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IDP Presentation  
Morteza Mostajab



fml – Lehrstuhl für Fördertechnik Materialfluss Logistik  
Prof. Dr.-Ing. Dipl.-Wi.-Ing. W. A. Günthner  
Technische Universität München



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# Introduction

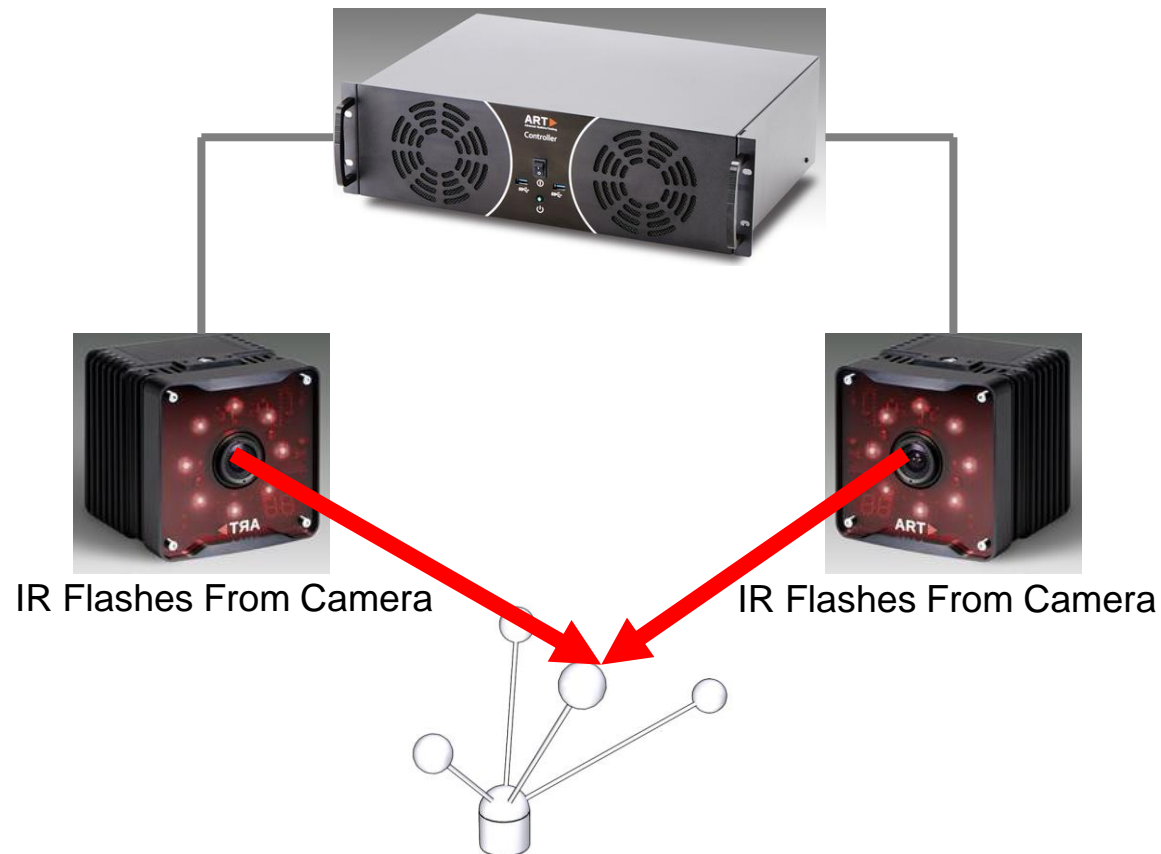
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- UHF-RFID-System demands reliable detection of transponders
- A knowledge of the field strength distribution in an area of interest
  - Speeds up optimizing the installation
- The general goal of the whole project:
  - Create a method and hardware to measure the field strength distrib.
  - Using a mobile device

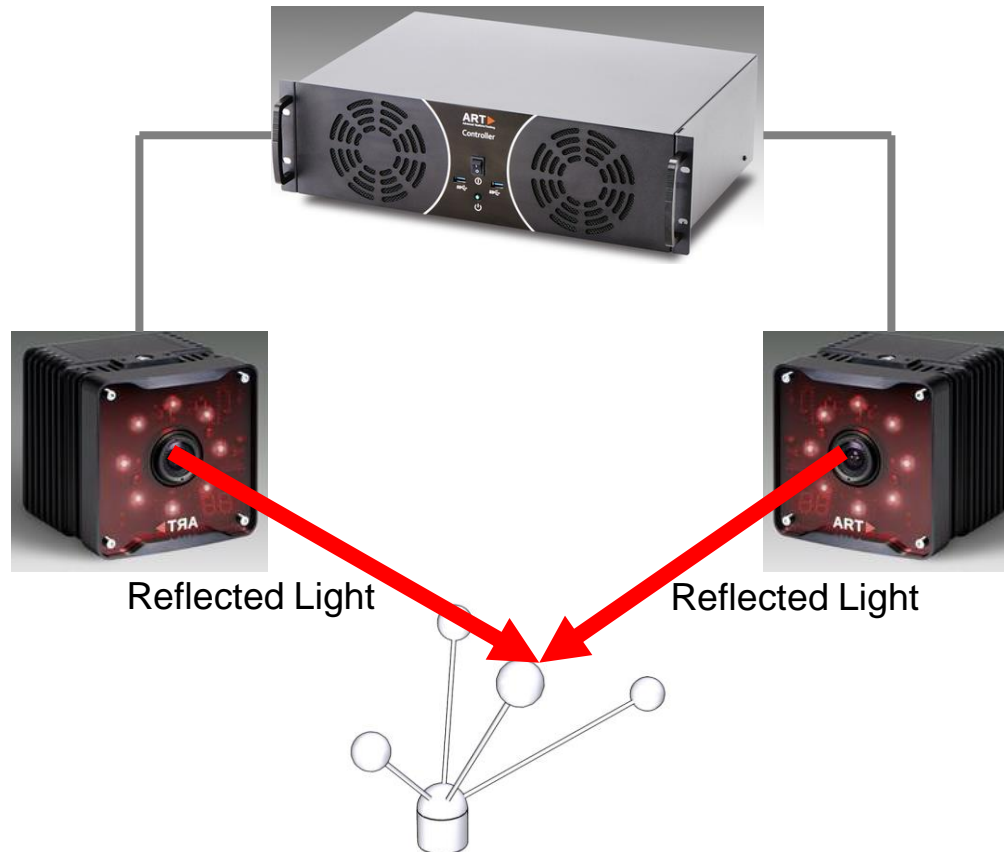
## Problem Definition

- Building a model of examined installation in 3d virtual world.
  - Should be fast and intractable (Using tracking system).
- Assist the user during measurement by specific visualization.
  - Make the measurement process faster.
  - Collect enough data for an accurate visualization.
- Visualize collected data in different ways.
  - Investigate appropriate visualization methods.
  - To detect weak/strong parts of the environment.

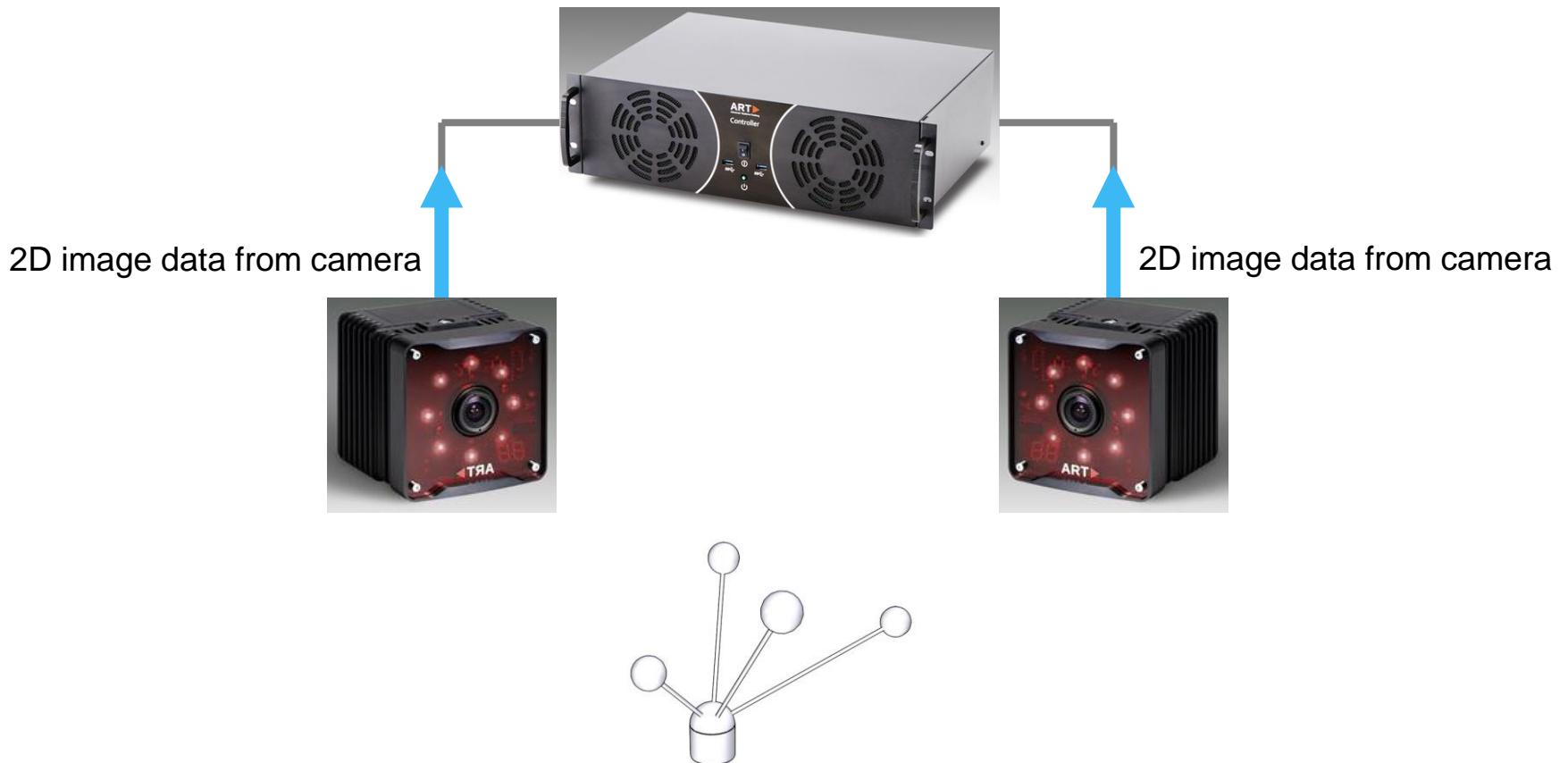
- ART-Tracker



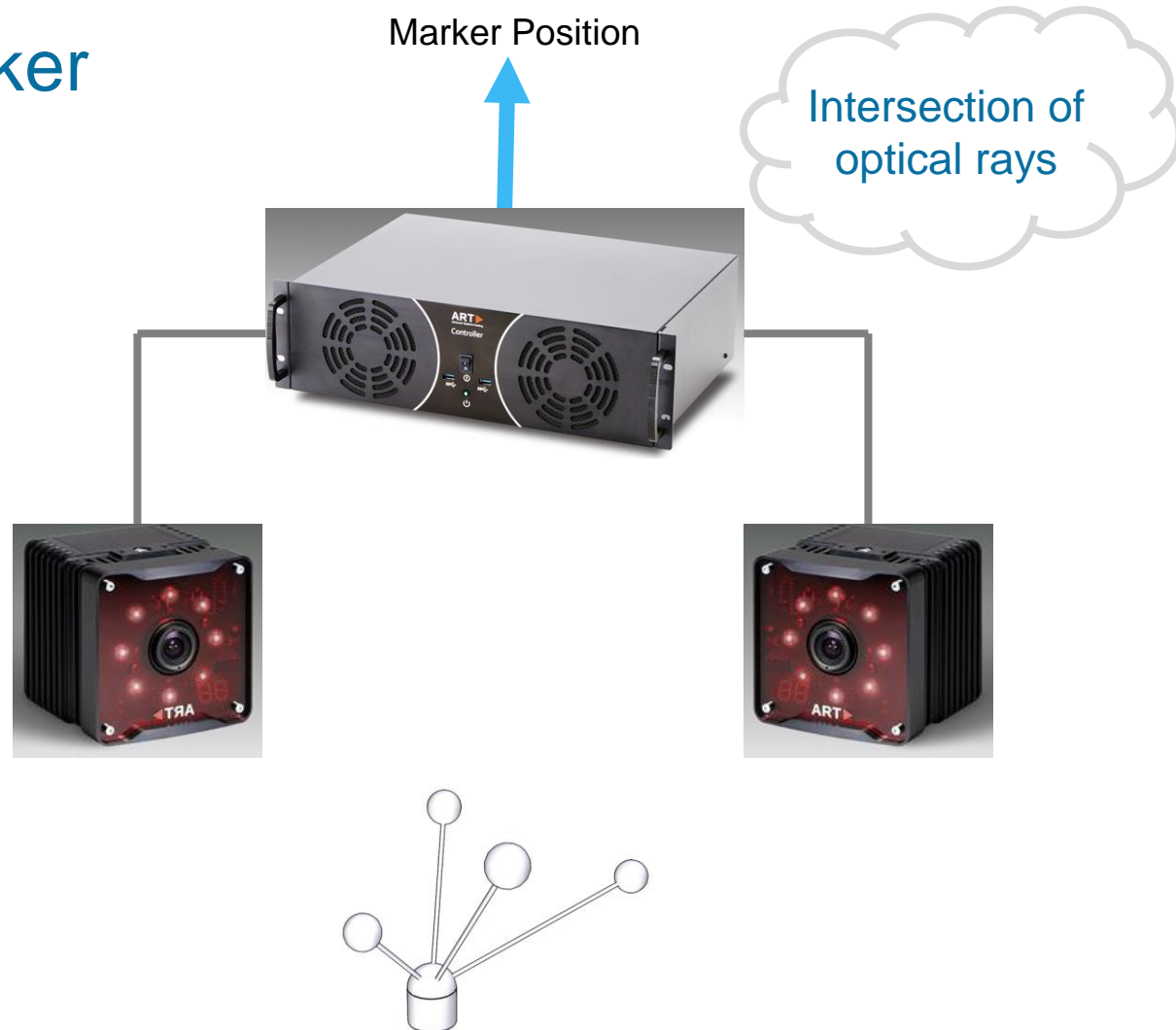
- ART-Tracker



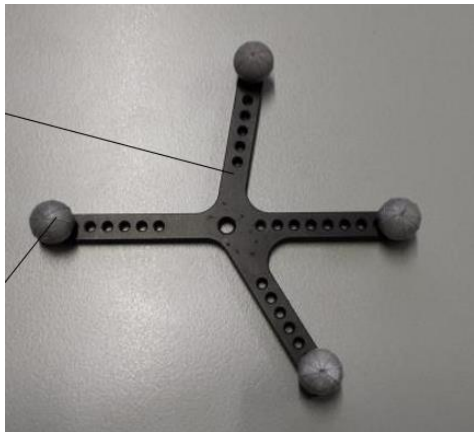
- ART-Tracker



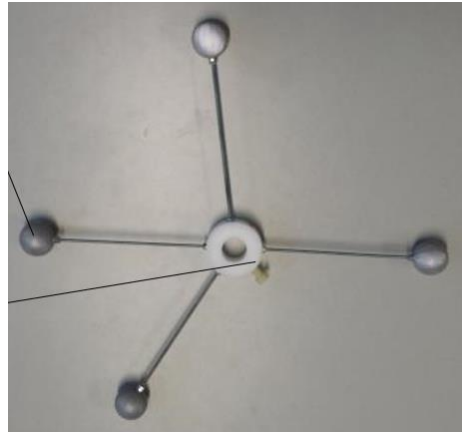
- ART-Tracker



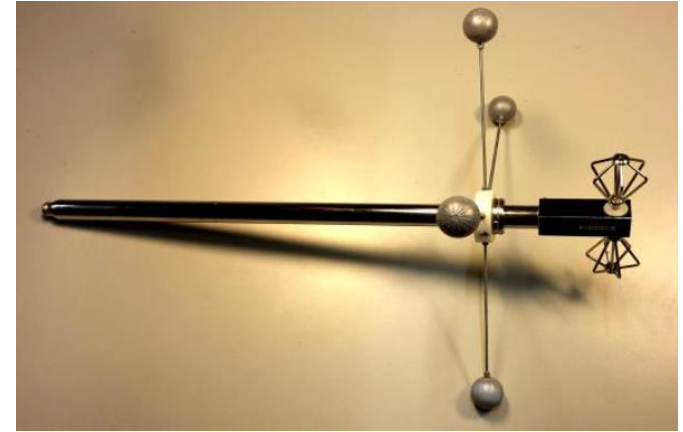




Coordinate System Origin  
Marker



Antenna Pose Marker



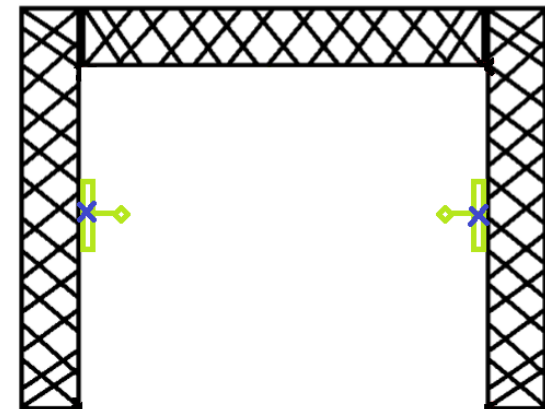
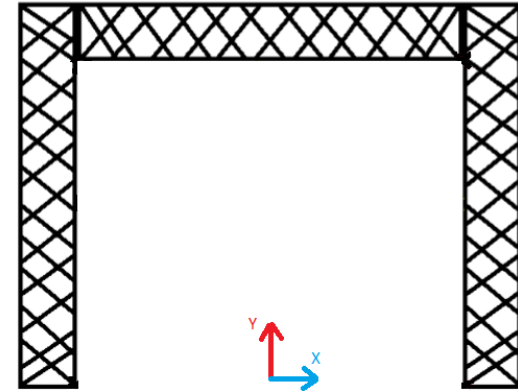
Dipole Tracking Marker

# Setting up the virtual world

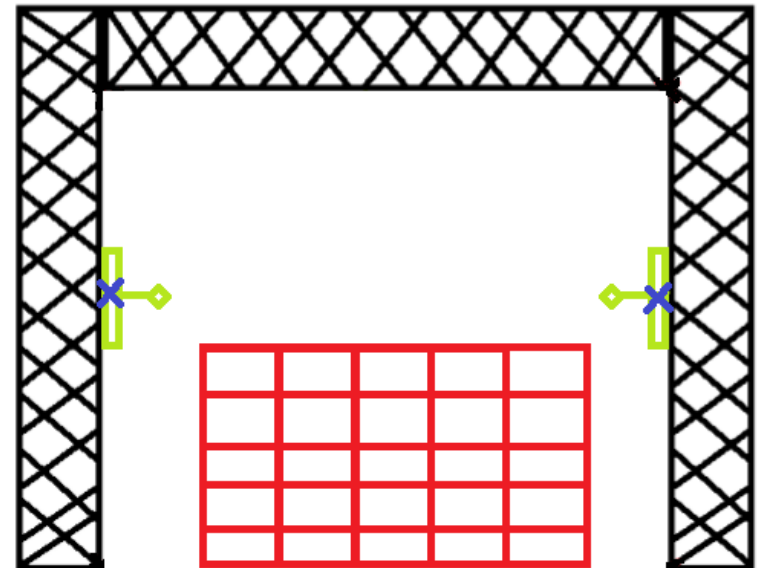
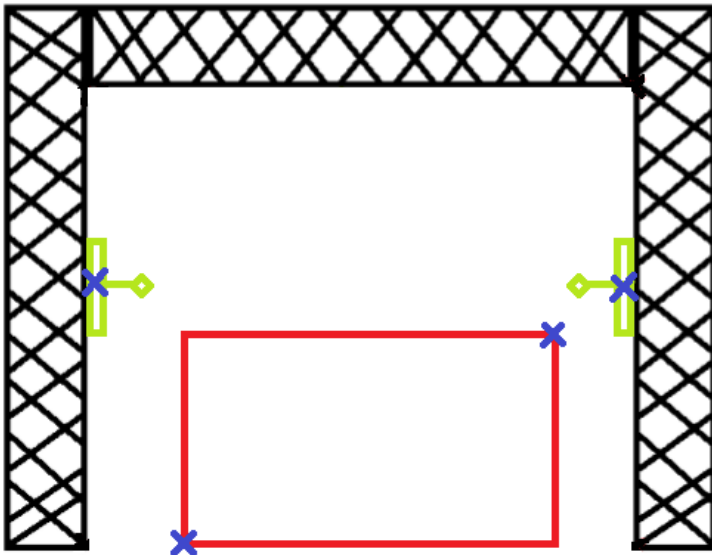
- Requirements
  - Environment coordinate's origin
  - Gate dimensions
  - UHF Antenna's position and orientation
- Defining these specifications:
  - Manually using mouse or keyboard.
    - Requires measurements
    - Hard to measure orientation and position accurately
  - Use a tracking system to detect them by processing the images.

# Setting up the virtual world

- Defining environment coordinate system's origin
- Defining Antenna's position and orientation
- Defines the gate's dimensions implicitly

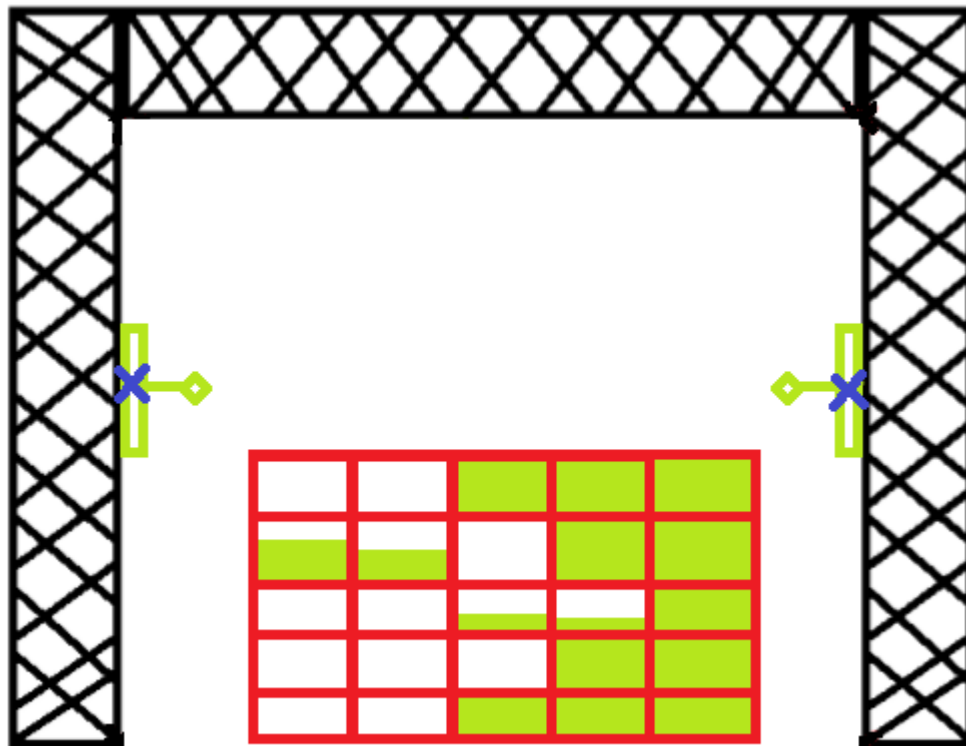


- **Area of interest** is an axis-aligned bounding box which the magnetic field values in it is of interest.
- Defining the area of interest:
  - Using dipole's head to determine its min and max points.

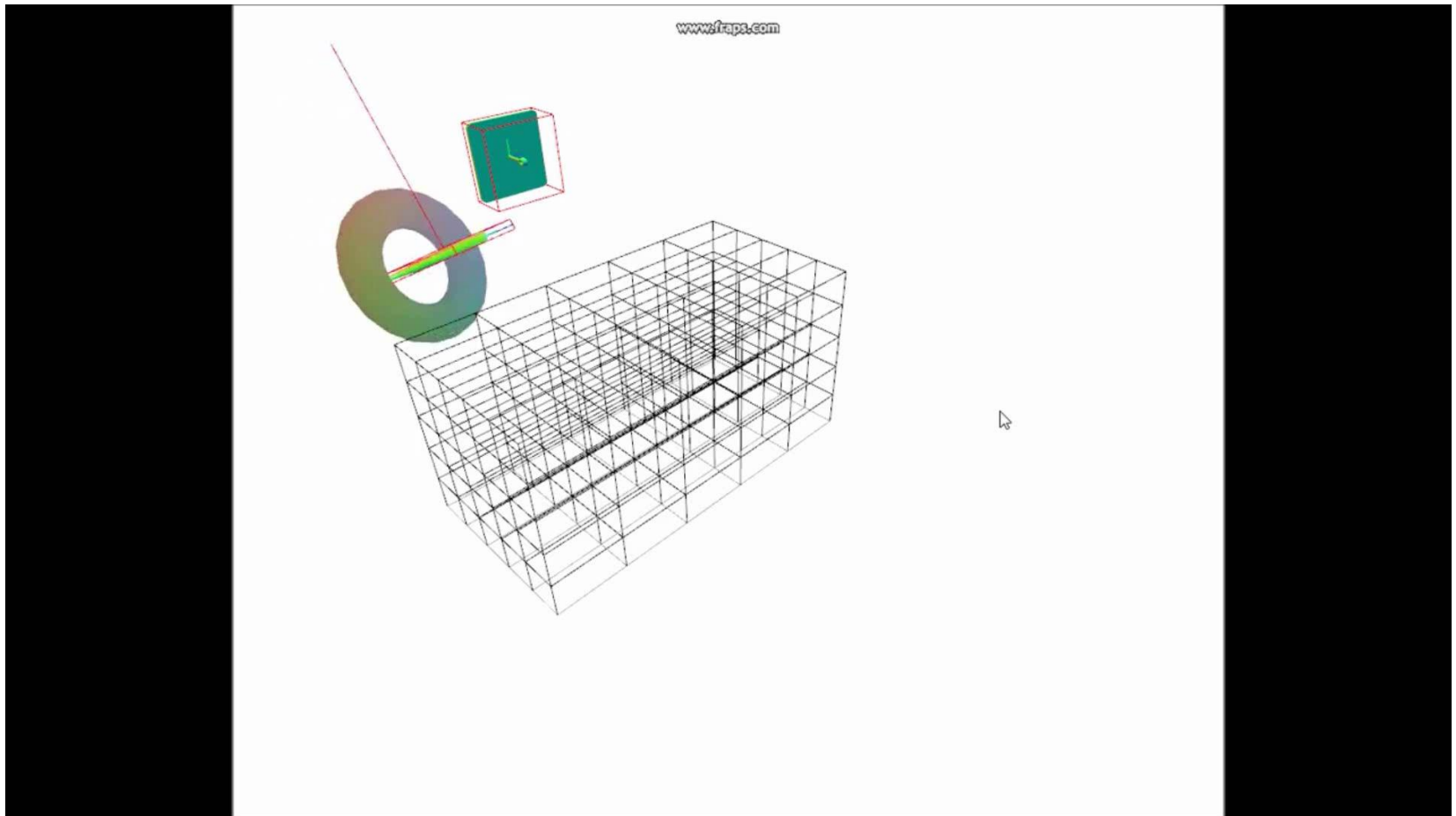


# User Assistant During Data Collection

- Progress bar per grid's element

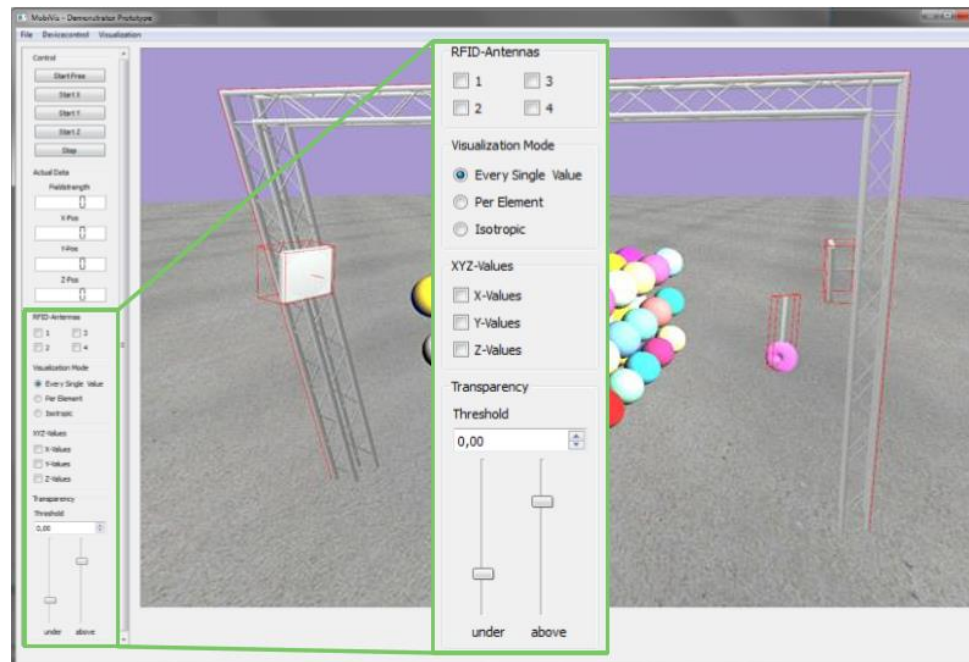


# User Assistant During Data Collection



# Data Visualization

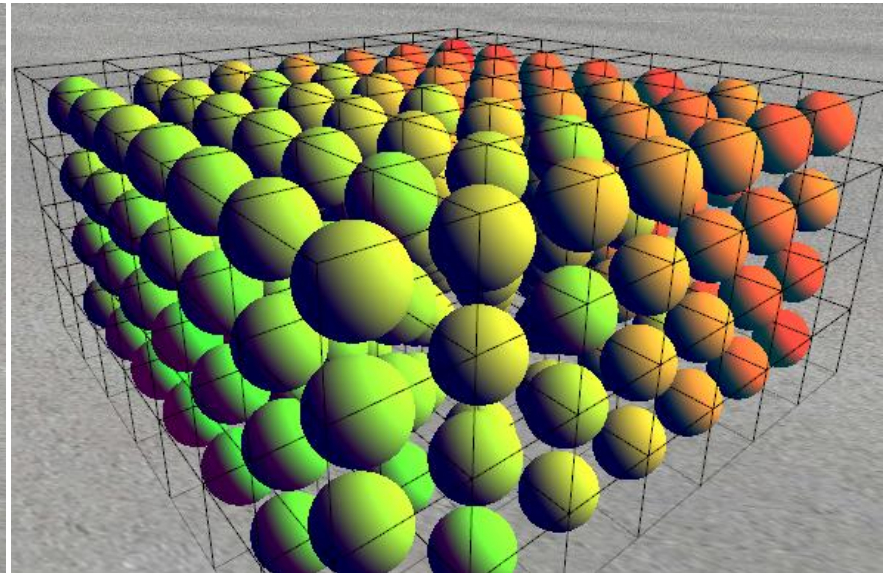
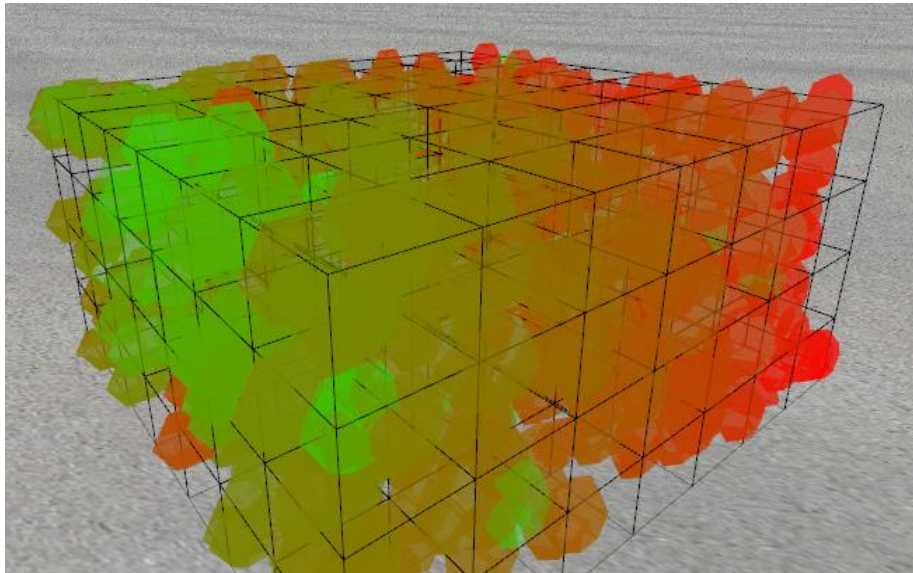
- Visualizing all collected data
- Visualizing magnetic field magnitude
- Visualizing grid elements
- Visualizing the magnetic field volume





# Torus/Sphere Glyph

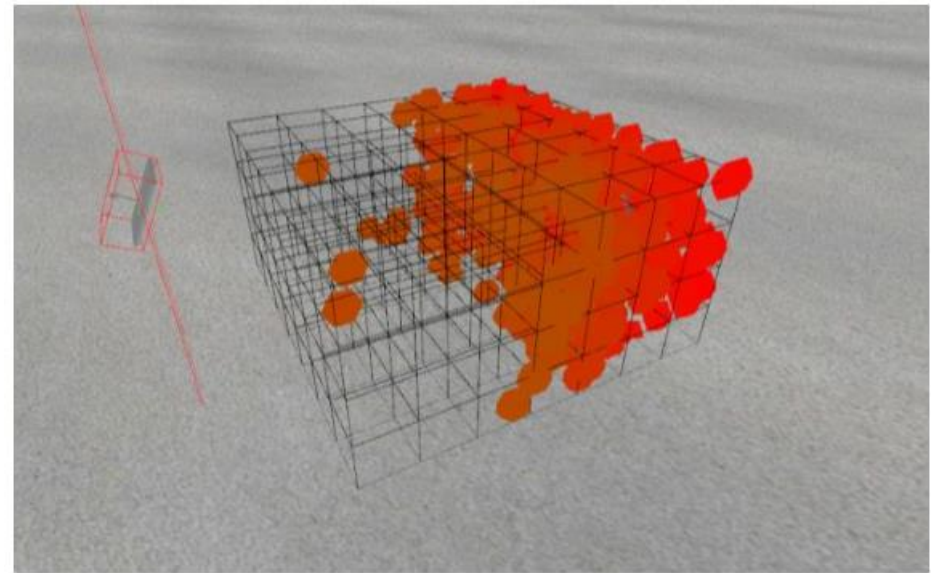
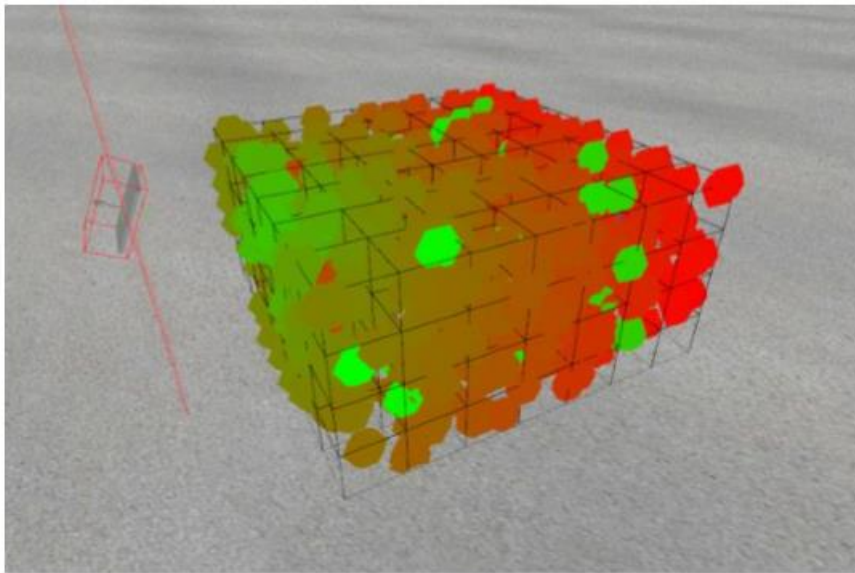
- Rendering high number of torus/spheres on GPU
- Generating geometries on the GPU using geometry shader
- Using higher order primitives method



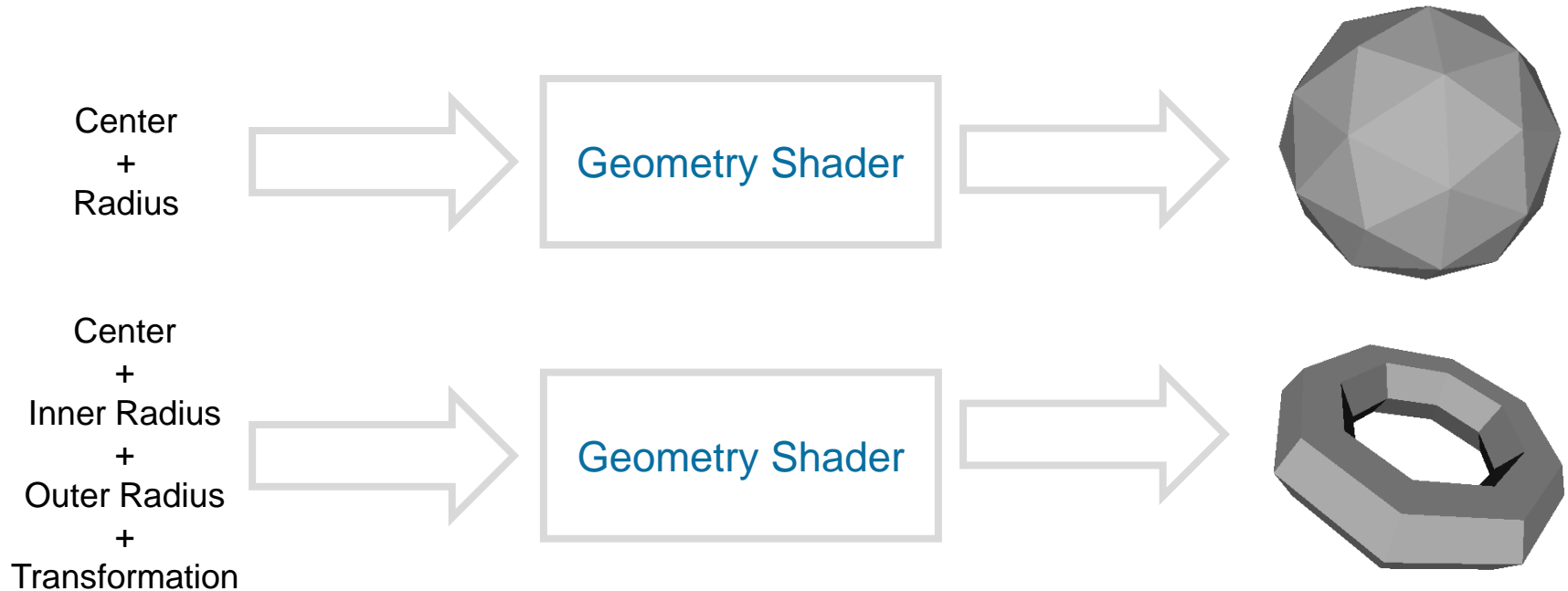


# Transparency

- Focus on part of dataset using transparency
- Using two scrollbars to define transparency for weak/strong values



# Torus/Sphere Glyph using Geometry Shader

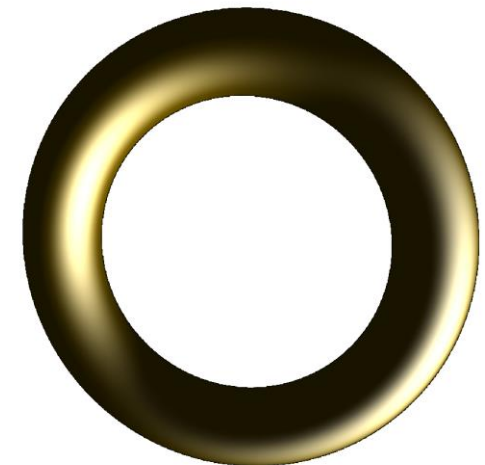


## • Cons:

- Not smooth -> Limitation in number of generated primitives and vertices.

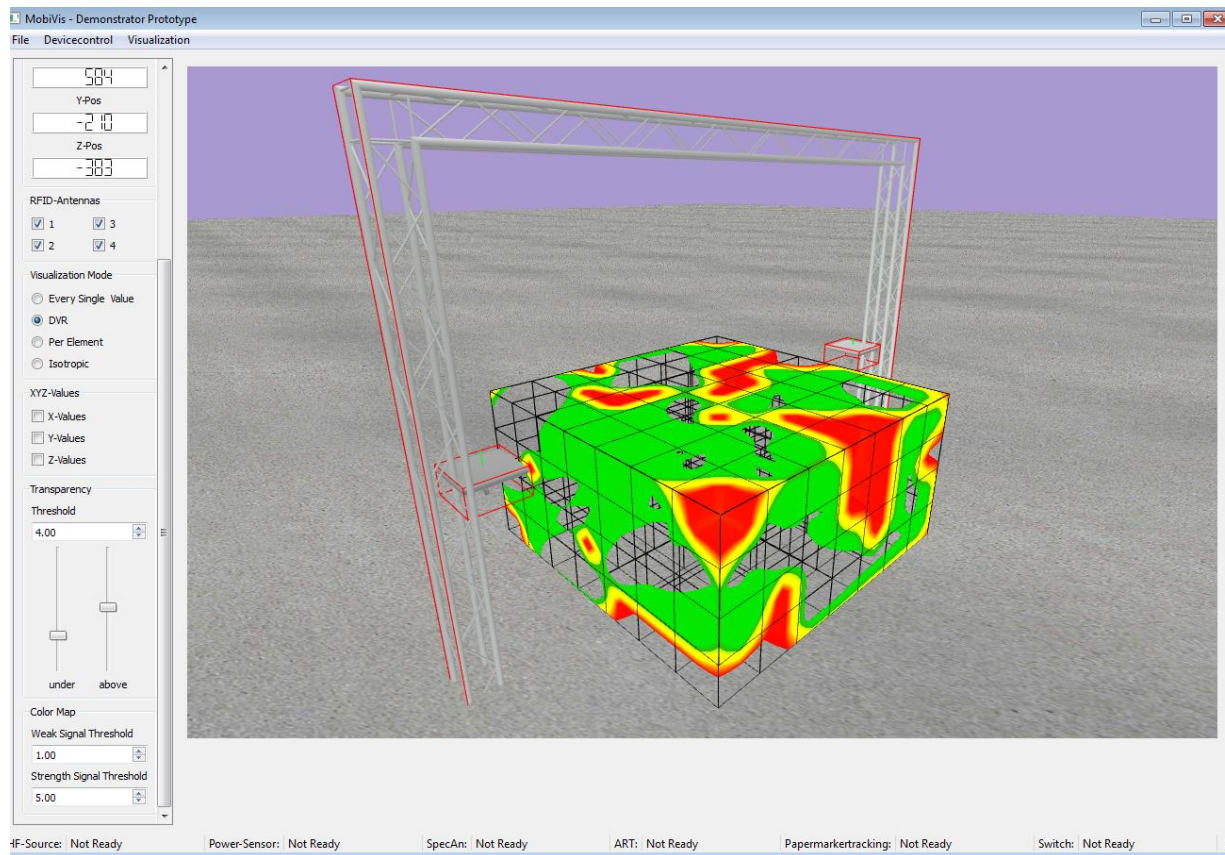
# Torus/Sphere Glyph with Higher-Order Primitives (HOP)

- Ray-casting sphere/torus:
  - Intersecting ray-sphere equation
  - Intersecting ray-torus equation:
    - Quartic Function
    - Requires double precision computation to reduce aliasing
- Pros:
  - Pixel-Accurate Primitives

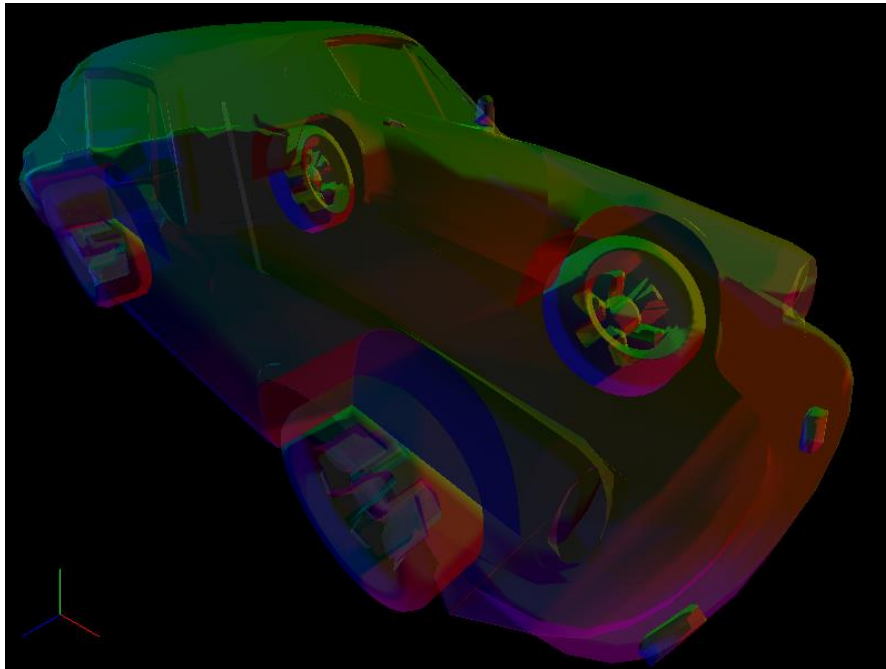


# Direct Volume Rendering (DVR)

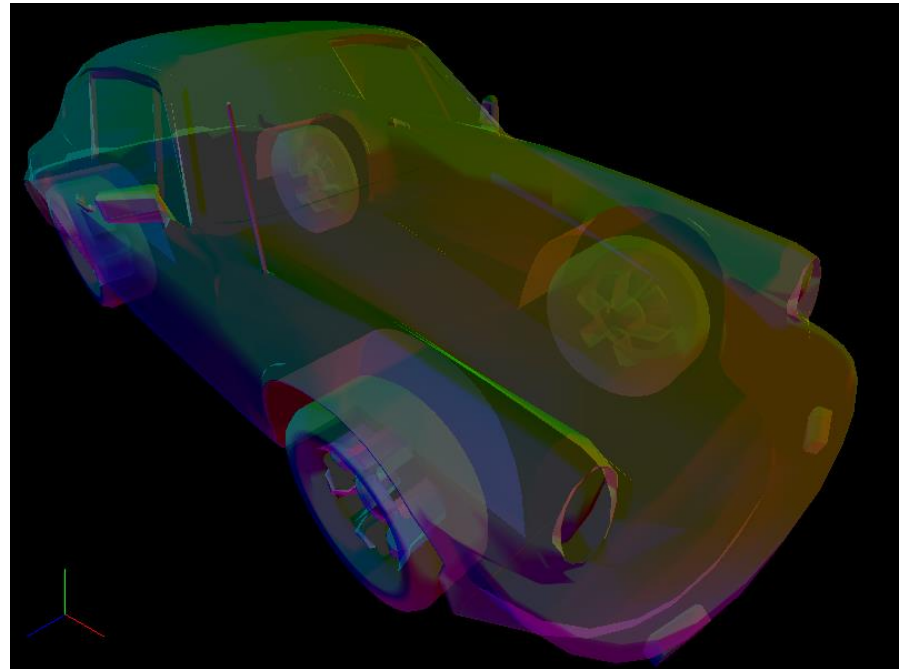
- 2D Projection of a 3D scalar field
- Ray casting the volumetric data



- Add Order Independent Transparency (OIT)



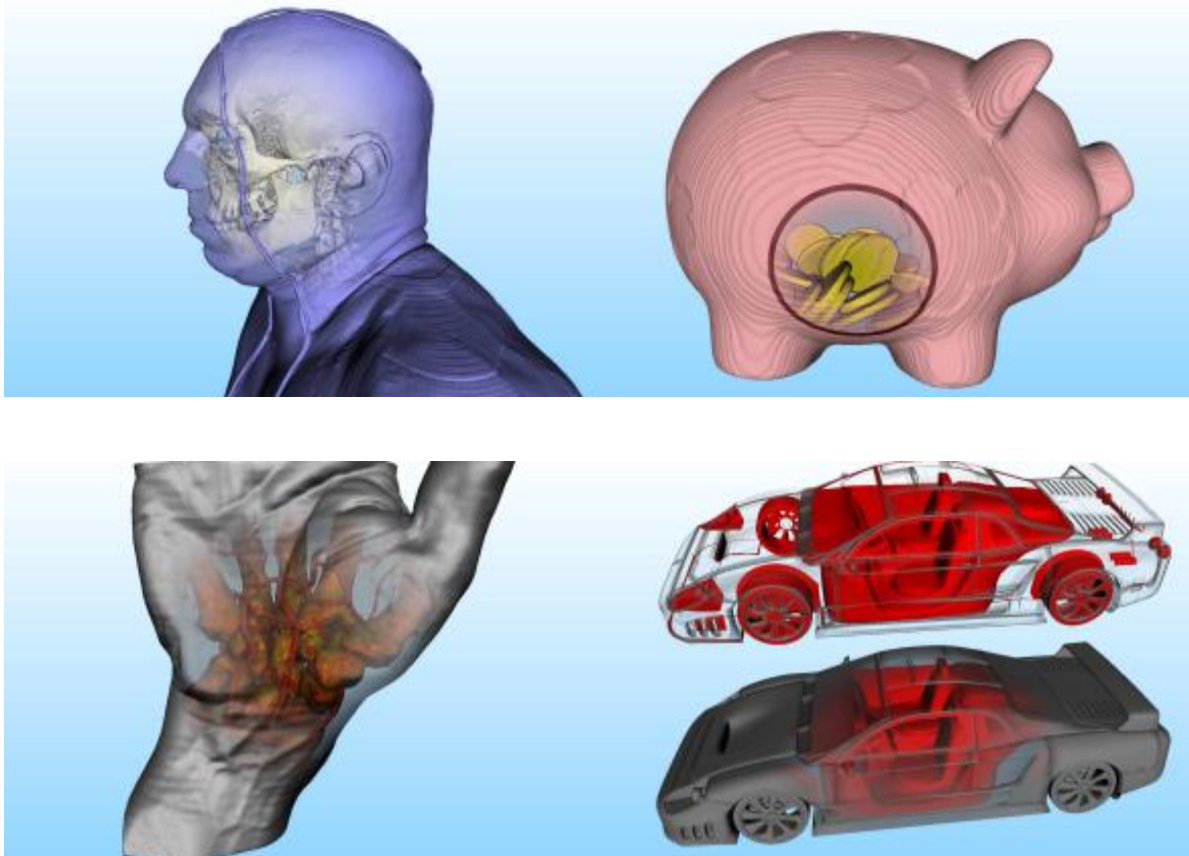
Wrong rendering order



Right rendering order



- ClearView Technique to focus on a specific part of dataset



# Vielen Dank für Ihre Aufmerksamkeit!

**Prof. Dr.-Ing. Dipl.-Wi.-Ing.  
Willibald A. Günthner**

Technische Universität München  
fml - Lehrstuhl für Fördertechnik  
Materialfluss Logistik

Boltzmannstr. 15  
85748 Garching

Tel +49.89.289.15921  
Fax +49.89.289.15922  
E-Mail: [kontakt@fml.mw.tum.de](mailto:kontakt@fml.mw.tum.de)