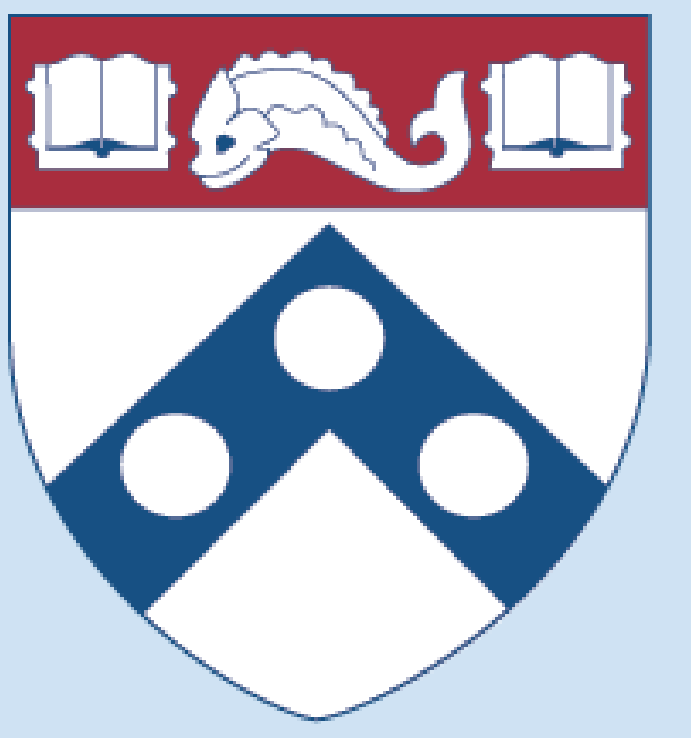




Scene++

making AR immersive

Henry Zhu · Liam Dugan
Ziad Ben Hadj-Alouane · Zhengyi Luo
Advisor - Dr. Stephen Lane

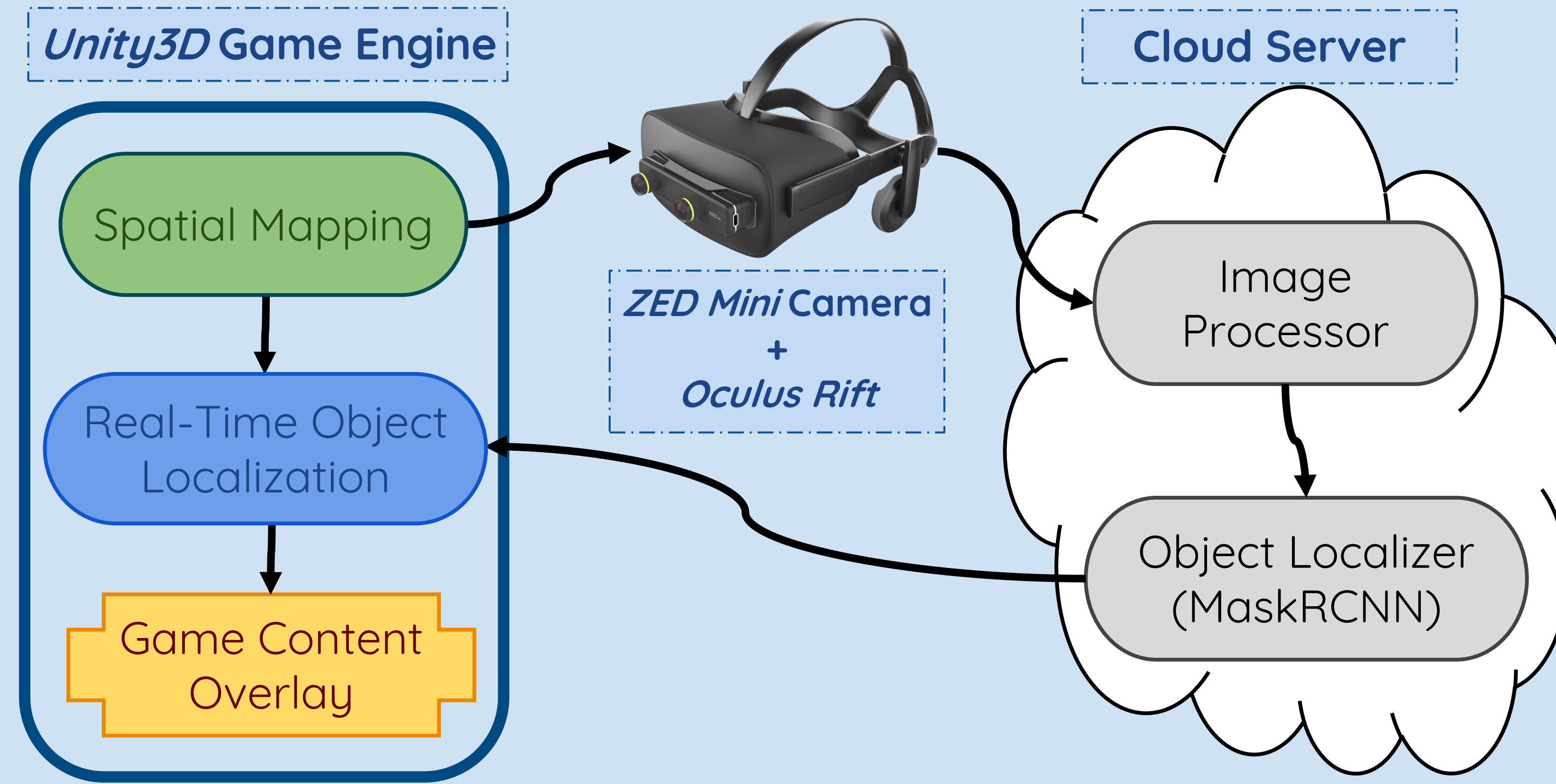


Abstract

Scene++ provides scene understanding to AR devs.

- *Current AR Industry* uses primitive surface detection only
- *Our Objective* is to create a tool that localizes real objects for an immersive AR experience (overlying real world objects with interactive virtual objects)

System Architecture



Evaluation

Frames Per Second (FPS)

- ◆ Tool maintains 40+ FPS on minimum VR specs

Real-Time Usage

- ◆ Recalibration of spatial map for robust object labeling and positioning

Cloud Computing

- ◆ Cross-platform object localization framework

Object Localization Variety

- ◆ Able to concurrently detect 80+ objects in a scene

Spatial Mapping



Real-Time Object Localization



Labeling and Localizing Object → Replacing Object with Virtual Model

Game Content Overlay

