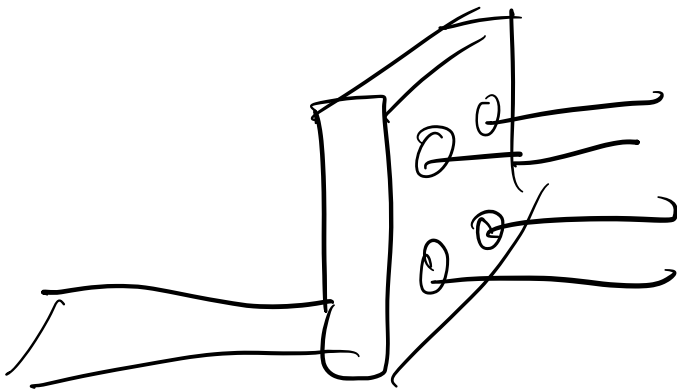


Furniture Assembly  $\rightarrow$  Tutorial  $\rightarrow$  Live overlay (AR)

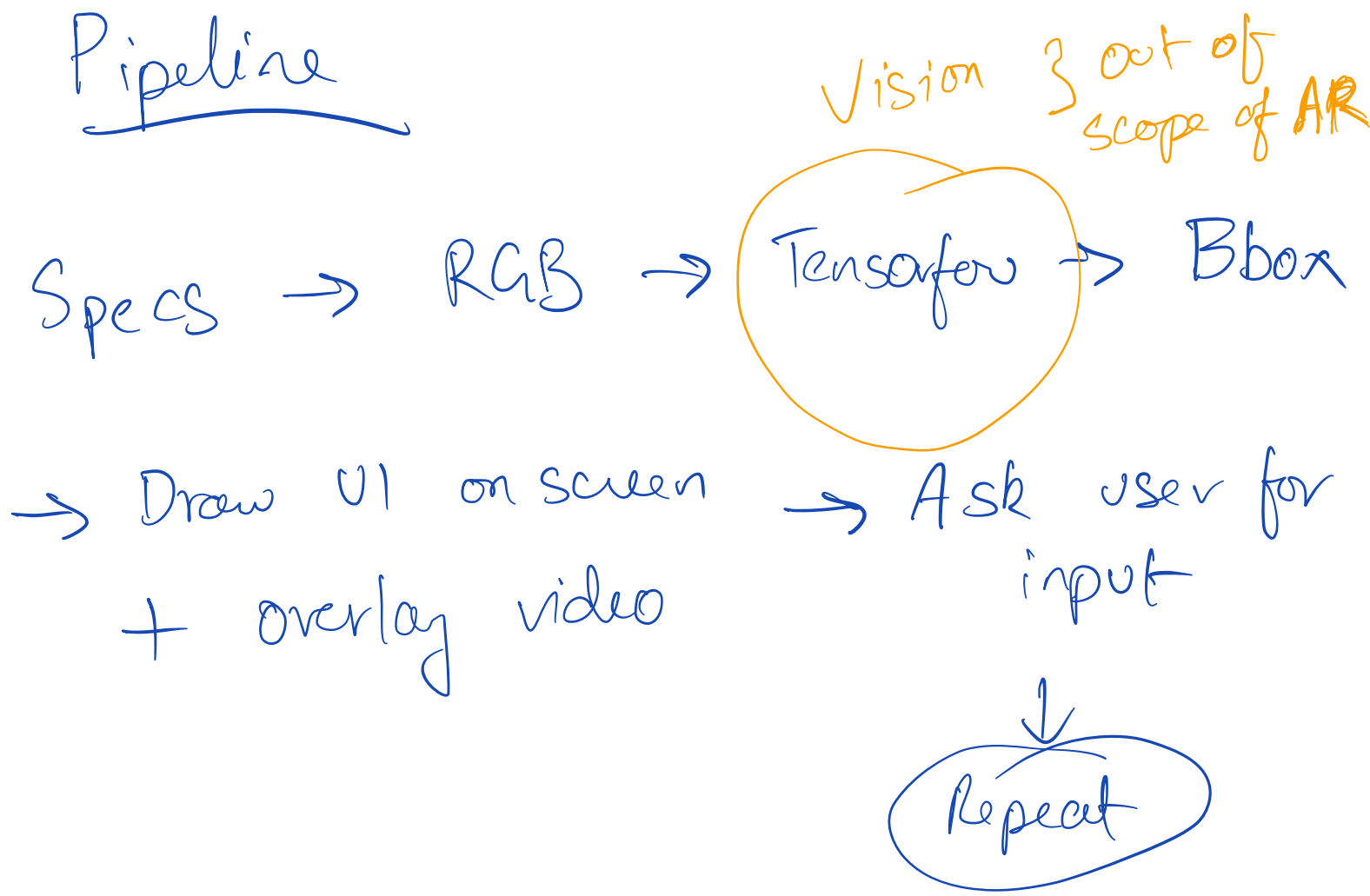
Idea

RGB  $\rightarrow$  Detect pieces of furniture  $\rightarrow$   
(in order)

animation from  $A \rightarrow B$   
(could be a video overlay  
instead of live animation)



# Pipeline



## Workflow

1. How to access RGB → pass to tensorflow & get bbox
2. How to draw UI elements on specs?
3. How to make a 3D animation & overlay on screen?
4. How to get user input?

a. On screen touches (button).

b. Tap on specs (physical button)

5. How do we detect the next piece?

↳ We need track multiple pieces in video input, so that we can reject the prev detected pieces.

Hack → paint each piece a diff color

⑤ → to separate the vision components, use RCB based segmentation / detection.

6. Can we track multiple objects? Do we need it if each part is unique.

7. Do we have access to a debugger?

## Stretch (ipad)

- Track multiple objects
- = Use depth
- More intense logic