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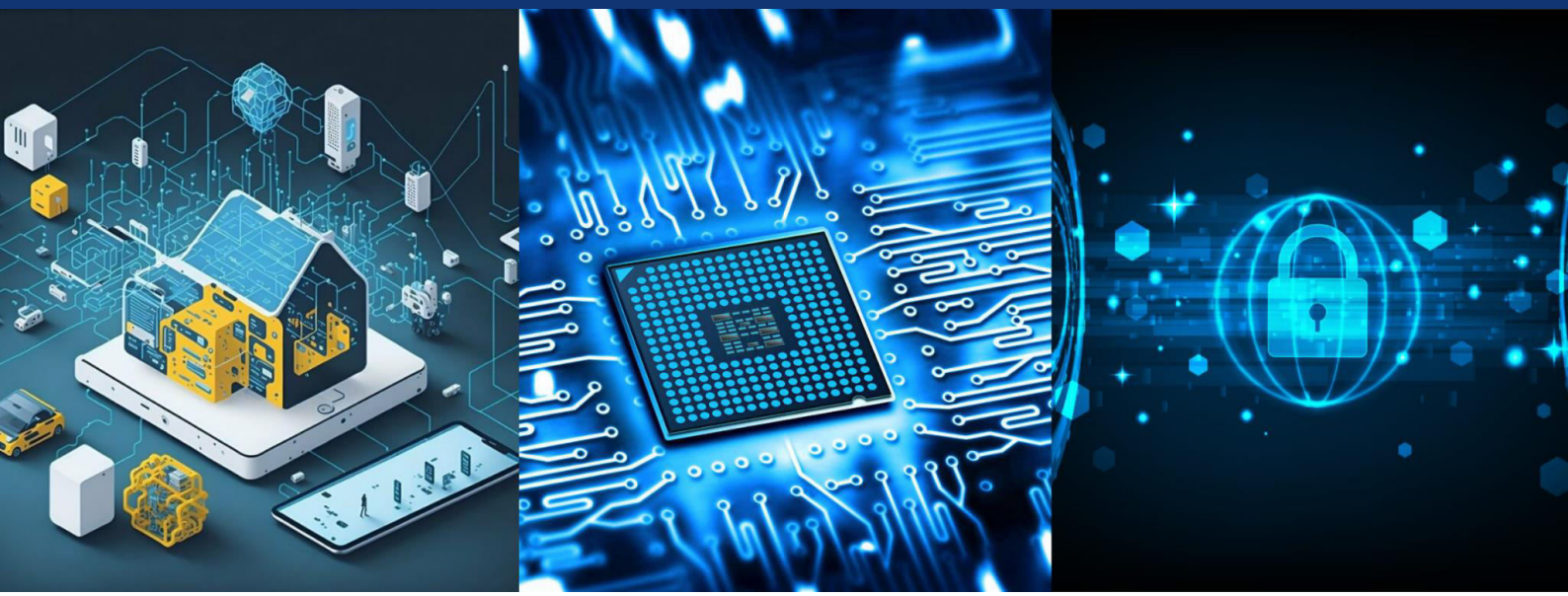
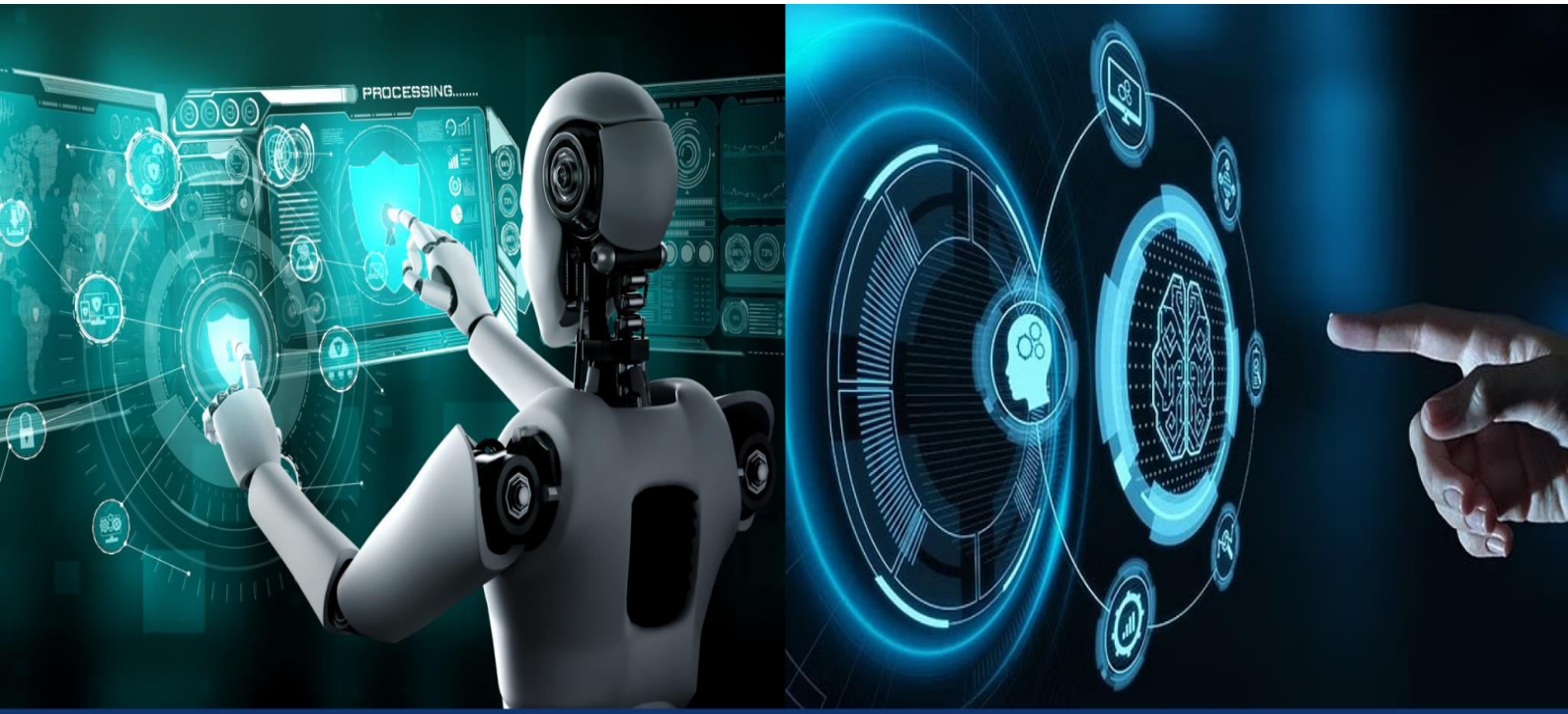


International Journal of Innovative Research in Computer and Communication Engineering

(A Monthly, Peer Reviewed, Refereed, Scholarly Indexed, Open Access Journal)



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Toddler Genius: Learn, Play, Grow "Nurturing Curiosity, Creativity, and Confidence"

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ABSTRACT: The current level of expansion in technology is Augmented reality, which is enhancing the interactivity and media content of the web and increasing the quality of delivery. Here, we use this technology to improve the learning ability to child. The main concept of the project is to increase the learning capability of the child to an advanced method. For Example if a child needs to learn a alphabet it will be display a object in a virtual mode which is displayed by using a Augmented reality process. To develop this use the unity engine, sketch up 3d pro, vuforia for this project .To do this should have the installed unity engine to create a file .After creating a database in vuforia website,it should be connected with the unity engine. Then need to upload the platform where we have to display the 3d model into unity engine. By using camera tool, we can display the 3D module including Price and Expiry date linked to the platform. Atlast it should be developed as an APK.

KEYWORDS: Augmented Reality Technology, Product details, database,

I. INTRODUCTION

Here, Augmented reality(AR) is one of the trending technologies that has witnessed significant growth in recent years as a result of its effectiveness , this was implemented.AR can be considered as a concept rather than a certain type of technology.it has been identified that it will more helpful to the public users to save the time.AR can be more innovative in making the work easier. Technology is well versed and to become a trending things to implement in a latest technology. It has been emerged with the potential for the education field.AR is used in many types of field in education. The implementation of the sample object that is in the process of visualization.AR can also act as a supportive interaction between the real entity and user friendly environments then it will be allowed for a process of object manipulation. It supports to gain the grasping power for the students to learn about something. AR mainly helps to spend the time in a useful way. Here, the AR module has become integrated into edu and the implemented into a point to a positive impact on learning and teaching styles. The technology integrated tools into a quality education teachers don't only have to go through a good DEA. Over the past few years, governments have introduced initiatives to improve quality and efficiency education and training activities. Students believed that incorporating technology help them through the learning process . As a result, the learners to pull out technology. The Students felt the integration of technology help them with their learning process. As a result its start to implement in a research technology.AR in education is recently considered as a major role in a effective manner. role with more widespread adoption of users than ever before the implementation. Even in an excessive amount in recent years, the level of uptake of AR in education continues to be dissatisfying. The expense is not more than the average level. The AR must be a good platform is to enhance the developed area is to be a recent technology that to be in a current state of the network. Then the AR have the implementation.

II. LITERATURE SURVEY

Kerawalla, et al[1] has proposed various choice of learning innovation depends on a person's access to various technologies and the infrastructure environment of his or her environment. Johnson, et al[2] has proposed strong potential to deliver both powerful on-site contextual learning experiences and accidental exploration and discovery of the network. Johnson, et al[3] has proposed like the mapsky superposes information about starts and constellations as users roam the sky with the panoramic view from the application using the camera to their smart position. meso et al[4]The charcteristics of AR result is a various format of positive learning modules and outcomes. The interactive 3D sector has the ability to withstand the templates and to enhance the learning experience of the students who are making

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the activity in a good purpose and to maintain the knowledge development sector. The survey of the AR edu is the right way to develop the recent way to set the program for the developed platform into the test engine unity 3D then it would be more useful in the different types of the field. The 3D module is very much useful to do something.Then the process will be in a continued state before the enhancement of the process:

III. PROPOSED SYSTEM

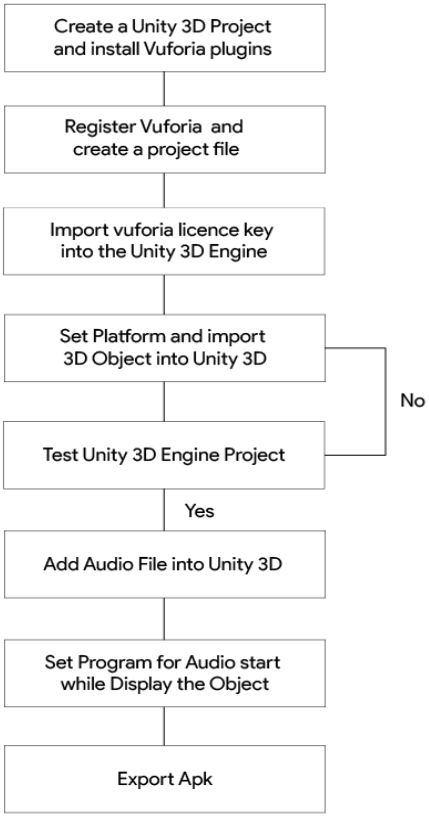

Fig 1: System Architecture

The flow of a proposed system is to first create a 3D object and to install the needed plugins that is used to create the object.Then register the vuforia to implement the created object. after the process of this the next step to create the project file to export it. Here, is to set the platform and import the created 3D Object into the unity module .If the object is not imported properly the testing process should be implemented in the unity engine project.if it become the successfull process add the audio file into the created Unity 3D.Atlast set program to start the audio while displaying the created object and export the application(APK). The system is to be performed in the vuforia to set the platform and to import the 3D module in the specified domain. Here the AR performs the system is to create an object model to be import into the unity 3D hub then to implement the object that has been inserted into the specified corner. The AR must be that in which the without the source file of the unity 3D and the export platform of the vuforia platform. The proposed method is to be implemented from the unity 3D hub state to the Vuforia platform to access the Vuforia there should be import the license key into the platform. Then the AR would be in a function to move to the process

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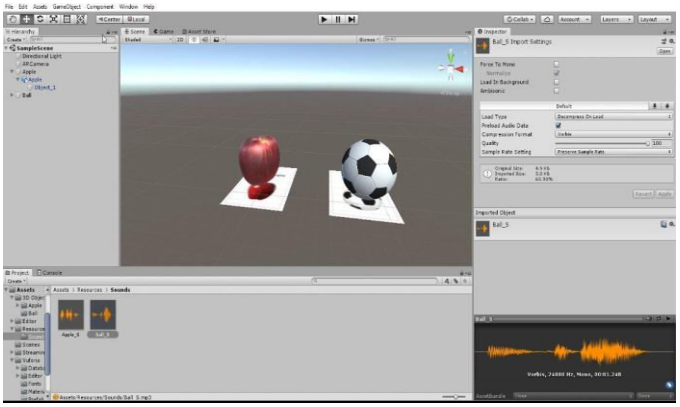
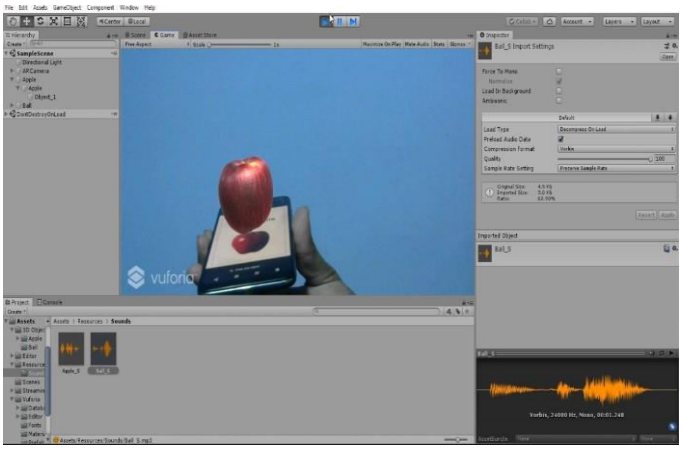
Module 1: AR Platform



In First it is considered to be a unique one in which it plays the major role in this project. In this module the display of the object is fully depend only in the AR platform. This platform is stored in a database. The database named as vuforia. The mechanism of vuforia is to link the object name and the unity model file.Here, vuforia is one of the major mechanism in AR platform module to export the designed object. Atlast it will be displayed through the exported Apk. The apk is to be action in the performance task that must be in a object. The module should be in task that would play a major role then the model object should be in a accurate view to visualize For example apple will be moved to the Vuforia application.

Module 2: Scan AR platform to AR Apk



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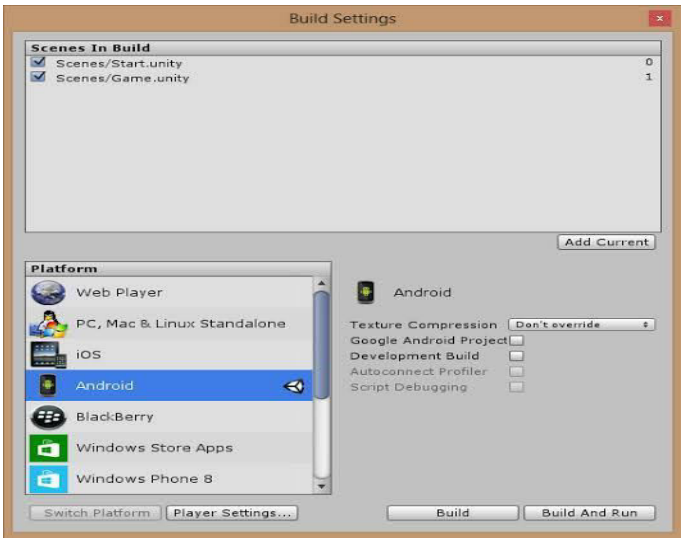
Once the platform is set and the 3D object is created. The next step is to import the 3D object into unity 3D. If the process is gets failed by the object is not scanned properly. The testing process is implemented in the unity 3D Engine project which has been created. After completion of this process it is ready to export the AR APK. Then the implementation of this module to be enhanced to the 3D object that will be imported from the unity and it will be executed through the vuforia app. This is the main source of the project to complete it. Without this source it cannot be performed in this module state. The main implementation of the module is to scan the 3D module is the process to convert to the AR into the visual model.

Module 3: Display AR Object with audio

The process of importing the object is completed the next process is to add the audio file into the unity 3D .Then set the program for the audio file to start the process while displaying the object. The audio is at the implemented into a

IV. FINAL RESULT



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Finally, The learning kit is ready for the children to enhance their skills to the recent technology AR and it is very much useful to develop the entire environment to set up the scheduled time to enhance the edu field and to it is more over is going to be used in the future carrier development. The platform is mainly developed for the small toddlers to improve the quality of learning. This it is to implement to the current trending technology to compare to the developed state to be gone through the fixed state.

The kid that has been made to perform in the public review to know the contents of the method is overloading and to complete it.

V. CONCLUSION

The proposed project can provide efficient way of the recent technology. The future AR can be act as a visualization technology looks promising, as demonstrated by business and industry interest and discussions. here it is mainly useful for the kids as well as the future students. In Future it will b comes to a regular activity to learn in the different types of field in the education line.AR is the upcoming level of the field which is useful for the education field and it can make as a public usage module. so, it can be made in a different field. The learning ability for the toddlers is to give more importance for under the influence of the education. In this module defiency the sample content to build the settings in means to start the unity engine.

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