

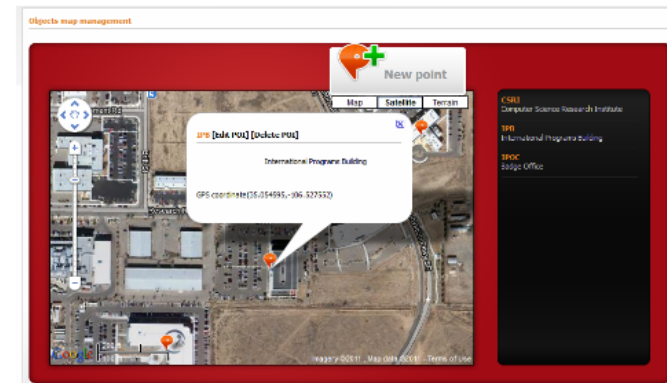
Highly Portable Augmented Reality

Karl Horak
Deborah Haycraft
Jason Bolles



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Two years ago, this is the best I could do with AR



But then things changed.

It all began with Twitter...

@Grg

I think #DoctorWho fans might be some of the nicest people on the Internet. See comments here: ...



Let's switch

Which took me to YouTube...



So we started chasing down the piece parts...

Android SDK

Android NDK

Vuforia SDK

Blender

Unity

Cygwin

Vuforia-Android-Unity package

And we banged our heads
against the wall for quite a few
days.

And we banged our heads
against the wall for quite a few
days.



In the end, we were able to build and install AR apps on our Droid X's and T-700 Android* tablets

* Requires OS 2.0. Requires a Mac for compiling.

LaDULE

* Sorry, no iOS yet. Requires a Mac for compiling.

Now for the fun stuff,

Show-and-tell time.

The Basic Process

- Build 3D model in Blender
- Open Unity
- Import Vuforia tools
- Import Blender objects
- Create illumination source
- Create AR target
- Link to target database
- Position 3D model components
- Tweek project settings for Android
- Build and deploy
- Install on mobile device
- Explore, interact, enjoy

Let's switch over to the development environment and see if we can build an AR app in 15 minutes.

We have DIY home-built AR apps and some commercial examples if you'd like to experiment with the technology during the breaks.

Fin



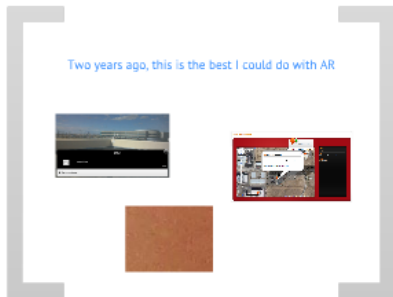
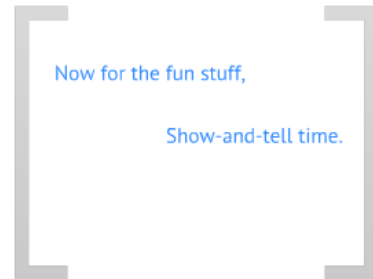
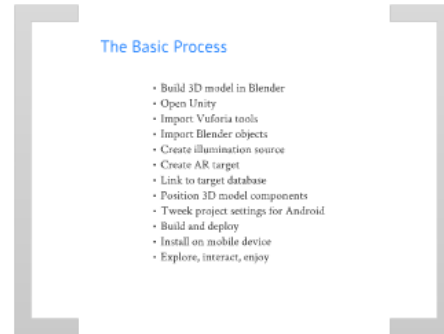
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Android SDK
Vuforia SDK
Unity
Vuforia-Android-Unity package

Android NDK
Blender
Cygwin

And we targeted our tools against the width of a two inch pipe

In the end, we were able to build and install AR apps on our Droid X's and T-700 Android® tablets

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