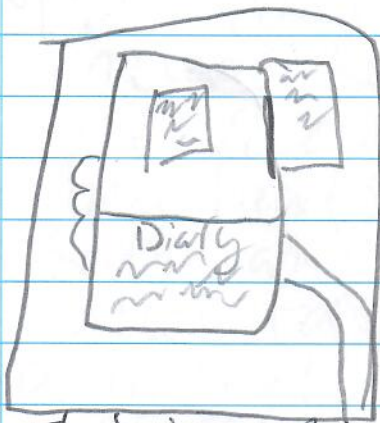
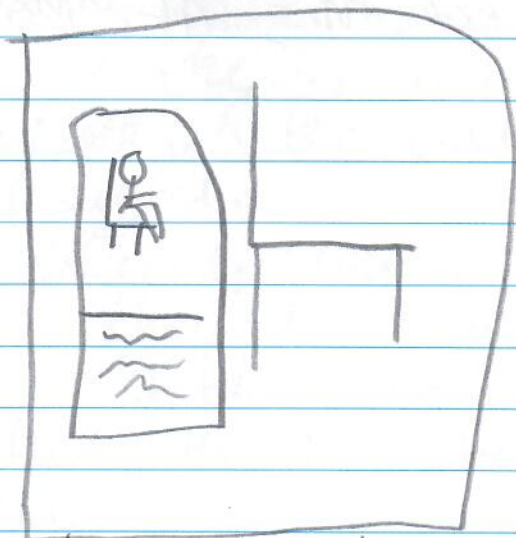


The next exhibit is a AR or augmented reality exhibit and it is for the Tower of London. This app would run on the user's phone or a device that could be given to the user. It would allow for the user to scan items to get descriptions, or to see events that ~~has~~ happened in the room that they are currently in. This would be displayed over a camera display on the user's device. The software requirements for this exhibit ~~include~~ include the development engine of unity and the development kit of Vuforia, as unity alone is not capable of creating AR applications. The hardware requirements of this application ~~include~~ include a computer for development and a device with a camera to allow for the user to scan the objects and rooms. These ~~are~~ are devices such as phones or tablets.



This image shows how the user would scan an item ~~for~~ for a description. When the item is in the camera's view, information is displayed.



This image shows what happens when ~~an~~ an event is displayed. When this chair is scanned, a brief overview is shown at the bottom and the event plays over the item. With this example, a person sits in the chair. That ^{is not} reality.