Realidad Aumentada en Herramientas de Robótica

Gonzalo G. Fernández





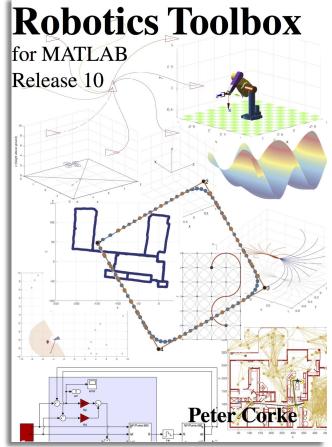
Motivación

Made with



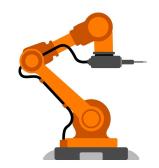


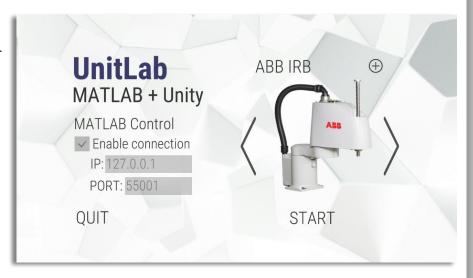




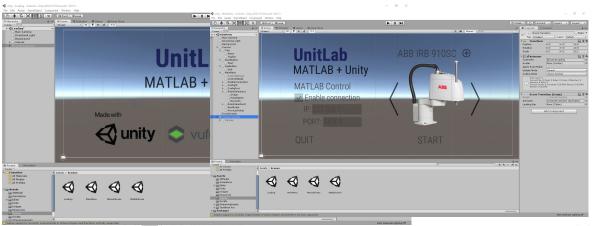
Descripción general

- Aplicación móvil para Android
- Desarrollada con Unity 2019.2.1f1
- SDK Vuforia 8.5.9





Escenarios



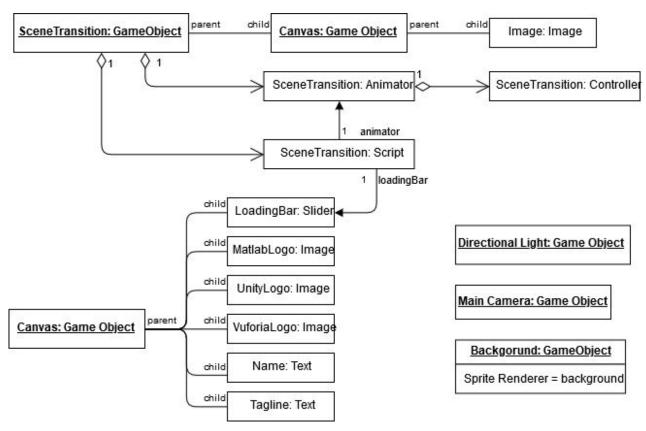


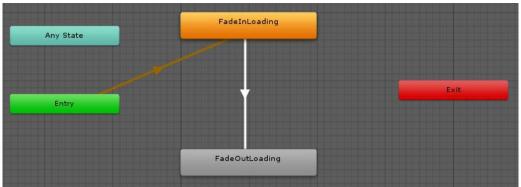


Escena Loading

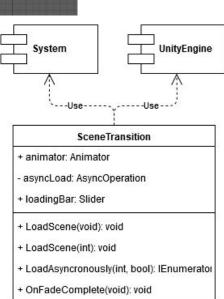


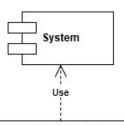
Loading: Diagrama UML





Loading: Componentes

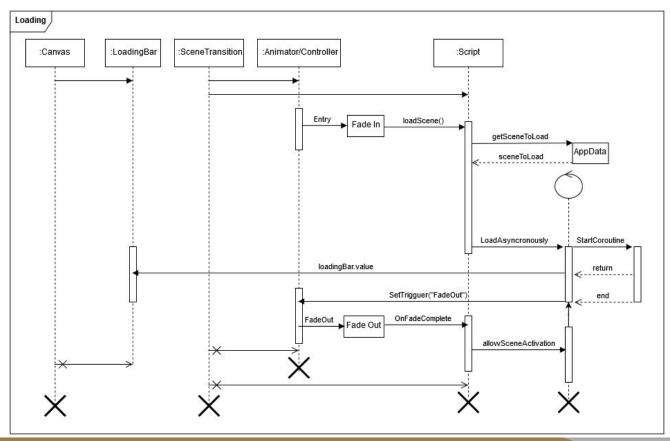




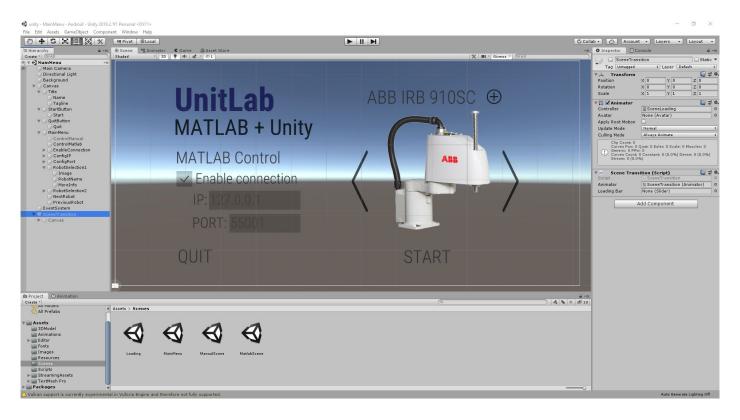
AppData (static)

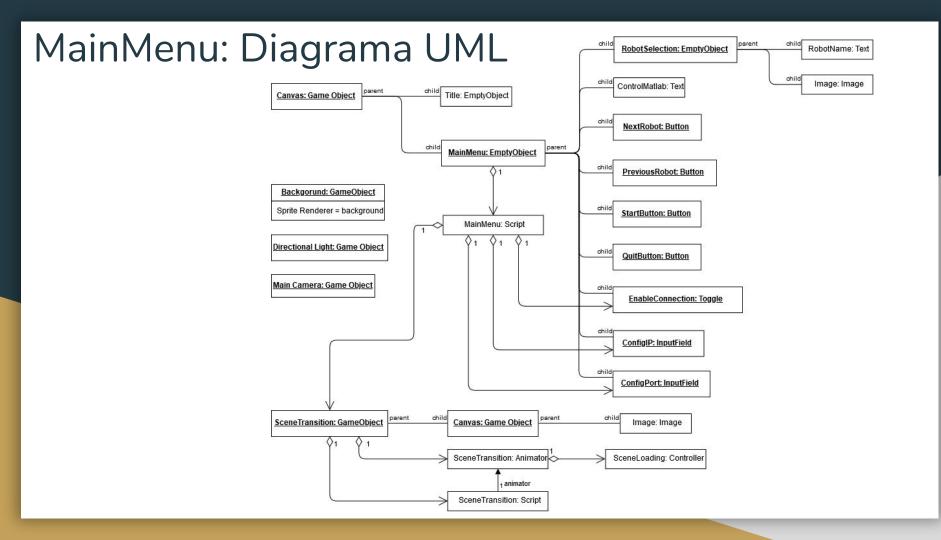
- sceneToLoad: static int
- IP: static String
- PORT: static int
- + getSceneToLoad(void): int
- + setSceneToLoad(int): void
- + getIP(void): String
- + setIP(String): void
- + getPORT(void): int
- + setPORT(int): void

Loading: Diagrama de Secuencia

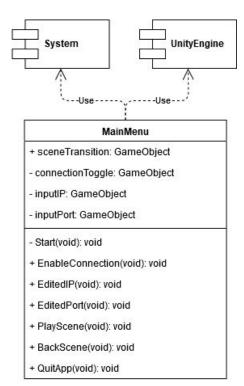


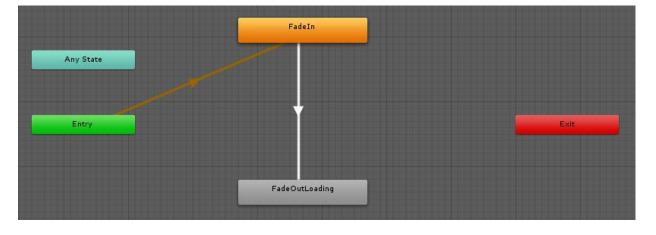
Escenario MainMenu



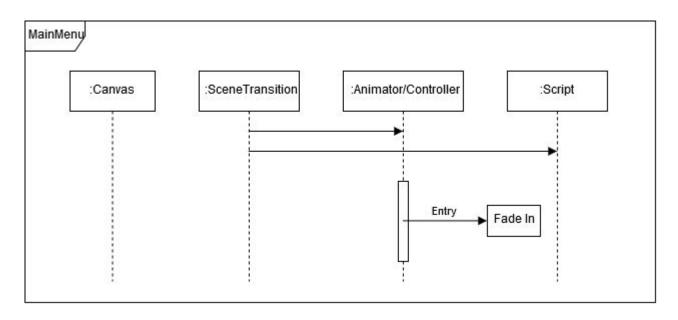


MainMenu: Componentes

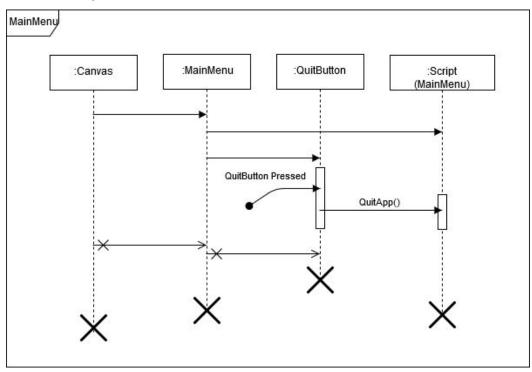




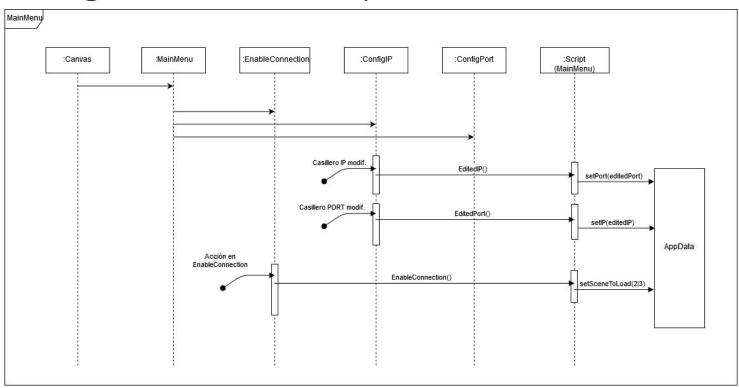
MainMenu: Diagrama de Secuencia Entrada en la escena



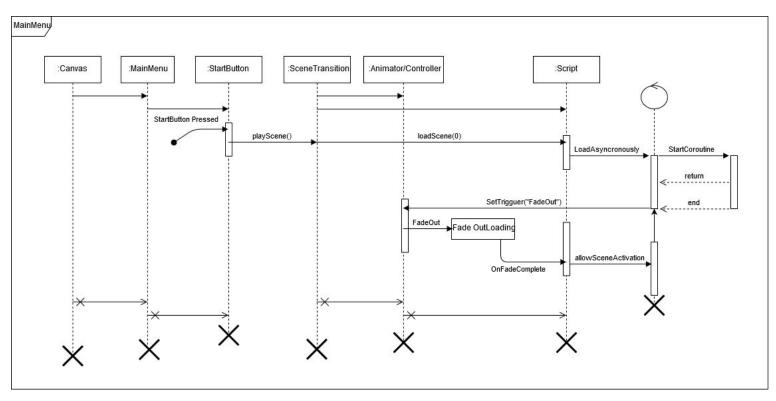
MainMenu: Diagrama de Secuencia Salir de la aplicación



MainMenu: Diagrama de Secuencia Configuración de la aplicación



MainMenu: Diagrama de secuencia Lanzar simulación



Escenario ManualScene

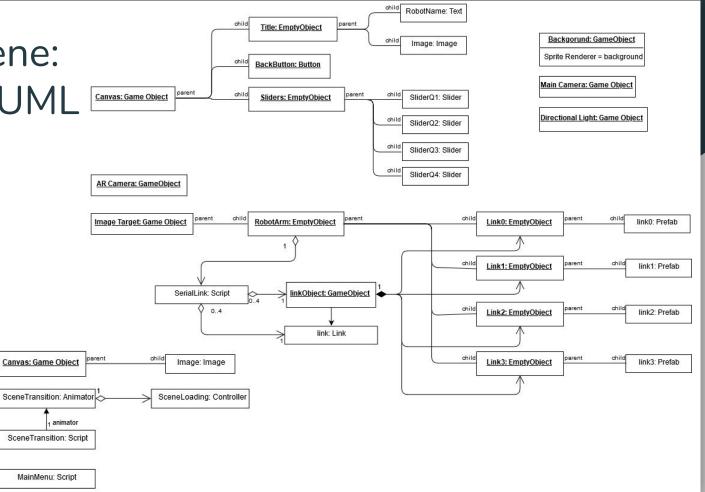


ManualScene: Diagrama UML

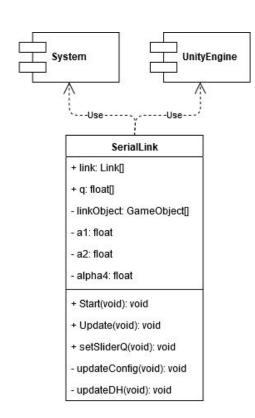
MainMenu: Script

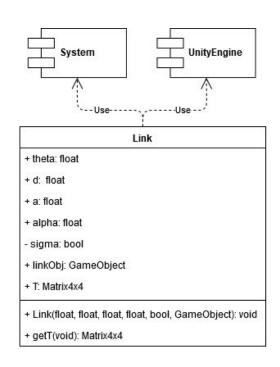
sceneTransition

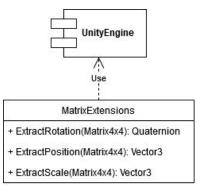
SceneTransition: GameObject



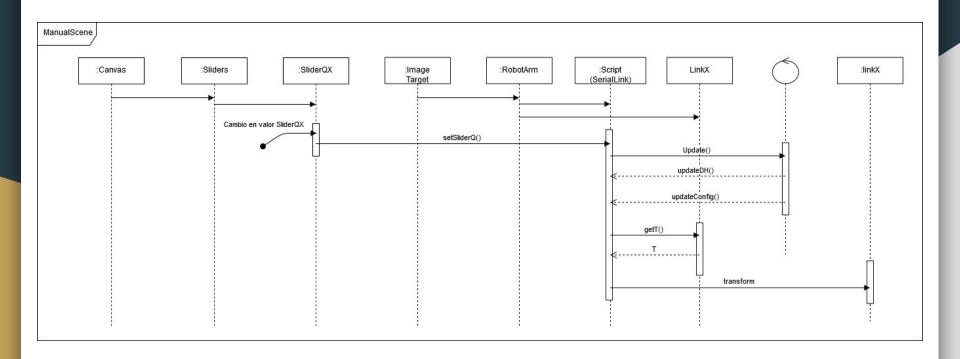
ManualScene: Componentes







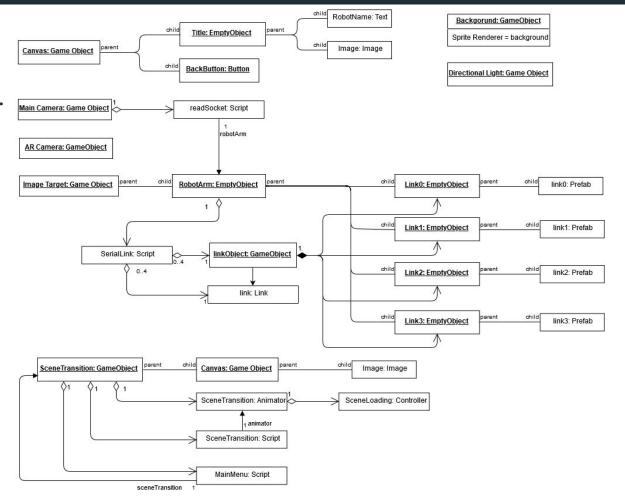
ManualScene: Diagrama de Secuencia



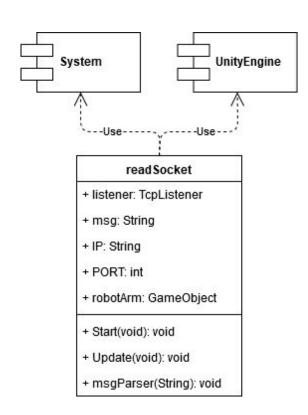
Escenario MatlabScene



MatlabScene: Diagrama UML

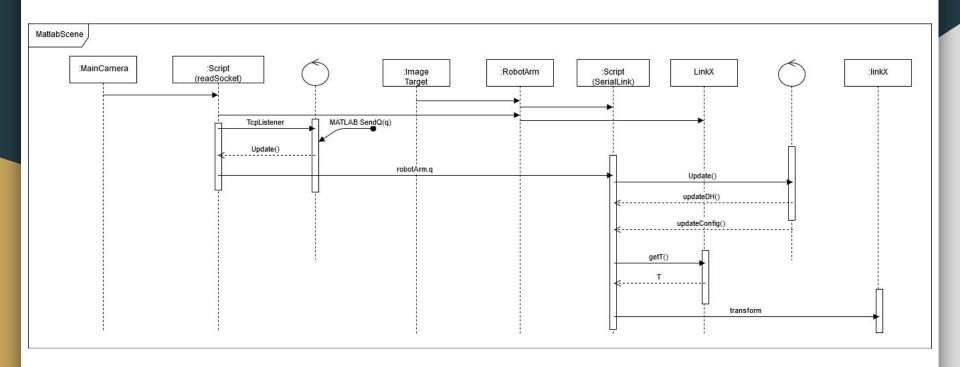


MatlabScene: Componentes

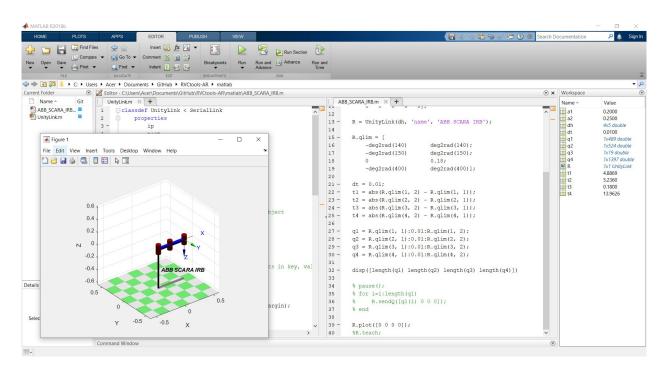




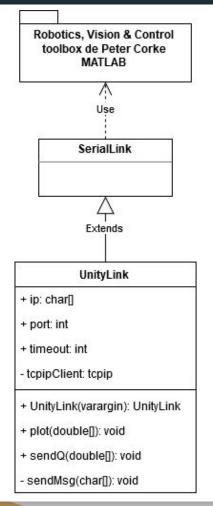
MatlabScene: Diagrama de Secuencia



Desarrollo en MATLAB



Comunicación TCP/IP



Conclusiones

- Modo de uso para establecer la comunicación en MATLAB
- Implementación de la comunicación
- Generalización del código, sistematización de la interfaz
- Incorporación de otros robots comerciales a la aplicación
- Paradigma orientado a objetos tanto en MATLAB como C#

Muchas gracias por su atención