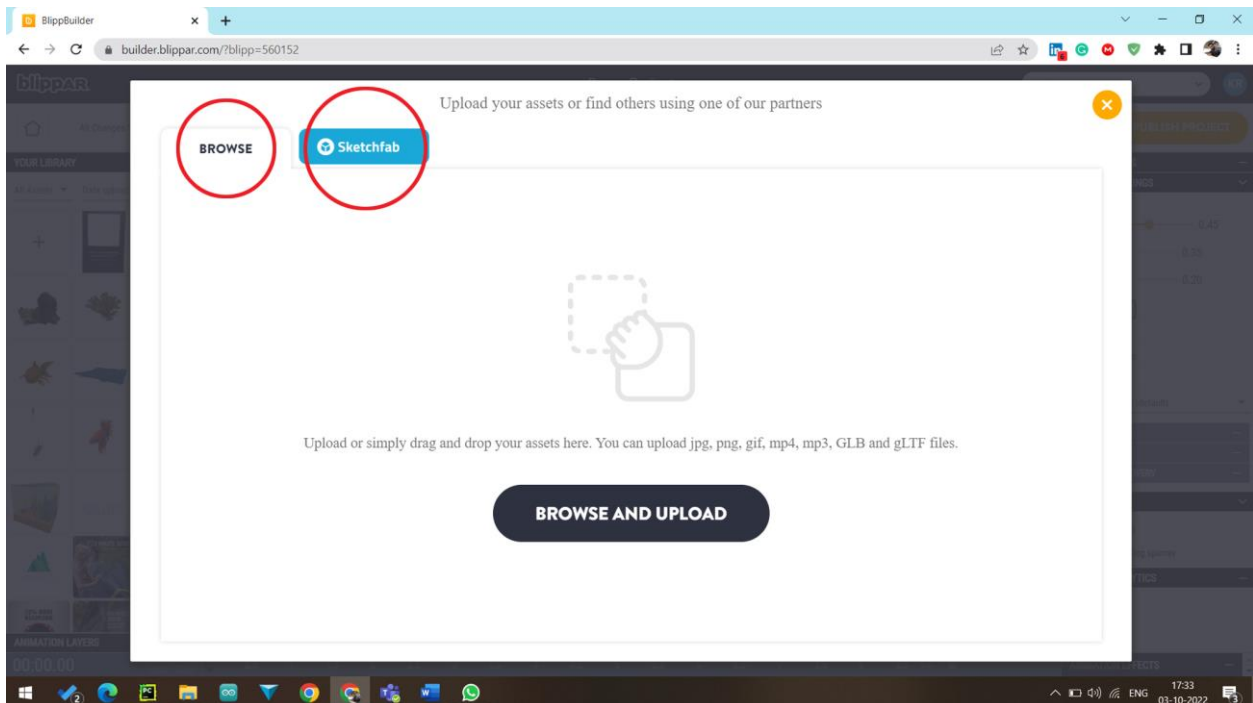




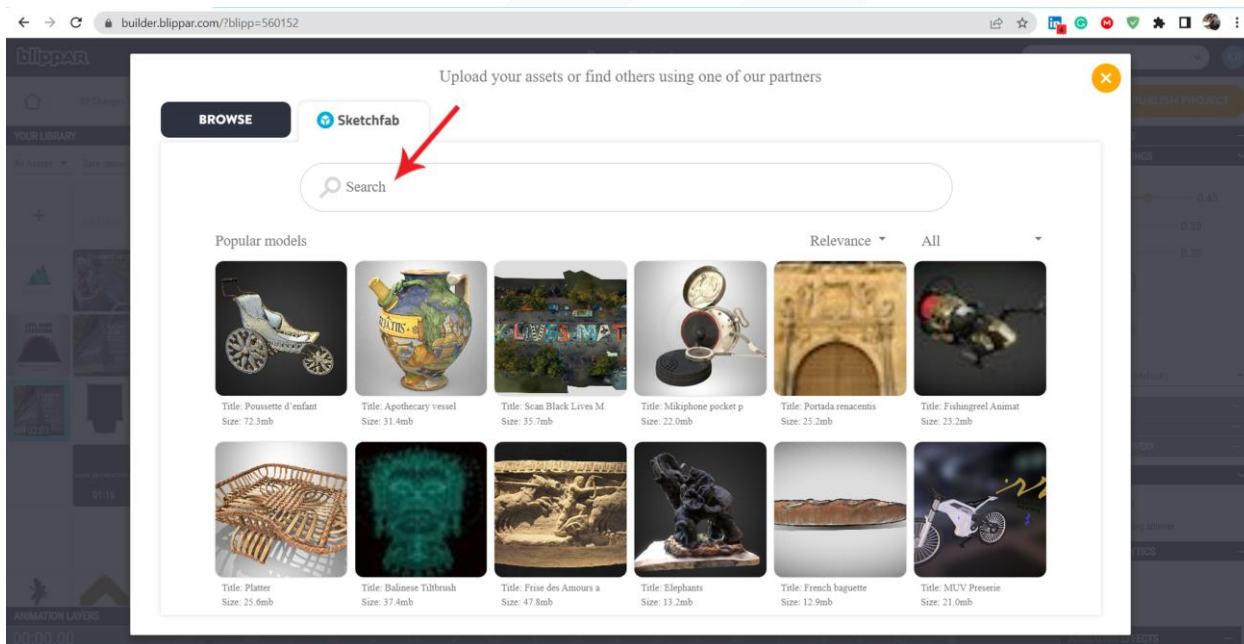
3.7: To add any object to your project, click on the Add option.



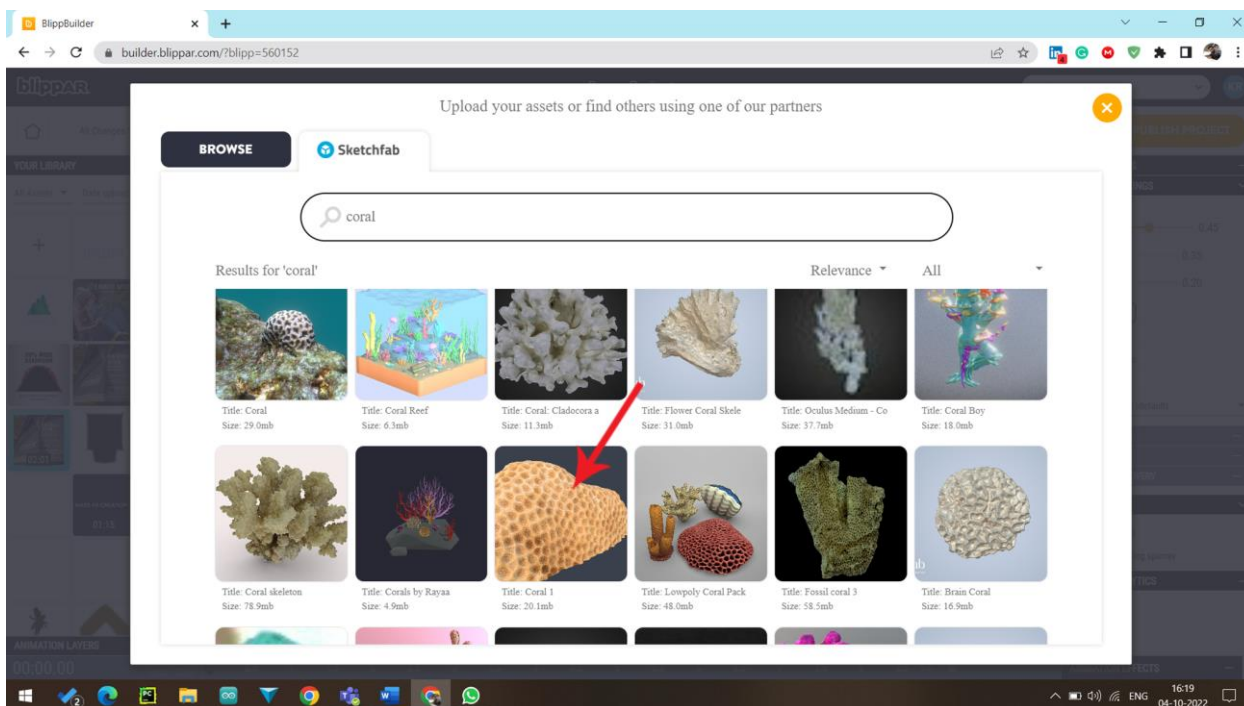
3.8: As ever you click on add option a popup window will open if you want to add an object from your PC, Click on Browse and you want to search from internet Click on Sketchfab.



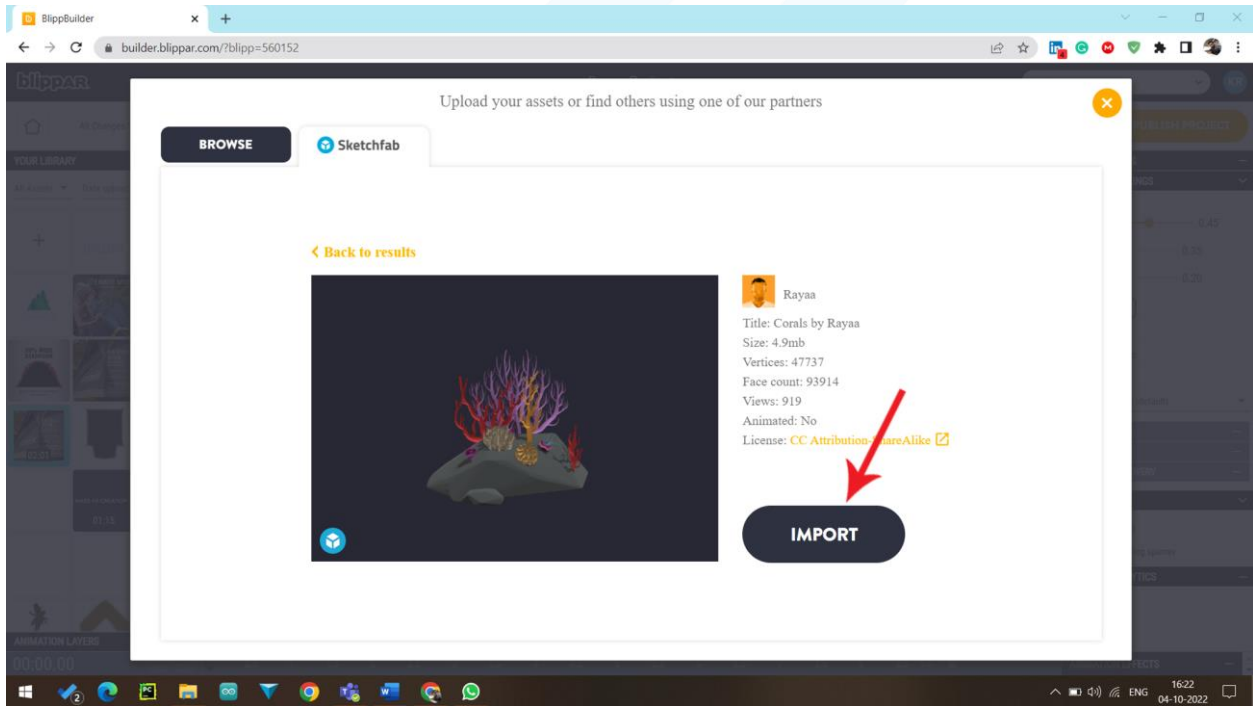
3.9: As ever you click on Sketchfab, you will get the search option, you can search your object from there, whichever you want to add to your project.



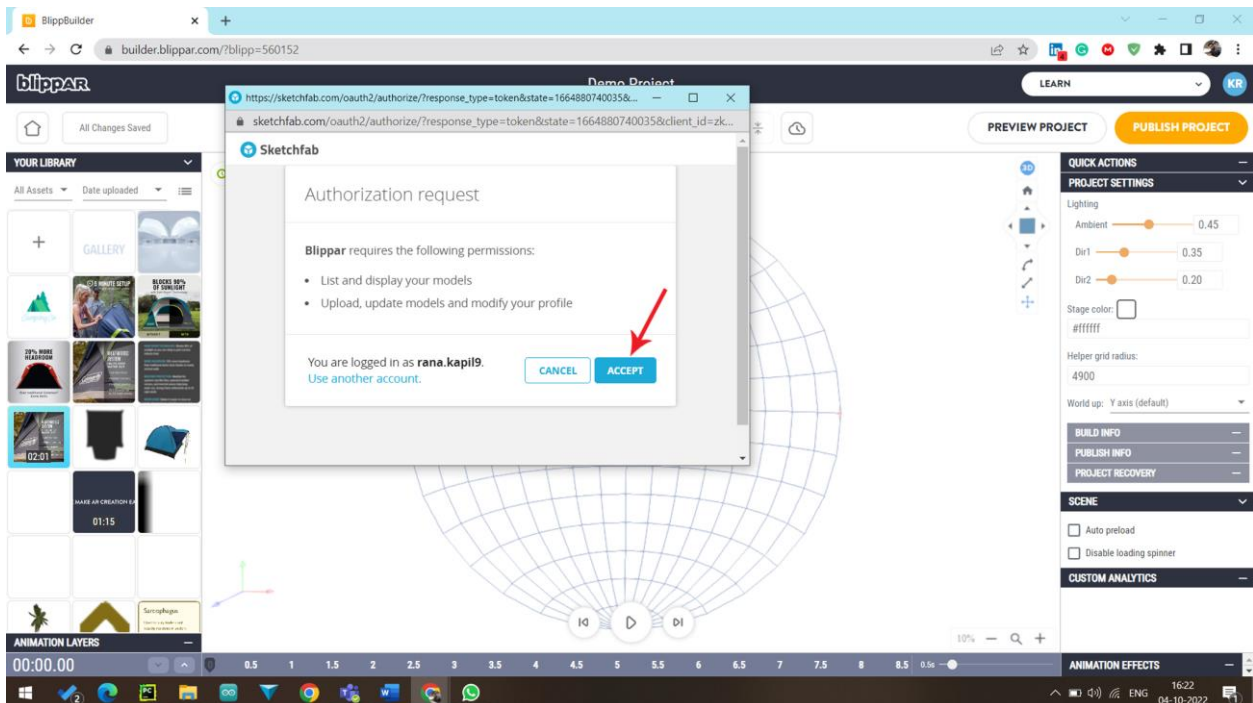
3.10: Now as soon as you right-click on your searched object and will select it, a new popup window will open.



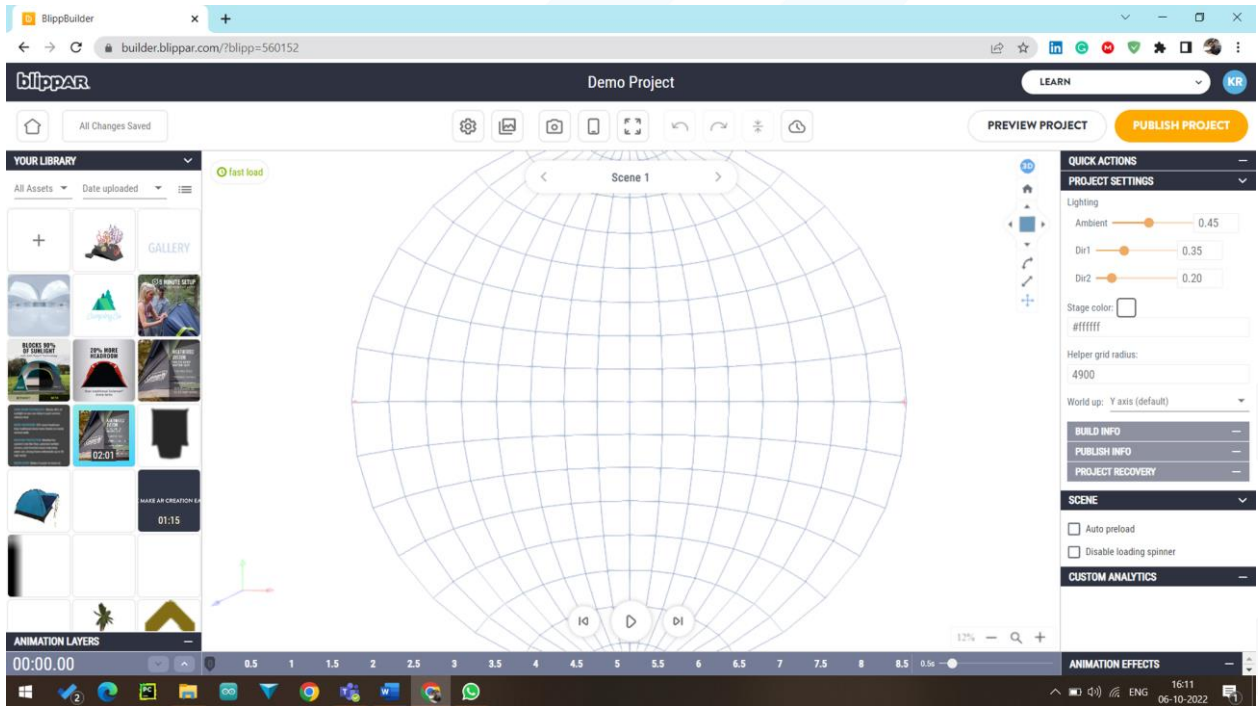
3.11: Now to add object we have to import that object.



3.12: As ever we import the object again a popup window will open which we have to accept the authorization request to be able to add our object to our project.



3.13: The object you added will now be shown in your dashboard.



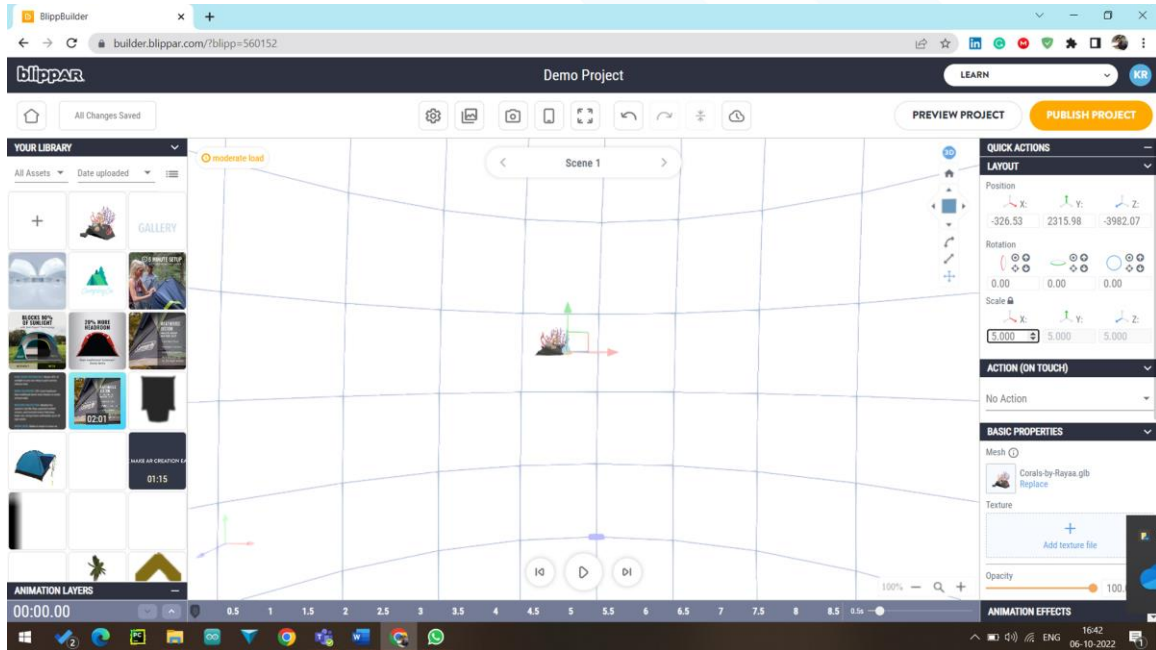


## Part 4:

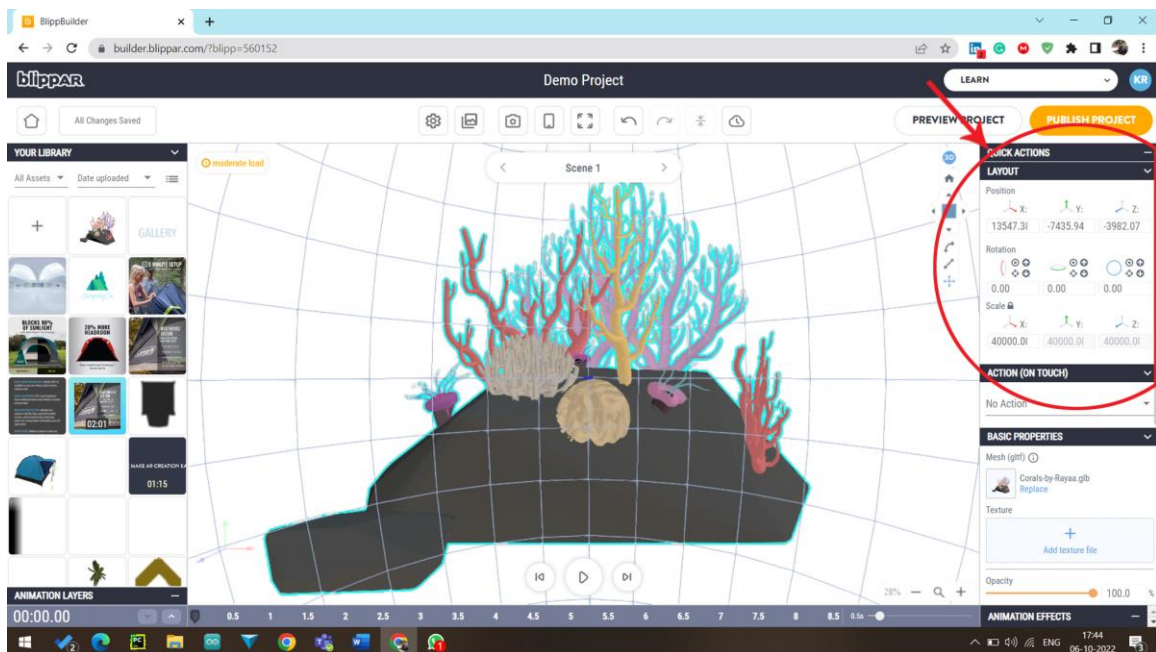
### Project Create

#### Step 4

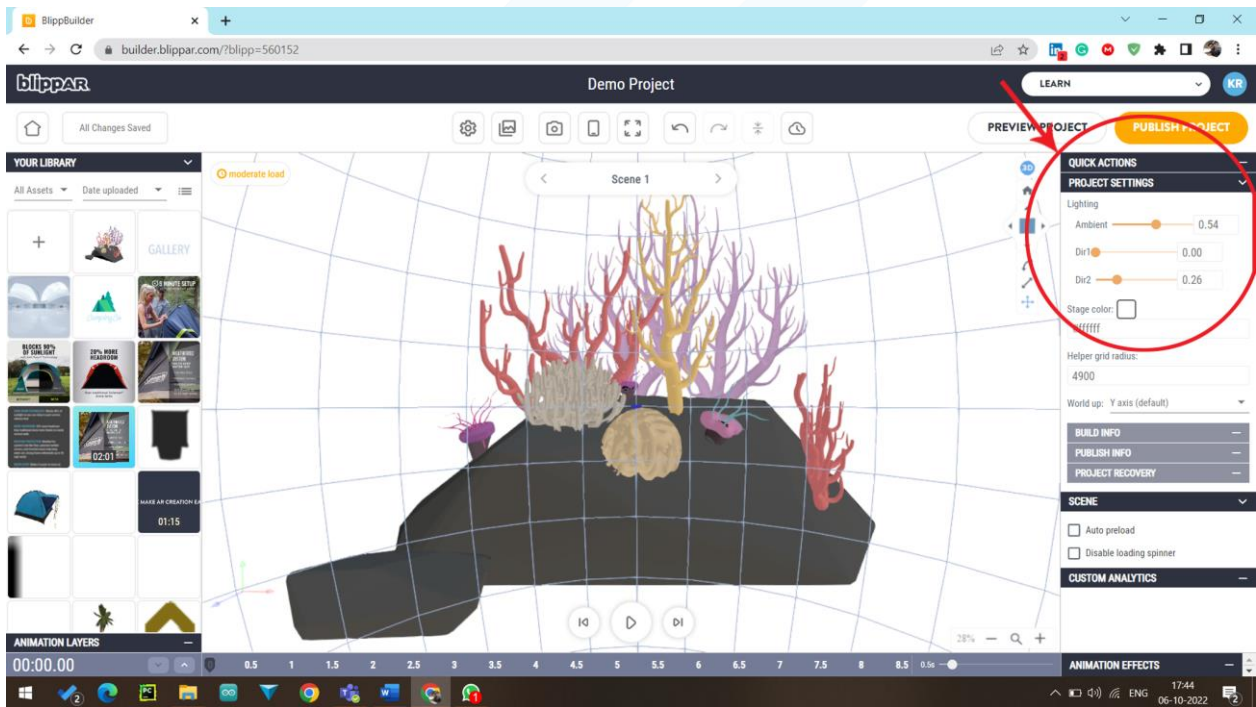
4.1: You want to make a project in which a coral appears in your room on your phone screen, for this you have selected the object, now drag it to your front screen.



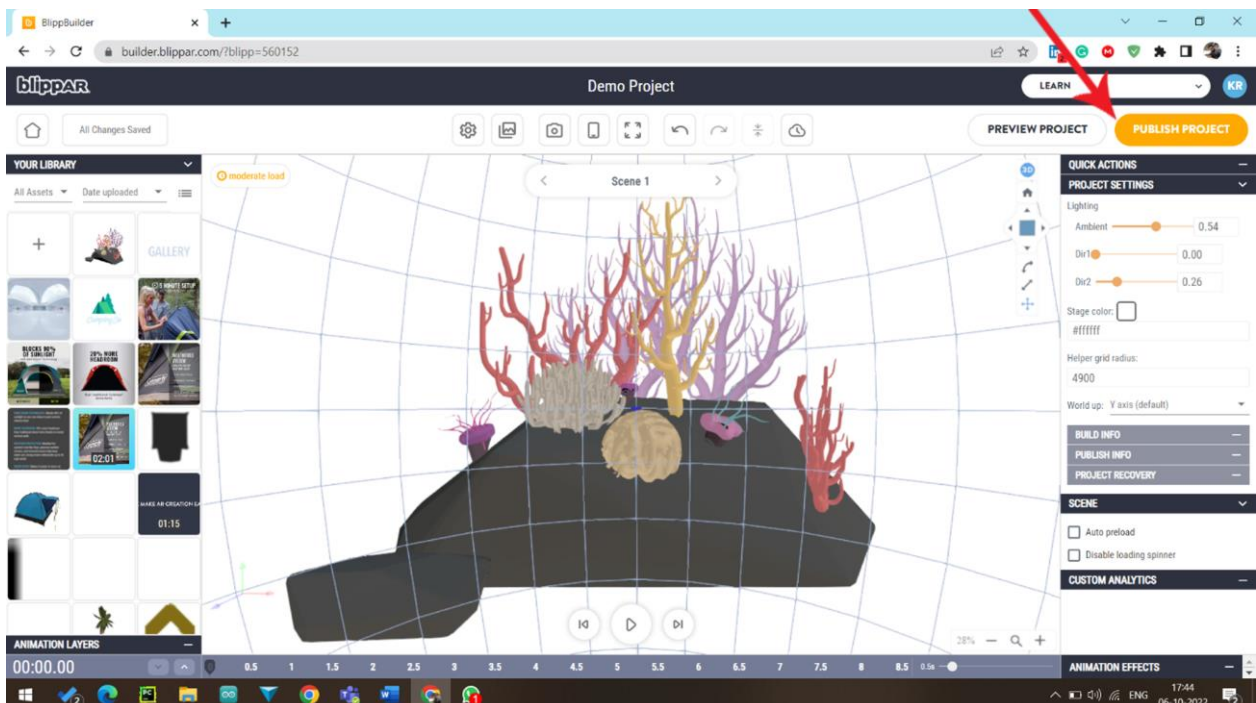
4.2: From Layout you can increase or decrease the size of your coral and also change its direction.



4.3: With the project setting, you can increase the brightness of your object in your project, make the colour brighter

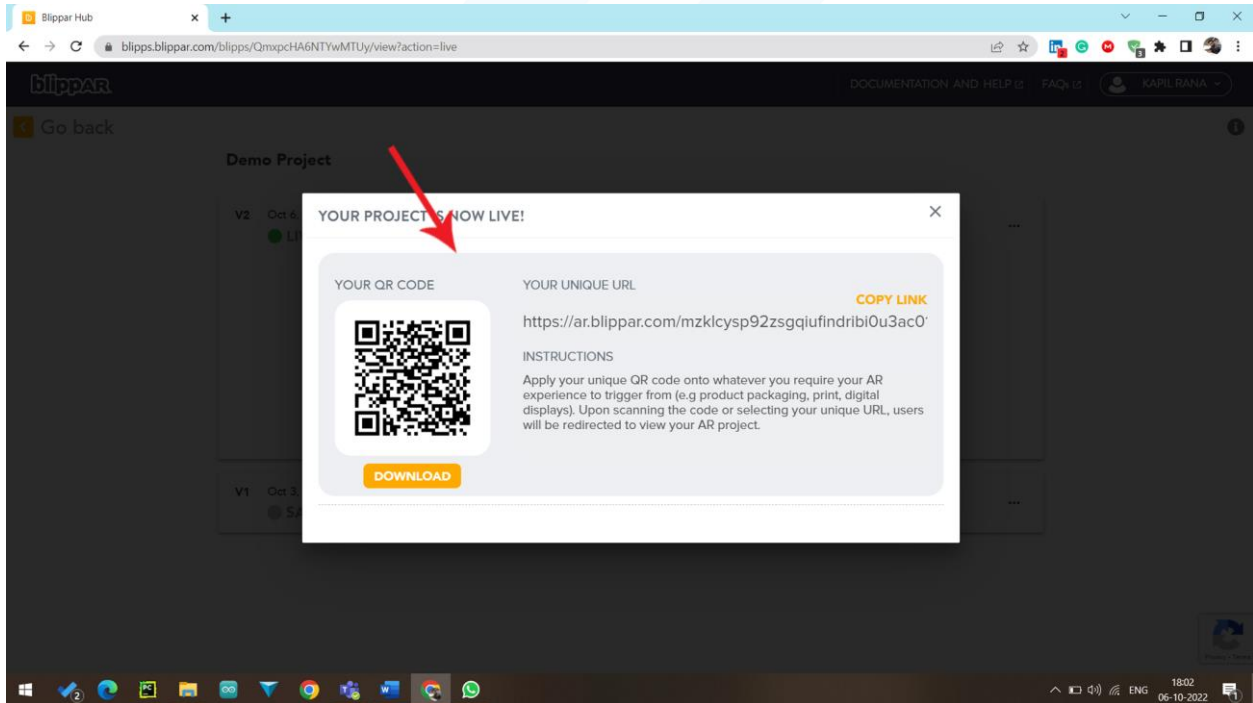


4.4: Now you have to publish your project.





4.5: As soon as you publish your project a popup window will open from where you have to download the barcode, this time as soon as you scan the code with your phone, the project will start showing on your phone.



### Part 5:

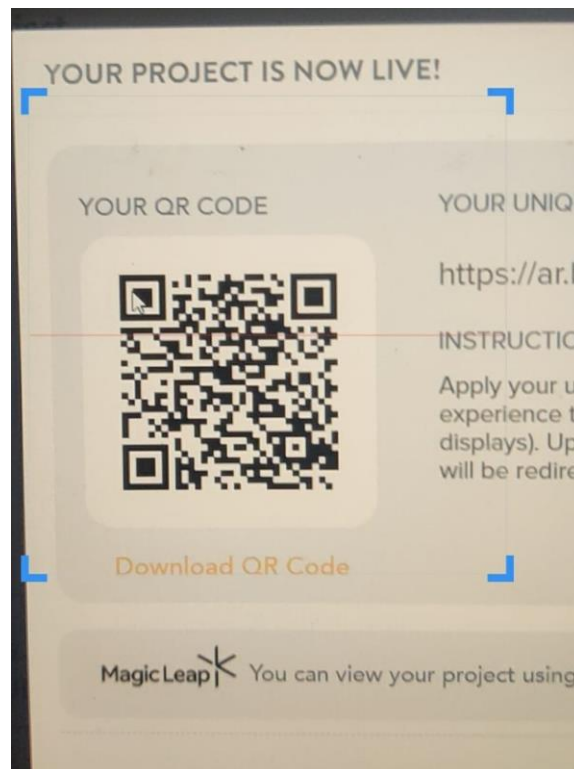
How to use the Application on your phone

#### Step 5

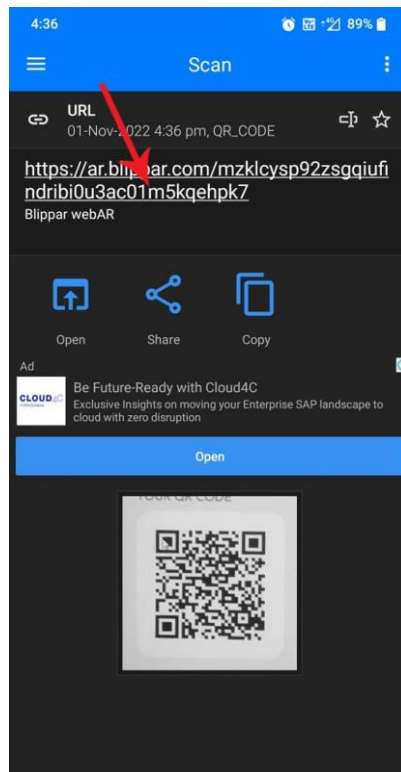
5.1: Before using AR application we need to install QR code scanner in our phone, after installation process is completed, with QR code scanner we scan the barcode generated from bill paper application, by doing this we see that your Project will start showing in your environment.



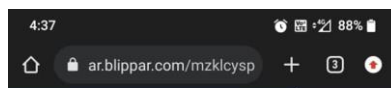
5.2: Now you must scan the code of the Blippar application with a QR code



5.3: As soon as you scan the QR code, a link will open in front of you on which you will have to click



5.4: As soon as you click on the link the blipper application will open.



Preparing the scene

Unpacking assets

5.5: Now your project will start showing on your phone in blipper application.



Congratulations! You have created your very first augmented reality experience. Isn't it amazing!! Share this with your family and friends and let them have an AR experience of life below water. Check how much curiosity and understanding of ocean life is getting developed in people. Based on their response, think about new elements that you would like to add in your AR project to enhance their experience.