Augmented Visualizer For Real Time Data Through Virtual Reality In Automation And Control Over Internet

Jyoti Mukherjee[1], Dr J Arokia Renjith[2]
[1, 2] Dept of Computer Science Engineering
[1, 2] Jeppiaar Engineering College, Old Mamallapuram Road

Abstract- *The term Virtual Reality (VR) has attained it remarkable position from the beginning of the 1990s. Researchers had a sturdy physiological belief that someday their work will rule the future. On deep analysis of information science, we came to understand that Virtual Reality was presented with the Sutherland Institute within the 1960s. During the project demonstration researchers from the laboratories had delivered their promise "Impossible also can be Possible once we get into augmented reality. They proved that in the future entire world will rely on science and data. Currently, we were all surrounded by technology. The newest formation of IoT is now converging to IoE (Internet of Everything). While using this technology, one can access each device, equipment, and machinery within its surrounding through any application or "middleware system". In our present life, even our assistants and workers are been replaced with tech gadgets like smart assistance (Google Home, Alexa). This evolution has solved a number of the issues with remote operations, but in some scenarios, it's hard to speak with smart speakers due to environmental voice-over amplitude. As an example, there could be a large change of information mismatching in an exceedingly noisy environment. Filtering units can resolve this issue to some extent, but once we bring this to commercial sale the price of the merchandise with the perfect filter is going to be hectic for mid-range customers. Additionally that, it consumes an extended time to test this status of home gadgets if the information engine was mismatched. In further, the user must raise his questions because of such data mismatch. To beat this we propose automation through AR smart Home environment, which uses augmented reality and gesture recognition technology. On further evaluation of this prototype, we found that automation would be purely user-friendly and versatile to interact through gestures in an exceedingly augmented environment. In our project, we are going to use unity to bring an augmented reality camera, in brief, called an AR camera rather than a true camera together with Vuforia to present an AR-based IoT. Virtual switch which might control any device connected to a network.*

Keywords- Augmented reality, Virtual Reality, Unity, Vuforia, IoT

I. INTRODUCTION

The internet of Things (IoT) pinpoints at enabling the abutment and collation of the physical world and Cyberspace. Nowadays with the appearance of technology people can control and handle different appliances through their devices using different techniques from any corner of the planet. Augment reality (AR) is one of all the recent inventions evoked for the virtual automation of electrical appliances. This technology provides us a virtual view of the devices breeding a real-world environment Artificial intelligence with Virtual realitybrings augmented objects into the physical world where we survive.

Figure 1: Example of Augmented Reality

Augmented reality is employed in many areas like navigation in real-world environments, advertising, military, emergency services, art, games, the framework of architecture, commerce, translation, education, entertainment, sightseeing, information visualization, and so on.

A home automation system through the net of things is an aggregate that uses personal computers or mobile devices to regulate basic home functionalities and features

automatically with the support of the net from any corner of the globe. An automatic house is eventually bayed as a sensible home.

Many other times people forget to switch off their electrical appliances after they leave their home. Augmented reality in automation, maybe a relative idea on implementing automation to the subsequent level of the notch.

The usage of AR gives us a big advantage over other models since it can help us to manage devices or machines in a very real-time environment and helps anyone understand the way to operate them. Using augmented reality, the users can control the appliances more effectively and simply. Augmented reality gives the users a virtual experience that helps them identify the various switches through their mobile devices

II. PROPOSED SYSTEM

A. Introduction

In our proposed system we use augmented reality because the medium is virtual commutation. Everyone tends to choose a less messy environment in further a user-friendly interface and hence we need an appropriate method for moving towards augmented reality in automation. AR allows a virtual pop whenever the user points his/her camera towards the target that has to be controlled or the switch. That specializes in AR, a software development kit (SDK) is going to be required.

It provides application build configuration and automatic file generation. Thus we are able to build our very own AR app which enables virtual images mounted over real-time camera images which permit the user to decide on the ON/OFF option when the camera of the smart device is pointed towards the item. AR uses the concept of image tracking, processing, and communicating to manage the applications.

B. System Architecture

In the proposed system augmented reality (AR) is employed to permit a virtual object to commence on the mobile screen when the user points his camera towards the thing or a switch. For using AR, Vuforia SDR is required. Vuforia SDR may be a software library and framework for mobile apps accustomed create augmented reality experiences.

Using an augmented reality application, a reflection is mounted over the live camera image of the real world. Augmented reality enhances the experience of the user. When the user points the camera towards a switch, a 3D image will appear on the screen, and also the user can activate or off the switch using the AR buttons present on the screen. AR uses the concept of image tracing, processing, and communicating with the backend server (ARCHServ) to regulate the applications. The ARCH server may be a low-cost and efficient Linux-based server. It is used to deal with all the appliances from the backend

Gesture control technique can even be implemented which uses android image recognition in order that the users can control the appliances through the gesture commands in the Future. For gesture control user only has got to select the choice of the appliance and control status through gesture commands.

When a user inputs his action it takes it as a command and also the image is captured through the camera. Once the image is captured, the input image is compared with the info stored earlier before testing. The output of the comparison is that the image matched with any of the commands trained and a specific signal is produced because of the input for the controlling system.

A remote web control feature is employed to reinforce the operation of the appliances over mobile devices. Control data is distributed to ARCHServ to activate the overall Purpose Input-Output (GPIO) pins which are able to then trigger the household DC or AC appliances (E.g. On/Off).

The status of the appliances may be checked through an internet browser or mobile web interface and control them using the web. An automatic Image command will help the user to navigate to different options like (Option - 1 for Augmented Reality, Option - 2 for Gesture Control, and Option - 3 for Remote web control.).
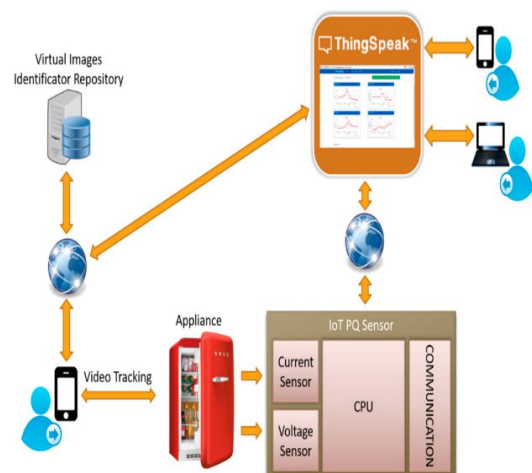

Figure 2: Proposed System

C. Desired Outcome

As this method is principally proposed for disabled and elderly people, it's easy for them to manage the appliance and be less obsessed with the caretakers. This method may also be implemented at hospitals so it helps reduce the burden on the nurses and to decrease the hospital expenses.

If the user forgot to change off the appliances, they'll do so remotely with their mobile devices and hence save electric power and reduce electrical hazards. As augmented reality is employed, it'll help the users with easy navigation and interactive control of electric appliances. Thus this technique is believed to regulate and monitor electrical usage and turn off the appliances with ease.

III. H/W & S/W REQUIREMENTS

A. Hardware Specifications

Express if ESP8266 NodeMCU is used for the backend processing which provides an interface for the electrical appliances and mobile devices. It is also used for hosting web, and GPIO servers.

NodeMCU is a small-size fully functional standalone Controller with an inbuilt Wi-Fi Trans receiver that is capable of running a desired visual operating system.To interface NodeMCU with the external world, we can use BLYNK.
This Cloud computing system can be implemented to control hardware remotely, which it turn can display sensor data, and it also can store data, visualize it, and do a lot more cool stuff.
BLYNK is a web application that allows controlling NodeMCU ESP8266 GPIO. Different electrical appliances such as fans, light bulbs, Television, etc. are used which are controlled by users using mobile devices.

B. Software Specifications

A mobile application (android/iOS) is used for controlling electrical appliances. This application will exploit the camera of the user's mobile to pinpoint the multiple virtual switches of the appliances. A mobile web control interface is used to control the appliances using the internet when users are not present at home. The ARCH server is used as a backend server for communicating with the appliances. Arch is a low-cost Linux-based server that can control the GPIO pins that will trigger the household appliances.

IV. CONCLUSION

This paper describes the use of augmented reality to control home appliances. With the use of smartphone devices, users will be able to switch on/off the electrical appliances through the internet or home network. This system also proposes features such as voice control and a remote web control interface for controlling the appliances. This system will precisely support the disabled and elderly people in controlling the appliances by providing them a real-world experience with the support of augmented reality.

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