

## Creating an Augmented Reality Text Using Aurasma

For this assignment, you will be creating an augmented reality (AR) text using Aurasma Studio. An augmented reality text is a physical text that when scanned by a smart device such as an iPhone or iPad, produces some digital material that is overlaid on that physical text.

First download the HP Reveal application to your smart device. Log in as AR Cortland (password arcortland). We will be using this application later.

Each AR experience has two parts to it:

1. A “trigger” image -- an image that is scanned by the smart device
2. The augmentation -- the digital enhancement. In Aurasma, this is called an “aura.”

Augmentations might include:

- a. Web pages,
- b. Images
- c. Videos
- d. 3D objects
- e. Audio files

### **The Trigger**

A trigger image works like a QR code, telling the smart device what video, website, image or 3D object to retrieve. For the image to work, however, it must be complicated and densely pixelated.

For this assignment, I’m pulling images from my augmented reality project, *The Augmented Palimpsest*. This is an augmented reality version of the General Prologue to Chaucer’s *The Canterbury Tales*. *The Canterbury Tales*, is a 14th c. medieval frame narrative. In this story, 24 pilgrims are traveling together to Canterbury to visit the shrine of St. Thomas a’Becket. Along the way, each is supposed to tell a story. In the “General Prologue” we are introduced to these pilgrims as each is described by Chaucer the Pilgrim. In our AR edition, each of these descriptions, or portraits has its own page. The page is placed in the middle of the sheet with a border from a medieval manuscript surrounding it. Portions of these borders can then be scanned to bring more information to the reader.

Each of you will receive one of these trigger images associated with a pilgrim.

### **Logging onto Aurasma**

Go to [www.aurasma.com](http://www.aurasma.com)

Click on the Login button in the top-right corner.



The World's Leading Augmented Reality Platform

Augmented Reality in 60 Seconds

Aurasma is changing the way we interact with the world. Turn

Aurasma's platform includes a powerful drag-and-drop web

Username: ARCCortland

Password: arcortland

Logging in will take you to this landing page:

welcome, ARCCortland My Account Help Log Out

Aurasma Studio DISCOVER ASSETS MY AURAS Create New Aura

Explore Auras Search...

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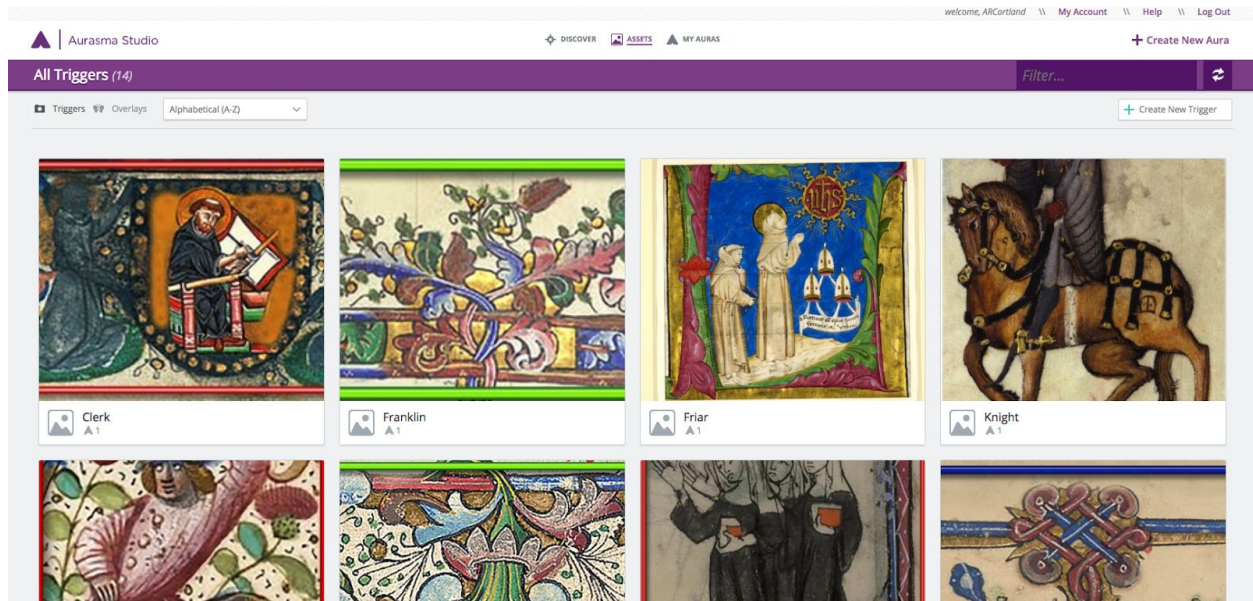
03 - 757 TPN Boeing

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Dr. Bruce Brown, Profesor de Investigación, Universidad de Houston, Graduate College del Trabajo Social. Investigador pionero en los temas de la vergüenza, el orgullo y el valor. Su charla en TED está entre las más vistas en TED.com con más de ocho millones de vistas, una de las más vistas en "El poder de la vulnerabilidad". Descubre la Liferage.

Click on the “Assets” button top center. This will take you to our assets page, where you should see all of our pre-loaded trigger images.



## Your Assignment

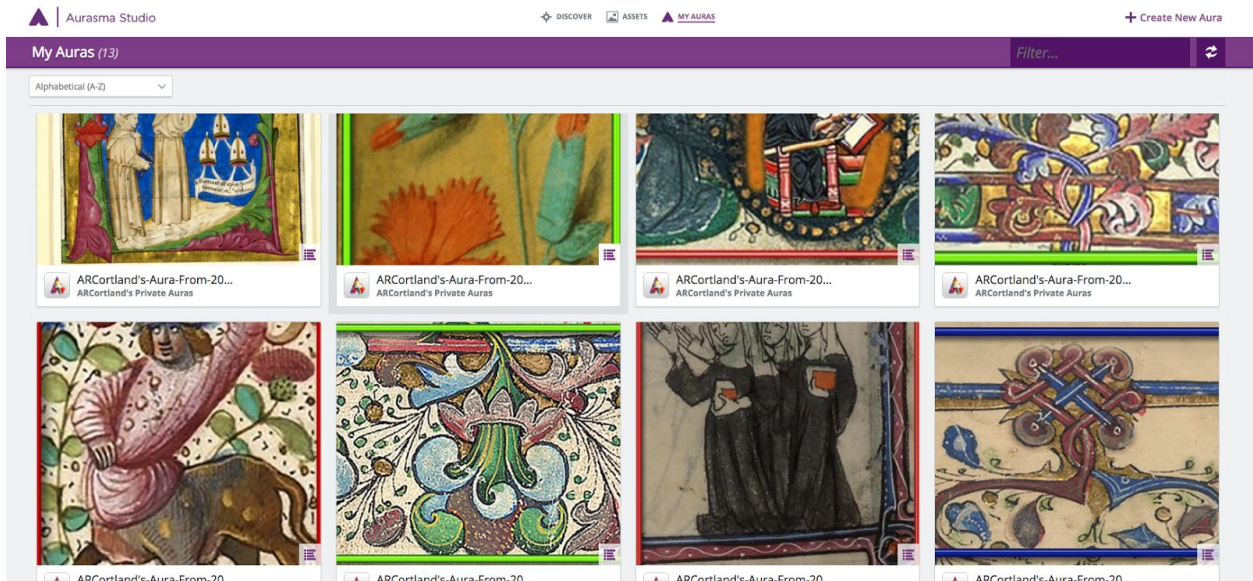
What you are going to be doing is adding an “aura” to the trigger image. This aura can be an image, video, or website. Technically, you could use a 3D image, but finding one that will work will be difficult given our timeline and subscription level.

What you are going to be doing over the next week is looking for an online asset that would help a student understand more about the pilgrim that you have been assigned. Can you, for example, find a video about medieval knights? A web page that explains what a Prioress is? A recorded lecture? Take some time to find something that might *really* be useful to a student with little understanding of 14th century England. Once you have found this digital augmentation, you are going to link it to your image as an aura. For web pages, this is a two-step process that I will outline below.

**First try adding *something*** as an aura associated with your image.

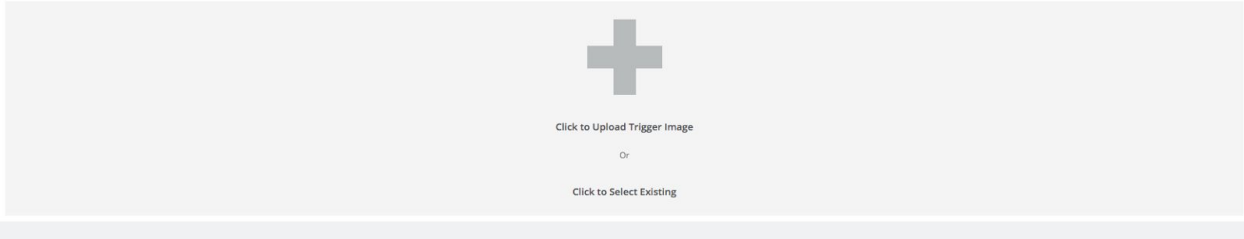
Go to google and try to find an image of the type of character you’ve been assigned. Save the image.

Then go back to Aurasma, and click on the “My Auras” button (top-center-right)



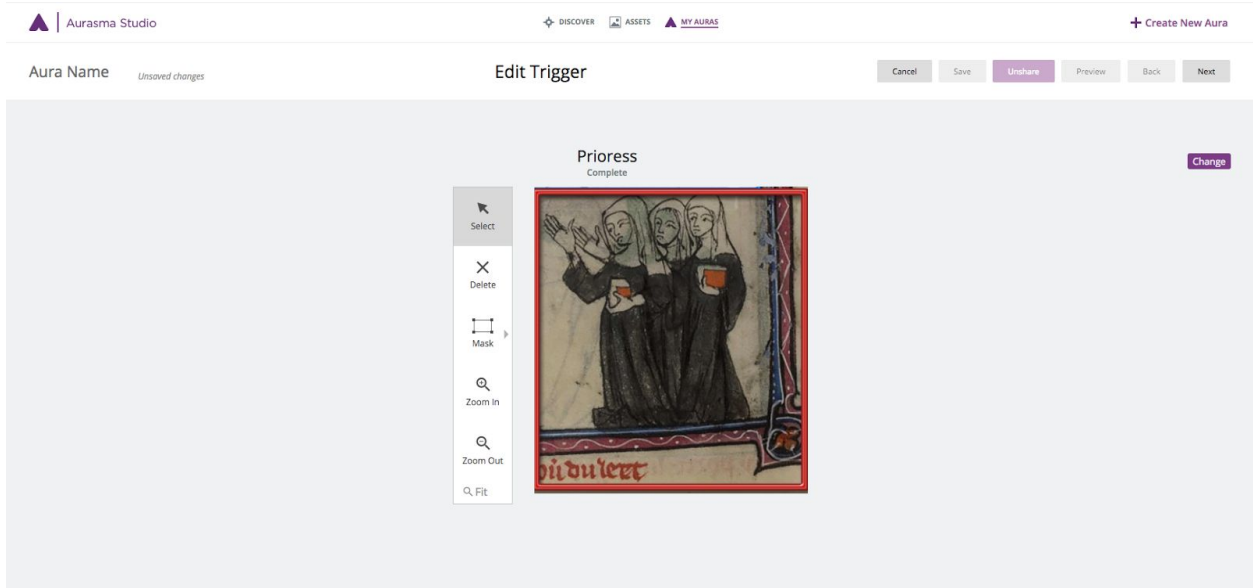
Then click on “Create New Aura” (top right)

This will take you to a screen that says



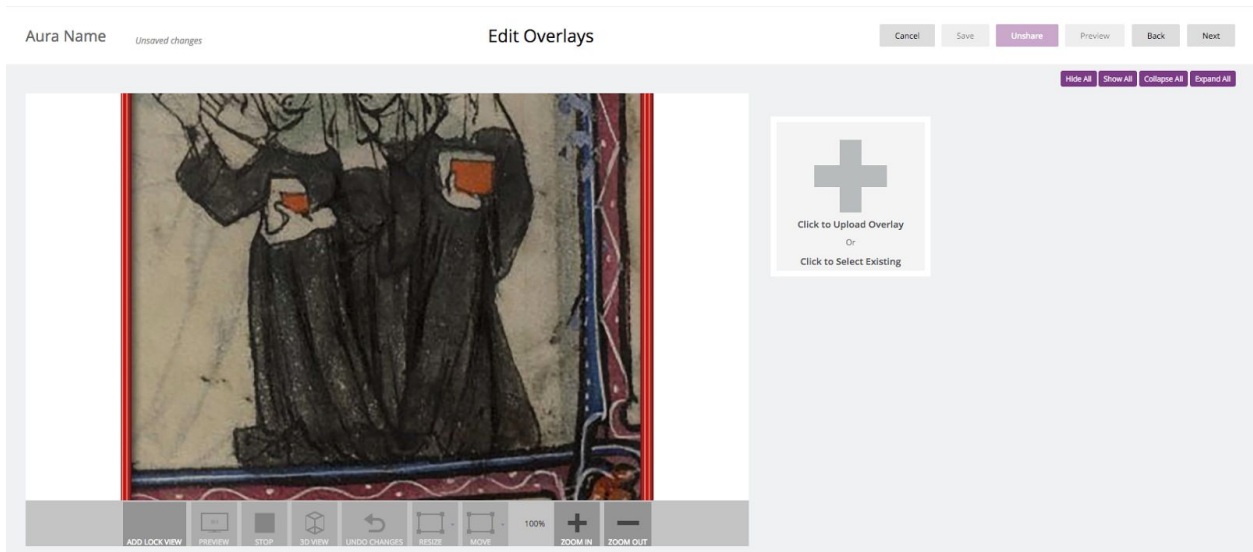
Click to upload trigger image, or click to select existing. Choose the “click to select existing” option.

Choose your image. For this example, I chose the prioress.

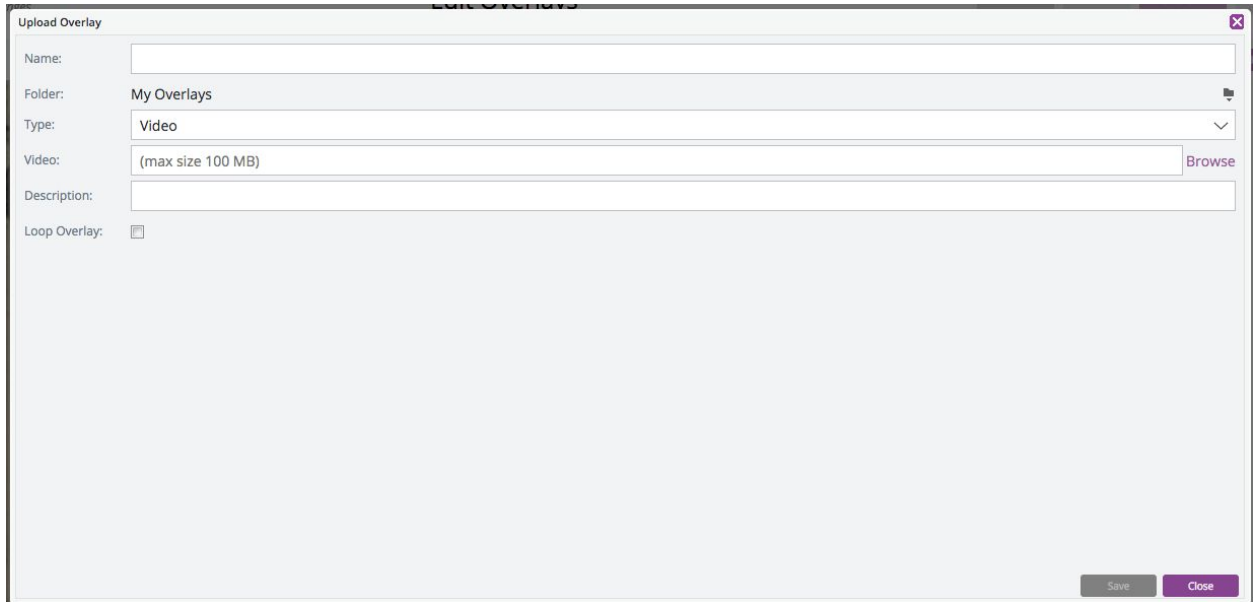


Then click the “next” button in the top right corner.

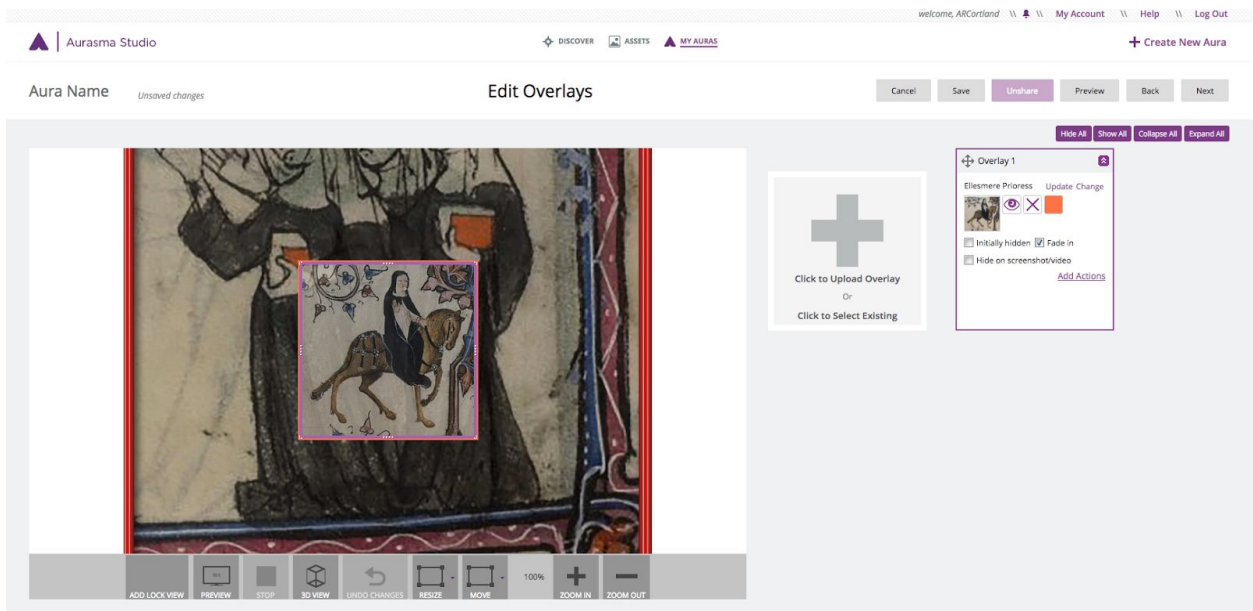
In the upper left-hand corner, give your aura a name. I’m saying “test 1”



Then click on the “Upload Overlay” button. The overlay, in this case, is going to be the image that you found of your pilgrim and saved to your computer.



Give your overlay a name, choose which type of file it is (image), and browse to find the file. Then click the “save” button.



Then save your aura and click the next button.

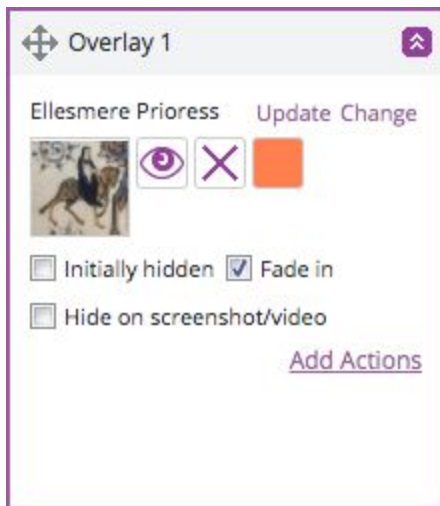
You're done!

Open the HP Reveal app, and scan your image. You should see your overlay!

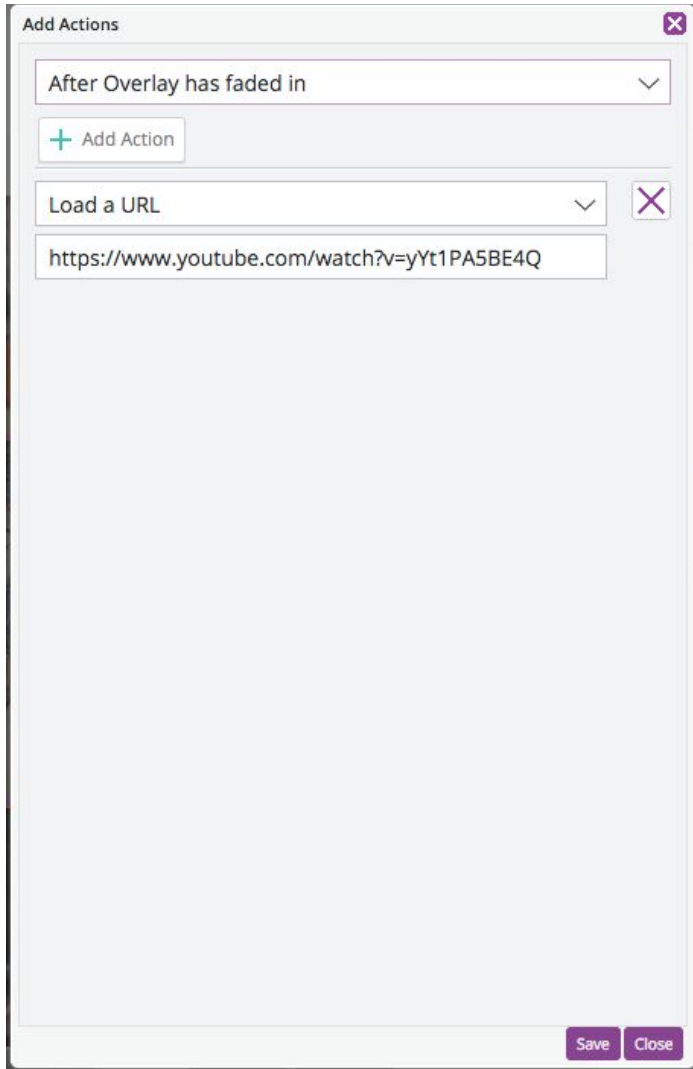
### **Adding Web pages as Overlays**

To add a web page as an overlay you need to take this process one step further.

On the Edit Overlay page, you will see a small box to the right of the screen:



Click on "Add Actions." This will bring up the following screen:

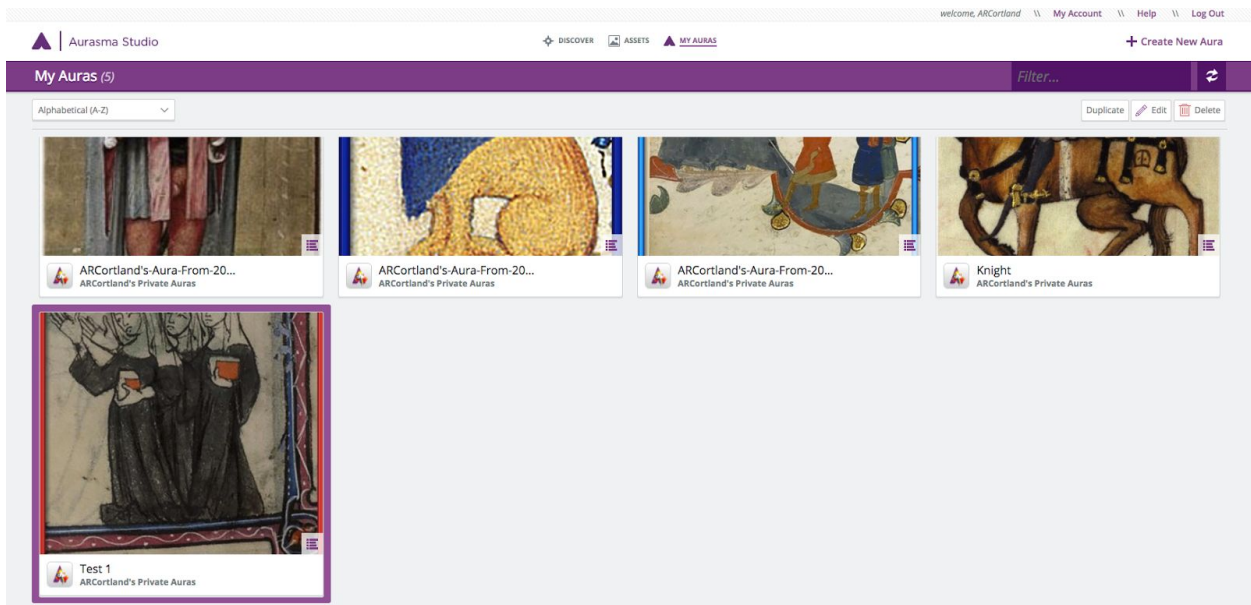


Here you can tell the app to go to a URL after the Overlay has faded in. (There are other options as well).

This also works for Youtube videos.

After you have done your research and found the asset that you want to add to your image, you can simply edit your aura from the "My Auras" page.





## **Blog Assignment**

As you are working on this project, take screenshots of your work and take some reflective notes in a Word or Google doc. When you have finished this project, I'd like you to write a blog post about 2 things:

1. Document your process -- what did you do and what did you think about it.
2. Think of some ways that this technology could be used in the "real world." How could it be used in classrooms, the marketplace, print books, newspapers/magazines, the workplace, museums, etc.