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AR Museum

Technion
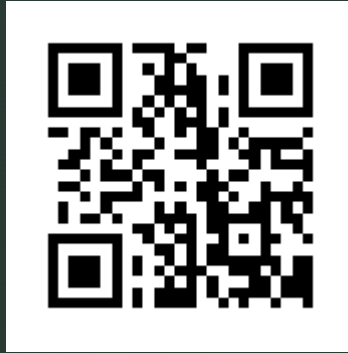Israel Institute of Technology
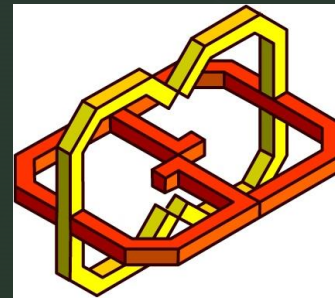
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Overview

- Can we bring all museums in the world into the same room? Yes!

- With AR Museum you can choose to see virtual pictures from different art galleries on the real world.

The Museum

- Stepping inside the AR Museum is just stepping into a room with QR stickers on the walls.

- Looking through the Gear VR Camera, we will process the image and replace the stickers with the art pictures you would like to see.

The Museum

- The user can choose the scale of the photos

- All photos can be viewed from one sticker (if it's not possible to walk inside the room), or from different stickers scattered on the walls.
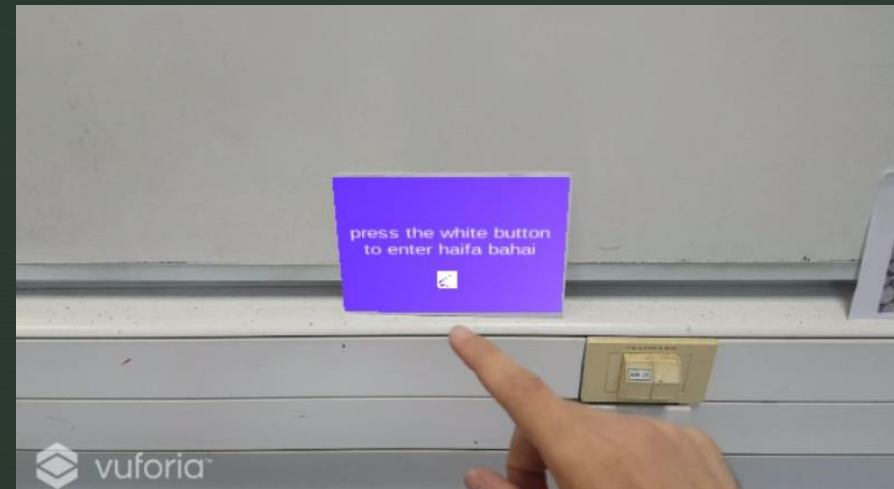
User Interface

VR MENU

- Start Scene - Oculus clickable buttons through the Gear VR.

- Gear VR slide touch-pad, for switching themes and pictures.

AR MENU

- Menu to select the pictures subject by human hand gestures.

Augmented Camera Challenge

- Integrating the AR camera with the VR camera was the main challenge.

- First trial to use Vuforia camera solely was a failure in user experience with low video rendering.

- We had to add some extra oculus utilities to improve the live video experience.

Mixing Reality with Virtuality

- In order to provide the best experience, some of the photos in the museum will lead you to a virtual scene.

- Clicking on the photo will take you inside.

Technologies

- Gear VR

- Unity

- Vuforia

- OVR plugin – oculus utilities for Unity.

Demo

Demo – VR scenes