Augmented Print: When Art meets Science

CRS

MAP5

The project aimed to design an augmented reality application in order to enrich the user experience by augmented printed Comic Books with digital graphics, interaction, video and audio.

The project served as proof of concept for Arimagine, a start-up incubated at Telecom SudParis.

Project team

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Supervision

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Key words

Augmented Reality, Comic books, OpenGL, 3d Engine, Android, iOS

Motivation

French Comic books - "*Bandes dessinées*" are a well established media in the French society and have many fans.

Traditionally printed and static, this media would benefit by enriching it with digital assets. Our goal is to bring disruptive innovation to this field.

⊕ Videos
3D content
Animations

LA LICORNE

Technical Goals

• Detection: Detect the 3D position of the page the user is pointing at.

• Recognition: Know which page the user is reading.

• Insertion: Add 3d / video content over the page.

• Interaction: Allow the user to interact with the added content.
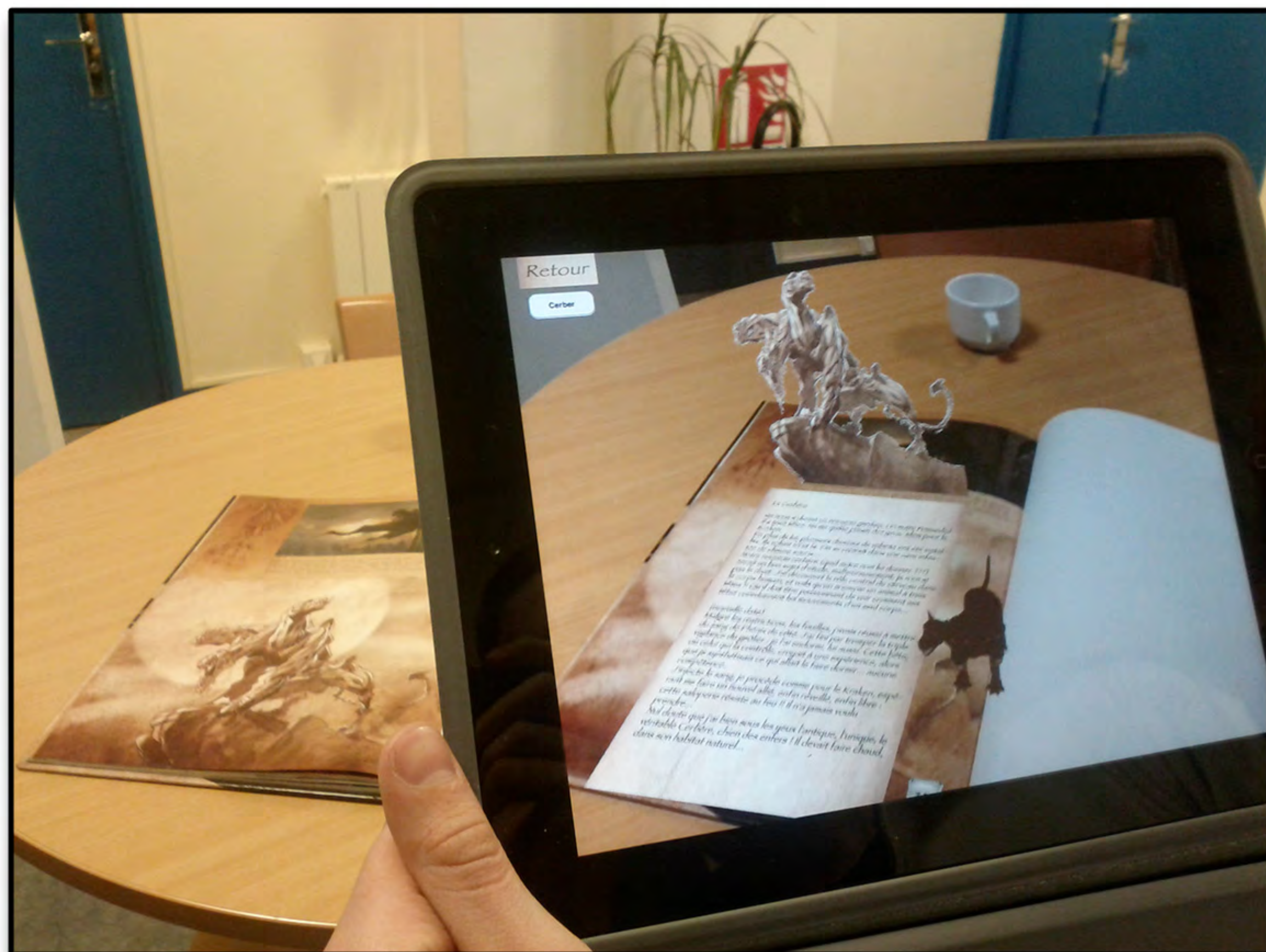
Results: an Augmented Book

• First page: A video incrustation.

• Page 26: A 3D maze.

• Page 42: A 2D puzzle giving access to 3D bonus

• Last page: A 2D/3D Cerberus + Text interaction

arimagine