Objective:
You should implement a system to automatically place windows and 2D GUI elements on real planes available in the user’s current environment. The project will be split into the following 3 subtasks:

- Find planes in 3D scans
- Render 2D GUI elements and 2D windows on detected planes (e.g. using html)
- provide simple interaction

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

Contact ICG:
Denis Kalkofen
kalkofen@icg.tugraz.at