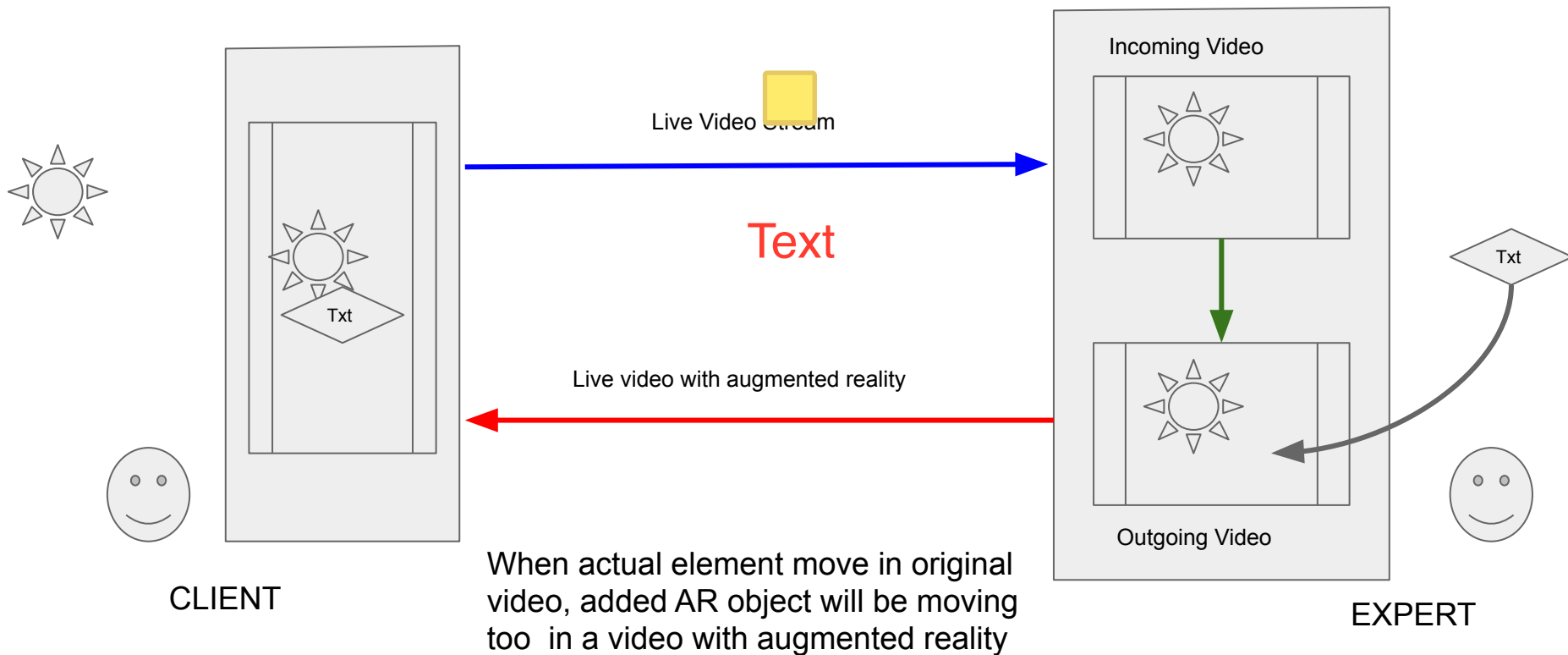


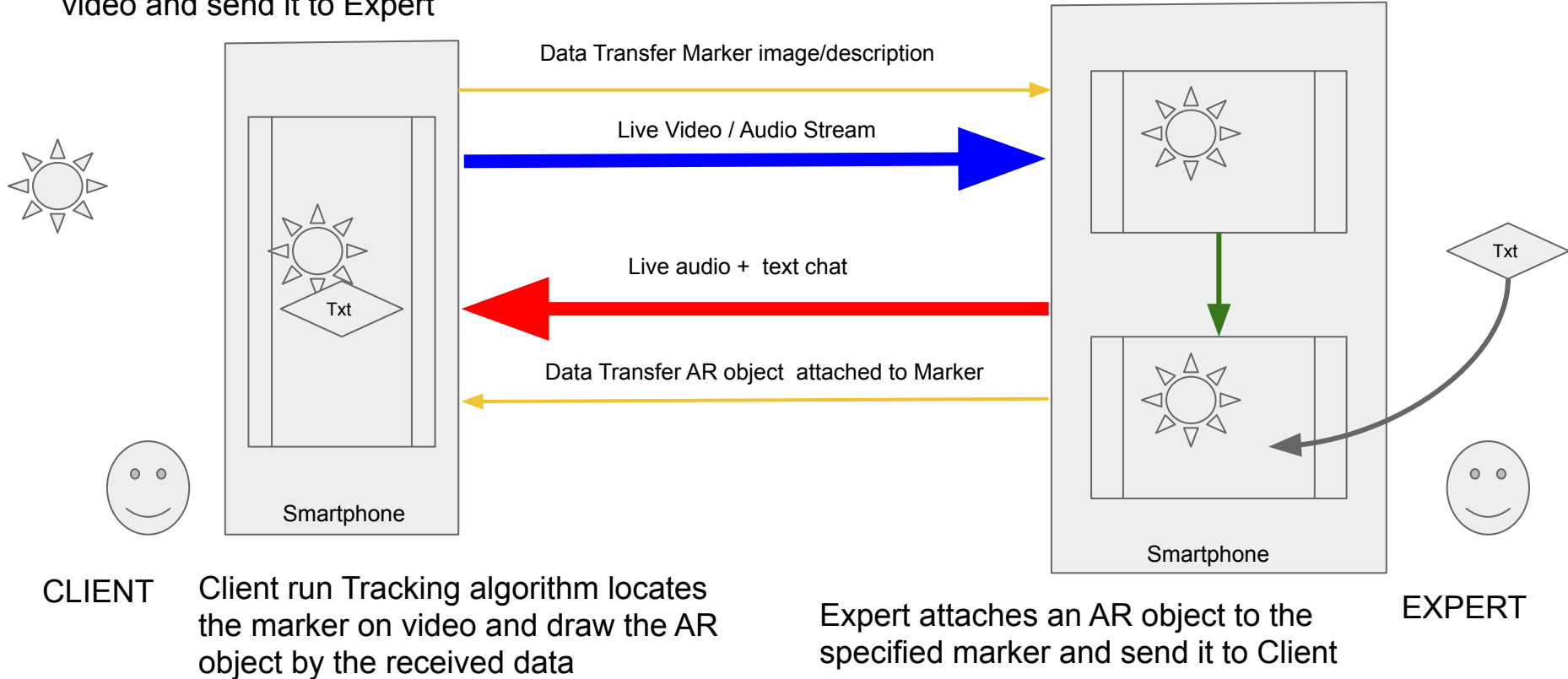
# **AR Object Tracking subsystem for live video**

# Task Description

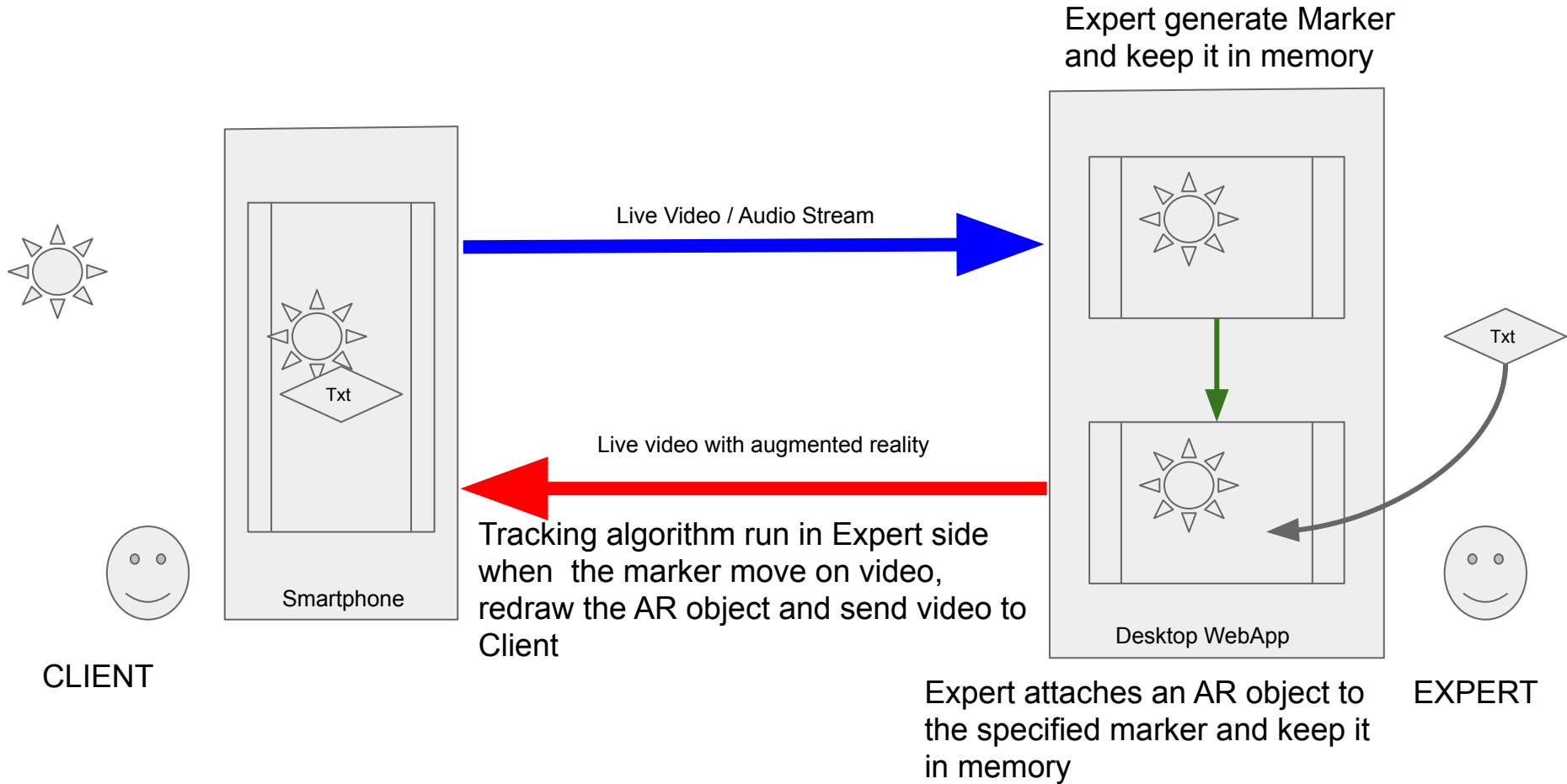


# 1. Tracking Solution based on Marker Generation in Client side

Client generate Marker for actual element in original video and send it to Expert

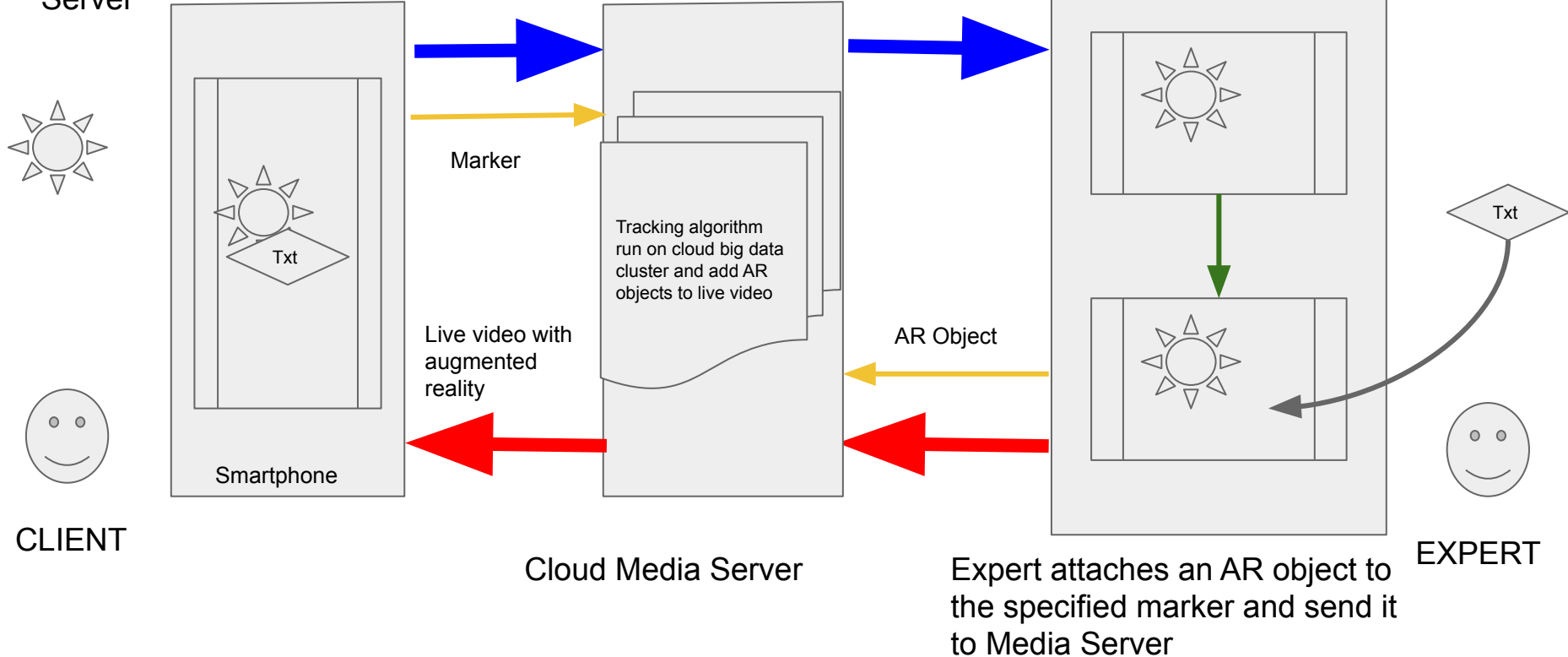


## 2.Tracking Solution based on tracking in Expert side

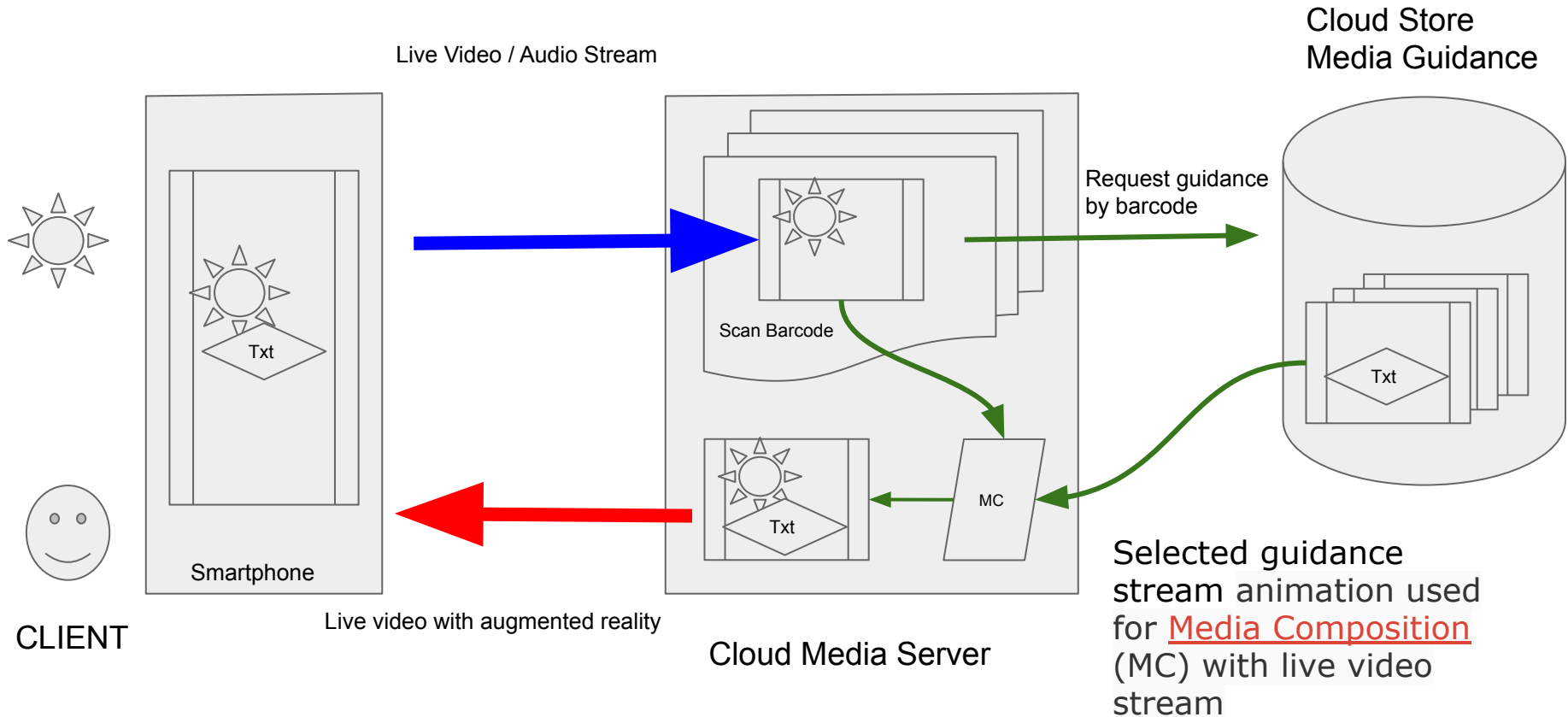


### 3.Tracking Solution on cloud based Media Server

Client generate Marker for actual element in original video and send it to Media Server



## 4.Tracking Solution on cloud based Media Server + IVR



# Conclusion

#	Advantage (+)	Limitation (-)
1	<ul style="list-style-type: none"><li>- Quick completion for the existing platform</li><li>- Compatible with old/new smartphones</li><li>- Low network traffic, single video stream</li></ul>	<ul style="list-style-type: none"><li>- Use of smartphone resources for tracking &amp; drawing AR objects</li><li>- Additional data channel</li></ul>
2	<ul style="list-style-type: none"><li>- Suitable for desktop Web Application</li><li>- Existing tracking javascript framework</li><li>- Traffic minimization, video updated only when motion detection.</li><li>- No additional data channel</li></ul>	<ul style="list-style-type: none"><li>- Sensitivity to lighting</li><li>- Possible loss target (Marker)</li></ul>
3	<ul style="list-style-type: none"><li>- Independent flexible infrastructure</li><li>- Minimization endpoints resource using</li><li>- High efficiency tracking motion</li><li>- Using of advanced technologies</li></ul>	<ul style="list-style-type: none"><li>- Cost lease public cloud resource</li><li>- Additional data channel</li></ul>
4	<ul style="list-style-type: none"><li>- See too #3</li><li>- AI Interactive virtual expert IVR</li></ul>	<ul style="list-style-type: none"><li>- See too #3</li><li>- Cost lease cloud store</li></ul>