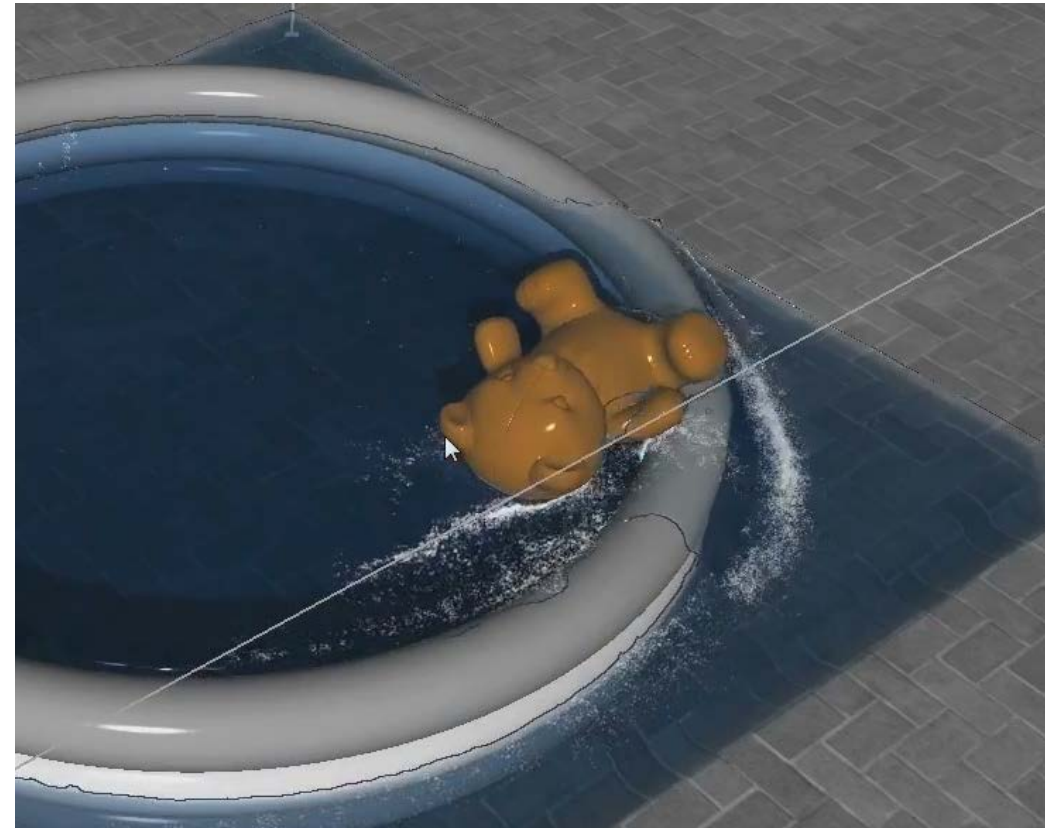


Augmented Reality with Real-time Physics Simulation

Goal: To build an augmented reality framework

Description:

The goal is to build an augmented reality framework, capable of building the model of the environment (Kinect fusion or any alternative with additional regularization to fill the holes), human interaction (pose estimation from Kinect) and physics (fluid, rigid bodies, smoke) simulation using our real-time data-driven method [1], and rendering the simulation result back to the input image from the camera.



[1] Ladický et al., “Data-Driven Fluid Simulation using Regression Forests”, SIGGRAPH Asia 2015

Requirements / Tools:

C++, CUDA

Supervisor:

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