DEVELOPMENT OF A VIRTUAL TOY TO GUIDE TRAVEL TOUR TO HERITAGE SITE TO REVIVE INDIAN CULTURAL HERITAGE

[1]Sowbhagya S, [2]Usha J

[1]Student, [2]Professor
[1]Department of MCA,
[1]RV College of Engineering, Bengaluru, India.

Abstract: This paper presents an on location local area expert utilizing expanded reality in which previous existence is essentially imitated and pictured at social legacy destinations. In the tour guide, animated 3-D virtual characters are superimposed on the cultural heritage sites to guide the tourists about the places. The mathematical natives of the destinations and assessing camera resends (positions and directions) that can be considered from a tourist's perspective. Logical data, like a tourist's location and profiles, is utilized to help customized local area experts. The tourists can likewise acquire information about the spots by scanning the QR code scanner. The model of the augmented reality visit control was tried for Mysore Palace which is a representative social legacy site in Karnataka. Unity 3D software with Vuforia Engine is utilized to carry out expanded reality innovation and furthermore Android application advancement devices such as Android Studio is used for improvement of the portable application. This digital toy-based application will enable tourists to view remotely and this in turn promotes the cultural heritage of the state by providing an innovative experience which can be cherished by people in all age groups. Web application, QR codes technology and AR technologies are used to build the immersive application.

Key Words: Augmented Reality (AR), Tourism, Mobile-App, Geo-Location Data, 3D software

I. INTRODUCTION

India despite being a home to many Cultural heritage, culture and value is unable to disseminate this information to its younger generation due to misplaced conceptions of aping the western culture. Under the AatmaNirbhar Bharat Abhiyan initiative, many initiatives are being taken to propagate this culture in our people. Augmented Reality is an unpredictable field using data innovations in assorted regions like medication, instruction, design, industry, the travel industry and others by increasing the ongoing true view with extra superimposed data in picked designs. This paper introduces an outline of use viewpoints of utilizing increased reality innovations in tourism domain innovation. This innovation is changing the voyager's experience by making the excursion considerably more consistent and intuitive. The aim to design and develop the project is to produce a tourist guide application to tourists. This local area expert undertaking is an Android application which uses expanded reality to give greater intuitiveness to the clients' view. When the expanded reality innovation is applied in it, data like the area, guide, evaluations and close by significant spots which are identified with the current territory will be shown on the telephone's presentation by utilizing the camera.

AUGMENTED REALITY IN TOURISM

Augmented reality can possibly improve the vacationer experience and help travelers to access significant data, in this manner improving their insight with respect to their touristic objective, while expanding levels of client's amusement all through the interaction. The data given to clients through expanded innovation might be setting mindfulness and customized to client's attributes and needs. Augmented Reality focuses on upgrading genuinely based reality through computer- generated sensory output. Augmented Reality: Is a perception method that superimposes computer generated information, like content, video, illustrations, GPS information and other mixed media designs, on top of this present reality see, as caught from the camera of a computer, a mobile or different gadgets.

In this paper, we present an on-site tour guide using AR in Bangalore Palace, which is a representative cultural heritage site in Karnataka. Bangalore Palace has effectively given a few local escort administrations like booklets, neighborhood aides, and versatile sound gadgets. Nonetheless, these administrations have mostly been accustomed to bring to the table and clarify authentic data of social legacy destinations. In the proposed AR local area expert, natural and reasonable encounters are given to sightseers by enlarging energized 3-D virtual characters, which duplicate previous existence on genuine destinations. Recorded data is likewise offered by portrayal synchronized with the 3-D virtual characters. Such on location expansion is performed by outwardly following

straightforward mathematical natives like square shapes, which are the foundations of most man-made designs, without positional sensors or compasses. Relevant data, for example, a traveler's areas and profiles is utilized to help customized local escorts. To get the tourist's areas, wooden tablets are outwardly perceived and it is joined by traveler's support, for example, catching the wooden tablets to get chronicled data. At last, the model of the AR local escort was tried in Bangalore Palace.

II. LITERATURE REVIEW

In [1] According to Anabel LI. Kečkeš and Igor Tomičić, on Interdisciplinary Depiction of Complex System:"Augmented reality in the travel industry Gives the Outline of Key Variables segment, recognizes and explains beneath components and Functionalities: which incorporates Directing route and Visit age. It had following issues: Interoperability, Convenience and Overlay Types were Text, Realistic. A few Innovations utilized were Handheld incorporated andHead-mounted. Timothy Jung and Dai in Danny Han gave their thought on iUrban Legacy The travel industry by, Article in e-Survey of the travel industry Exploration · Walk 2014."

In [2] This paper expects to look at the current execution of AR in the Metropolitan. The travel industry setting distinguishes spaces of exploration and improvement and had following highlights: Pinpointing the vacationer's area, improving the occasion insight through AR gaming, like Time Travel, Traveler to get in contact with the objective before the genuine trip. Future work Is coordinated in investigating the manners in which AR can be utilized to improve the vacationer experience. Such could be zeroed in on vacationer acknowledgment and usability to carry out AR adequately just as on the plan and use of substance through AR for intentional business.

In [3,4] Y. Ache has given data about the current executions of AR in the travel industry and their absence of viable commitment of the client and gives an improved insight to the vacationer. Moreover, it has not yet been made immaculate, and incorporates numerous bugs that should be defeated prior to offering it to general society. Another test is the acknowledgment and reception of such gadgets, as numerous sightseers actually favor customary sources, for example, travel guides and different wellsprings of media.

In [6] the Loupe - Substantial Increased Reality for Figuring out how to Take a gander at Antiquated Greek Workmanship Areti Damala,Eva Hornecker, Merel van der Vaart,Dick van Dick,Ian Ruthven Mediterranean Paleohistory and Archaeometry 2016." The Loupe: Unmistakable Expanded Reality for Figuring out how to Take a gander at Old Greek Craftsmanship this task expects to give a topical visit clear, instructive account and storyline, ready to be trailed by the guests. Head mounted gadget: HMD is a showcase gadget set on the head or as a feature of a protective cap and that shows the two pictures of the genuine and virtual climate over the client's vision of the world. Garcia-Crespo et al. contend that the travel industry is as of now needing profoundly powerful, intelligent and engaging technology-based coordinated, worth added administrations. The equivalent creators present the created SPETA framework, which recommends administrations based on the information on client's inclinations and current and past areas.

In [8] M.Y Hyun et. al, distributed a paper which portrayed the utilization of Augmented Reality and characterized it as an upgrade of the genuine climate by computer created content, which is state-of-the-art for the most part enhanced with graphical substance.Mobile augmented reality have seen immense development in the past not many years. Likewise asserts the travel industry is one of the essential fields in which AR advances has demonstrated to be a whiz fit. Referenced the utilization of semantic web and connected information standards and innovations. Portable expanded is one of the most well-known and appropriate types of AR. Due to the general development of cell phones and inescapable figuring. Recognizes the benefits of use of connected information and standards for giving upgraded content. Geo information reconciliation, covering of dataset and cosmology coordinating have been recognized to have parts of connected information coordination. Upgrading social the travel industry encounters with AR advancements.

In [9] F. Fritz et. al, portrays the method of fostering an intelligent representation framework that incorporates Increased Reality Technologies with a vacationer application.Augmented Reality is utilized to improve the genuine scene by media customized intelligent data. This makes the application more easy to use and the client can without much of a stretch get the data which else he would have accumulated from some relative or a local area expert.This paper proposes on traveler associations to concoct alluring interactive media content that pulls in travelers. It says that a huge measure of information is lying in computerized design, similar to varying media content, electronic messages or topographical information frameworks which is unused or scarcely utilized and is inaccessible for guests. Coming up with an imaginative mixed media content with utilization of such information can assist sightseers with enhancing their insight at the traveler's place.

In [10] D. Van Krevelen et. al, portrays the field of Increased Reality, including a brief definition and improvement history, the engaging advances and their characteristics. It contemplates the top tier by reviewing a couple ongoing utilizations of AR advancement, comparably some figuring out constraints regarding human variables in the use of AR frameworks that creators should survive.

Augmented Reality Versatile Utilization of Balinese Hindu Sanctuaries: Dewata AR by Adi Ferliyanto Waruwu. Cell phone is an ideal cell phone for AR since it has an underlying camera that empowers object-catching, Gps and accelerometer. Processor that can do high calculation. Vuforia is a library or SDK that supports AR in portable gadgets such as android. Vuforia deals with marker-based innovation. It investigates pictures by distinguishing markers in it to produce data geo models - text, video ,3d article in camera from identified markers by Vuforia Programming interface. Vuforia library gives the fundamental code of AR that backings IOS, android and solidarity 3d. Vuforia likewise has a marker-less component which empowers the utilization of bright markers rather than utilizing ordinary markers.

In [11] Augmented reality has the undeveloped nature of boosting the encompassing actual climate of the traveler in a significant way. The regular methodology for designers furthermore, content distributors is to utilize disconnected information bases for giving rich substance to the increased reality application, yet it restricts the data profundity of environmental factors assessment for vacationers. Henceforth, specialists have investigated and misused Semantic Web and particularly Connected Information advancements for improving substance in versatile increased reality applications for vacationers. Increased reality can convey an encounter to sightseers which is substantially more than reality. Another component of buyer fulfillment is arisen which is known as experience, so the organizations working under this area are selling the items and administrations, yet in addition furnishing the experience through connection with them. Encounters increment the worth of the item, brand, organization. Vacationer experience is the establishment for the experience economy.

As per [3] Yuan and Wu, 2008 Traveler Experience is isolated into five phases, arranging, going to objective, stay in objective, return and memory of objective here each stage is reasonable to be influenced by experiential promoting. Vacationers have assumptions, the encountering measure associates experiential advertising and assumption for vacationers this cycle is really insight setting, later the experience, view of sightseers can be seen as the consequence of experiential advertising. Experiential learning nearby, is demonstrated to amplify the learning encounter and have dependable impacts on the guest

Picture 1. Hierarchy of Experiences in Tourism

Figure 3
Experience Hierarchy
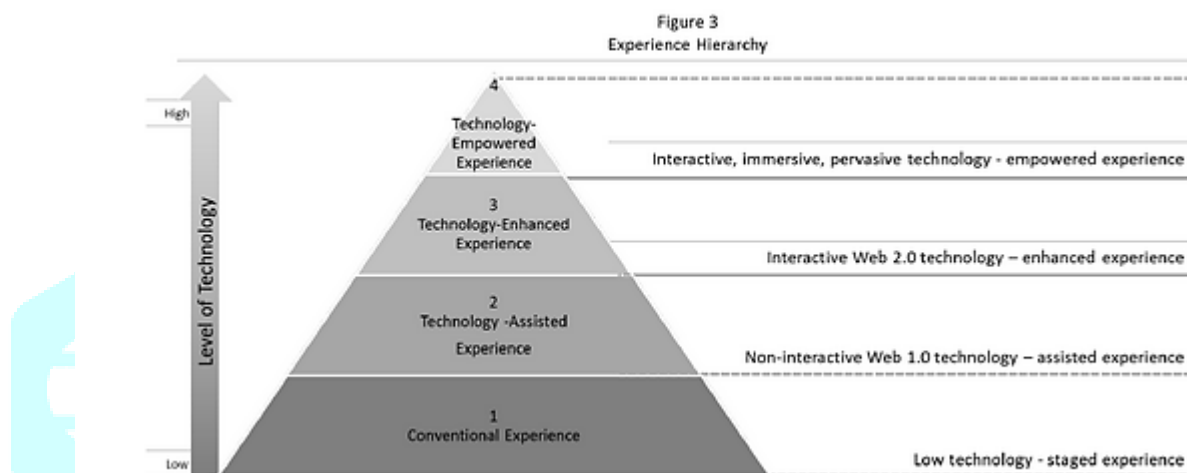
In the event that the traveler association needs to contact a more extensive crowd, they would need to assemble an appealing mixed media substance to pull in tourists.it requires a new framework to help advancements. Brilliant model would be PRISMA project, which is execution of increased optics which permits travelers to recover multimodal data about. The landmarks and chronicled structures of the city. The further thought was to add the choice to see the multimodal data in various conditions of the year, that is, with downpour, cloud and sun.

III. PROPOSED SYSTEM

The point is to deliver a local area expert application to work with homegrown and global tourists.The application will have a simple,easy to utilize GUI(Graphical User Interface) with the goal that it tends to be used by everybody. This local area expert task is an Android application which uses increased reality to give more intuitiveness to the clients' view. When the increased reality innovation is applied in it, the camera opened inside the application assists with recognizing objects.

At first the user needs to download and install the android application. The user logs into the app, if he/she is a new user, they have to create an account by registering. Details of the various users are stored in the database. The database stores information about their history and information about various places. Then after the camera is opened in the application, the user needs to scan the QR scanner to get information about the places. If an object(target) is detected, then the related information is displayed on the screen using augmented reality. The user will also be able to hear the audio from the 3-D character that will further help the user to understand more about the places in much detail.

Technologies Used:

1. Unity 3D Editor: Unity is a cross-stage game motor. It was created and delivered by Unity Advances in the year 2005. The motor can be utilized to make three-dimensional, two-dimensional, computer generated simulation, what's more, expanded reality games, just as reenactments and different encounters. The motor gives an essential prearranging API in C#, for the Unity supervisor as modules and games themselves, it additionally offers drag and drop usefulness. Unity is a cross-stage motor. The Unity editorial manager turns out great with a rendition of the proofreader accessible for the Linux stage, yet in a trial stage, while the actual motor at present backings building games for in excess of 25 distinct stages, including versatile, work area, reassures, and augmented reality.

2. Vuforia SDK: Vuforia uses PC vision for recognizing and following pictures. By utilizing this component, we can make virtual articles which are situated and followed with regard to the recognized genuine world objects. The picture's position and direction continuously is at that point followed by the virtual item, so the watcher's perspective on the article compares to the objective's viewpoint. Along these lines the virtual item seems, by all accounts, to be a piece of the genuine scene. Marker based picture

following element of vuforia is being utilized in the application. This SDK is accessible across numerous stages like Windows, iOS furthermore, Android.

3. QR Code Scanner: QR Code Generator and Scanner" with the name of QR-Location which executed the innovation of QR Code. This new electronic QR code area generator and scanner for cell phones will permit clients to send their area to somebody by utilizing QR Code all things considered of sending extensive content of bearings or address. Some of the time, we probably won't understand that we presumably can be found when we share our area with different clients. Thus, to expand the security and protection when sending an area to another client, the client can send his/her area by utilizing QR Code which is more secure. Aside from that, QR Code likewise can be fused into client's business and help with advertising. Likewise, all the little brokers can viral their business by sending their business area utilizing QR Code.

IV. METHODOLOGY

The methodology used in the paper is Top-down approach. A top-down design is the decay of a framework into more modest parts to appreciate its compositional sub-frameworks. In top-down design, a framework's outline is planned, indicating, yet not itemizing any first-level subsystems. At that point, each subsystem is refined in more prominent detail, for instance, once in a while isolating into various degrees of subsystem, so the entire particular is disintegrated to essential components.A top-down design is otherwise called a stepwise plan.A top-down design is the decay of a framework into more modest parts to appreciate its compositional sub-frameworks. In top-down design, a framework's outline is planned, indicating, yet not itemizing any first-level subsystems. When the modules are constructed, it is easy to assemble them, fabricating the entire framework from these individual components. A top-down design is otherwise called a stepwise plan.

The framework of the proposed AR tour guide consists of four parts: Context details, Augmentation, and Input/Output agent. In the Input agent, preview or live video pictures of target scenes are caught by a camera which is connected on the AR local area expert. A users profiles are acquired by basically choosing realistic UI (GUI) menus with a pointer pen or finger. In the Context details, a users areas are perceived by coordinating with depiction pictures of wooden tablets to their predefined reference pictures of a data set. These are then shipped off administration specialists: setting the board specialist what's more, map the board specialist. The setting the executives specialist coordinates logical data like the users areas and profiles (age and language), also, connections to their comparing data and substance of every information base.

Utilizing live video pictures got by the information specialist, in the increase part, characteristic scene data of social legacy destinations is outwardly followed and camera presents are assessed continuously. Enlivened 3-D virtual characters are delivered on the genuine destinations dependent on the assessed camera presents. The yield specialist shows data, substance, and a visit map on GUI windows of the AR local area expert. It additionally gives prerecorded portrayal synchronized to the delivered 3-D virtual characters through a speaker.

V. RESULTS

The modules are addressed in the screenshots. Once the user scans the QR code of the place , a 3-D Model of the Mysore palace along with the 3-D character pops on the screen . Then once the user clicks on the next button on the screen, the user will be navigated to the next page where the 3-D avatar delivers the speech about the palace.

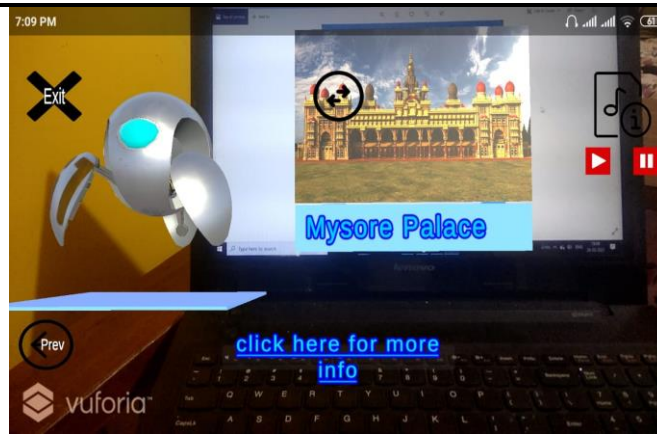**Fig 5.1 A Preview of 3-D Model of the Mysore palace**

Fig 5.2 Target Image Recognition via QR Code Scanner

VI. CONCLUSION & FUTURE SCOPE

The task that we have created is an Augmented Reality portable application, centered towards the travel industry area. It enables the clients to discover fresher and lesser-known spots through an improved and better insight, blending reality with advanced substance and traveler asset information. The project which is based on the Android stage, picks the substance to be seen as for distinguished targets, what's more, client assumptions. When the substance has been separated suitably, it gives alternatives to survey in 3D modes.

We can add more features like a review framework for the users to get input for a specific area. We can likewise add a hotel booking framework to give simpler utilization to the user

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