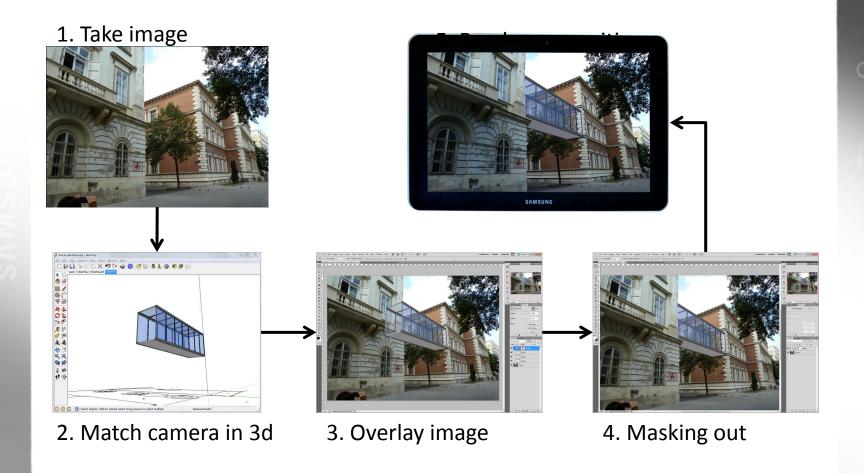
An Augmented Reality Framework for Architectural Applications

Stefan Niedermair Peter Ferschin



http://maitaly.files.wordpress.com/2011/04/0328p duomo6 b.jpg

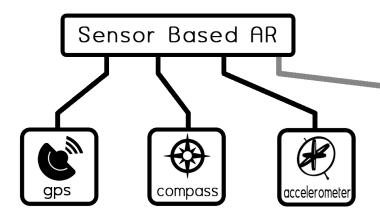
Workflow for Architectural Visualisation

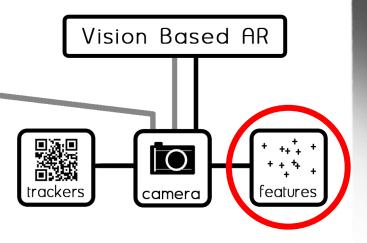


Architectural On-Site Visualisation

- During design process
 - > Evaluate alternatives
 - ➤ Influence on neighbours
- Presentation to clients/publicity
 - > Sell the project
 - Increase acceptancy
 - > Show in context

AR Methods





- + easy to set up
- + universally useable
- low positioning accuracy

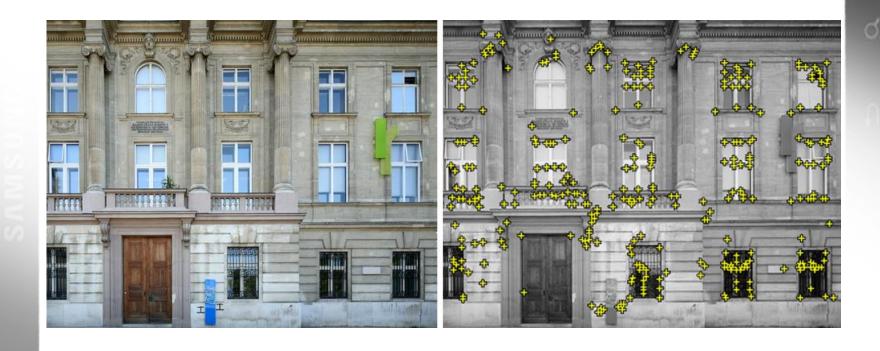
- complex to set up
- + high positioning accuracy
- + ideal for 3d content

Facades for Tracking



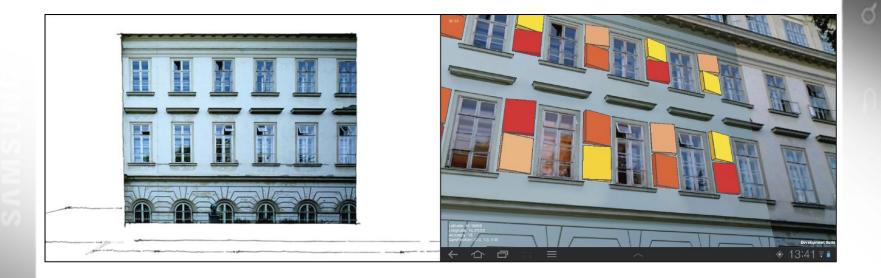
Orthographic facade images were generated using a Tilt-Shift lens

Facades for Tracking



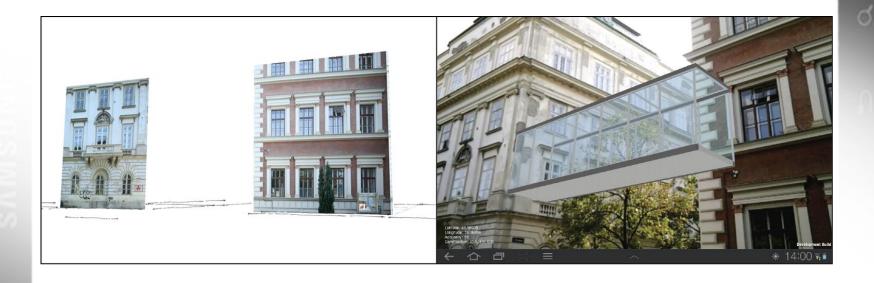
Feature point detection using Qualcomm web service

Single Facade - Overlay



Camera matching to correctly position the 3d geometry

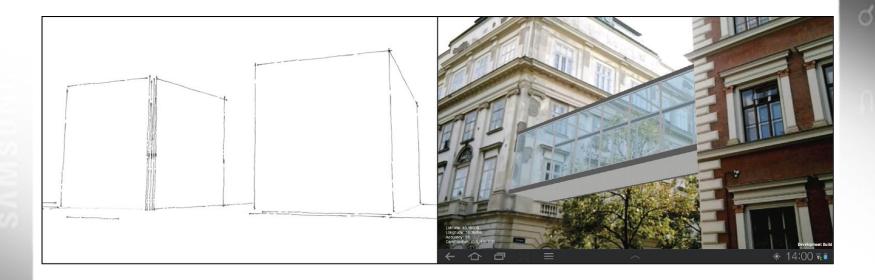
Multiple Facades Positioning



Problem: real object needs to occlude virtual ones

→ simple overlay is not sufficient

Occlusion Objects



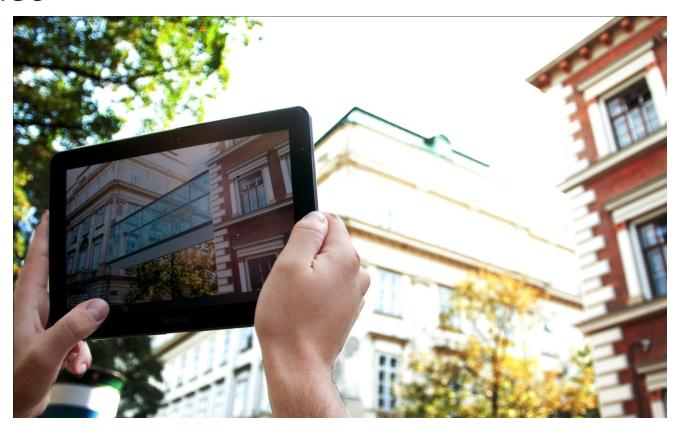
Occlusion Objects with special shader to correctly clip off the hidden geometry

Unity - Setup



Scene arrangement based on 2d plan (MZK provided by MA41)

Video





AUGMENTED REALITY

by QUALCOMM



Conclusion

- + Multiple facades to position 3d model
- + Occlusion by neighbour buildings
- Not every facade useable
- Problems with shadows/reflections on facade

Outlook

- ➤ Simplifying the trackable positioning
- > Trackables for different lighting situations
- ➤ Improve positioning using 3d scan of scene
- Database integration

Thank You:

MA41 - Stadtvermessung; TU Wien - Institut für Geodäsie und Geophysik, Institut für Kunstgeschichte, Bauforschung und Denkmalpflege; Qualcomm Austria Research Center; Michael Asperger, Paola Otero