

**BUSINESS ANALYSIS AND DESIGN AND PRODUCT DEVELOPMENT
OF BILDBOX! – A SELF-SERVICE PHOTO BOOTH THAT IMPLEMENTS
AUGMENTED REALITY BY USING DEPTH CAMERA BASED AUGMENTED
REALITY**

By

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STATEMENT BY THE AUTHOR

I hereby declare that this submission is my own work and to the best of my knowledge, it contains no material previously published or written by another person, nor material which to a substantial extent has been accepted for the award of any other degree or diploma at any educational institution, except where due acknowledgement is made in the thesis.

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ABSTRACT

BUSINESS ANALYSIS AND DESIGN AND PRODUCT DEVELOPMENT OF BILDBOX! – A SELF-SERVICE PHOTO BOOTH THAT IMPLEMENTS AUGMENTED REALITY BY USING DEPTH CAMERA BASED AUGMENTED REALITY

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The purpose of the research is to develop BildBox!, a self-service photo booth that applied augmented reality that allow 3D superhero costumes to be projected on the user's body. Business analysis of the product is also conducted in this research to know the potential of the product. The author also explains the features that are in BildBox! such as picture taking, picture preview, etc in the report. The program used to make BildBox! software is by using Unity Engine and the augmented reality projection is by using Kinect v2 depth camera. To use BildBox!, customer needs to stand in front of BildBox! and later the depth camera will detect the customer's body and made joints for the body parts where later it will be synchronized with the 3D model clothes that has joints too. BildBox! is developed in order to validate the idea whether the public is interested in having a photo box that implemented augmented reality. In this report, the survey result conducted to BildBox! testers are shown. There are three type of questions asked; the demography and psychography of the respondents, product feedback and their interest on BildBox!'s future work.

Keywords: Augmented Reality, Depth Camera, Kinect, Unity Engine



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DEDICATION

This research work is dedicated for the advancement of technology research of my beloved country, Indonesia. May this work inspire future generations to contribute in the advancement of technology in Indonesia.



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TABLE OF CONTENTS

	Page
STATEMENT BY THE AUTHOR.....	2
ABSTRACT.....	3
DEDICATION.....	5
ACKNOWLEDGEMENTS.....	6
TABLE OF CONTENTS.....	7
LIST OF FIGURES.....	9
LIST OF TABLES.....	11
CHAPTER 1 - INTRODUCTION.....	12
1.1 Background.....	12
1.2 Research Problem.....	14
1.3 Research Objectives.....	14
1.4 Research Questions.....	14
1.5 Research Scope.....	14
1.6 Research Limitation.....	14
1.7 Research Hypothesis.....	15
1.8 Thesis Structure.....	15
CHAPTER 2 - LITERATURE REVIEW.....	16
2.1 Theories.....	16
2.1.1 Human Computer Interaction.....	16
2.1.2 Augmented Reality.....	18
2.1.2.1 Type of Display System.....	19
2.1.2.2 Sensing and Registration.....	23
2.1.2.3 Techniques of Interaction.....	24
2.1.3 Microsoft Kinect.....	26
2.1.3.1 Sensors in Kinect.....	26
2.1.3.2 Kinect Skeletal Tracking.....	27
2.2 Related Works.....	29
2.2.1 Espiegel.....	29
2.2.2 Interactive Mirror.....	30

2.2.3 ARDressCode	30
2.2.4 Comparison of Works	32
CHAPTER 3 - BUSINESS ANALYSIS AND DESIGN	34
3.1 Research Methodology Overview	34
3.2 Business Model Analysis	35
3.3 Designing BildBox! Business Model	37
3.4 Modification of Espiegel Software	41
3.4.1 Existing System Analysis	41
3.4.2 Proposed System Analysis	43
3.5 Designing BildBox! Frame	44
3.6 Integration of BildBox! Software and Hardware	45
3.7 Application of Copyright	46
3.8 BildBox! Bug Testing	46
3.9 Market Validation of BildBox!	46
3.10 Writing Final Report	47
3.11 Gantt Chart	47
CHAPTER 4 - RESULTS AND DISCUSSIONS	48
4.1 BildBox! System Overview	48
4.1.1 Use Case Diagram BildBox!	52
4.2 BildBox! Interface Design	53
4.3 Synchronization of Costume Models on Human Body	56
4.4 Development Roadmap	57
4.5 Unit and System Testing	59
4.6 Survey Result	61
4.6.1 Demography	61
4.6.2 Psychography	61
4.6.3 Product Feedback	63
CHAPTER 5 - CONCLUSIONS AND RECOMMENDATIONS	65
5.1 Conclusions	65
5.2 Recommendations	66
GLOSSARY	67
REFERENCE	68
CURRICULUM VITAE	70