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Abstract

There are several augmented reality techniques, although each one has its flaws due to the environment or other external constraints. The study of boundaries and constraints can provide to the developer more decision power while choosing the appropriate technique. This essay provides a method to

1 Introduction

introduction test

1.1 Augmented Reality

1.2 Concepts

2 Model Based

2.1 Arestas

2.2 Fluxo Optico

2.3 Textura

3 Reconstruction

reconstruction test

[otario]

4 Hybrid

5 Boundaries

Nessa seÃ§Ã£o serÃ£o descritos as fronteiras que desejam ser estudadas bem como porque elas sÃ£o relevantes

6 Method

Here will be described the method to identify and select the proper techniques for each augmented reality problem.

7 Comparisons

8 Case Study

As a case study for the method, the airplane maintenance has been chosen

8.1 Scene description

8.2 Method Usage

9 Conclusion

References

[otario] OTARIO. asda.