

Skeletal Remains of King Richard III

In 2012 the skeletal remains of King Richard III were discovered in a car parking lot in Leicester. When the information was released to the public in 2014, the public was ecstatic. There were celebrations and ceremonies dedicated to the finding of the late king; which lead to a proper reburial after the analysis and processes had finished. In order to gather videos and images for this project I used several references, such as articles from Nature and The Lancet, to utilize into the project.

Through the iOS and Android application, Aurasma, this project is looking in to a few of the discoveries found on the actual skeletal remains of King Richard III. Aurasma is an augmented reality simulator developed in 2011. It uses image recognition via the phone app to simulate an overlay of various forms of media and animations over the trigger image. These creations are called Auras. This trigger image can be any image the creator uses that will commence the experience. Some of these overlays can consist of 3D models, images, videos and web pages. This allows the user to point their camera at the trigger image and allows the different forms of media and storytelling to take place. As the application proves to be an immersive experience, creators can place coordinates onto their trigger images which allows users to open their camera and point at a said trigger in real time rather than a simple image on a screen, piece of paper, or book.

In this use of Aurasma, I will utilize the application to provide information for the remains of King Richard III (Fig. 1). The trigger image used for the project is the skeleton with a black background. From this I took various parts of the original picture and created separate images in order to place them as an “overlay” for the viewer to be able to interact with that section of the skeleton and text. As you place each overlay onto the trigger image, the next part to make the selection interactive requires a function similar to coding. For example, the overlay shown on the spine, named “spine select” on the creator’s side bar, was used to be the trigger for an action to start another overlay (Fig. 2). With the overlay selected the creator adds “actions” to tell the overlay what and how to do what it needs to do; therefore, when the spine is selected, the overlay is told that the video for the spine should begin and become full screen while the other

visible overlays disappear. When the user taps on the screen at the region of the spine, a video will take over the screen and give information about the spine itself. This is used for each overlay (layer) such as the name of King Richard III, References, the mandible, skull, spine and pelvis. To back out of the video or image, the user simply taps on the screen again to return to the original trigger image to continue with the immersive experience through the other regions.

The utilization of Aurasma can be fundamental in classrooms. Instead of staring at still images to learn about different functions in the world, users are able to see how these parts move and react to various elements and environments. It is a mobile application which is relatively easy to learn and use. Anyone with an iOS or Android phone can access to have an interactive world at their fingertips and see movement in different places or still images.

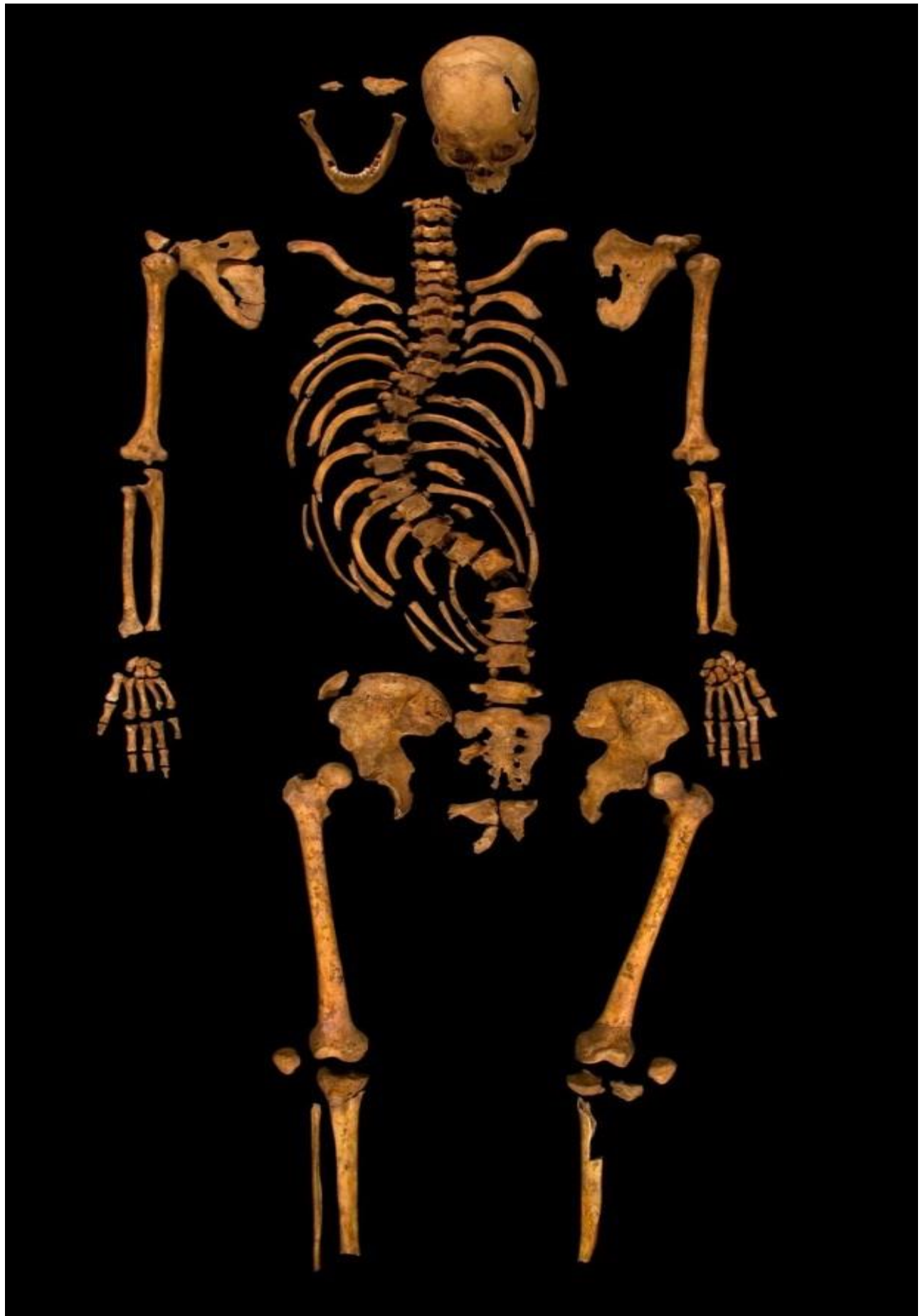


Fig. 1
Use this image with the Aurasma Application.

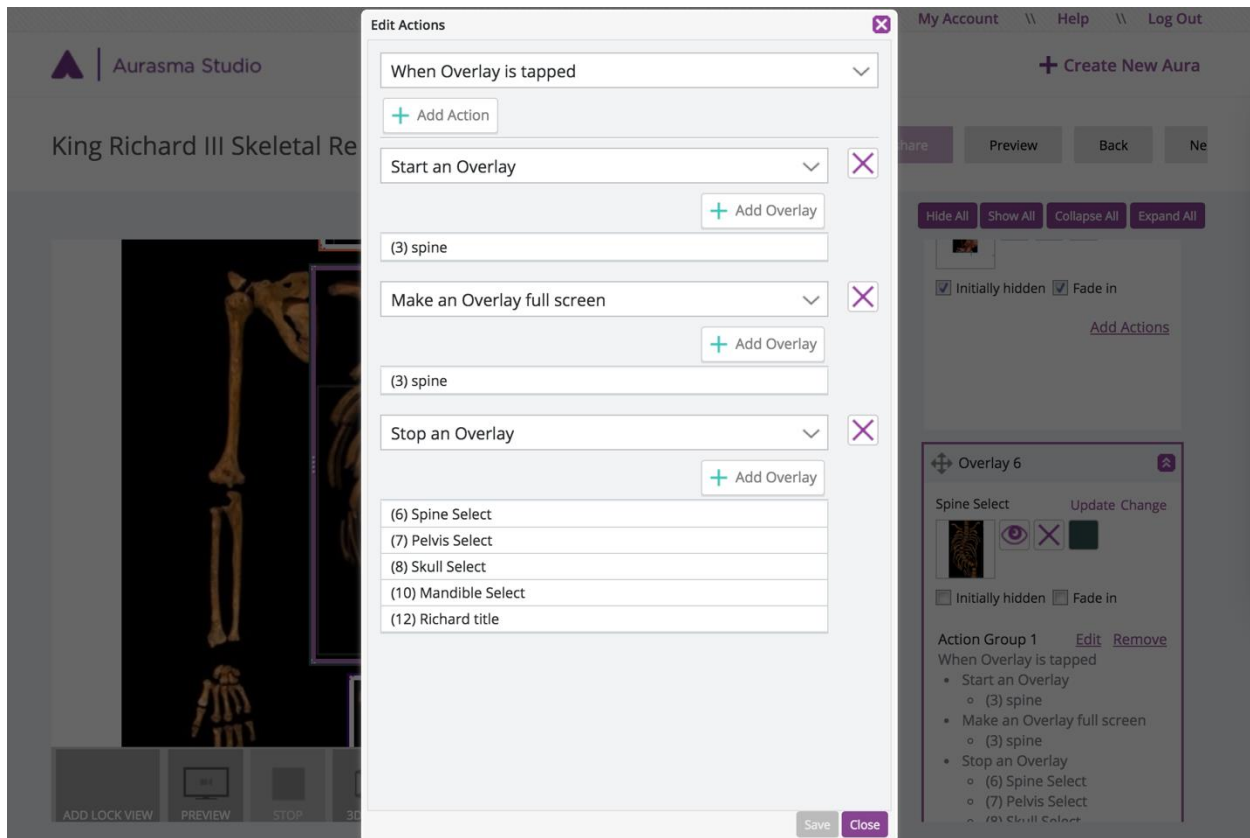


Fig. 2
The creation of actions on the “spine select” overlay.

References

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- Richard III the King in the Car Park Full Documentary: <https://www.youtube.com/watch?v=rXCaDzdGZMY>.