**Resumos de Papers**

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**Augmented Reality and Maps: New Possibilities for**

**Engaging with Geographic Data**

-For Map visualization, as opposed to navigation and measurement.

-AR uses camera and printed images, superposing virtual information on it.

-Image Recognition and Computer Vision to determine position and orientation of the features.

-Libraries:

-ARToolkit, fast and reliable, but needs markers (square patterns)

-Qualcomm Vuforia, allows use of map itself as the marker <- used in Unity

-Printed images:

-Outline of area

-Altimetry of area

-Population density

-Shown:  
 -3D Terrain

-2D Density

-3D Density

-Interviews with people, not much in depth information about how it generates terrain.

**CULTURAL HERITAGE 3D MODELLING AND VISUALISATION WITHIN AN AUGMENTED REALITY ENVIRONMENT, BASED ON GEOGRAPHIC INFORMATION TECHNOLOGIES AND MOBILE PLATFORMS**

- 3D data acquisition, modelling and visualization.

-Photogrametry using UAV.

-Worth to check out a few things more.

-3D Point Cloud Data generates:

-DTM

-DSM

-3D Model

**From urban planning and emergency training to Pokémon Go: applications of virtual reality GIS (VRGIS) and augmented reality GIS (ARGIS) in personal, public and environmental health**

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