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Abstract

Augmented reality (AR) is a live direct or indirect view of a physical, real-world environment whose elements are augmented (or supplemented) by computer-generated sensory input such as sound, video, graphics or GPS data. It is related to a more general concept called mediated reality, in which a view of reality is modified (possibly even diminished rather than augmented) by a computer. As a result, the technology functions by enhancing ones current perception of reality. By contrast, virtual reality replaces the real world with a simulated one. Augmentation is conventionally in real time, and in semantic context with environmental elements, such as sports scores on TV during a match or headlines during news. Recently, in Bahria university, there is no navigation guideline so different students, faculty members and visitors face interrupts and issues while moving in university. The main target of this project is to provide a guideline to the students, faculty members and visitors to move in university without any interrupt or wastage of time. The main focus of the project is based on augmented reality, which specifically target buildings after detecting the building float information of that building. Our application would be able to provide a 3-D Model of university and 2-D Map navigation.

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