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AR Museum
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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