Multimedia
(Lab 08)

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Department of Software

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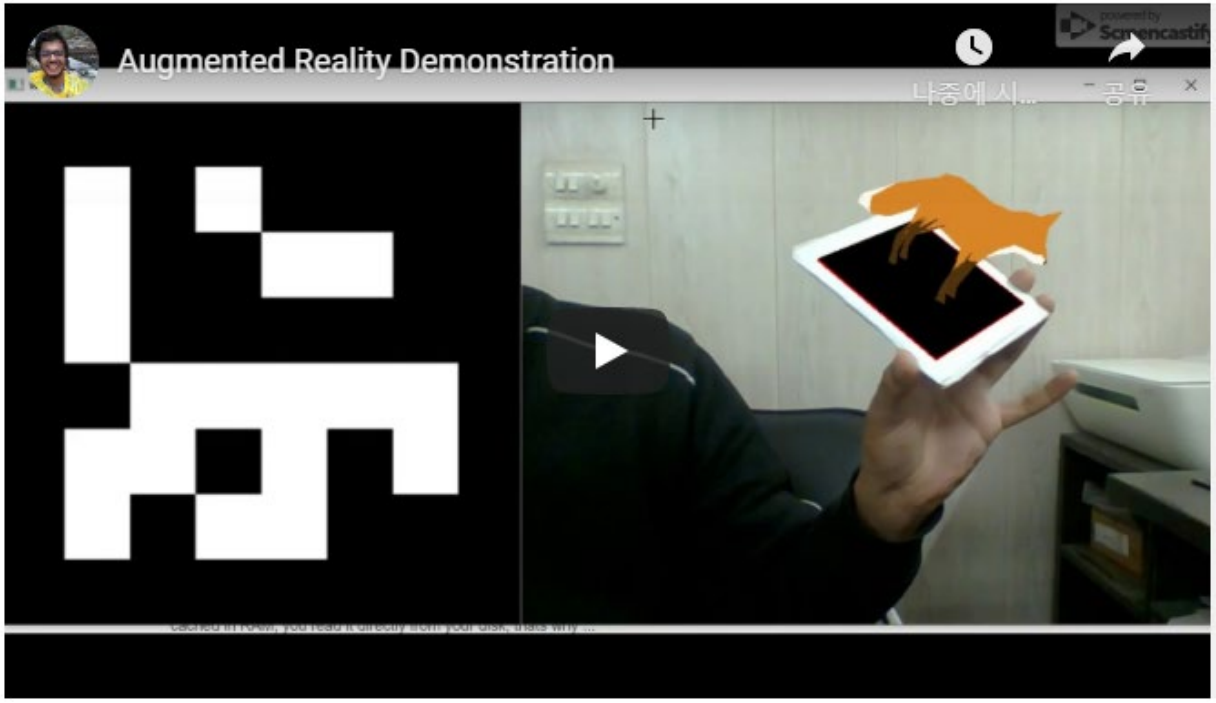
[Lab08] Augmented Reality DIY

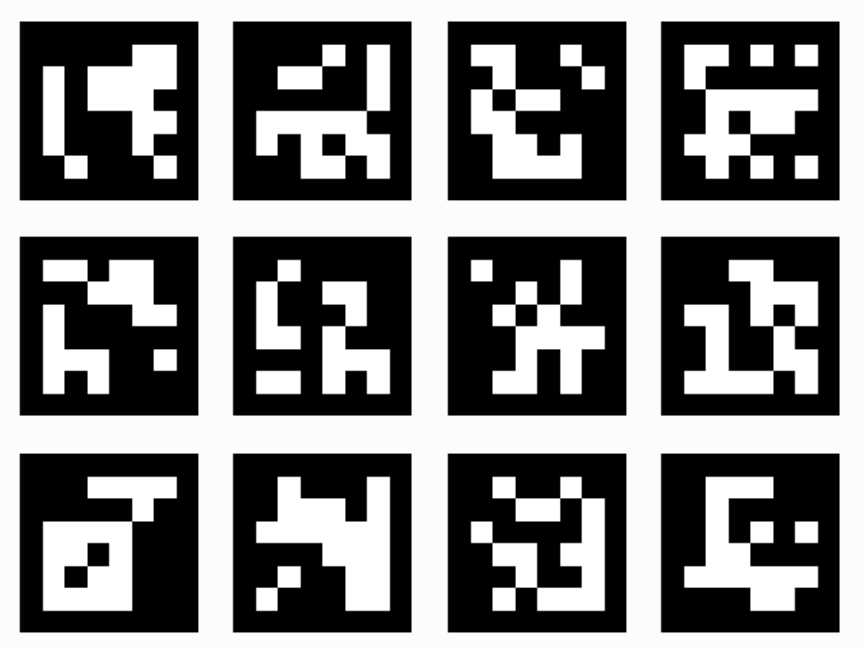
- Marker Detection-based AR
  - Implement a simple marker-based AR that detects a marker and renders a simple 3D object on top of the marker position



https://medium.com/swlh/augmented-reality-diy-3fc138274561

* source: docs.opencv.org

- In this lab, you will learn about
  - Aruco Markers & Detection
  - Perspective Transformations (Perspective Projection by Camera Matrix (in our implementation, Homography))
  - Augmenting the Object into our Reality



various aruco markers,
source: https://mecaruco2.readthedocs.io/en/latest/notebooks_rst/Aruco/aruco_basics.html

- Submit your code and report (including your screenshots that shows the running program)