

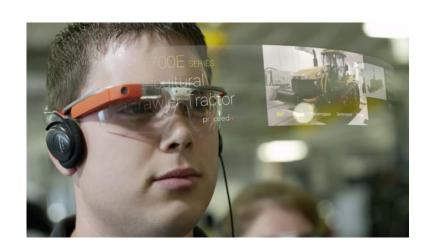
#BuildingTomorrow

How to create a unique UX combining AR with IoT

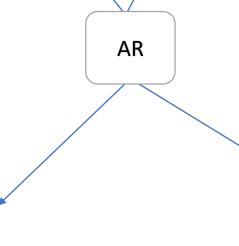
Siemens

Augmented reality?



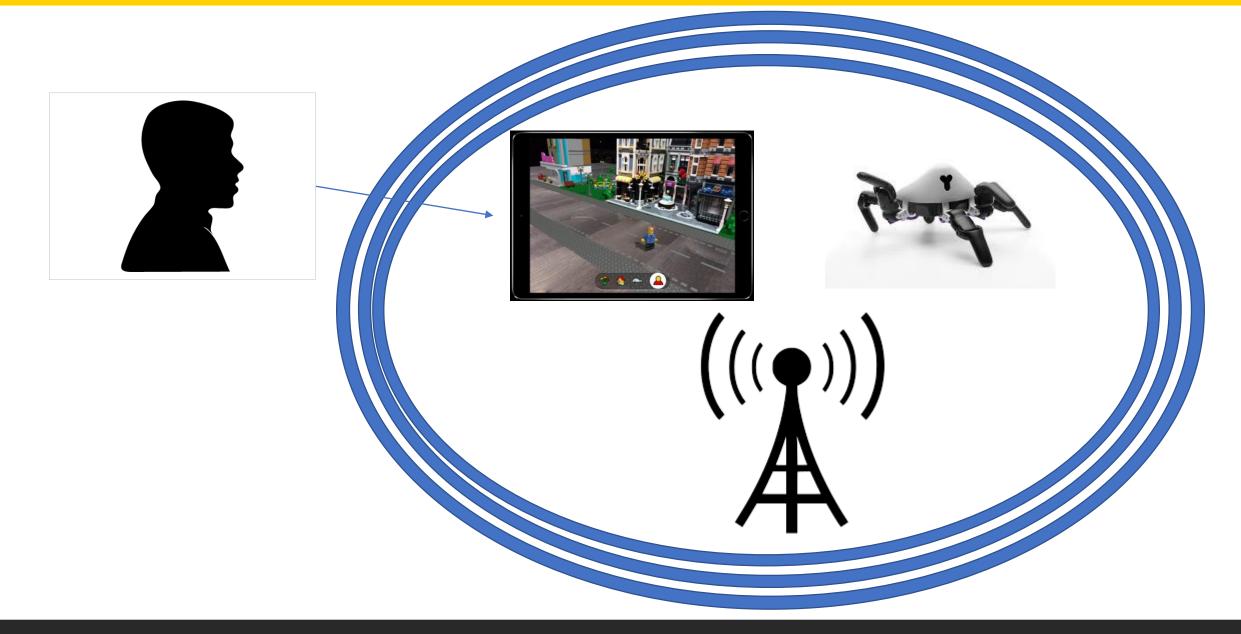








Tdays Innovation, Programming, Technology



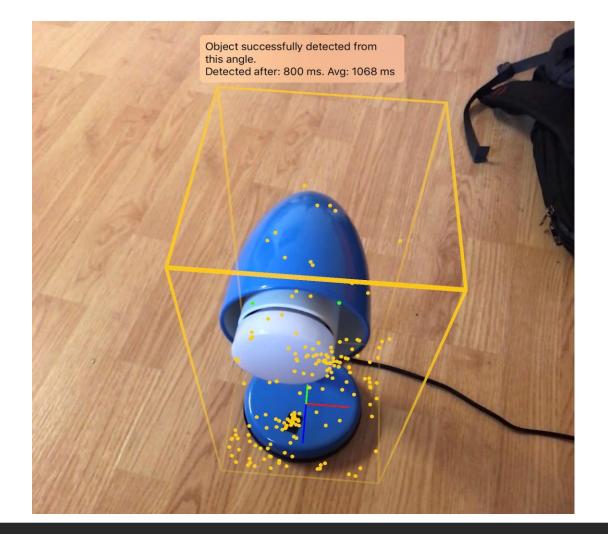




AR Kit

- Visual Inertia Odometry track where I am moving as I move
- Pose is tracked via:
 - the *Visual (camera) system*, by matching a point in the real world to a pixel on the camera sensor each frame.
 - Inertial system (your accelerometer & gyroscope-together referred to as the Inertial Measurement Unit or IMU)

AR Kit Object Detection



Initialize Object Detection

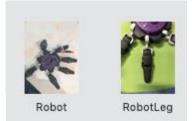
// Create a session configuration
let configuration = ARWorldTrackingConfiguration()

// Object detection
configuration.detectionObjects = ARReferenceObject.referenceObjects(inGroupNamed: "AR Object Detection", bundle: Bundle.main)!

// Run the view's session
sceneView.session.run(configuration)

Callback called when object is detected

```
func renderer(_ renderer: SCNSceneRenderer, nodeFor anchor: ARAnchor) -> SCNNode? {
    if let objectAnchor = anchor as? ARObjectAnchor {
        print("Detected: ", objectAnchor.name!)
    }
    return nil
}
```



AR Kit Image Detection



Interact

Initialize Object Detection

// Create a session configuration
let configuration = ARWorldTrackingConfiguration()

// Image detection
configuration.detectionImages = ARReferenceImage.referenceImages(inGroupNamed: "AR Image Detection", bundle: Bundle.main)!

// Run the view's session
sceneView.session.run(configuration)

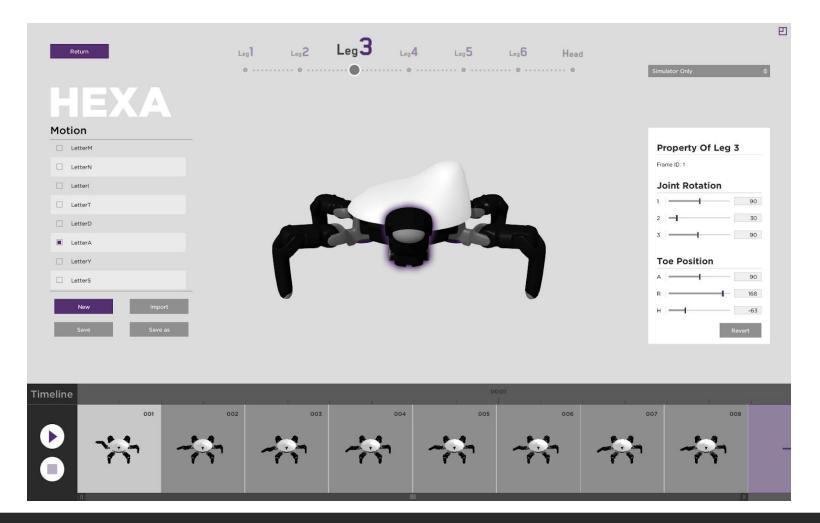
Callback called when image is detected

```
func renderer(_ renderer: SCNSceneRenderer, didAdd node: SCNNode, for anchor: ARAnchor) {
   guard let imageAnchor = anchor as? ARImageAnchor else { return }
   let referenceImage = imageAnchor.referenceImage
```

```
// Create a plane to visualize the initial position of the detected image.
let plane = SCNPlane(width: referenceImage.physicalSize.width,height: referenceImage.physicalSize.height)
let planeNode = SCNNode(geometry: plane)
planeNode.opacity = 0.25
planeNode.eulerAngles.x = -.pi / 2
planeNode.runAction(self.imageHighlightAction)
node.addChildNode(planeNode)
```



Hexa animations for drawing the letters



Letter A

V0A90V1A81V2A133V3A90V4A81V5A133V6A90V7A30V8A90V9A90V10A81V11A133V12A90V13A81V14A 133V15A90V16A81V17A133V18A0T200|V0A90V1A81V2A133V3A90V4A81V5A133V6A90V7A102V8A43V9 A90V10A81V11A133V12A90V13A81V14A133V15A90V16A81V17A133V18A0T200|V0A90V1A81V2A133V3A9 0V4A81V5A133V6A105V7A102V8A43V9A90V10A81V11A133V12A90V13A81V14A133V15A90V16A81V17A1 33V18A0T200|V0A90V1A81V2A133V3A90V4A81V5A133V6A98V7A91V8A71V9A90V10A81V11A133V12A9 0V13A81V14A133V15A90V16A81V17A133V18A0T200|V0A90V1A81V2A133V3A90V4A81V5A133V6A98V7 A79V8A71V9A90V10A81V11A133V12A90V13A81V14A133V15A90V16A81V17A133V18A0T200|V0A90V1A81 V2A133V3A90V4A81V5A133V6A102V7A79V8A66V9A90V10A81V11A133V12A90V13A81V14A133V15A90V10A81V1A133V15A90V 16A81V17A133V18A0T200|V0A90V1A81V2A133V3A90V4A81V5A133V6A102V7A93V8A62V9A90V10A81V 11A133V12A90V13A81V14A133V15A90V16A81V17A133V18A0T200|V0A90V1A81V2A133V3A90V4A81V5A1 33V6A99V7A98V8A43V9A90V10A81V11A133V12A90V13A81V14A133V15A90V16A81V17A133V18A0T200

```
API
        func (d *RobotMiniProj) StartAPI() {
              r := mux.NewRouter()
              r.HandleFunc(path: "/writeITDAYS", d.writeITDAYS)
             http.ListenAndServe(addr:":8000", r)
        }
            for no, degree = range acts {
Animation
               if no == 18 {
                   go hexabody.MoveHead(float64(degree), duration)
               } else {
                   go hexabody.MoveJoint(no/3, no%3, float64(degree), duration)
```





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