# Course Description
## (O3. Augmented Reality Applications – ANIM407.1)

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New emerging systems such as virtual reality (VR), augmented reality (AR), mixed reality (MR) can provide users with incredibly different experiences. Augmented reality offers augmented content created by overlaying computer-generated content on the real-world image. Based on this main idea, the course focuses on developing AR-based applications and presenting the computer-generated content to the bill on smartphones, tablets and computer screens by associating it with the real world. Methods that use and do not use markers to align digital content with the real world, development environments (Unity, etc.), AR plugins (Vuforia, etc.), media types that can be used in AR (video, 3d model, animated model, casual images, visual effects, etc.) will be introduced. Students will be expected to develop and present an AR application.