State of the Art

Paper01: Input method (hardware, sqhere) for three dimensional mobile Augmented Reality applications. Does not solve my problem.

Paper 2: AR Museum. Mentions the use of X-VRML as a high-level XML-based prodedural language that adds dynamic modelling capabilities to virtual scene description standards. That format is more about modelling the actual hologram than an interaction with it. Must be down already. URL is not responding. They created an parameterizable system for modelling museums with X-VRML

Searching for “parameterized mixed reality” and AR did not yield any result what so ever.

Paper 3: System for teachers to create MR applications for education. Needs a programmer to implement the steps and every single thing. Teachers a capable of designing and using – but not creating.

Fallback Idea: Search for a number of papers that implemented AR in some way and had a big effort doing so. Then say “as it can be seen, there is a need for an easier way than…”. Maybe also include the lack of developers.

Wikitude studio editor: User can add, modify and publish static AR scenes. As of my knowledge it cannot animate or do extended steps etc. (Which would be my task). Predefined animations are fine. Cannot be changed after import to widitude studio

Paper 1:

@inproceedings{janin1993calibration,

title={Calibration of head-mounted displays for augmented reality applications},

author={Janin, Adam L and Mizell, David W and Caudell, Thomas P},

booktitle={Proceedings of IEEE Virtual Reality Annual International Symposium},

pages={246--255},

year={1993},

organization={IEEE}

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