# 4. AR Vision

#### 1. Overview

Augmented Reality (Augmented Reality), referred to as "AR", technology is a kind of virtual information and the real world clever fusion of technology, a wide range of multimedia, three-dimensional modeling, real-time tracking and registration, intelligent interaction, sensing, and other technological means, computer-generated text, images, three-dimensional models, music, video and other virtual information simulation simulation applied to the real world, the two kinds of information complement each other, so as to achieve the real world "augmented". The computer-generated text, images, three-dimensional models, music, video and other virtual information simulation simulation, applied to the real world, the two kinds of information complement each other, so as to realize the real world of "enhancement".

AR system has three outstanding features: ① real world and virtual world information integration; ② real-time interactivity; ③ in the three-dimensional scale space to add positioning virtual objects.

Augmented reality technology contains multimedia, three-dimensional modeling, real-time video display and control, multi-sensor fusion, real-time tracking and registration, scene fusion and other new technologies and new means.

## 2. Usage

When using AR cases, you must have the internal reference of the camera, otherwise it can not run. The internal reference file is in the same directory as the code, and different cameras correspond to different internal references. The internal reference calibration can be quickly calibrated using the checkerboard grid, the specific method can be found in the second section [RGB and IR calibration] in the [XII, Depth Camera Course Series]. \*\*(This step has already been done in the docker image)

After the calibration is complete, a [calibrationdata.tar.gz] will be generated, move the [calibrationdata.tar.gz] file to the [home] directory. After unzipping, open the [ost.yaml] inside the folder, and find the camera internal reference matrix and distortion coefficients and modify them to the corresponding positions in the [astra.yaml] file, and only modify the contents of the two [data]. For example, the following content.

```
camera_matrix: !!opencv-matrix
    rows: 3
    cols: 3
    dt: d
    data: [615.50506, 0. , 365.84388,
        0. , 623.69024, 238.778 ,
        0. , 0. , 1. ]
distortion_model: plumb_bob
distortion_coefficients: !!opencv-matrix
    rows: 1
    cols: 5
    dt: d
    data: [0.166417, -0.160106, -0.008776, 0.025459, 0.000000]
```

There are a total of 12 effects for the cases in this section,

```
["Triangle", "Rectangle", "Parallelogram", "WindMill", "TableTennisTable", "Ball", "Arrow", "Knife", "Desk", "Bench", "Stickman", "ParallelBars"]
```

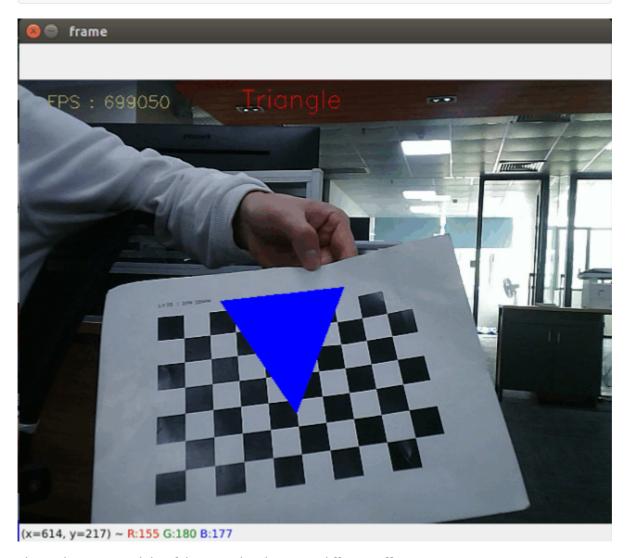
# 3. Startup commands

The code reference path.

 $/root/y ah boom car\_ros2\_ws/y ah boom car\_ws/src/y ah boom car\_visual/simple\_AR.py$ 

After entering the docker container, docker terminal enter, the

ros2 run yahboomcar\_visual simple\_AR



The [q] key exits and the [f] key switches between different effects.

### 3.1.1, ROS deployment

This section of the course also deploys ROS, mainly with the following two functions:

- Subscribing to topic data and switching different effects
- Publish images

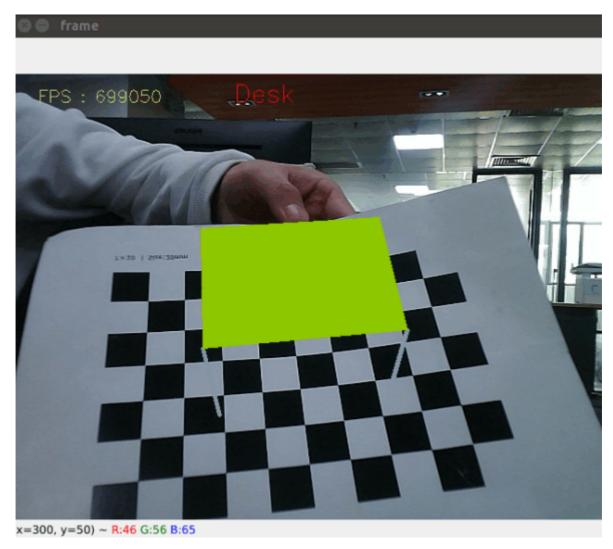
View ros topics by the following command, docker terminal input.

```
root@jetson-desktop:/
root@jetson-desktop:/# ros2 topic list
/Graphics_topic
/parameter_events
/rosout
/simpleAR/camera
root@jetson-desktop:/#
```

- /Graphics\_topic: topic name of the effect, subscribe to the effect to be recognized.
- /simpleAR/camera: topic name of the image, publish the image.

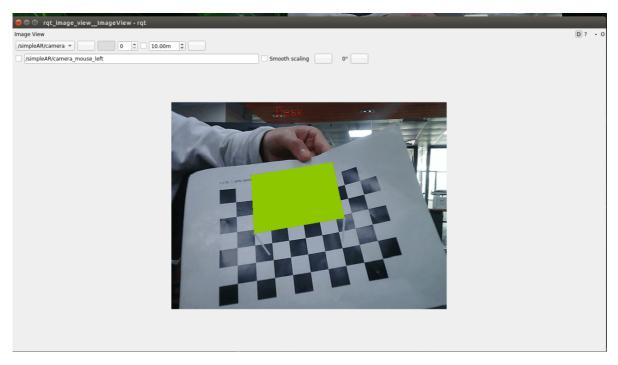
To modify the effect, you can modify it with the following commands, for example, I'll start by modifying it to Desk, docker terminal input.

ros2 topic pub /Graphics\_topic std\_msgs/msg/String "data: Desk"



Viewing the published image can be done using rqt\_image\_view, docker terminal input, the

ros2 run rqt\_image\_view rqt\_image\_view



Select /simpleAR/camera in the upper left topic to view the image.