



USING MULTIMEDIA TECHNOLOGIES FOR DEVELOPMENT OF TABLE GAMES

Bizyuk A.V., docent, MST Department KhNURE

Nepochatov V.Y., student, MST Department KhNURE

As well as we know, the multimedia technology has filled up all known spheres. Entertainment weren't an exceptions and probably, entertainment sphere was one of the basic purposes of the intensive progress for the wide range of technologies.

Opportunities has become much closer to limitless. Everybody can already see and feel something that couldn't before. Such growth always creates a big market and interest and as well as we know companies which researches technologies are always successful.

Augmented reality technology hasn't become an exemption. Today, this topic incredibly popular because there are a lot of people who maintain the theory of virtual future reality.

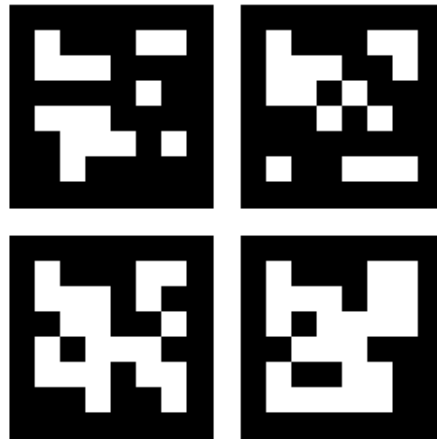
There are many products which include full-fledged technology of virtual reality: Oculus RIFT, Sony PS VR, HTC Vive, Google Glass, Samsung Gear VR.

Augmented reality (AR) is a live direct or indirect view of a physical, real-world environment whose elements are augmented (or supplemented) by computer-generated sensory input such as sound, video, graphics or GPS data. It is related to a more general concept called mediated reality, in which a view of reality is modified (possibly even diminished rather than augmented) by a computer. As a result, the technology functions by enhancing one's current perception of reality [1].

The main reason of VR progress technology is the power which we have in our days such as sensors, hardware platforms for tabs and phone etc. These resources can supply the imposition of any digital data on the real-time received from the embedded camera devices. Part of the solutions in this area is embodied in the form of a special supplement as elements of smart clothing for constant contact with the augmented reality environment.

This technology is also widely used in modern printed products such as: newspapers, booklets, magazines and even in geographic maps. On the pages of any printed product are placed images which are used as labels for the subsequent visualization of digital objects (picture 1).

Text, images, video, sound or even three-dimensional objects can be as extra information. And with the help of special browser programs embedded into tablets and smartphones, users can scan labels and gain access to additional content.



Picture 1 – Examples of Augmented Reality Markers

The technology of augmented reality is not so common in board games in our days which occupy a large niche in the market of printed products despite the possibility to expand the interface of the printed publication and to enable the user to get more information during the game process.

Implementation of this idea may include the use of built-in unique markers in game cards and the user will be able to read information using a phone or tablet.

Since the augmented reality allows to reproduce 3D models, it becomes possible to display characters, objects and any entities in the board game. This makes it possible to minimize the cost of creating a game with voluminous models or create a similar, budgetary edition, which allows the user to choose the appropriate edition of game.

Preparation of such models is possible using the following simulation software: 3D Maya, 3D Max, ZBrush, Cinema 4D.

Board Game "Procrastination" Was presented in this paper. The decision to use the augmented reality for visualization of the picture and characters as well as interaction cards was taken at the stage of the concept (script) development that provides the player to extend an opportunities of game.

References

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