Trine University CSIT Augmented Reality (AR) Application

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INTRODUCTION

We developed a solution for Trine University Admissions and the Computer Science and Information Technology department.

OVERVIEW

In order to attract students to the CSIT program, a platform was needed to present student projects.

Problem Statement:

- Give prospective students a way to interact with the augmented reality technologies developed in the Trine CSIT program

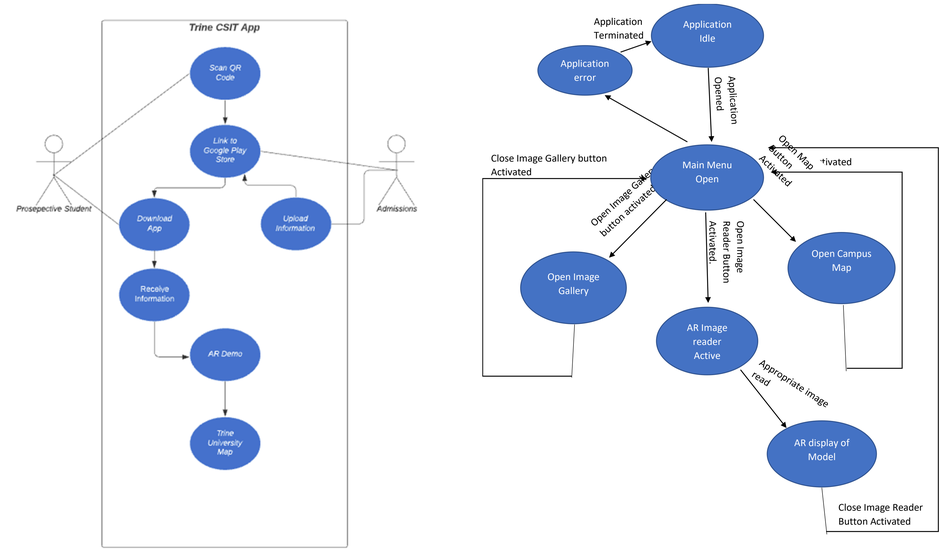
Project Scope:

- Android application with augmented reality demo

Constraints:

- Main Menu
- AR Camera Demo
- “Storm” 3D Model
- Image Targets
- Image Target Gallery & Trine Map

OUR SOLUTION



RESULTS

CONCLUSION

- Students now have the opportunity to experience basic AR functionality firsthand
- This project lays the groundwork for an official CSIT application that can be updated year after year

LESSONS LEARNED

- Unity is the best route of progress for AR projects
- Google Play project transfer
- Use of GUI buttons
- Basic functionality of C#
- Adding additional image targets

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