



Augmented Reality 101

THE EDGE



Acknowledgement of Country

We acknowledge Aboriginal and Torres Strait Islander peoples and their continuing connection to land and as custodians of stories for millennia. We respectfully acknowledge the land on which we all meet today, and pay our respects to elders past, present and emerging.

WORKSHOP SUMMARY

This workshop is an introduction to **Augmented reality** and the most used apps. We'll create a face filter in Spark AR and use Adobe Aero to bring a 3D object into a scene to animate.

101 skills development workshops give you the basic skills you need to start your new creative journey.

HEALTH & SAFETY

- Exit points of the building
- Safe operating procedures (SOP)
- Responsible use





SESSION OVERVIEW

Welcome

- Why did you sign up?
- What experience do you have with AR?

Overview of workshop

- Understanding the various types of AR
- Choosing apps & hosting your content
- Creating AR with Adobe Aero
- Creating a face filter with Spark AR

WHAT IS AR?

Augmented Reality (AR) is a technology that overlays the real world with digital information and media, such as 3D models, animations and videos, overlaying in the camera view of your smartphone, tablet, PC or glasses.

Examples you may have already been using include Instagram and Snapchat filters and stickers.





Sebastian Curi



This stunning high-tech mural uses AR to celebrat... ☆



New York Augmented... ☆
Catalina Villegas
2



Instagram Multi-Target...
Morphy.Vision
35



EXAMPLES

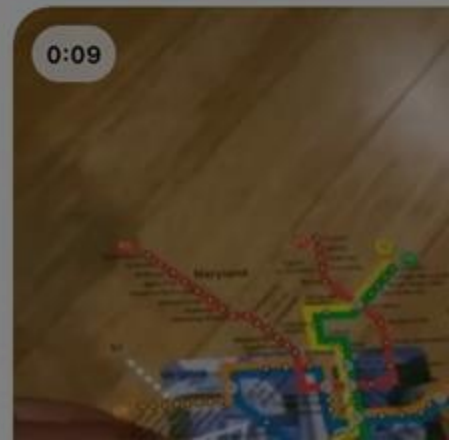
<https://www.pinterest.com.au/Thebadlament/augmented-reality-art/>



nging its AR exhibition... ☆



ugmented... ☆



0:09



0:25



TYPES OF AR

There are basically two main types: marker-based and markerless. Both qualify as “triggered” augmented reality, meaning the experiences happen in response to external triggers, such as GPS location or scanning a QR code.



Marker based AR; markers can be paper-based or physical objects that exist in the real world. Scanning the marker will augment the image or object, or sometimes just another way to access digital content (like a QR code).

Markerless AR relies on data provided by geographic location, cameras, sensors like accelerometers or compasses, or even the time. Markerless AR is a broad category that can refer to different types of augmented reality, including location-based, projection-based, and superimposition-based.

APPS & HOSTING

Creating and hosting your own AR app can get costly, let's look at a few third-party options to consider.

Social media provide a free and pre-existing app option.



Snapchat - Lens Studio

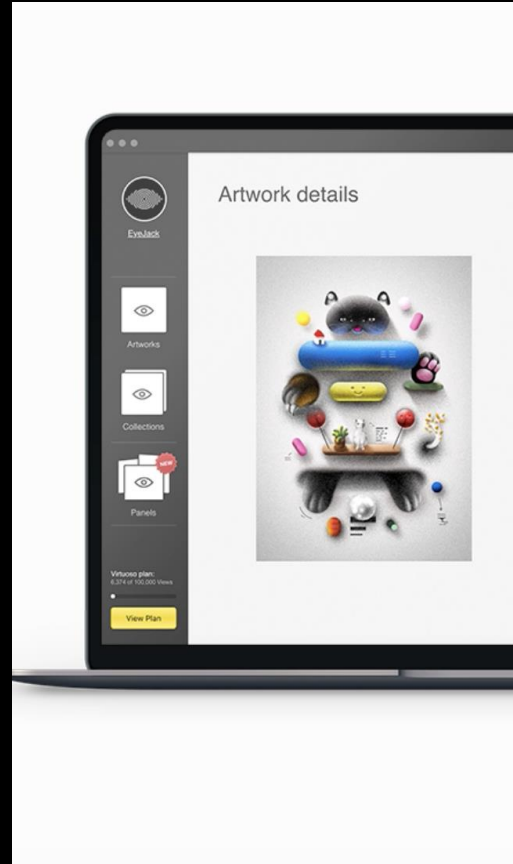


Instagram/Facebook - Spark AR

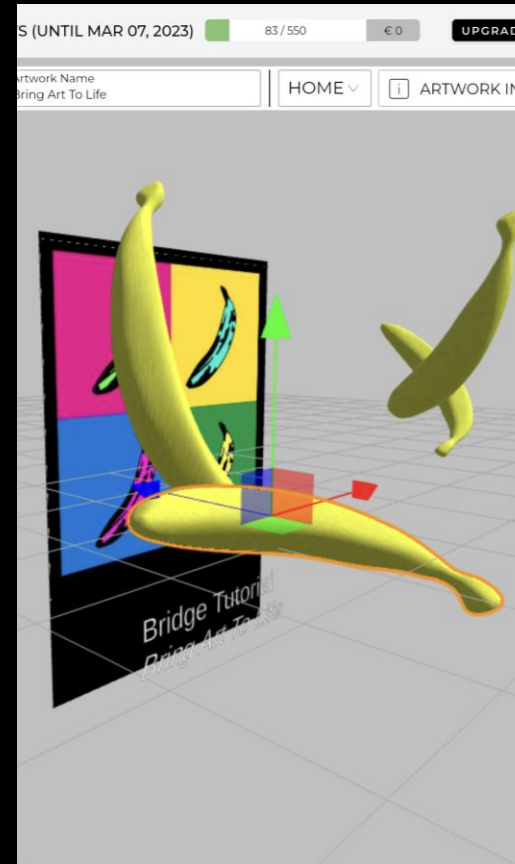
APPS & HOSTING

Getting people to download another app to their phone can be tough.

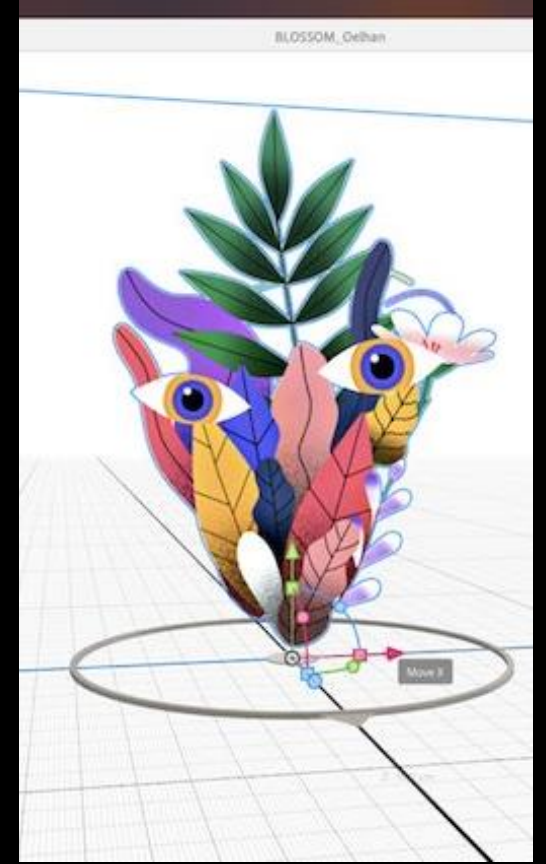
WebAR with QR codes are the best option but can be expensive.



[Eyejack creator](#)



[Artive](#)



[Adobe Aero](#)

ANIMATING

Most people start out in AR animating an artwork or poster design, 2D marker style.

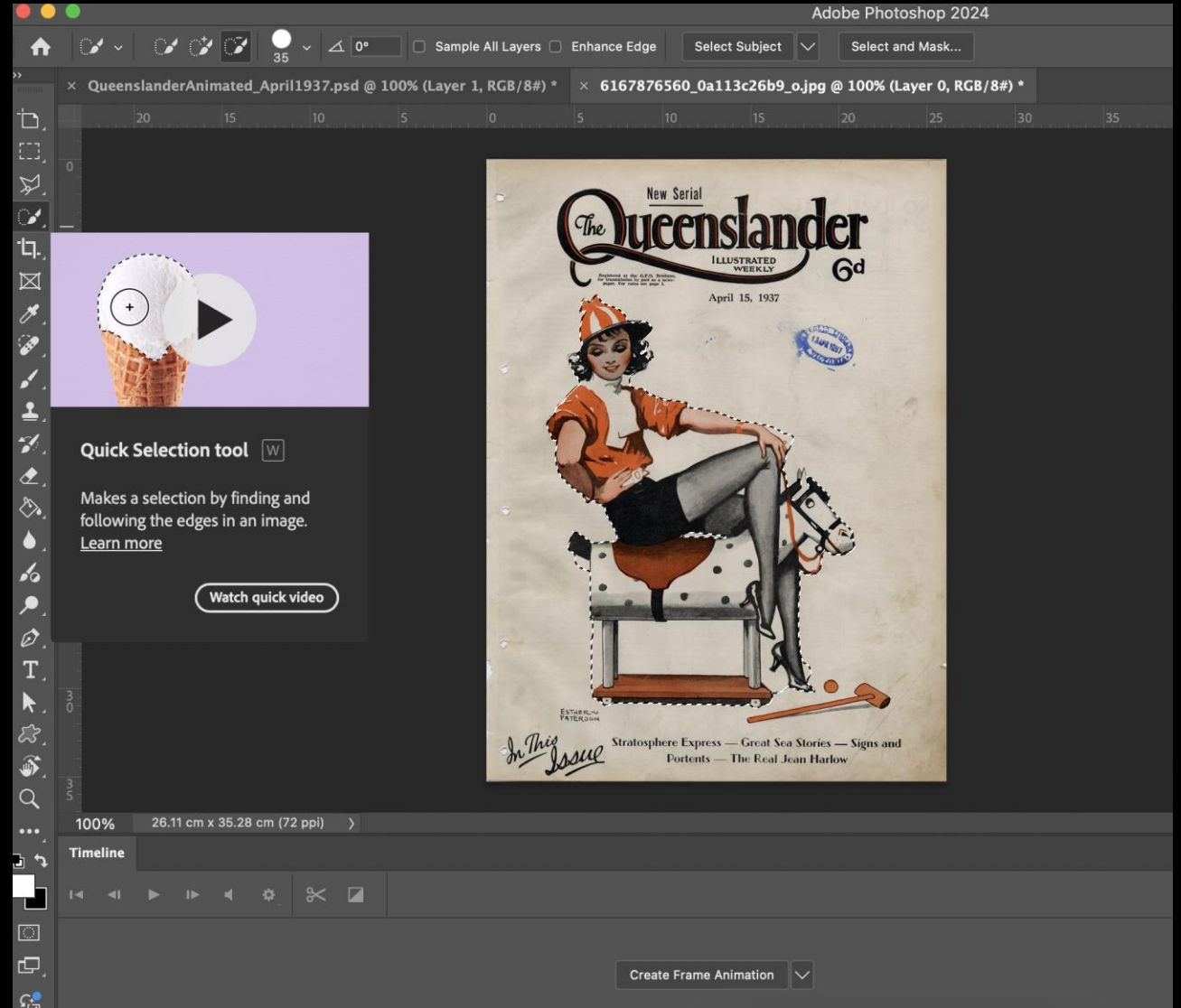
We'll run through a quick Photoshop tutorial on creating a simple animation.



PHOTOSHOP GIF

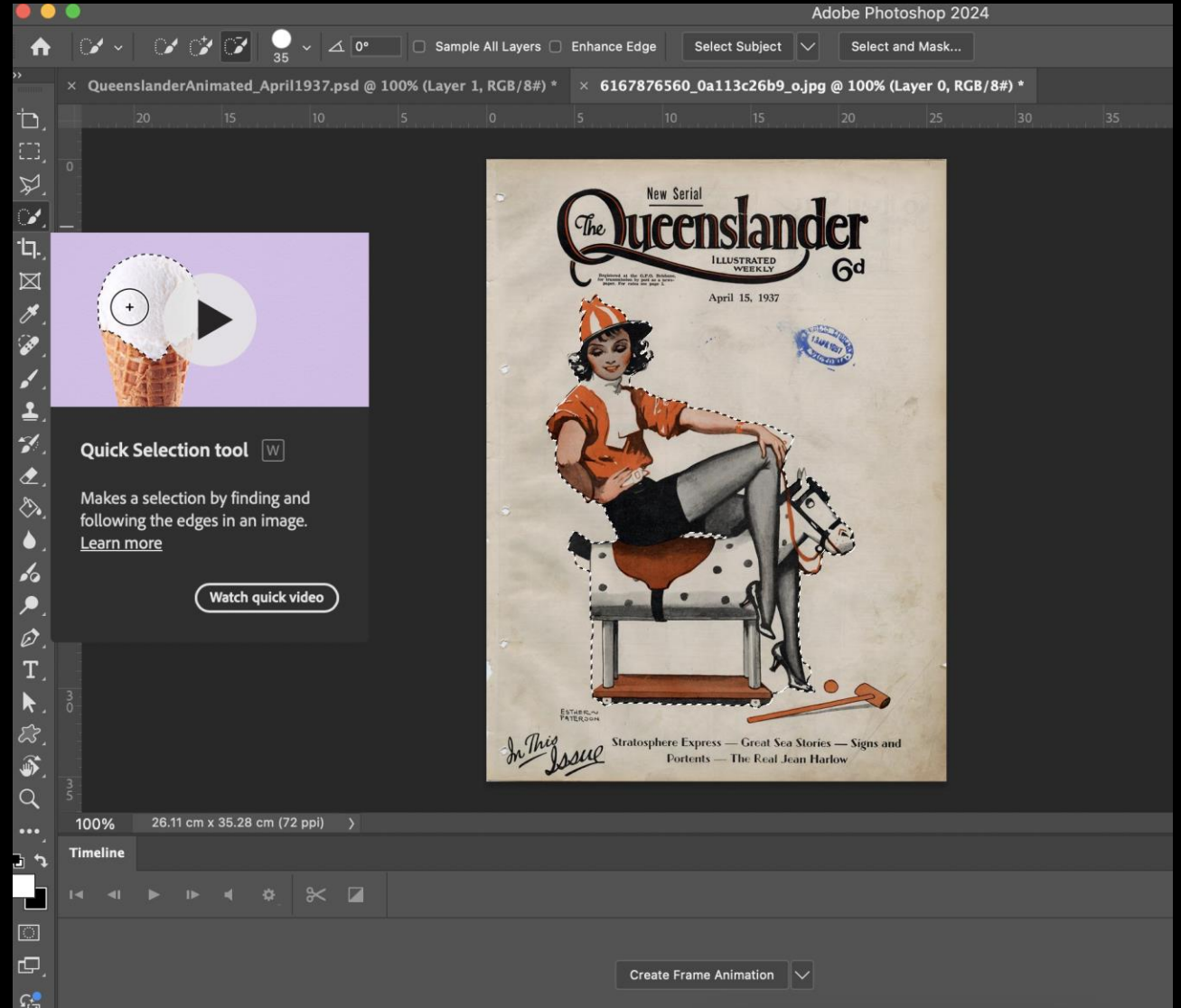
Let's remove the illustration from the background so we can animate it. You can do this a variety of ways, but we'll use the Object Selection tool.

Select all of the object you want to separate from the background. Don't worry if you miss a few things, you can get into finer selection detail once you've paste onto a new layer.



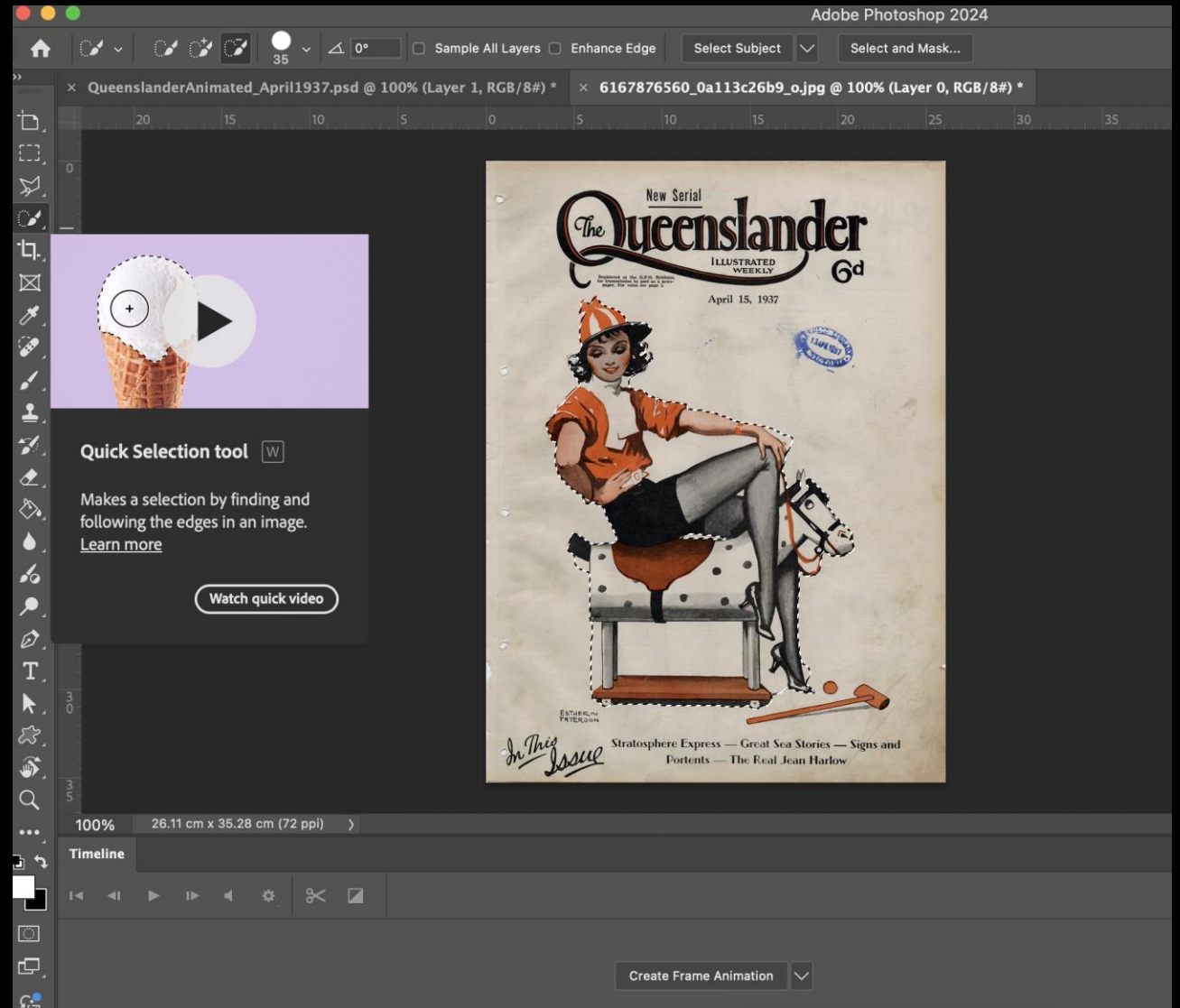
Next, let's create a simple animation using Frame animations and layers in Photoshop. Open the timeline window and choose the Create Frame Animation option.

We're just going to rotate our rockinghorse girl as our animation and make enough frames to export a 3 sec gif.



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We're just going to rotate our rockinghorse girl as our animation and make enough frames to export a 3 sec gif.



THANKS FOR ATTENDING

Please complete our survey that will be sent out via
Eventbrite.

Tag us on socials @statelibraryqld

Contact us on appliedcreativity@slq.qld.gov.au





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Government**

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