Augmented Reality View Management

Summer Bachelor Project

Figure 1: Hedgehog labeling: View management techniques for external labels in 3D space, M Tatzgern, D Kalkofen, R Grasset, D Schmalstieg, Virtual Reality (VR), 2014 IEEE, 27-32.

Objective:
You should implement a system to automatically control the placement of annotations in a 3D Augmented Reality environment. The project will be split into the following subtasks:

- Import and render 2D text, image and video annotations using Unity 3D
- Implement 3D Label Placement based in Unity 3D based on existing source code of the approach

Qualifications:
- Good programming skills (C++, Unity)
- Computer Vision knowledge is advantageous
- Ability to work independently

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