

Is ARCore object recognition possible?

My goal is to overlay material/texture on a physical object (it would be an architectural model) that I would have an identical 3d model of. The model would be static (on a table if that helps), but I obviously want to look at the object from any side. The footprint area of my physical models would tend to be no smaller than 15x15cm and could be as large as 2-3m², but I would be willing to change the size of the model to work with ARCore's capability.

I know ARCore is mainly designed to anchor digital objects to flat horizontal planes. My main question is, in its current state, is it capable of accomplishing my end goal? If I have this right, it would record physical point cloud data and attempt to match it to point cloud data of my digital model, then overlapping the two on the phone screen?

If that really isn't what ARCore is for, is there an alternative that I should be focusing on? In my head this sounded fairly straightforward, but I'm sure I'll get way out of my depth if I go about it an inefficient way. Speaking of depth, I would prefer not to use a depth sensor, since my target devices are phones.

[arcore](#)

asked Sep 19 '17 at 4:19



1 Answer

I most definitely hope that it will be possible in the future - after all an AR toolkit without Computer Vision is not that helpful.

Unfortunately, according to the ARCore employee Ian, this is [currently not directly supported](#) but you could try to access the pixels via `glReadPixels` and then use [OpenCV](#) with these image bytes.

Quote from Ian:

I can't speak to future plans, but I agree that it's a desirable capability. Unfortunately, my understanding is that current Android platform limitations prevent providing a single buffer that can be used as both a GPU texture and CPU-accessible image, so care must be taken in providing that capability.

answered Sep 19 '17 at 8:12

