

## **Yesil Science**

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# **AR PORTFOLIO**

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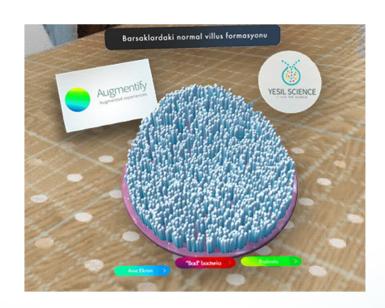
#### **Marker Based AR**

Marker Based AR is a type of AR technology that allows digital content (such as 3D models, animation, image, and voice) to be projected in real world by identifying a previously introduced image (such as brochure, poster, print, and logo) within the mobile app.



#### Markerless AR

According to the working principle of the Markerless Augmented Reality (AR), the algorithms allows us to place the AR experience on a flat surface without a physical target (such as brochure, poster, print, and logo).



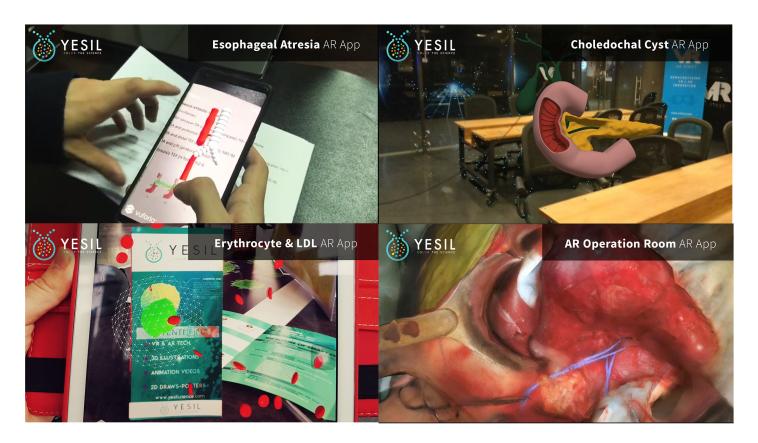
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### **Areas of Use of AR Technology**

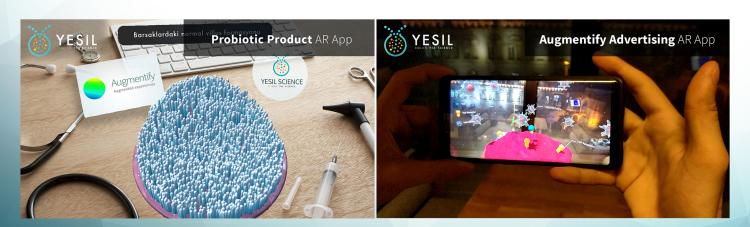
**1- Education :** Visual materials can be represented more effectively in offices and at faculties.

One of our mobile applications that shows abnormalities in tissues and organs:



**2- Marketing :** Companies, universities, and start-ups can make use of AR technology to promote their products to customers.

One of our mobile applications that shows MoA of drugs for promotions by pharmaceutical, biotechnology and medical device companies:



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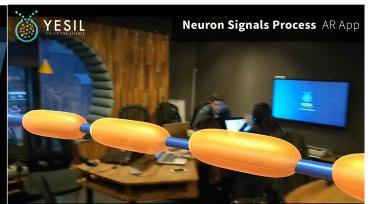


**3-Academic&Congress:** The biographies of authors in scientific articles, figures and details of cellular and molecular processes in the article can be digitally presented.

One of our mobile applications that visualize the biographies of authors:

One of our mobile applications that shows the interactions between nerve cells regarding supplements that affects nervous system:





#### 4-Other:

One of our mobile applications that enables digital navigation with the virtual portal created in the physical world with AR technology:

One of our mobile applications that makes navigation easier in state institutions such as hospitals via visual expressions:

