FINAL YEAR PROJECT REPORT

DEVELOPMENT OF AUGMENTED REALITY FOR COMPUTER WEARABLE SPECTACLES

In fulfillment of the requirement
For degree of
BS (Computer Sciences)

By

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Abstract

This project is all about to place virtual objects in real environment using Augmented Reality. An application has been developed for this problem name Development of Augmented Reality for computer wearable spectacles. In this application with the help of virtual environment user can select the spectacles looking suitable on his face without going to the shop and wear it. The human face is focused via webcam. Also user can upload his/her image to check for the designs if he/she has not webcam. There are three main parts in this project, first one is the process of facial detection of human face, then using animation library to place those virtual glasses on the eyes and the last one is to select spectacles according to the human liked on the screen. Furthermore, the user needs to select the desired spectacles from the option screen.

The designs options presented to the user will be based on the customer face. And customer will select from the proposed spectacles. Hence it is become easy for a customer to do the selection. It should be noted here the proposed approach will only proposed the spectacles set to the user not the optimal one.

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