

Annotation

This thesis is designed to create a mobile application based on the technology of additional reality library Vuforia and unity game engine. 3D models are made with the help of an automated Blender system. The health of the application is checked by the Android device.

The problem of life safety was checked, during the development of the technology the coefficient of calculation of artificial lighting in the room was calculated. Also in the economic section was determined the cost of labor, the cost of labor and work efficiency.