

Billiard Cracker

Byte - Nikita - Team

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- Create an application to simulate a trajectory for a billiard ball
- Cast the application video output to another device

Next Steps

Display phone



Camera phone



Struggles

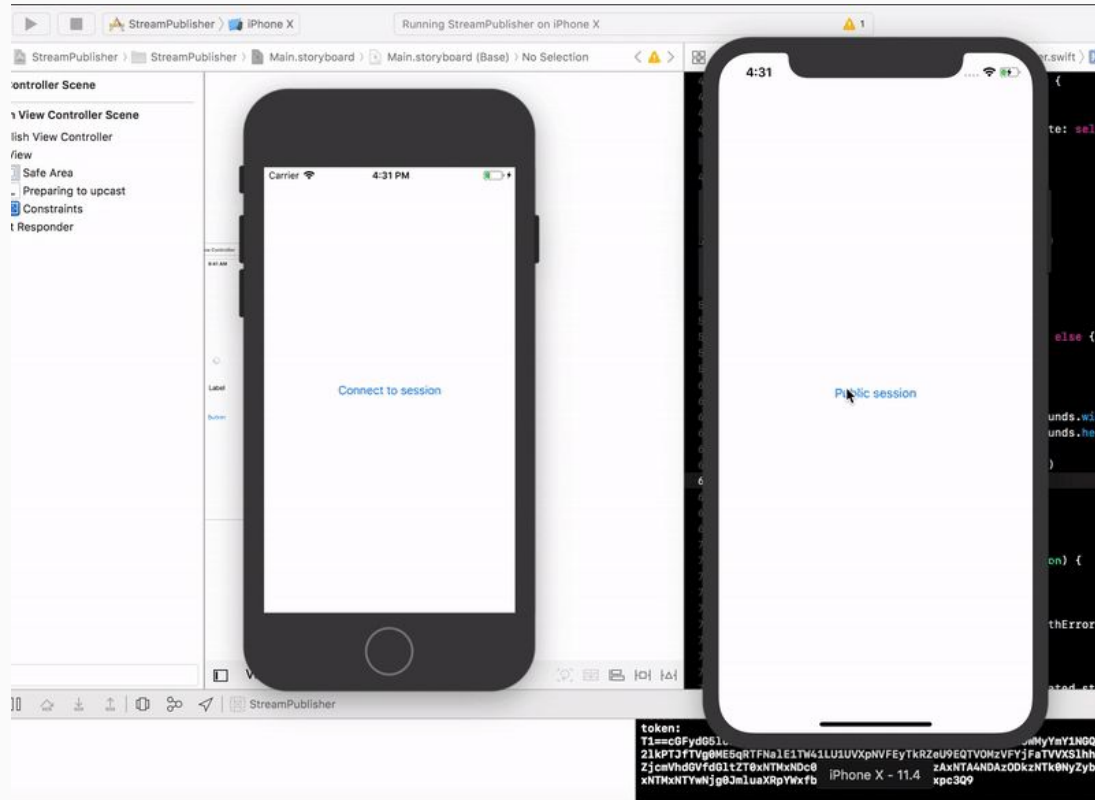
- ARKit 2 + Scanning Application
- ARKit 1.5 + Image recognition
- A custom Core ML model with Customvision.ai
- YOLO framework

aeroplane	bicycle	bird	boat	bottle
bus	car	cat	chair	cow
diningtable	dog	horse	motorbike	person
pottedplant	sheep	sofa	train	tvmonitor

Streaming between devices

- Real time screen capture.
- Stream data, not static video.
- Bluetooth + SocketStream from Cocoa ([reference](#))
- OpenTok by TokBox
 - Streaming Multi platform framework (iOS, Android, Web)
 - Video Calling, Audio Calling
- Capture Screen and publish to WebSocket server.

Streaming between devices



AR Kit 2.0 does not
work with generic
object like balls no_0

Thanks!

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