



Joyful Adult Training Using Augmented Reality



Lifelong Learning Programme

Steps in Developing AR Models

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Partner Project No.
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Outline

- Introduction to AR
- Steps in Developing AR Models



Lifelong Learning Programme



Introduction to AR

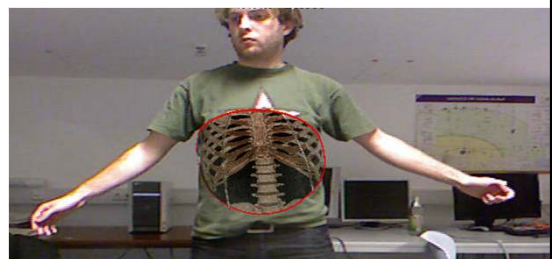


Augmented reality (AR) is a live, direct or indirect, view of a **physical, real-world** environment whose elements are **augmented** by **computer-generated sensory input** such as sound, video, graphics or GPS data. It is related to a more general concept called mediated reality, in which a view of reality is modified by a computer. As a result, the technology functions by enhancing one's current *perception of reality*.

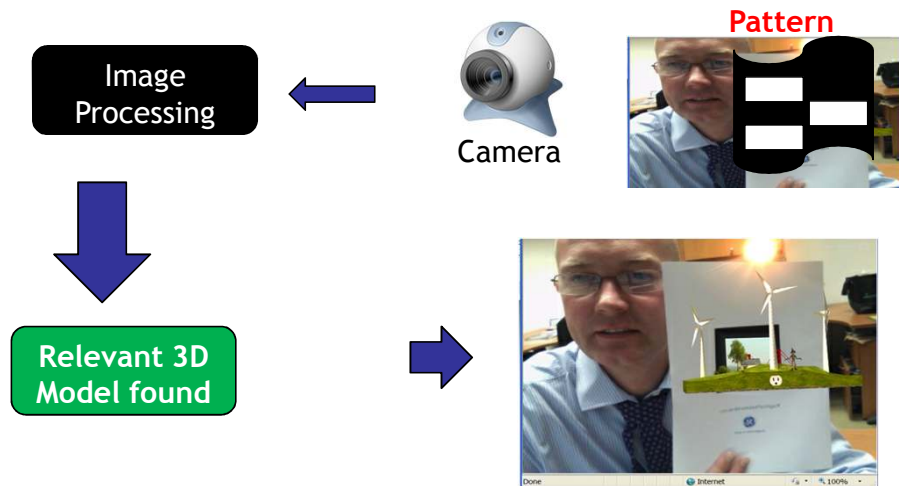


AR in Education ?

The concept of Augmented reality (AR) can help provide new means of how knowledge on certain topics such as archaeology & science can be transferred. It is precisely the scope of the JOYAR project to see how AR can be exploited in Adult Education.



AR Concept



Outline

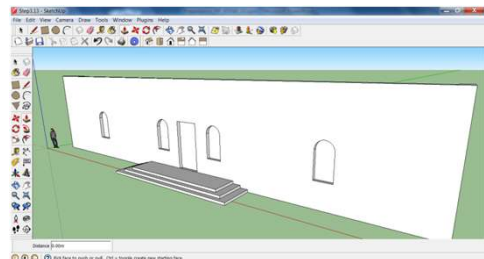
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Developing AR Models



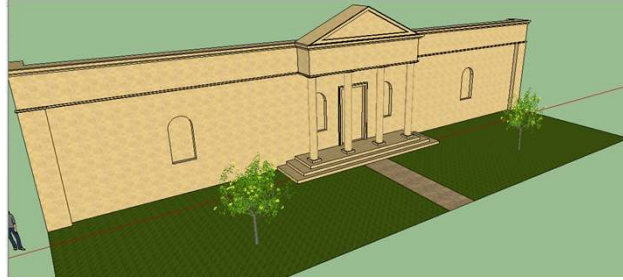
Developing AR Models

Build an approximate 3D model of your real world object using a geometric modelling system.....



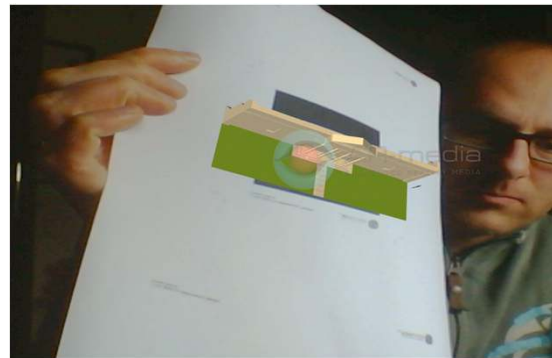
Developing AR Models

Slowly, add as much detail as possible to make your model realistic...



Export in AR format

Associate your model with an AR Marker, test it out and edit if necessary...



Learning by doing ...

