

Augmented Reality applied to tourism

Objective: To use Augmented and Mixed Reality technology to enrich tourist visits by using 5G technology for real-time downloading of content.

Description: The experience consists on a guided and immersive tour in the city of Segovia that transports the visitor to the time of the Catholic Monarchs. This application offers a new way of tourism that involves the visitor in scenes from past centuries in real scenarios of the present. The application is accessible through smartphones or tablets and also through HoloLens mixed reality glasses.

To develop the content, The Unity game engine and the Vuforia and ARCore libraries have been used. This technologies incorporate artificial vision, movement tracking and understanding of the environment. These contents, which are downloaded in real time via the 5G network, improve the user experience. They integrate the 3D elements into the real environment, maintaining their position, and also allow the user to move around the scene in an immersive way.



[Additional reference](#)

[Press release](#)

