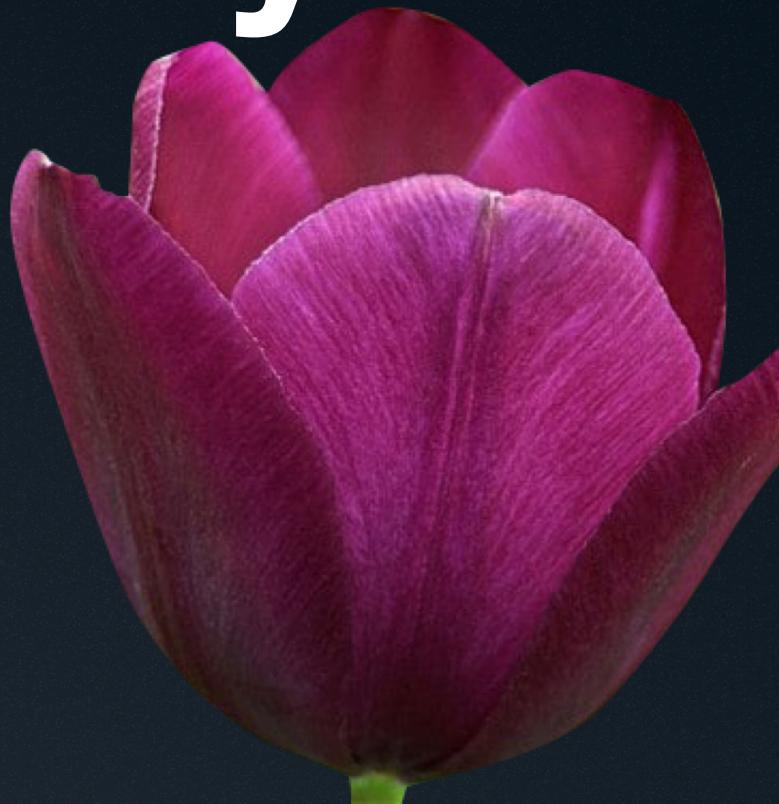


Augmented Reality In Review

I Tea & Coffee



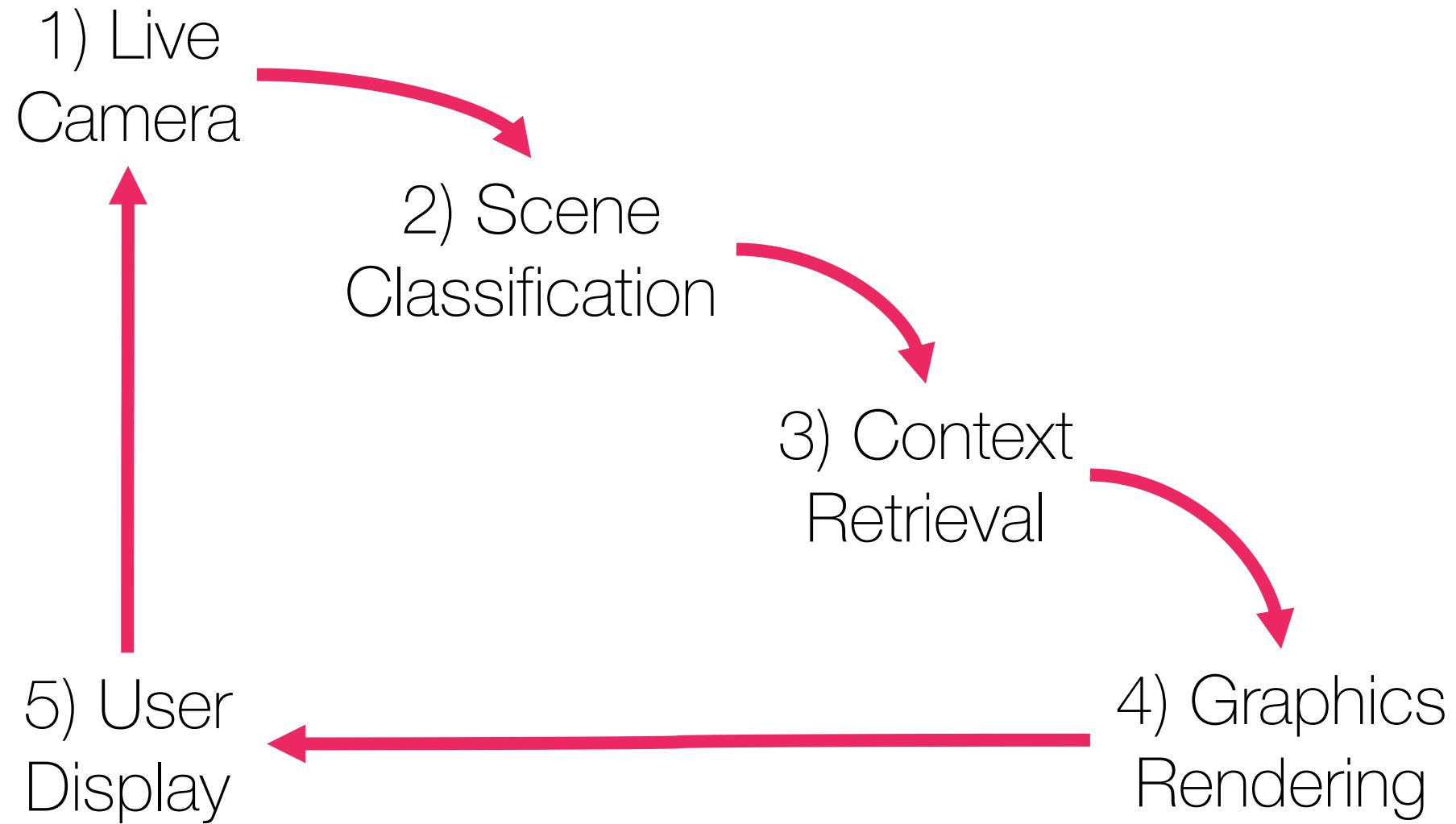


>_ whoami

Lucas Farris – lfarris@softserveinc.com

Grew up in the 90s playing video games
Started programming in macromedia flash mx
Got into computer science university. Fell in with Computer Vision
Entered the mobile industry





AR Types

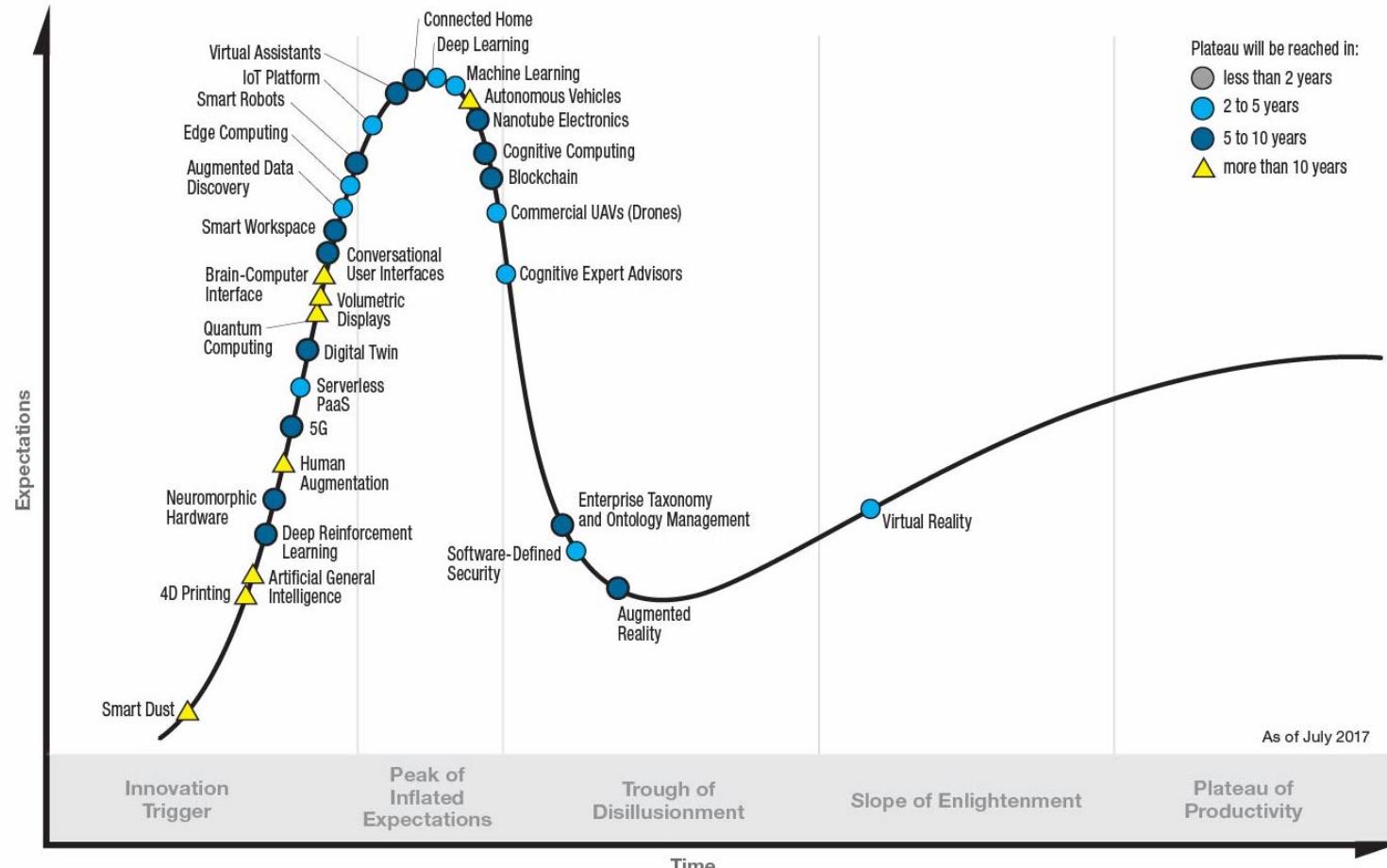
1. Projection Based
2. Recognition Based
3. Location Based
4. Outlining AR
5. Superimposed AR

MARKET

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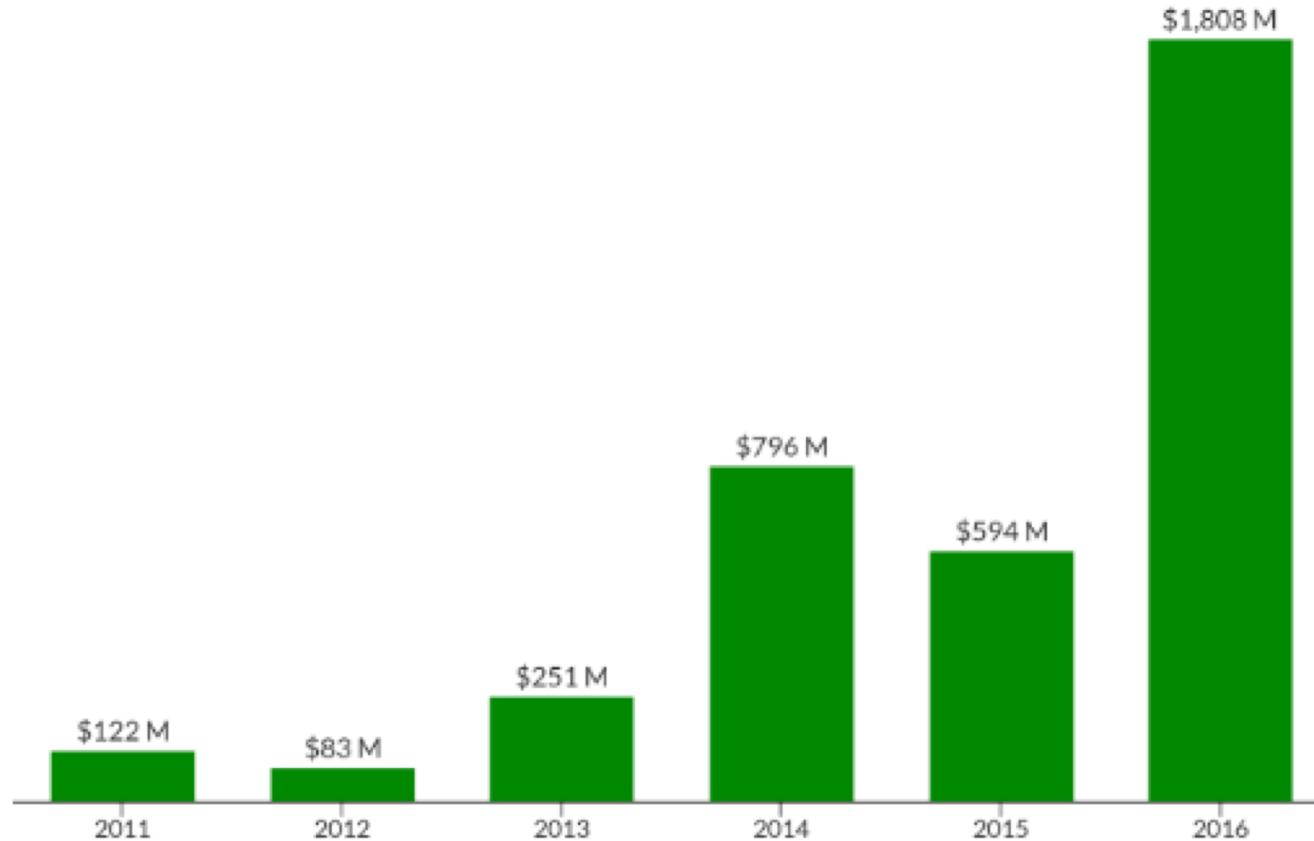
Gartner

Gartner Hype Cycle for Emerging Technologies, 2017



Greenlight

2016 VR/AR VENTURE FUNDING



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Source: greenlightinsights.com

INDUSTRY

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Google I/O

Tango, ARCore, TensorFlow



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*What's New On Tango
May 2017, USA*

WWDC ARKit



*Wingnut AR Unreal Engine Demo
June 2017, USA*

Unite Vuforia



DEVICE DEMO



*Intro to Vuforia AR Integration
October 2017, USA*

Unite
Austin
2017

Microsoft Mixed Reality

HoloLens

get ready

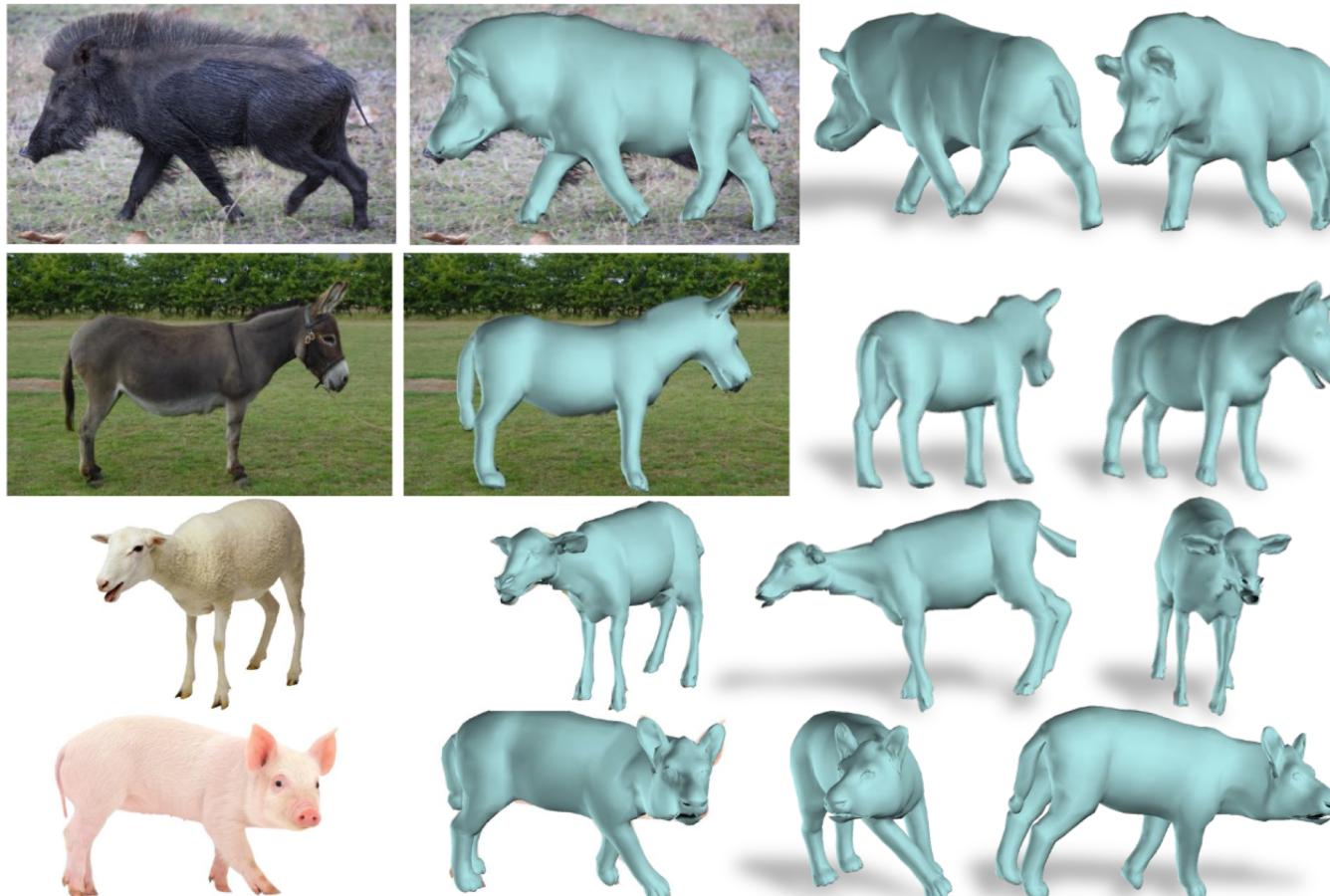
LET'S TAKE A LOOK AT WHAT'S ON
THIS SIDE.



SCIENCE

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Single-View 3D Reconstruction of Animals



Light Source Point Cluster Selection-Based Atmospheric Light Estimation

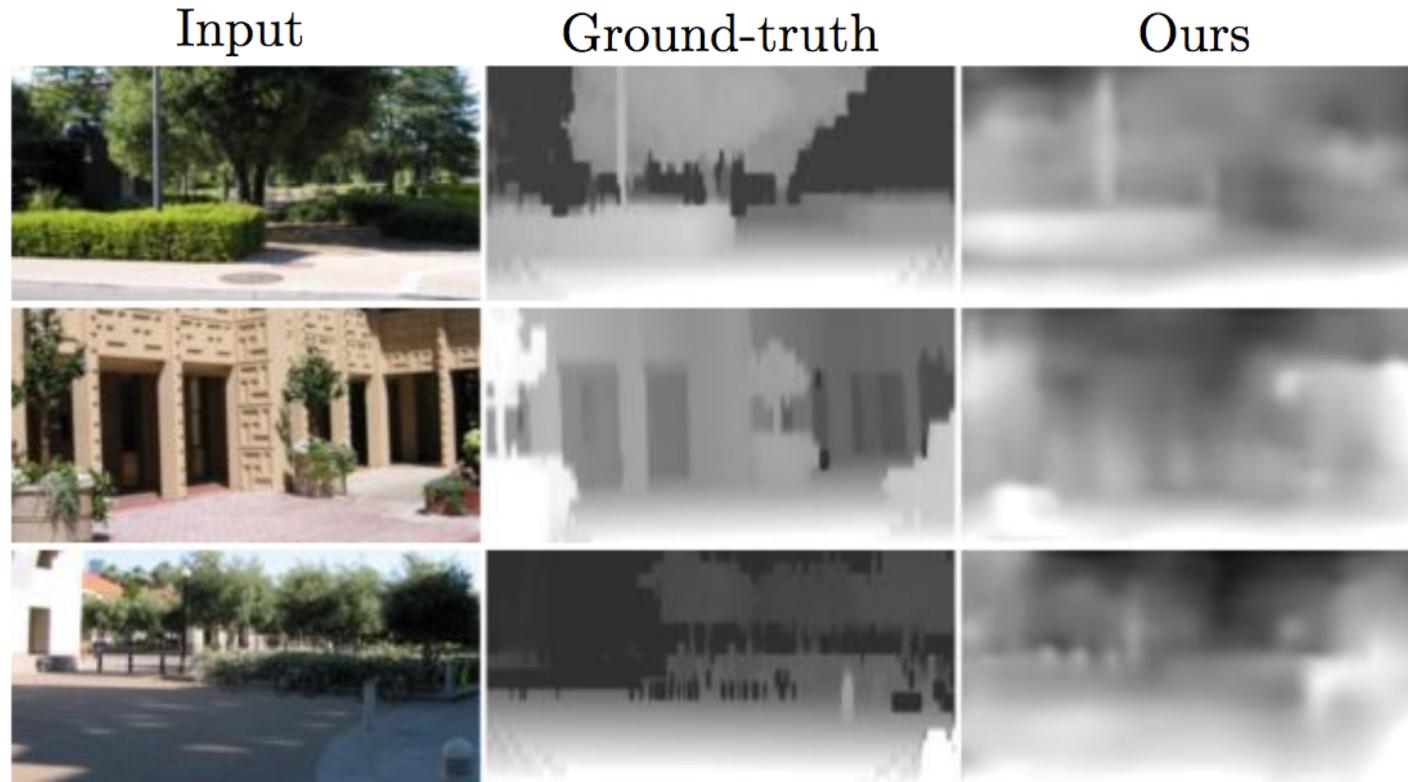


(e) Train



(f) Swan

Unsupervised Learning of Depth and Ego-Motion from Video



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Tinghui Zhou, Mathew Brown, Noah Snavely, David Lowe – Google & Berkeley

CHALLENGES

Real Time 3D Reconstruction

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Mathias Nießner, Michael Zollhöfer, Shahram Izadi, Marc Stamminger – Microsoft Research

The following sequences show **real-time**
3D reconstructions captured live using
a commodity RGB-D camera.

Real Time Multiplayer Interaction

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WASD Studio

AR MULTIPLAYER

VIDEO GAME

Thank you

ITea&Coffee

See you on our next
meeting in April!

19 / 04 / 2018

