

# WW-Graphics-Module for Mixed-Reality-System

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**Abstract—Warum? Was? Wie? (Max 200 W)**

***Index Terms***—mixed-reality, javascript, server, client, paper.

## I. INTRODUCTION

[illegible]

### A. Project definition (Was machen wir?)

The projects goal is to bring the local mixed-reality-games to an audience everywhere in the world (Figure 1). All that is needed is a device with a HTML-5 compliant Browser and an internet-connection with a bit-rate of at least 10-kbit/s downstream. The primarily targeted devices are pcs, tablets and smart-phones but not limited to those.

The games should be streamed in real-time from the mixed-reality game-server over a web-server to in-browser RICH-clients, where they will be displayed in the same fashion as the local mixed-reality-game graphics.

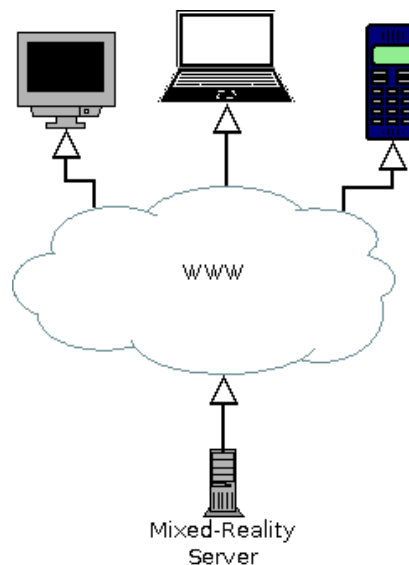


Fig. 1. Project goal: Bringing MR to you!

### B. Design (Wie sieht es aus?)

### C. Implementation(Wie ist es aufgebaut?)

## II. CONCLUSION

## Ergebnis Auswertung und weitere Aussichten

## APPENDIX A

## PROOF OF THE FIRST ZONKLAR EQUATION

Appendix one text goes here.

## ACKNOWLEDGMENT

The authors would like to thank...

## REFERENCES

- [1] H. Kopka and P. W. Daly, *A Guide to L<sup>A</sup>T<sub>E</sub>X*, 3rd ed. Harlow, England: Addison-Wesley, 1999.