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Augmented Reality: Capturing the Real World

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What is AR?

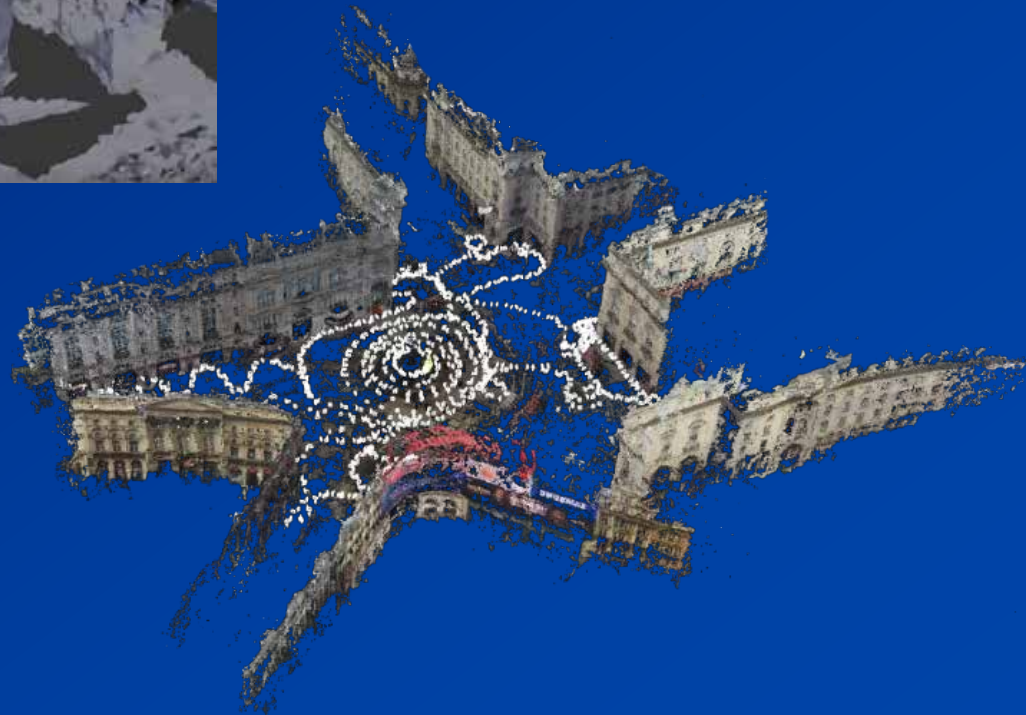
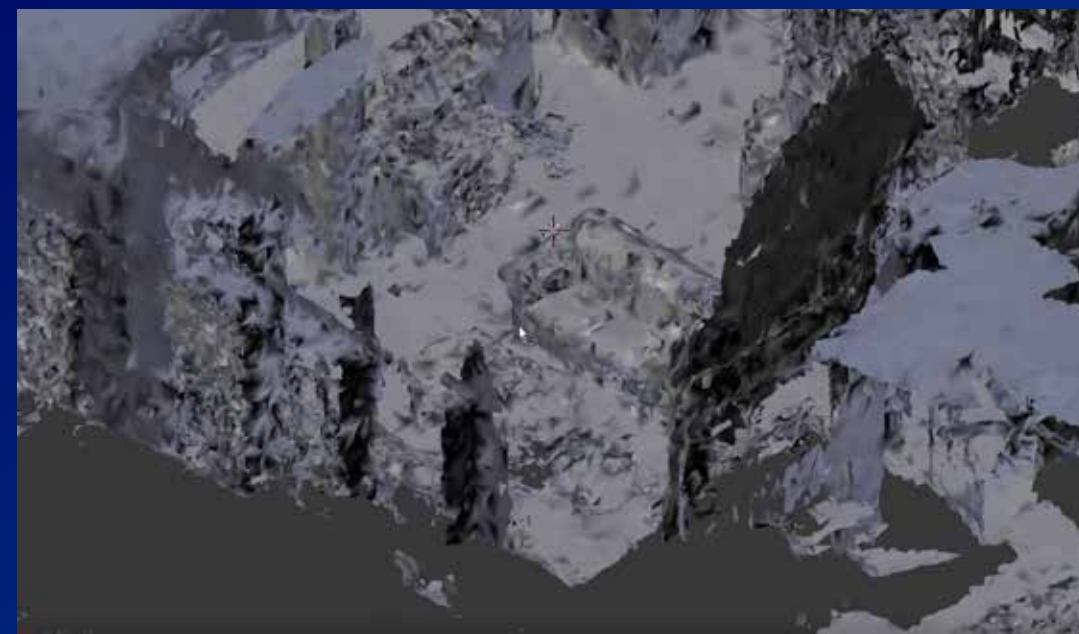


- Augmented Reality (“AR”): real-world environments augmented or embellished by additional computer generated sensory content
 - Adding graphics, audio, haptic, or other sensory content that is otherwise not present
 - Head’s Up Display?
- Separate from virtual reality (“VR”), where everything is computer generated content
- Mixed reality (“MR”)?
 - Allowing real and virtual elements to blend and interact with one another
- Everyone has seen augmented reality in some form, probably on a regular basis

- AR requires a highly detailed understanding of the physical environment to work optimally
 - AR generates computer graphics that are overlaid onto a view of the real world
 - Understanding the real world is key
- Capturing the details of the real world typically done using LIDAR or point-cloud capture
 - Depth is detected at myriad points around the viewer's location
 - Computer algorithms connect the points and overlay them to form a surface mesh
- Example capture device:
 - Intel Realsense camera
 - Range: 30'
 - Resolution: centimeter depth accuracy (millimeter at closer range)



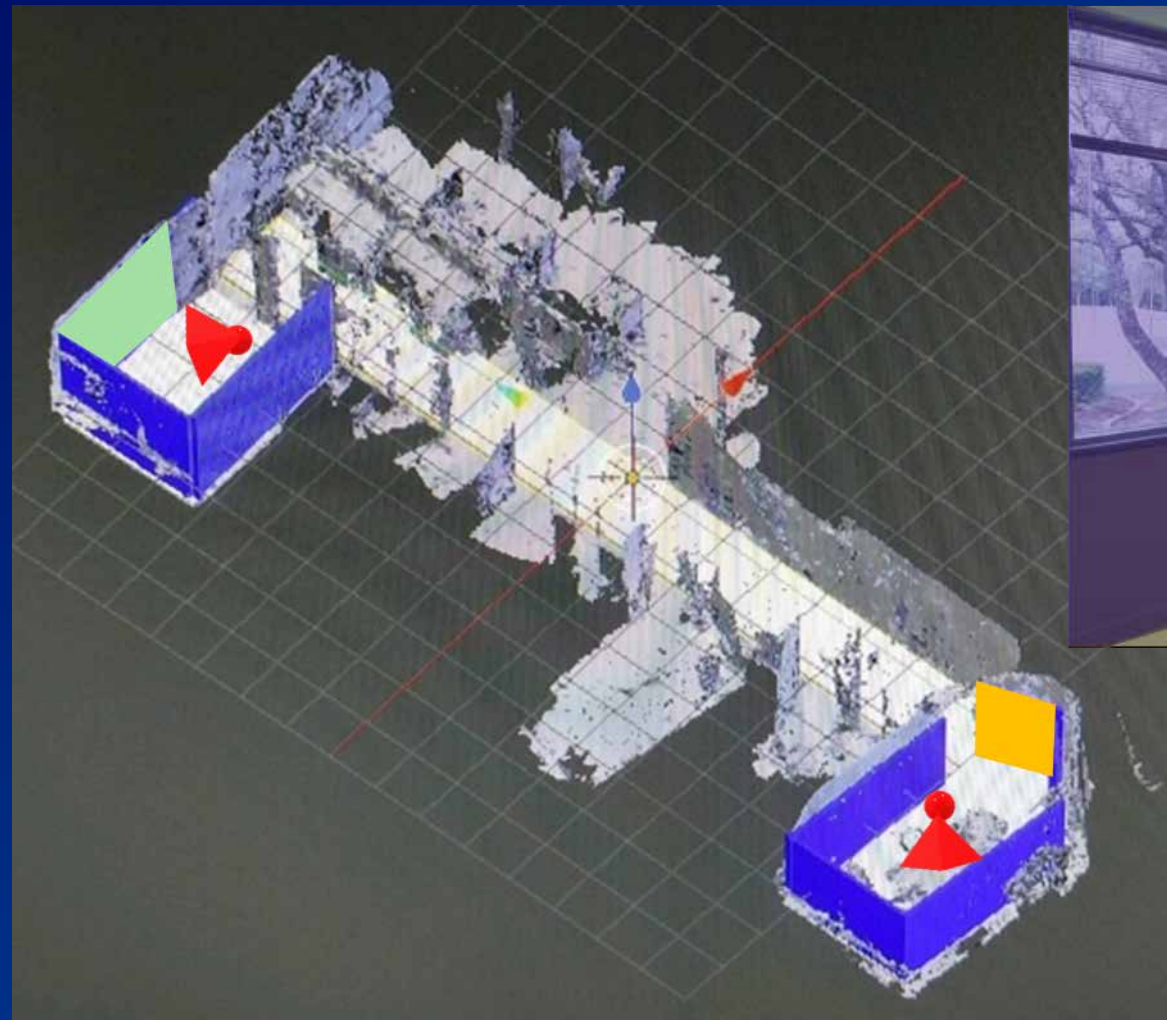
Example Point Clouds



- AR graphics placement
- Precise viewer position (and orientation)
- Object tracking / identification
- Motion recognition
- Navigation
- Scene reconstruction
- Damage or structural integrity assessment

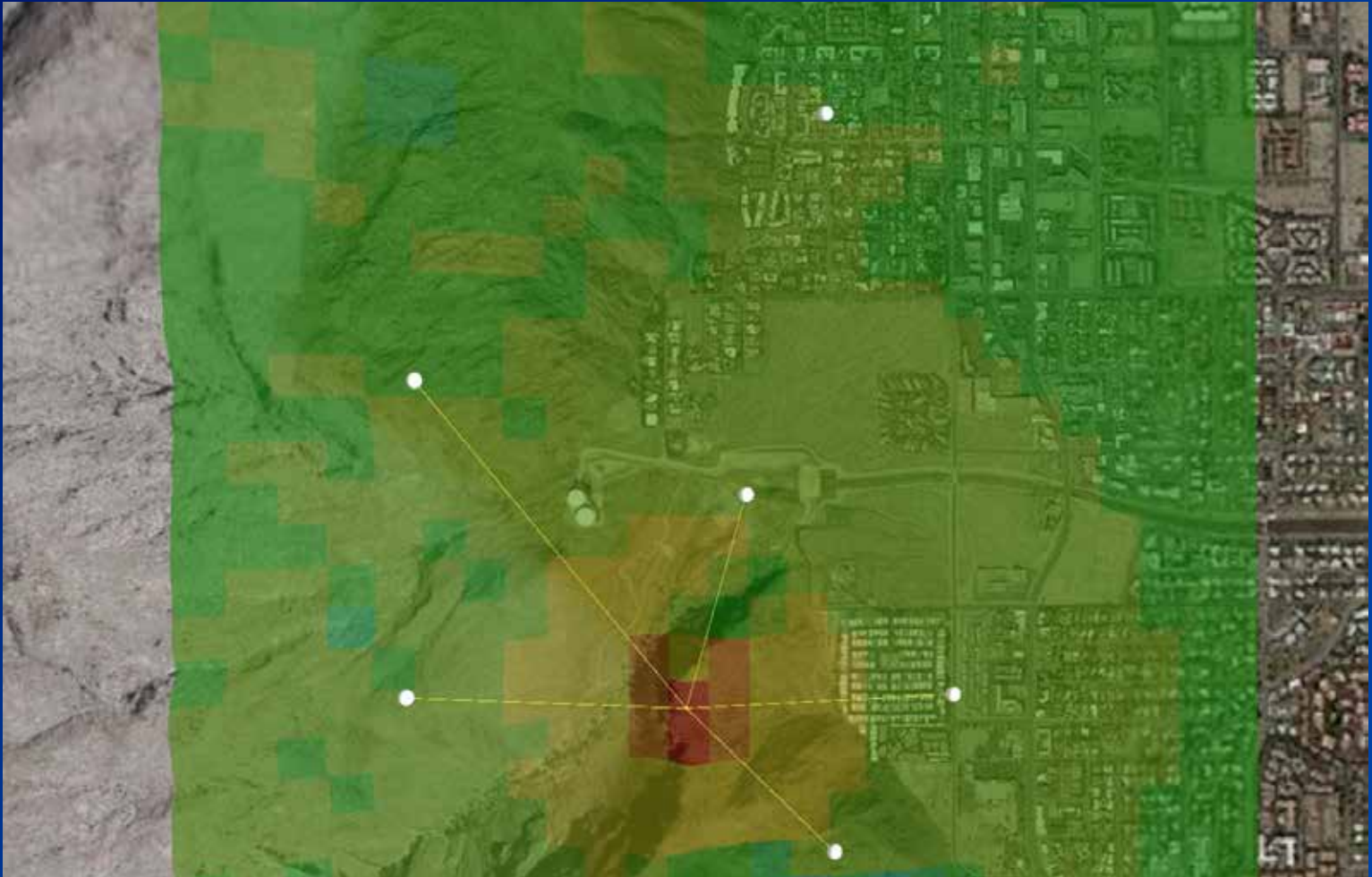
- Modeling the world

- Inbuilding point-cloud capture and manipulation



First person view

- AR itself presents potentially new ways of modeling and representing wireless propagation



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- Extremely high resolution physical model, but in isolated/limited environs
- Better processing of point-cloud data to reduce noise
- Longer range, low-cost capture devices
- Automated capture through use of autonomous drones