

Watch Catalogue App using VUFORIA SDK and Unity

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Abstract: *Today's technology has changed the way we perceive this real world. Technology has changed over the years as to how we deal with small and large numbers. Technology has advanced to a new level of sophistication where the user can virtually visualize the object in the real world. Augmented reality is here with multiple solutions and offers user engagement at its maximum level. For example, during this epidemic we all learned to become digital. We wanted to create an application that would benefit the users, keeping in view the current scenario. Augmented reality is very popular right now! According to recent reports, augmented reality is set to become a billion-dollar industry by 2021. So, with two factors in mind, we decided why not create an augmented reality application so that you can easily try without having to visit different clocks at home. Shop and follow social distance. So, this is how we came up with the idea of the "Watch Catalog" app. Similarly, the virtual watch catalog is another innovative solution that allows the user to use the augmented reality to try out different models of the watch using the colorful sports wristband. Of course, the consumer does not have to rush to buy a watch form outlet. Users only need to install the relevant watch app.*

Keywords: Augmented Reality, Watch Try On, Vuforia SDK, Unity3D, AR Camera, Virtual Component

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