

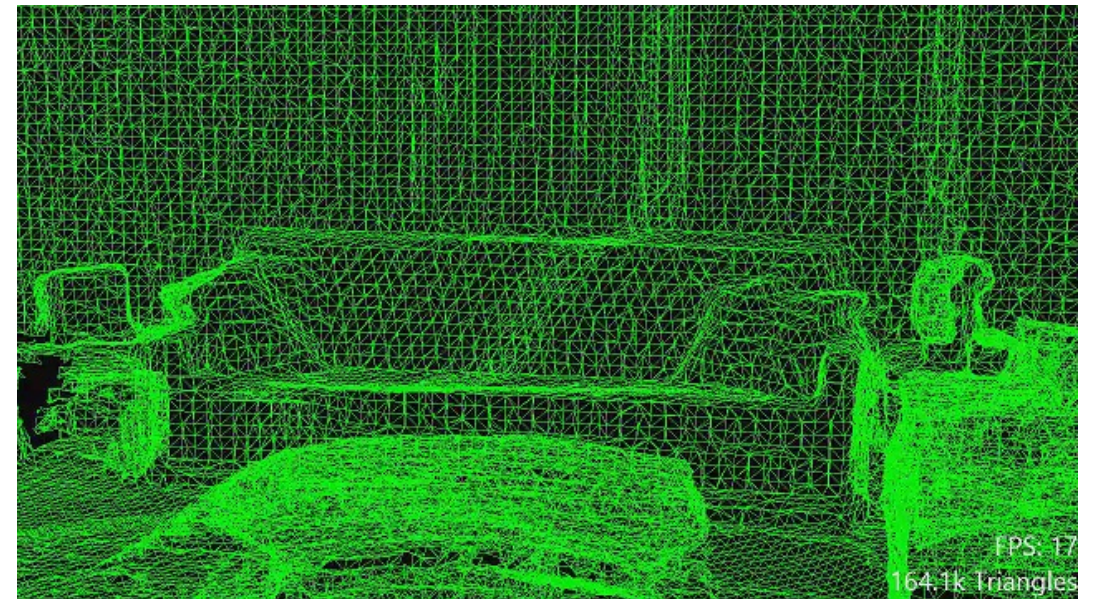
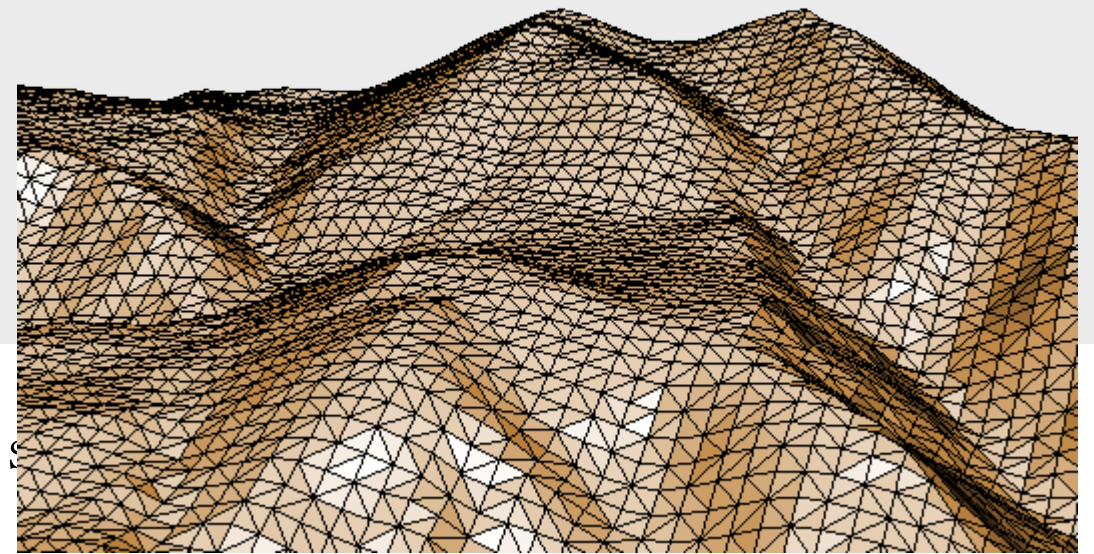
Simple AR Game on Mobile Phone

Goal: Create a simple AR Game that reconstructs the surface of the table as playfield

Description:

In this project you can build on a real-time tracker and depthmap computation as basis to create a simple AR game or app. The goal is to use the depthmaps and reconstruct the rough geometry of the game scene such that the game can interact with the real-world.

You will get a sample Android project that demonstrates the tracking and depthmap computation. Depending on the scene, a combination of Marching Cubes or plane-based scene reconstruction will lead to a dense representation.



Requirements / Tools:

Required: Java and C++, OpenGL Rendering

Recommended: Experience with Android app development

Supervisor:

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