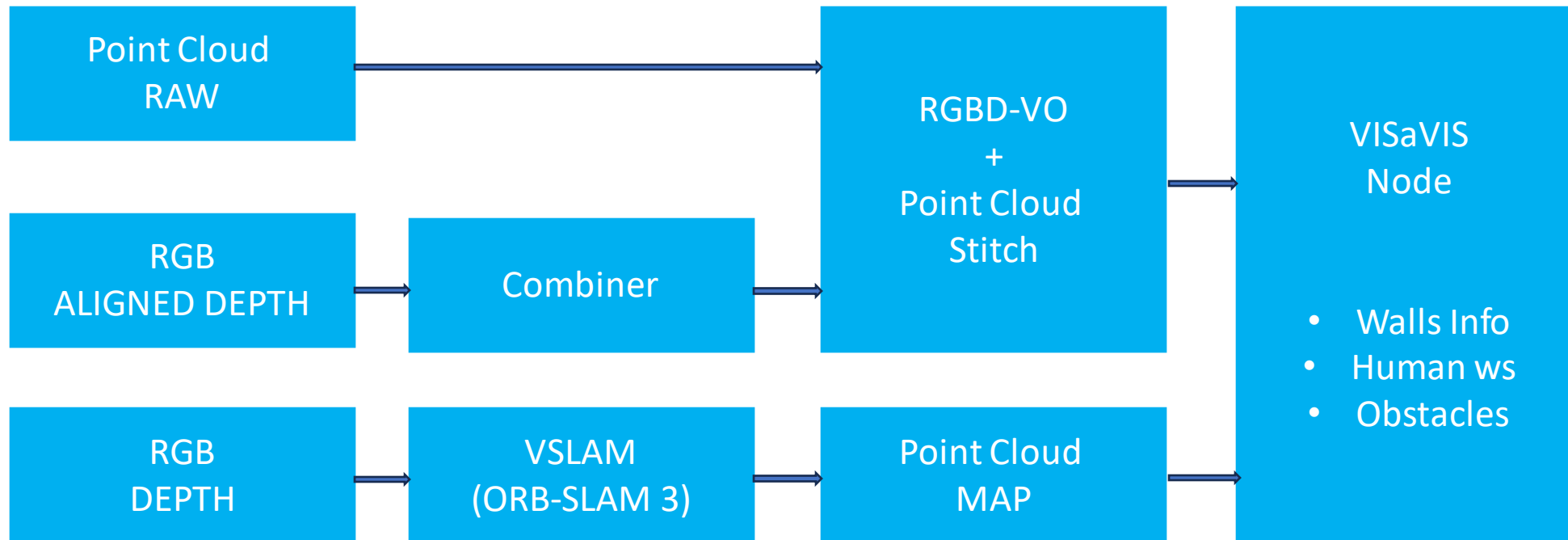


# VISaVIS

VISION NODE



#### WALL INFO

Header header  
float64 a  
float64 b  
float64 c  
float64 d  
float64 num\_points  
int64 color\_id  
geometry\_msgs/Pose pose

#### HUMAN WS

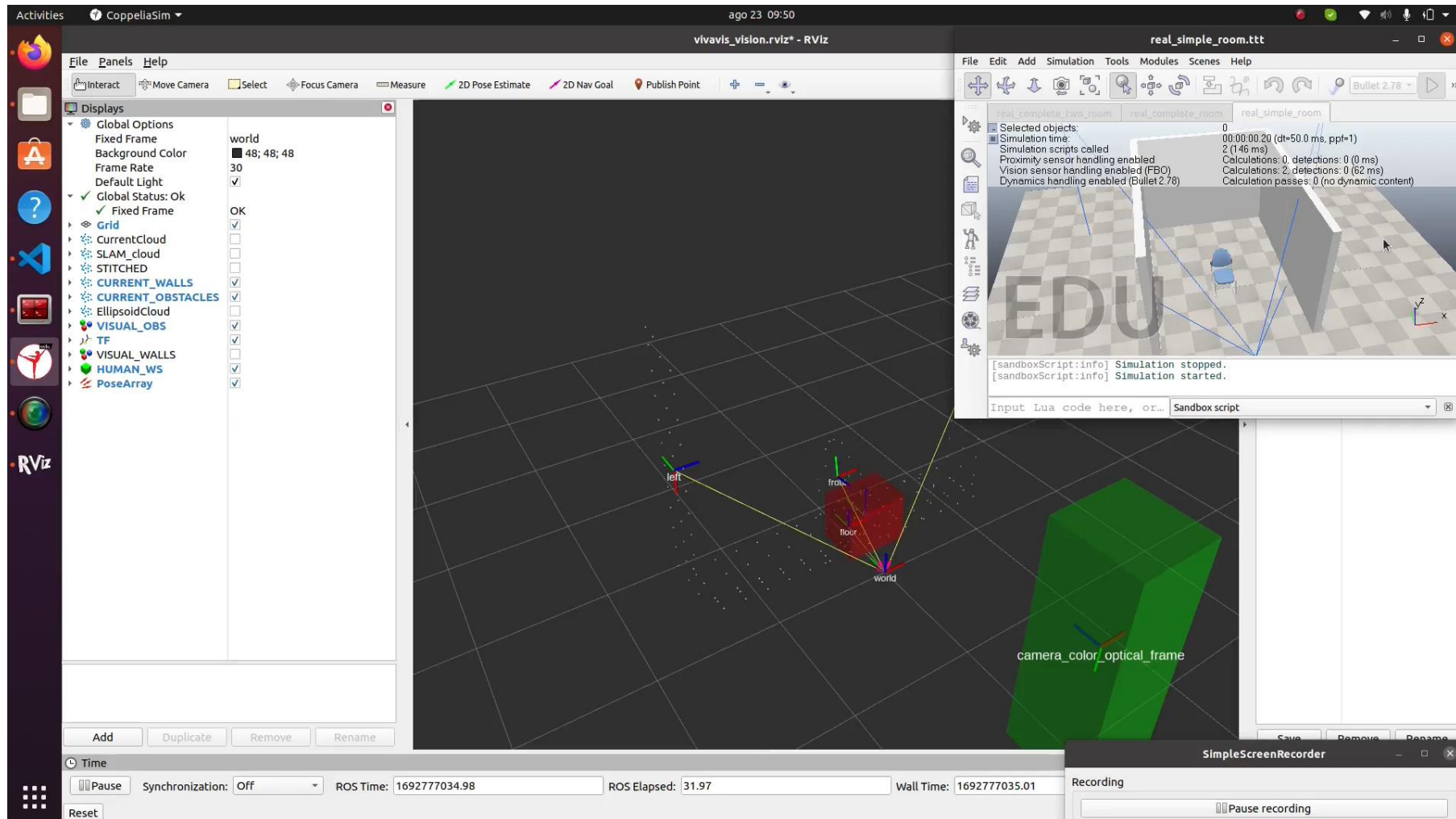
Visualization\_msgs/Marker marker

#### OBSTACLES

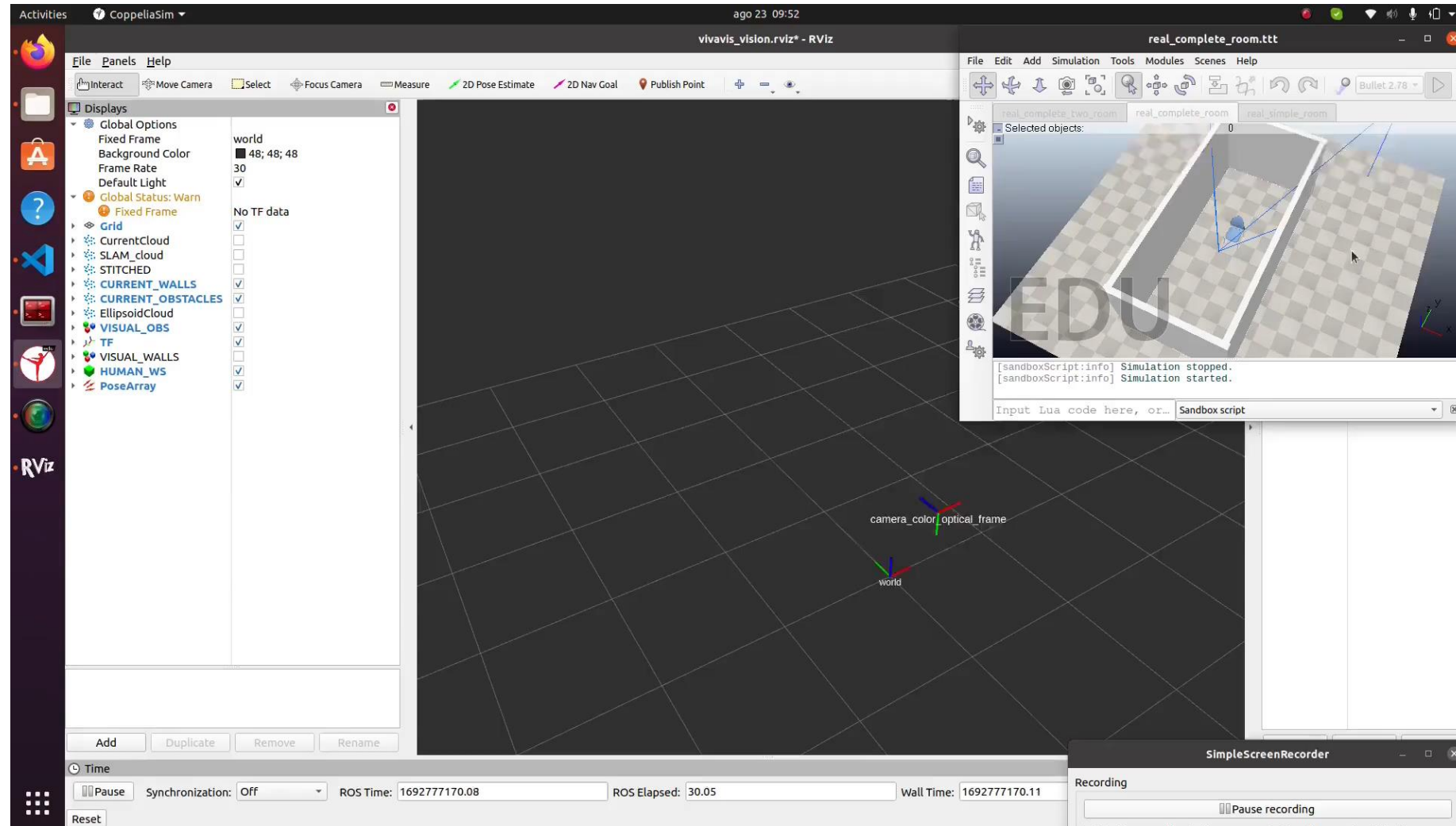
Visualization\_msgs/MarkerArray markers

Geometry\_msgs/PoseArray poses

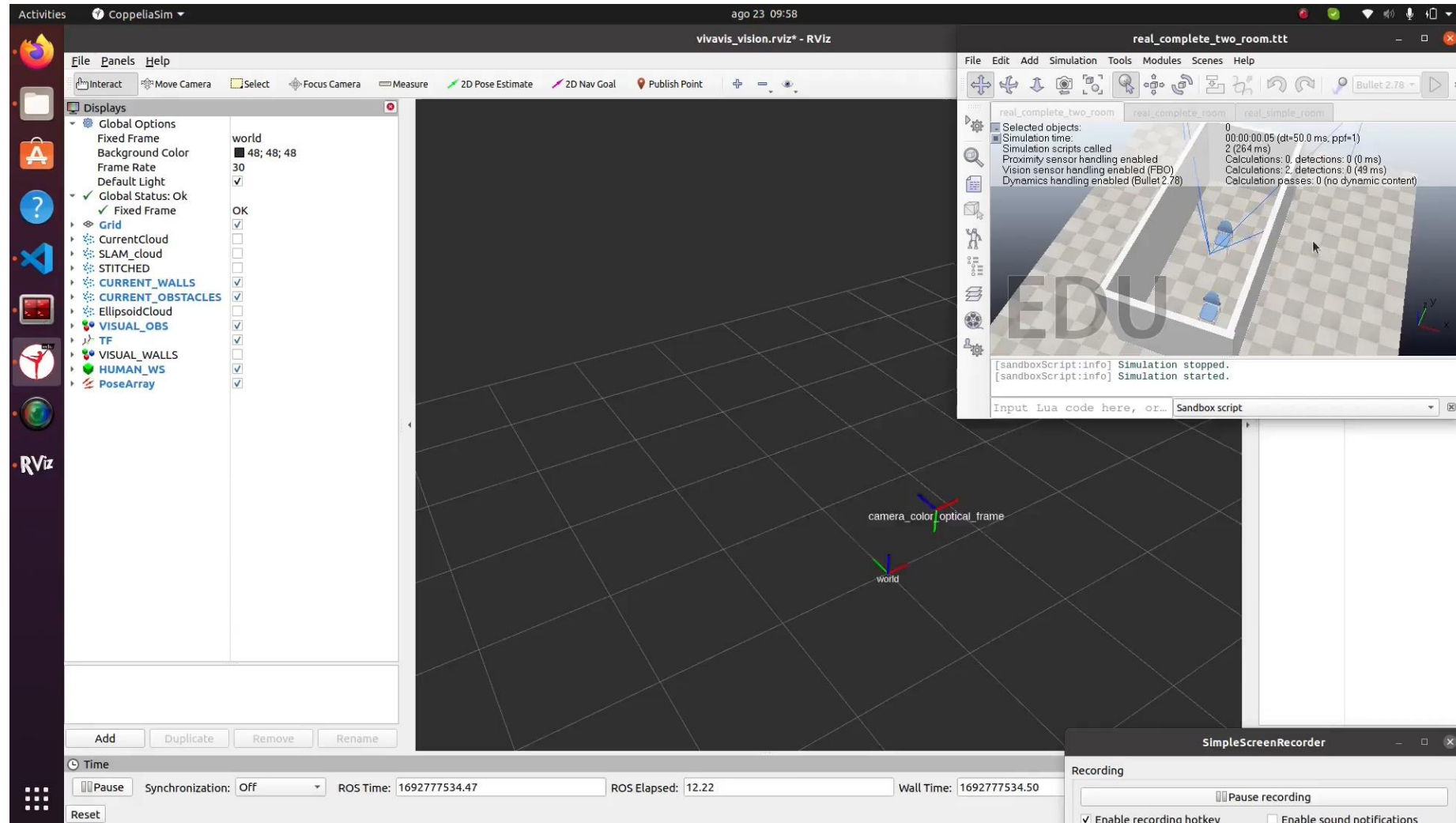
# SCENARIO 1



# SCENARIO 2



# SCENARIO 3



# Github & data

- [https://github.com/AndreaRoberti/orb\\_slam\\_3\\_ros](https://github.com/AndreaRoberti/orb_slam_3_ros)
- [https://github.com/AndreaRoberti/vivavis\\_vision](https://github.com/AndreaRoberti/vivavis_vision)
- [https://univr-my.sharepoint.com/:f:/g/personal/andrea\\_roberti\\_univr\\_it/EtR3jiXpSFJPhY432yN-eQEBfrN3J3yW\\_07uL2KadRXalw?e=MAsG1e](https://univr-my.sharepoint.com/:f:/g/personal/andrea_roberti_univr_it/EtR3jiXpSFJPhY432yN-eQEBfrN3J3yW_07uL2KadRXalw?e=MAsG1e)