### 1.2.1 Recognition Angle of Model Image

First of all, we should consider which angle of the model we usually see when app is used, and which parts of the model are easy to appear in the field of vision. The recognition map focuses on the part that is most easily seen in use, which can reduce the stretching of the map, while ensuring the color quality and location accuracy of the main position map.
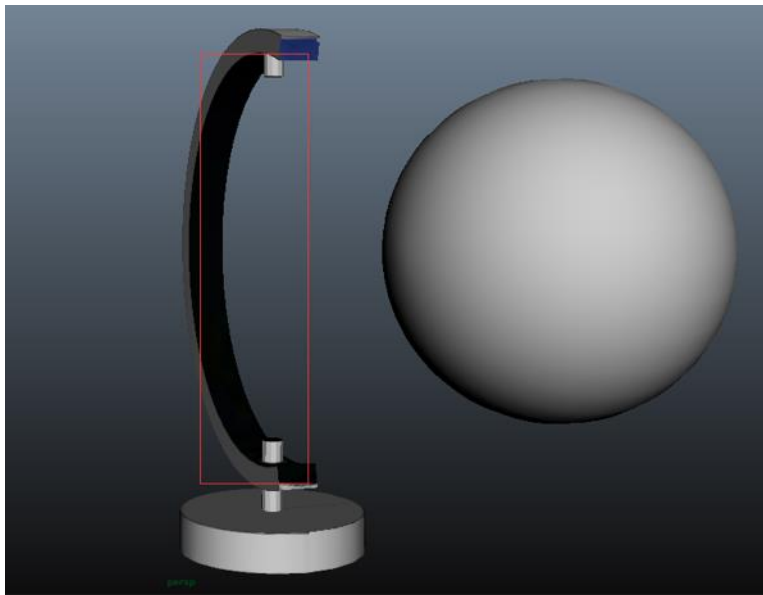
From the perspective of AR, the top and front of the model should be highlighted, and the occluded part and the bottom of the model are usually difficult to see.
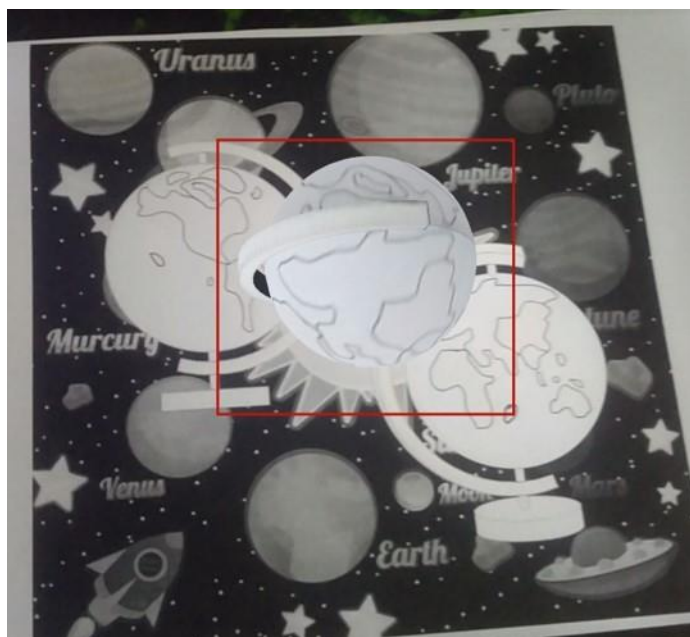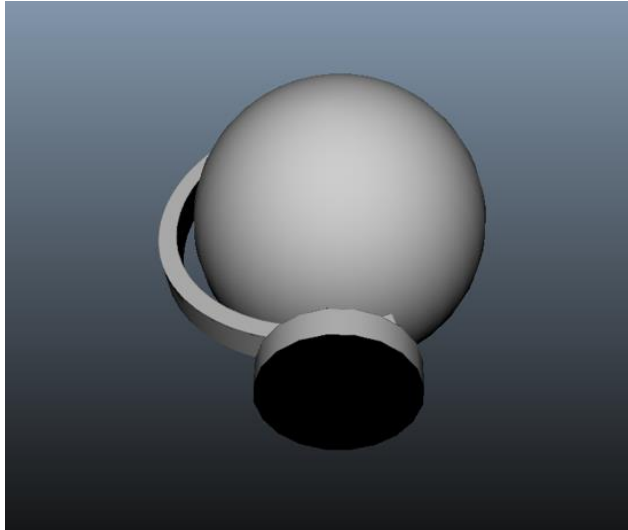

Top of the model

The front part of the model
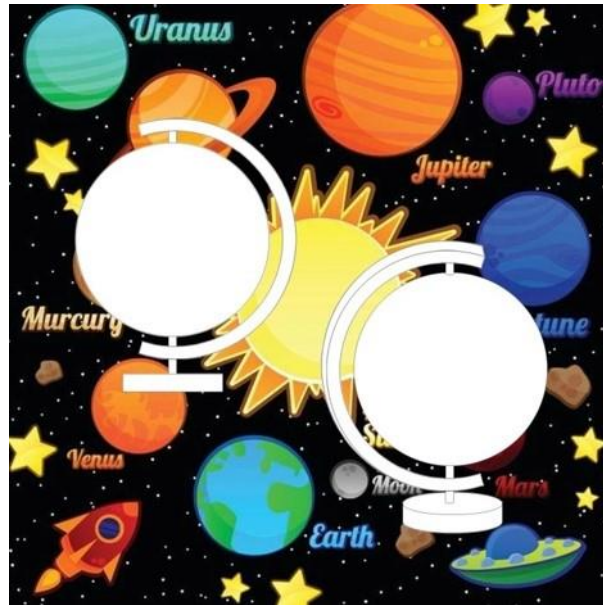

An easily obscured part.

bottom

At the same time, we should also consider the aesthetic feeling of the picture and the user's acceptance. If we put the top view in the picture, the whole picture effect will be very strange. For example, it is difficult to recognize the top of the globe when it appears in the picture. Therefore, considering comprehensively, the general recognition map will use the front, or slightly see some oblique angles of the top.
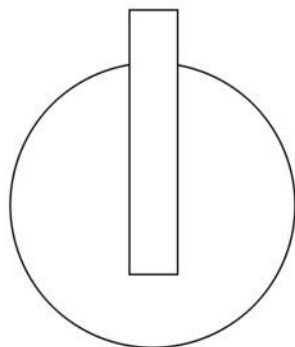
Top wireframe of the globe

A more appropriate angle