Model-based SLAM Initialization in Unity
Bachelor Project

Objective:
You should implement an automatic initialization approach for the PTAMM SLAM tracking, using 3D scans of real objects. The resulting application will initialize the SLAM tracking with the object-centred coordinate system. This app can be integrated into Unity, which enables you to build e.g. a mobile AR application/game which uses a real object as a reference (optional).

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

Information:
- PTAMM: [http://www.robots.ox.ac.uk/~bob/research/research_ptamm.html](http://www.robots.ox.ac.uk/~bob/research/research_ptamm.html)
- Video: [https://youtu.be/NTLQAb6zH1c](https://youtu.be/NTLQAb6zH1c)
- Source Code: [http://www.robots.ox.ac.uk/~bob/software/](http://www.robots.ox.ac.uk/~bob/software/)

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