

# Augmented Reality Challenges in HTML, X3D and Tracking



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# Fraunhofer IGD

## Institute for Computer Graphics Research

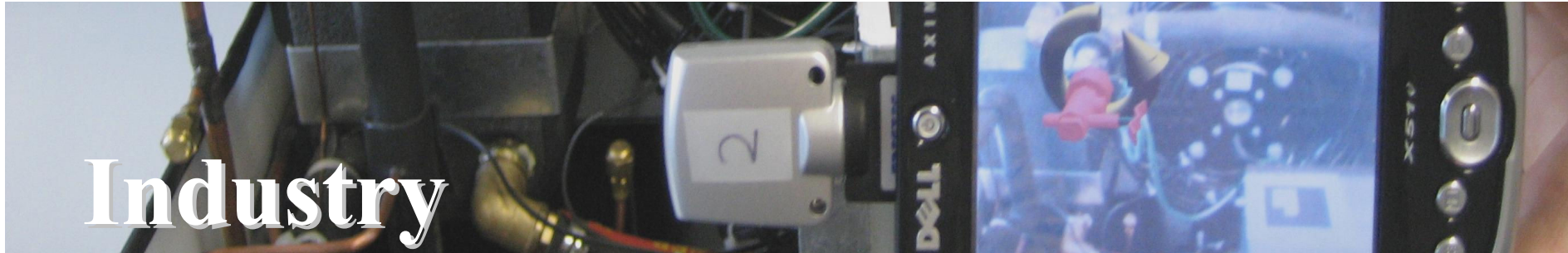


- **Mission:** Technologies and Applications of Visualization, Interaction and Communication in the field of ICT
  - **Director:** Prof. Dr. techn. Dieter W. Fellner
  - **4 Locations:** Darmstadt, Rostock (Germany), Singapore and Graz (Austria)
  - 180 Researchers (FTE)
  - 14,7 Mio. € Turnover
- > **Department Virtual and Augmented Reality**

# Dep. Virtual & Augmented Reality Research Topics

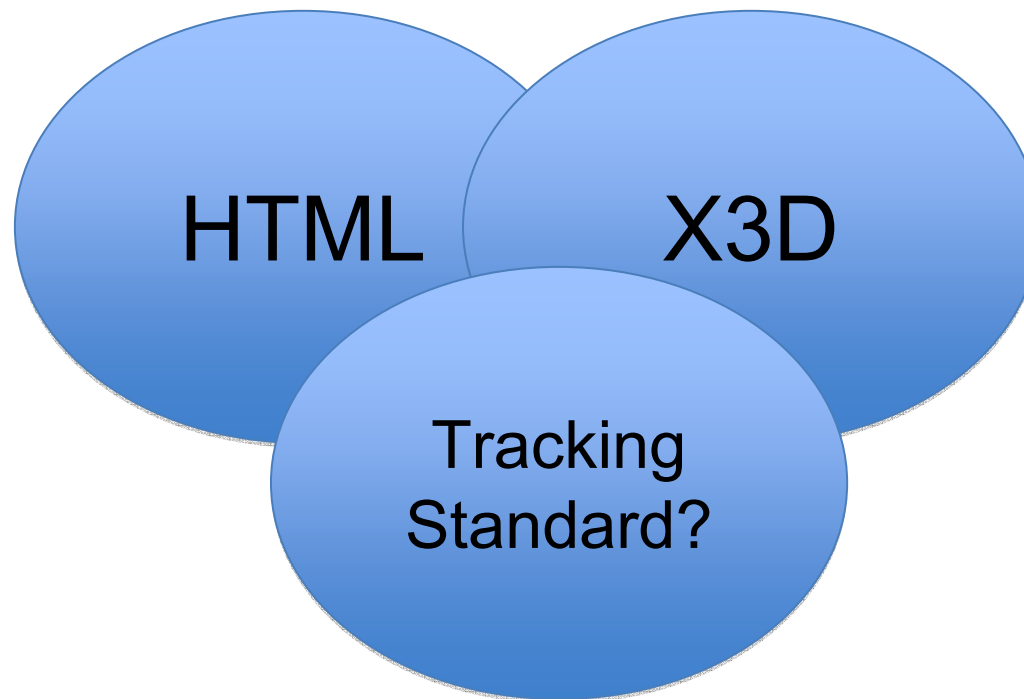


# Dep. Virtual & Augmented Reality Application Areas



# DOM as Base for AR-Webrowsers

Declarative vs. Imperative Approach

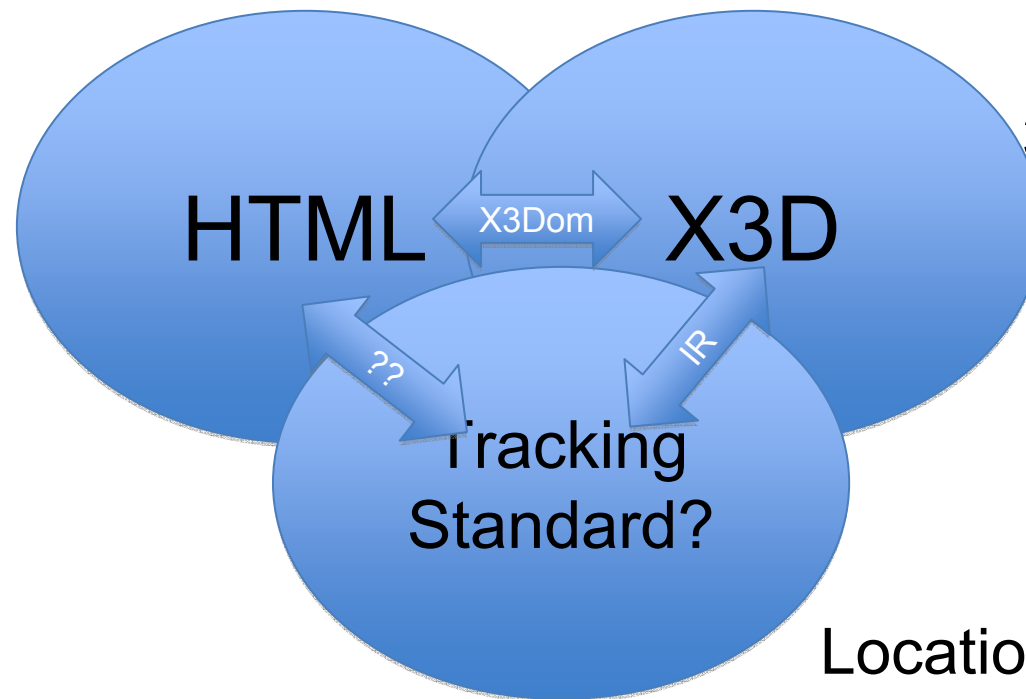


# DOM as Base for AR-Webrowsers

Declarative vs. Imperative Approach



Everyone  
knows



For complex  
3D

Location &  
Vision Based

# An first AR Webbrowser approach



Lessons learned from many Projects...

- Complex 3D visualization (3D-css is nice but...)
- Server-Based Approach and Device-Based
- Vision-Supported/Based Tracking

Tracking and events:

- 2D-Projected Positions
- Detection Events (out of image, coarse recognition, exact...)
- Dynamic Content
- Dynamic Tracking (Load Server Generated Trackers)
- Packagable Content for offline use
- Debuggable

