Augmented Reality II - 1. Introduction -

Gudrun Klinker April 20, 2004

Agenda

- 1. Adminstrative Issues
- 2. Augmented Reality Definition, Different Approaches
- 3. Research Issues
- 4. Schedule and Forecast
 - Computer Vision and Photogrammetry
 - Information filtering, contexts
 - Tangible user interfaces
 - Efficient rendering

1. Administrative Issues

• Lecture: Tuesdays 9:00 - 10:30

Focussing on a few, selected topics:

- Ubiquitous tracking

- User interfaces

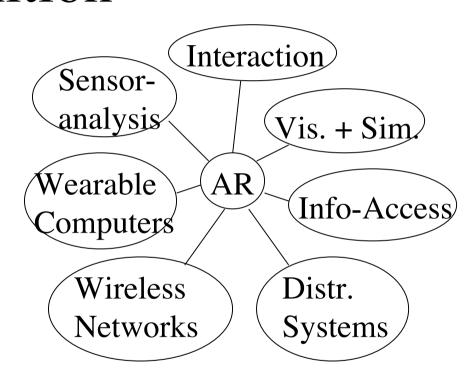
• Schein: Oral exam

• Office hours: By appointment

• Infos: www1.in.tum.de/Lehrstuhl/AugmentedRealityIISoSe2004

2. Augmented Reality- Definition -





- Real + virtual
- Interactive in real-time
- Registered in 3 Dimensions
 [Azuma 98]

2. Augmented Reality

- Different Approaches -



Head-based



Hand-based



Desktop-based



Wall-based

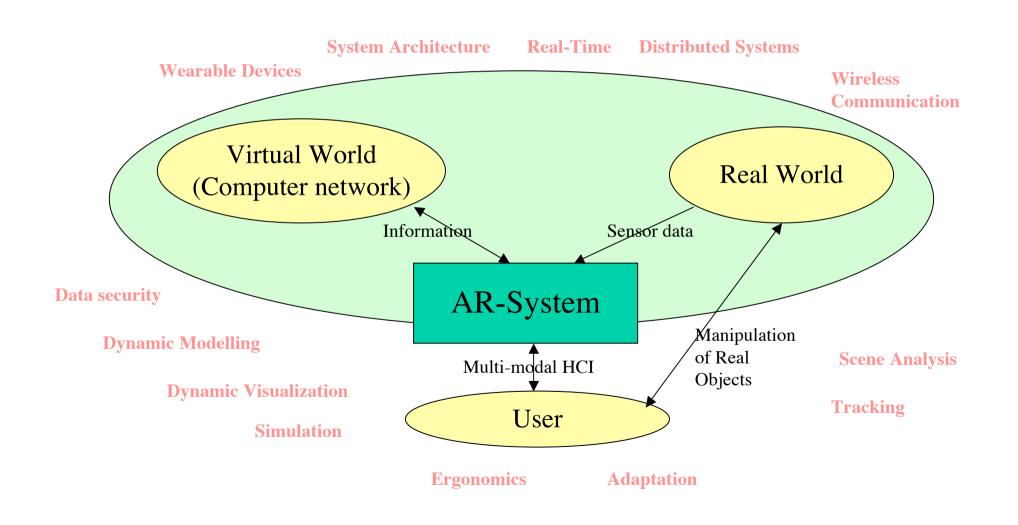


Hybrid

3. Research Issues

- Sensor Analysis (user tracking, scene modeling)
- Information Presentation (Multi-media data; storage, access, data security, visualization)
- Information Access (Information filtering, context)
- Mobile Communication (distributed systems)
- Wearable Devices (Hardware), Ergonomics
- HCI (multi-modal interaction)
- Efficient Algorithms (real-time)
- Software Engineering (extendable, scalable, efficient system)

Multimedia Combination of Reality und "Virtuality"



4. Schedule

| • | Apr. 20 | Introduction | | | |
|---|---------|---|--|--|--|
| • | Apr. 27 | Projective geometry | | | |
| • | May 4 | no class | | | |
| • | May 11 | Camera calibration | | | |
| • | May 18 | Sensor fusion (multiple cameras) | | | |
| • | May 25 | Sensor fusion (Kalman filtering) | | | |
| • | June 1 | no class (pentacost) | | | |
| • | June 8 | Ubiquitous tracking | | | |
| • | June 15 | Designing user interfaces: human factors, theories, principles and guidelines | | | |
| • | June 22 | Direct manipulation systems, virtual environments | | | |
| • | June 29 | Information search and visualization | | | |
| • | June 6 | User interfaces for AR: Wearable, multimodal | | | |
| • | July 13 | User interfaces for AR: Tangible | | | |
| • | July 20 | Conclusions, discussion, demos | | | |