

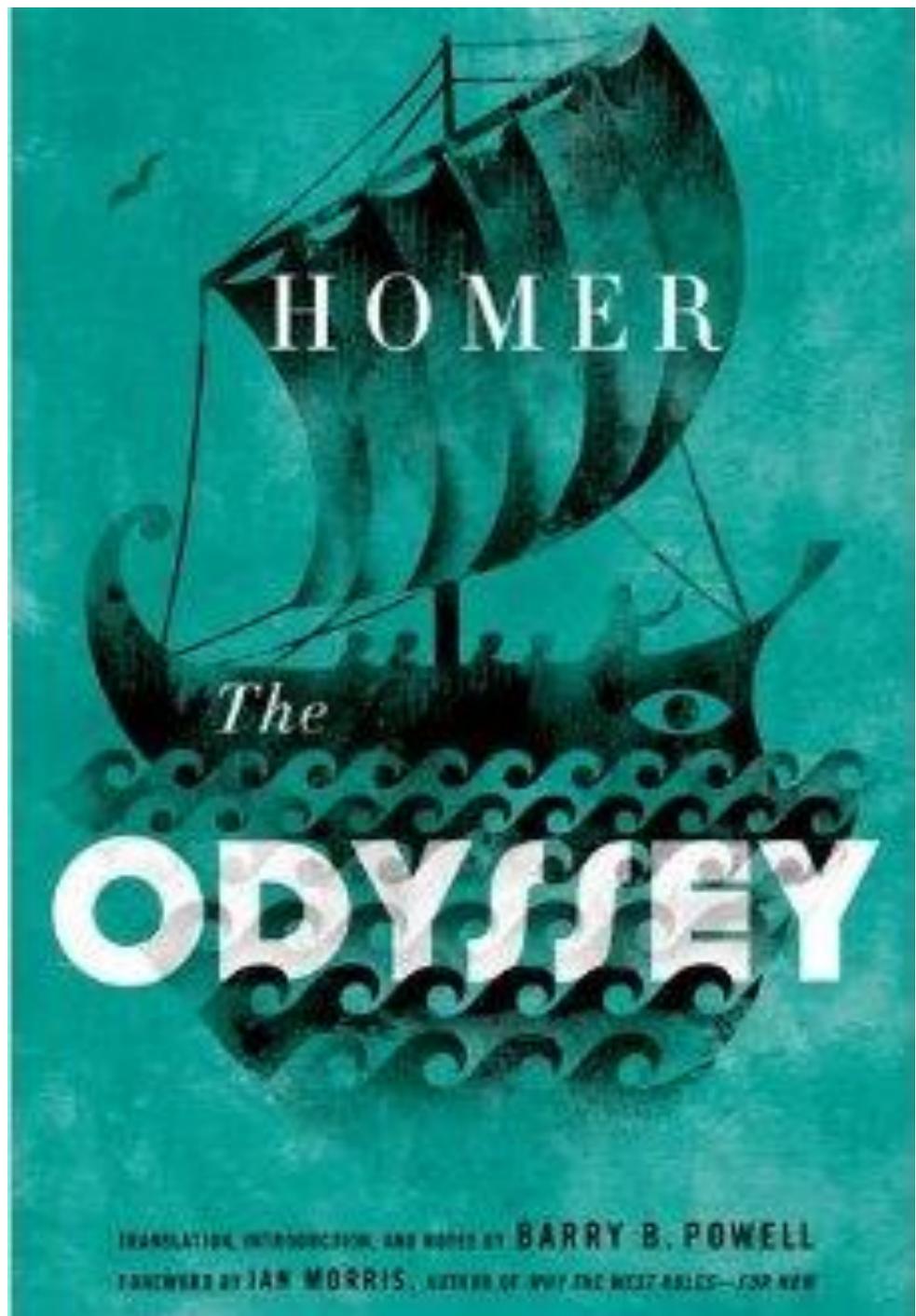
# DIY AR – An Odyssey

Creating your own  
Aura with Aurasma

The Anglia Ruskin University  
Augmented Reality Project

Mike Hobbs & Debbie Holley  
See our project website:

<http://augmentedaru.org/>



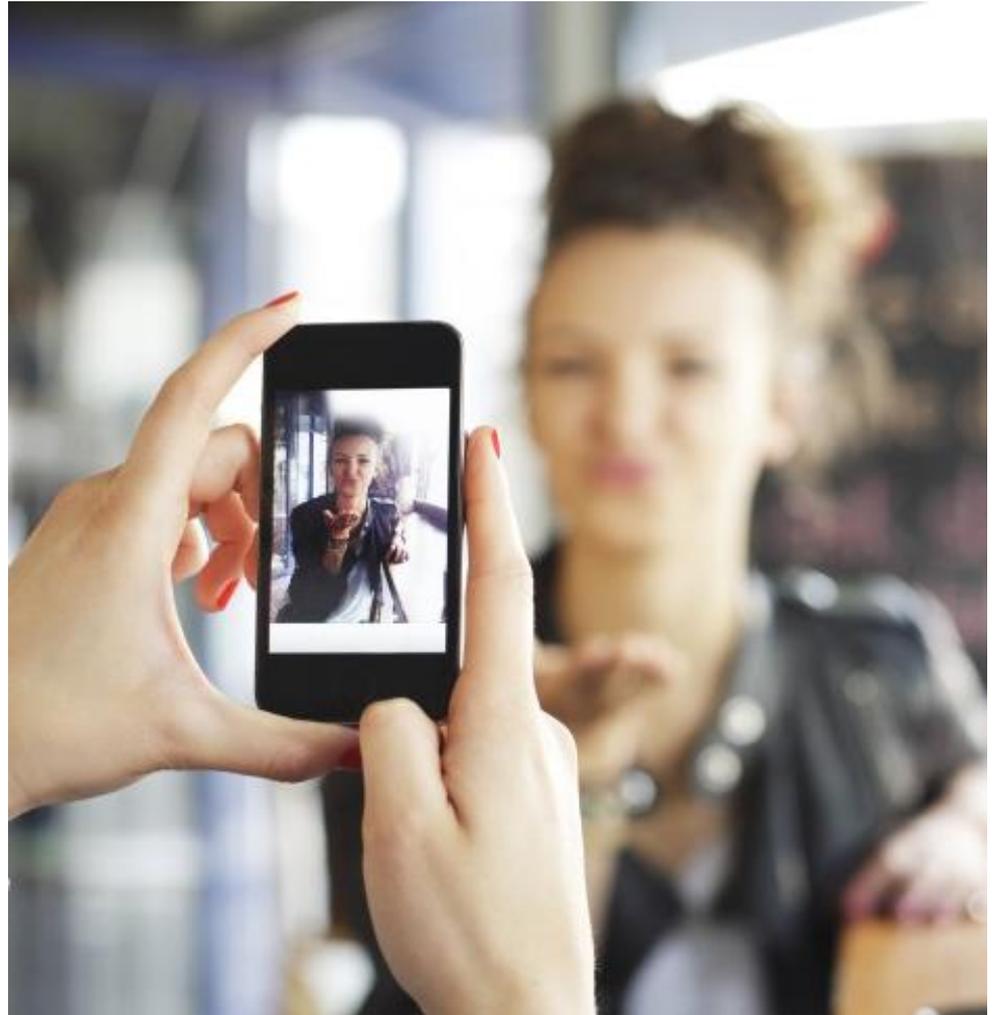
# Create Media

Script and practice a short (i.e. 10 sec) video clip. E.g. *'Why the Odyssey is an important book...'*

Use the video camera on the device that is running Aurasma.

Set the resolution for your video to the lowest setting (saves space 20Mb limit) – (*you may need to google how to do this*)

Record your video and save onto your device.



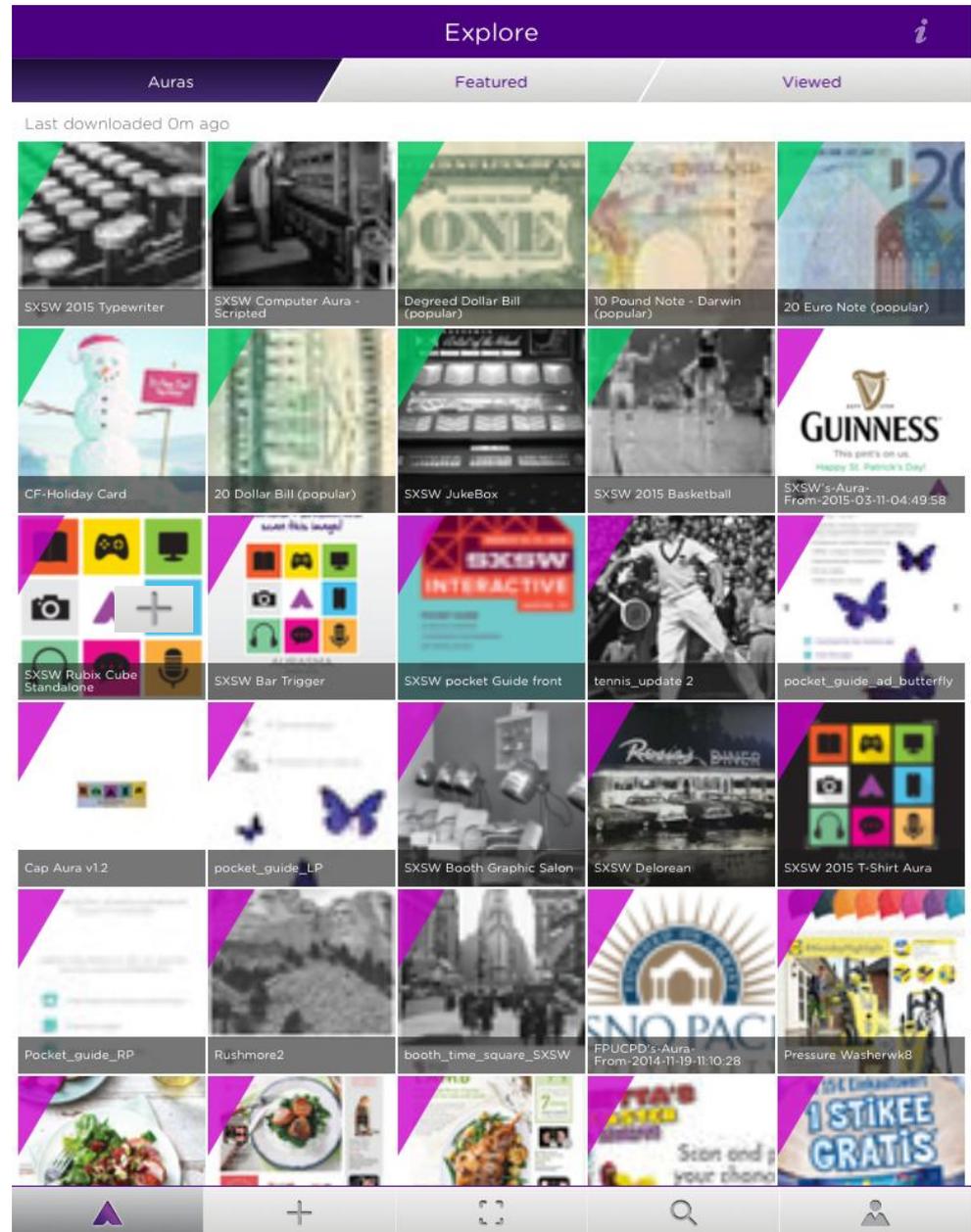
# Create Aura

From the viewfinder screen Tap on the



at the bottom of the screen to get to the set of available auras and the menu icons at the base of the screen.

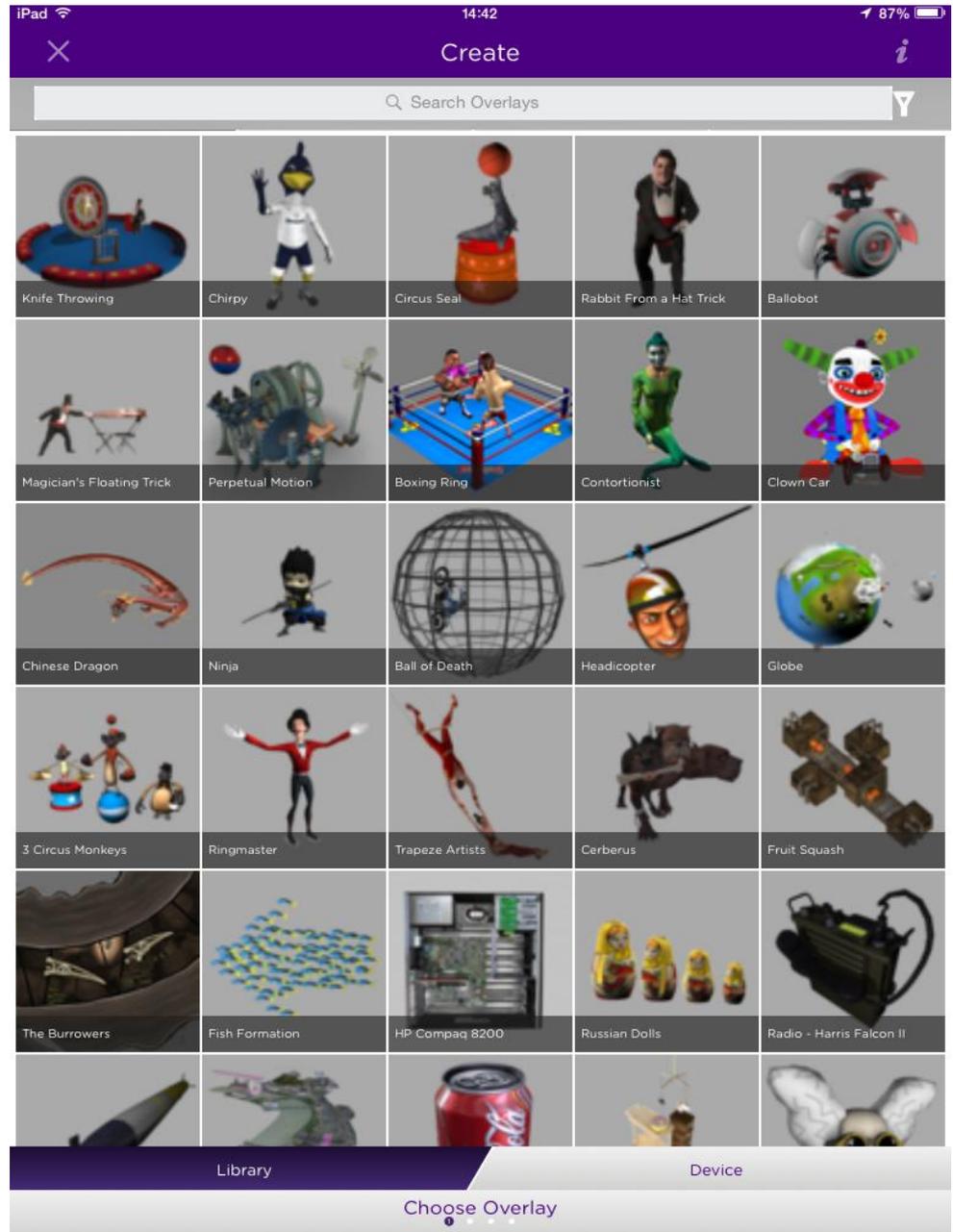
Tap the  to start creating our aura



# Choose Overlay

You are presented with some simple, library animations that can be used as the media that is played.

For now ignore these and select the 'Device' tab from the bottom of the screen.



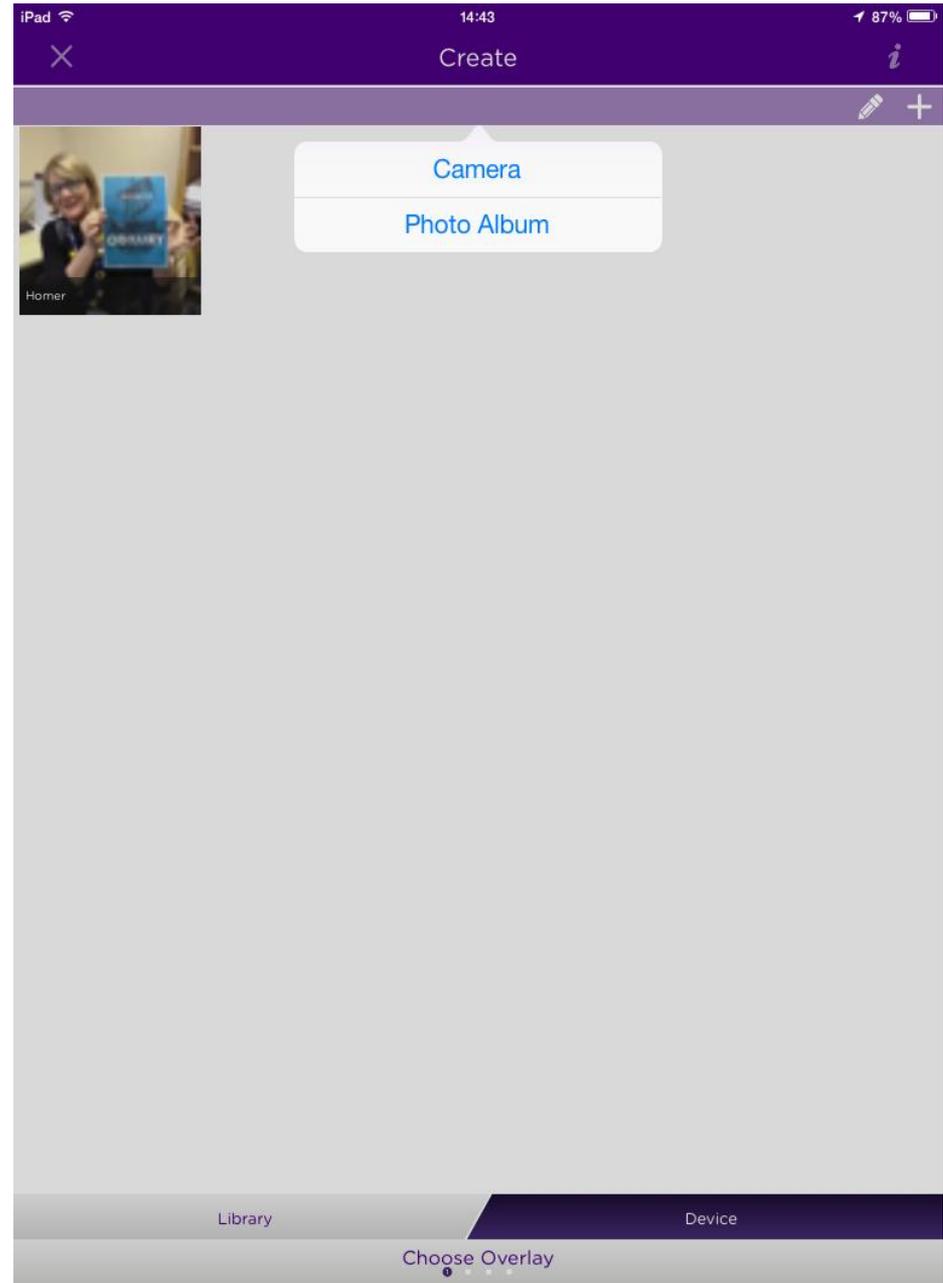
# Choose Overlay

In this picture you can see an overlay we have already created.

You will need to add the video clip and create an overlay.

Tap on the + on the right hand side of the bar at the top of the screen.

You can record media directly using the 'camera' but choose the 'photo album' to load your video clip.

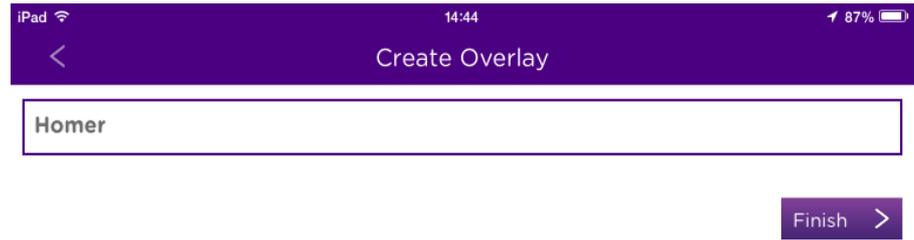


# Select Media & Create Overlay

From your photo album or gallery select the video you want to use.

*If it is too large you will not be able to create your overlay so you may need to edit / post process your video to reduce the resolution and size.*

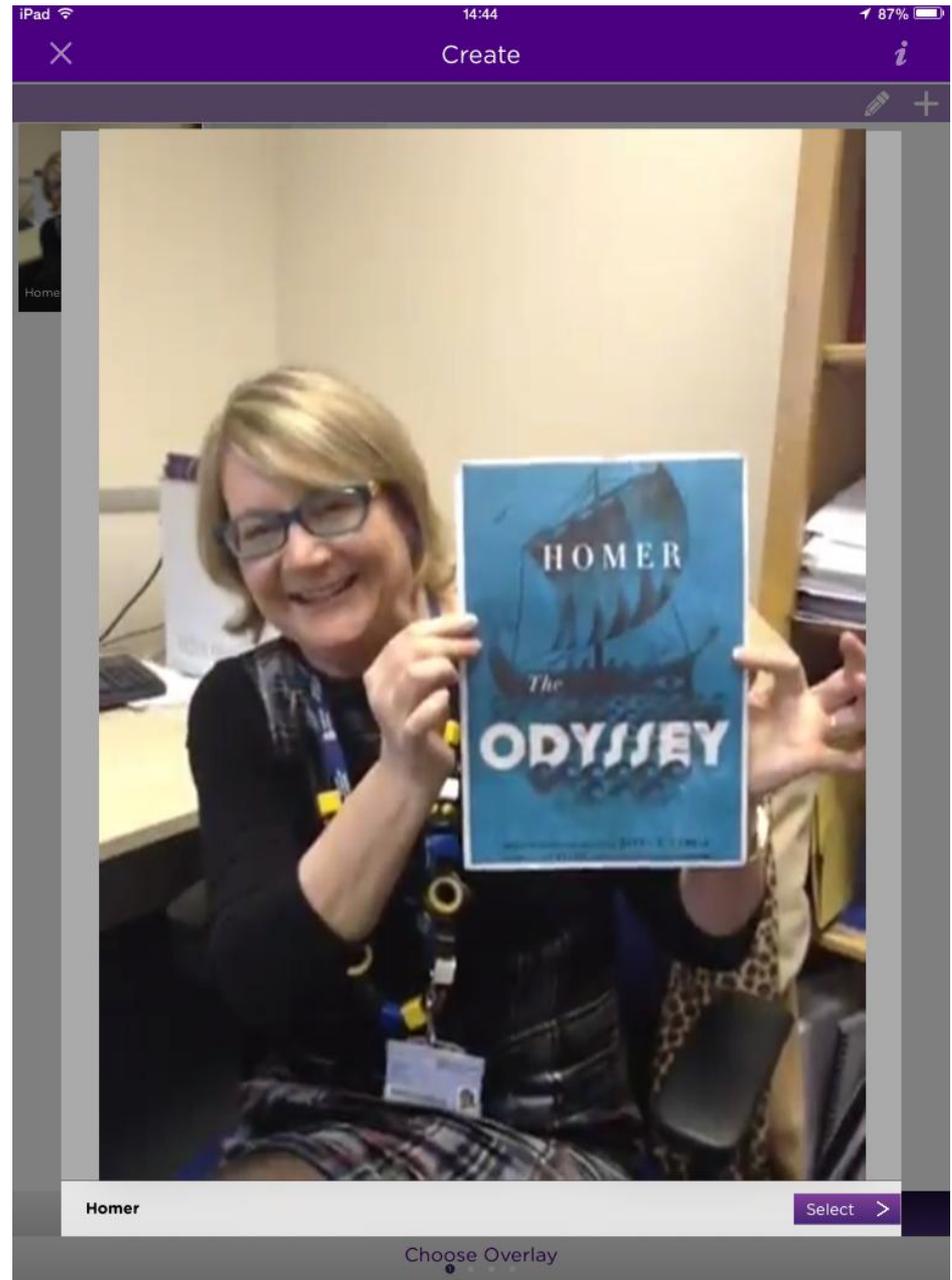
You should name the overlay then tap 'Finish'



# Select Overlay

Once you have created your overlay you can select it (tap on the image) and you will then be able to see the media played (in a loop) on your screen.

If you are happy you can tap 'select' at the bottom left of your screen.

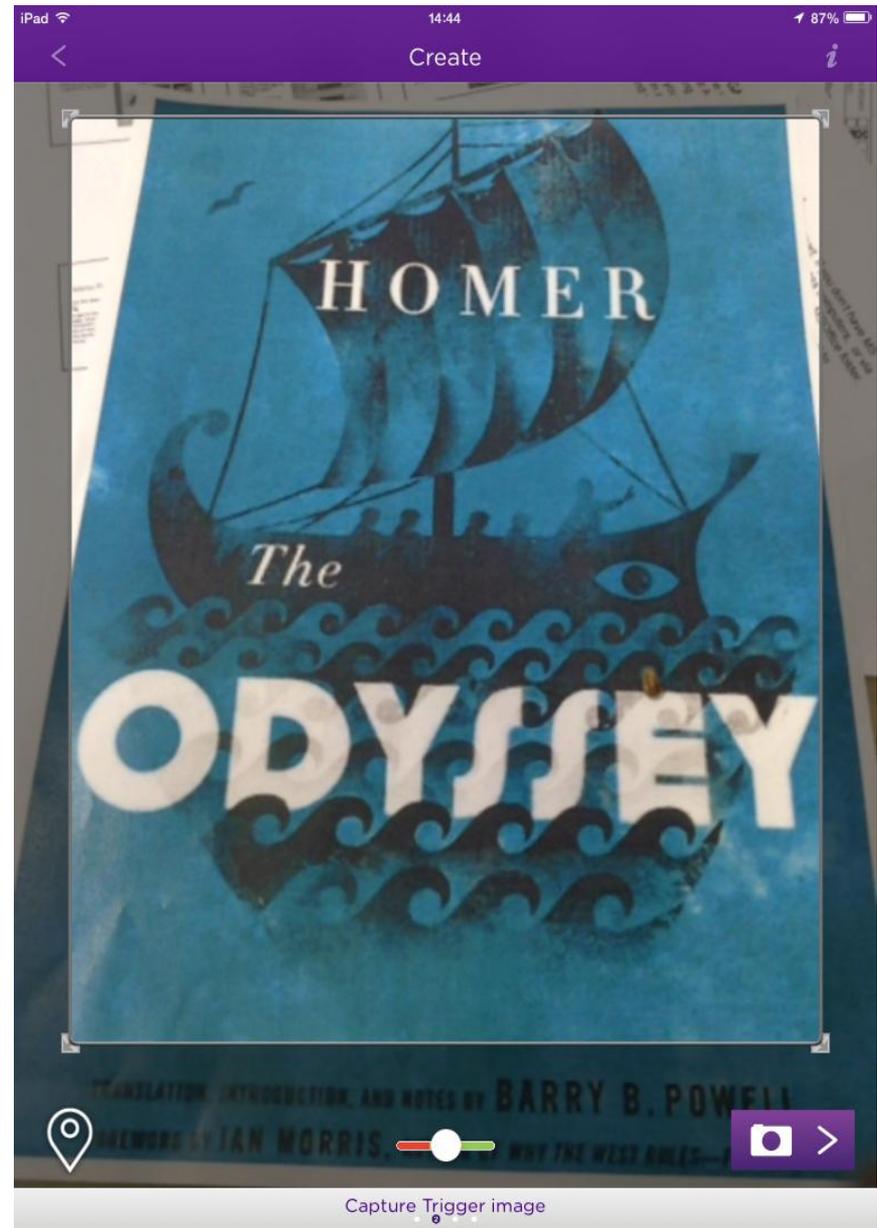


# Capture Trigger Image

You can now point your camera at image / scene you wish to use as a trigger.

The small scale at the bottom shows when you have a good image (green) or one without sufficient contrast (red)

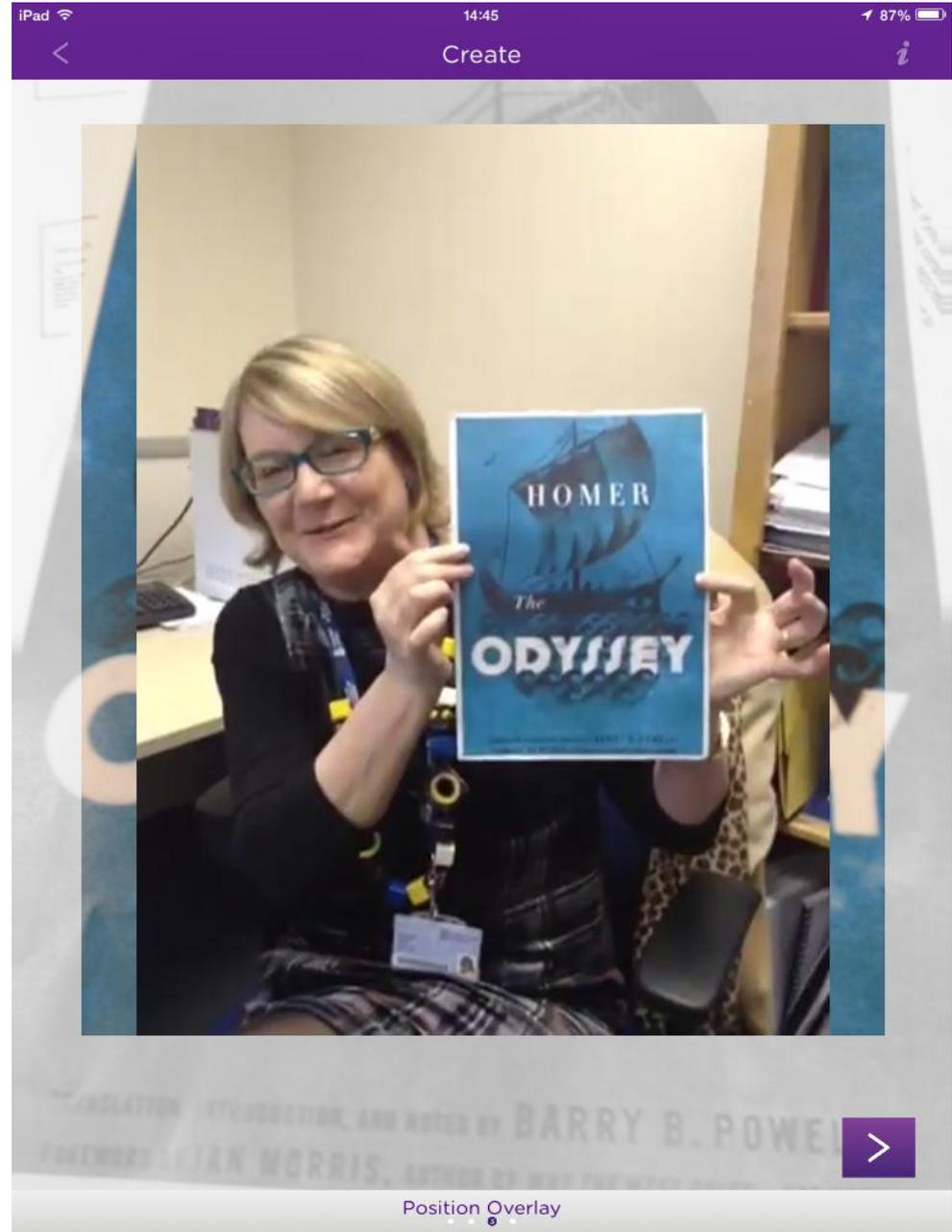
When you have a nice clean image (watch out for reflections / shadows) tap the camera > icon in the bottom right hand corner.



# Position Overlay

Your overlay will now play (in a loop) superimposed on your trigger image.

You can change the position by dragging with your finger, or the size by pinching between two fingers, rotation and aspect ratio.



# Name & publish

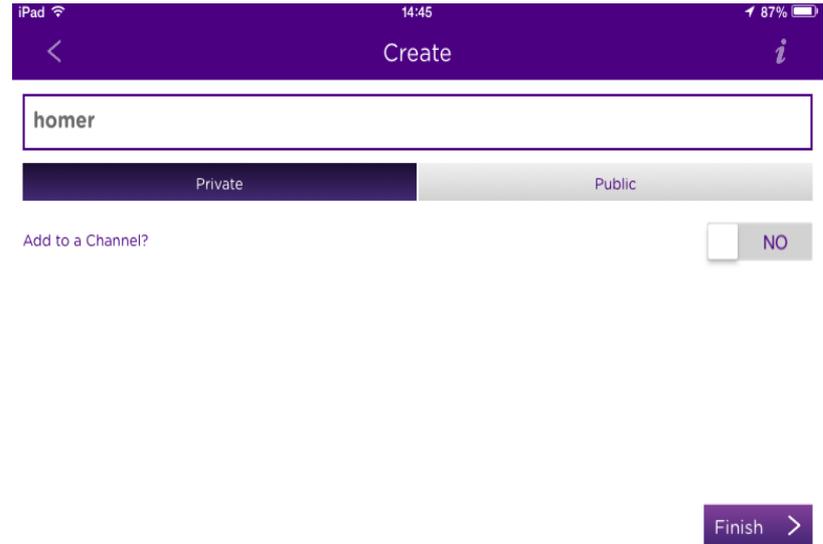
You can now name your Aura and finish.

You can now test out your aura on the trigger.

By default your aura is added to the 'private' channel of your device.

If you want to make it public you will have to create and/or log into an account.

Then your aura will be loaded to a remote server and available to others who follow you, or your channel.



# Log onto or Create Account

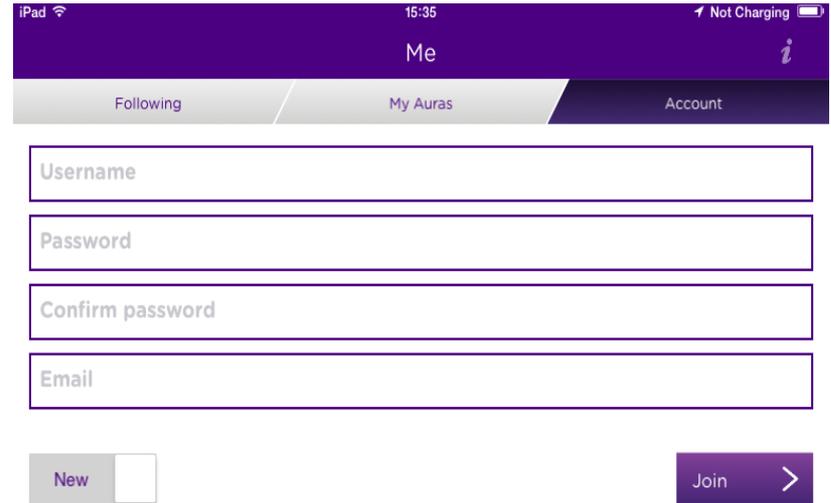
From the view finder, tap  
the A to get to the menu,  
then select the account  
icon



The default account is  
'Me' but you can create a  
new account by putting  
filling in the account  
details with 'new'

Or log into an existing  
account with name and  
password with the slider  
set to 'existing' e.g.

books4U with  
arubook2015



iPad 15:35 Not Charging

Me

Following My Auras Account

Username

Password

Confirm password

Email

New

Join >



# Augmented Reality and Posters

Briefing document about Augmented Reality and Learning

<http://www.jisc.ac.uk/inform/inform35/AugmentedReality.html>

The benefits of e-posters

[http://www.sconul.ac.uk/sites/default/files/documents/7\\_15.pdf](http://www.sconul.ac.uk/sites/default/files/documents/7_15.pdf)

Augmented Reality Reading list:

<http://readinglists.anglia.ac.uk/lists/DBBCD9D9-98C9-8B7B-2975-3BBAB6E613AB.html>

See our project website: <http://augmentedaru.org/>