



壁に3次元環境を重畳表示し
壁を仮想的に透過

The diagram illustrates an AR application where a 3D environment is overlaid on a wall. A person stands on the left, looking at a wall. The wall is partially transparent, revealing a 3D scene. In this scene, a drone is positioned on the floor, and a red cube is floating in the air. A yellow rectangular area on the wall is highlighted, and a line points from it to a callout box. The callout box contains the text '壁に3次元環境を重畳表示し 壁を仮想的に透過' (Overlaid 3D environment on the wall, virtually transparent wall). Another line points from the drone to a second callout box at the bottom, which contains the text 'ドローンの位置情報をもとに 仮想的なドローンをAR表示' (AR display of a virtual drone based on the drone's location information).

ドローンの位置情報をもとに
仮想的なドローンをAR表示