Portable AR Designer (WA1-13)

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Introduction:
Due to the current growth of computing power and technology, most of the electronic applications are portable and have been developed to a high level. People are using electronic devices with advanced applications, which include mobile phones, tablets, and smartphones. These devices can have a powerful processing speed, which is capable of processing visualizations, performing operations, and manipulating complex data. As a result, people have created experiences or playing games that project on the environment. We believe that using the augmented reality technology with smartphone apps allows people to create experiences in playing games or that project on the environment. This augmented reality experience allows people to have online shopping websites, grasping ideas for how to have an experience with more fun and interactions on shopping. The project aims to achieve this by creating an interactive app that will allow people to have an interactive online experience that project on the environment.

Methodology:
This project is an application-based AR application that uses an augmented reality platform to visualize and interact with the environment. The project is based on Android and uses the AARL (Augmented Reality Application Language) for the application design and implementation. The project uses Eclipse as the main language.

Results:
The project consists of two main components: the AARL interpreter and the platform-specific programming interfaces. The AARL interpreter is responsible for interpreting the AARL instructions, while the platform-specific programming interfaces provide the necessary APIs for the Android and iOS platforms. The project also includes a camera system for capturing images and a display system for visualizing the augmented reality content. The project is designed to be user-friendly and interactive, allowing users to explore the environment and interact with virtual objects.