

Augmented Reality  
**Beyond Virtual Objects Floating in Physical Space**

*Morten Birk*





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## Who am I

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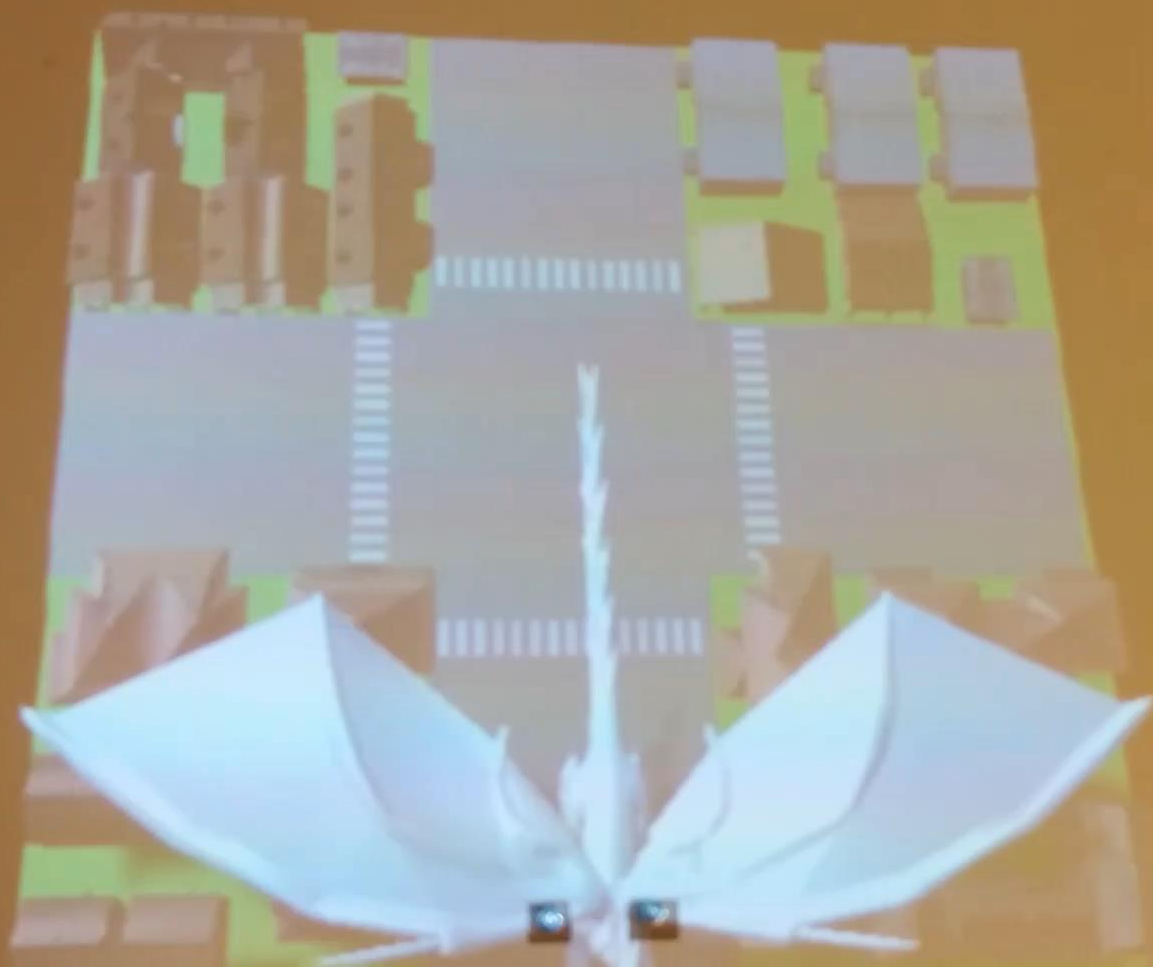
Computer Scientist

Software Developer at The Alexandra Institute

Co-Founder at FieldSense A/S



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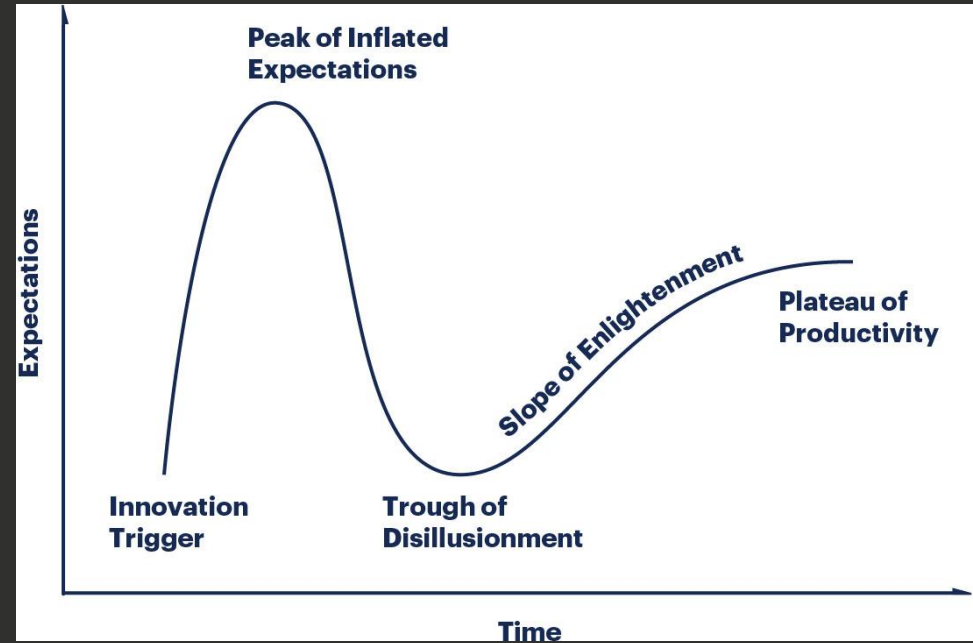
# AGENDA

- **The vision for Augmented Reality**
- **Where are we today?**
- **Where are all the AR applications?**
- **Working around current limitations**
- **Moving beyond virtual objects floating in physical space**

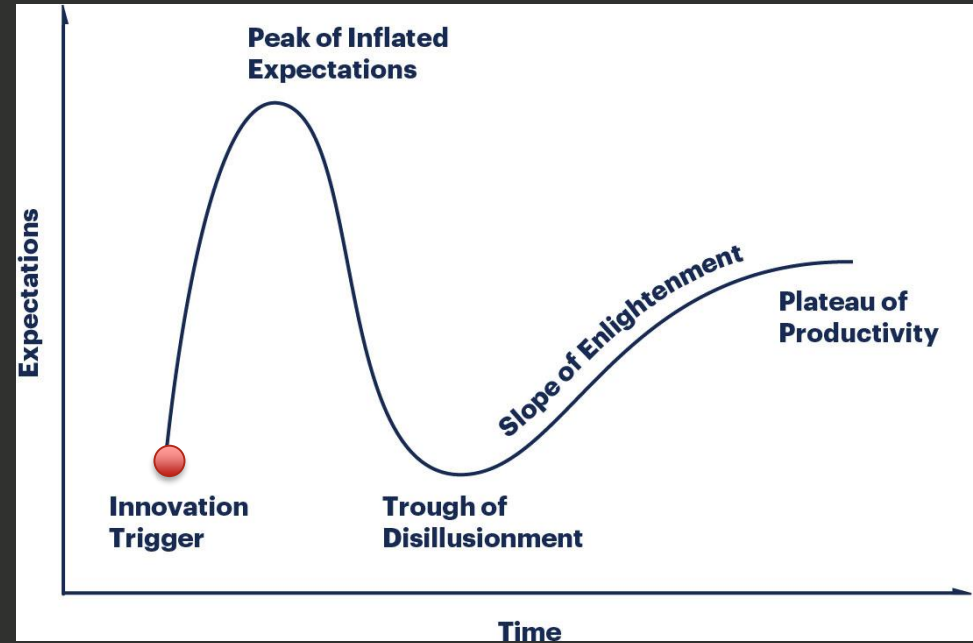


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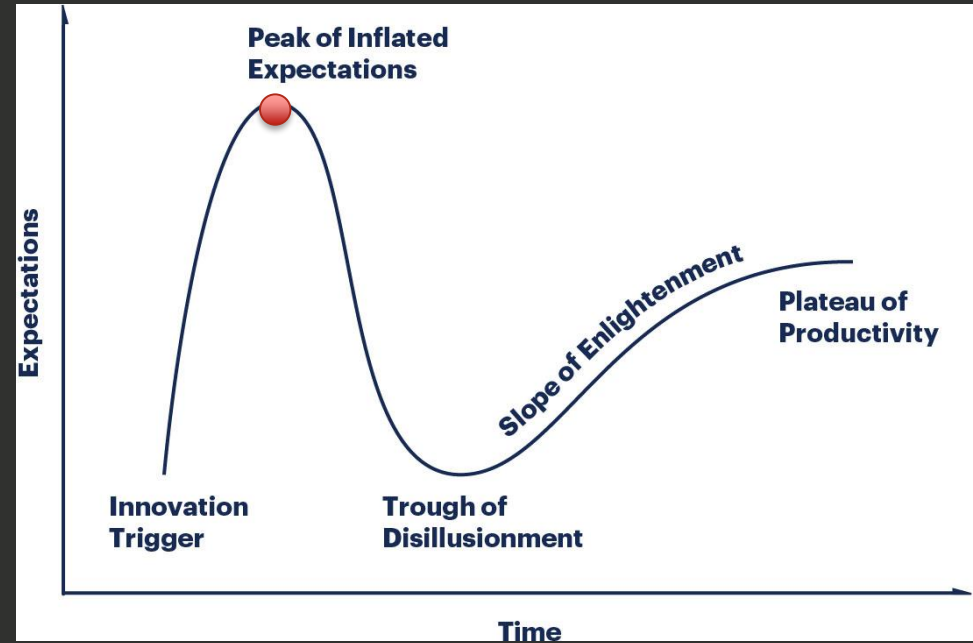
# AUGMENTED REALITY HYPE



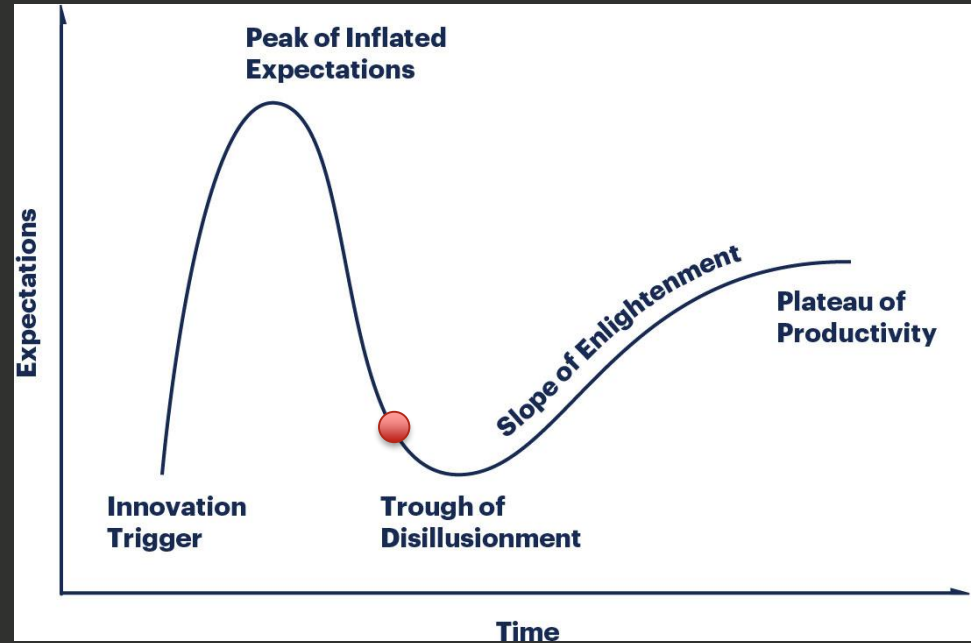
# AUGMENTED REALITY HYPE



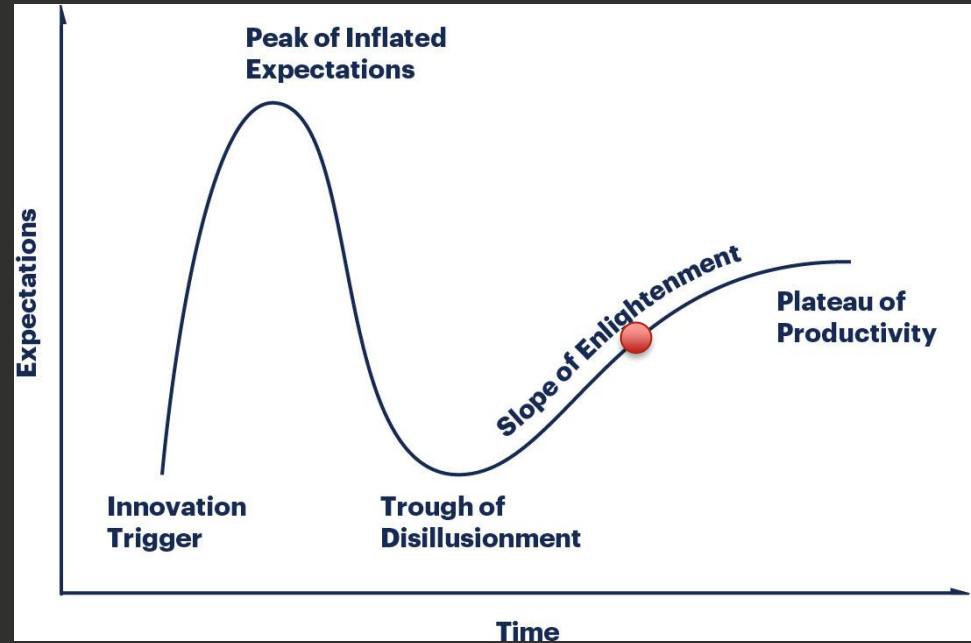
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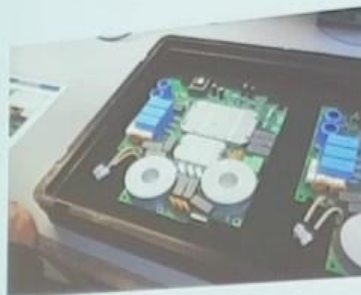
# THE VISION FOR AUGMENTED REALITY

- **The vision for Augmented Reality**
- Where are we today?
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MADE  
Manufacturing Academy of Denmark



Assembly



Inspection

MADE



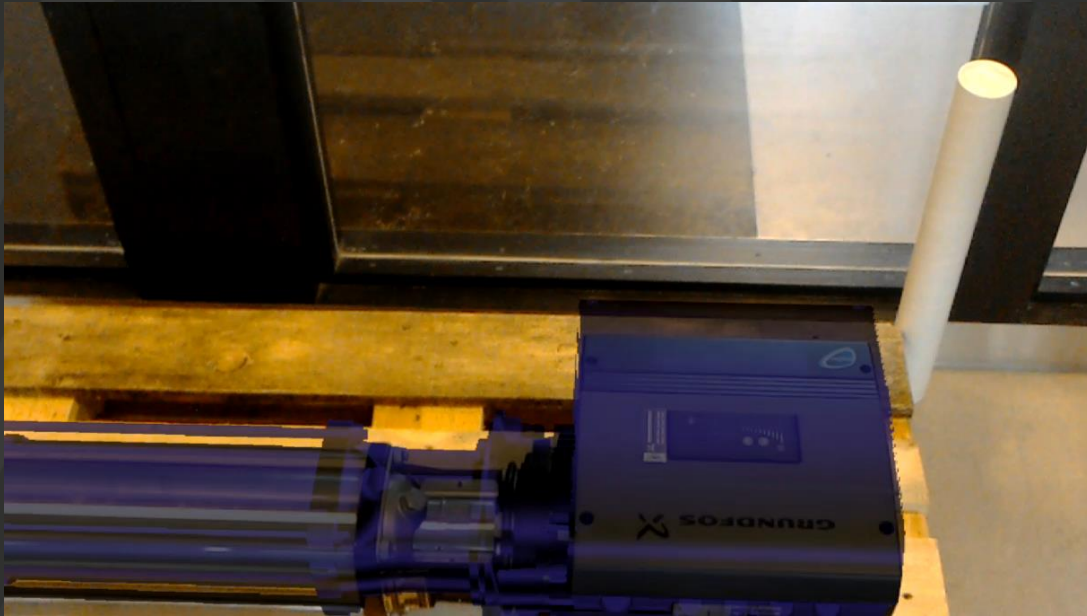


Image: Minority Report



Microsoft HoloLens: Partner Demo with Maya by Autodesk

# WEATHER STATION DEMO



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# WHERE ARE WE TODAY

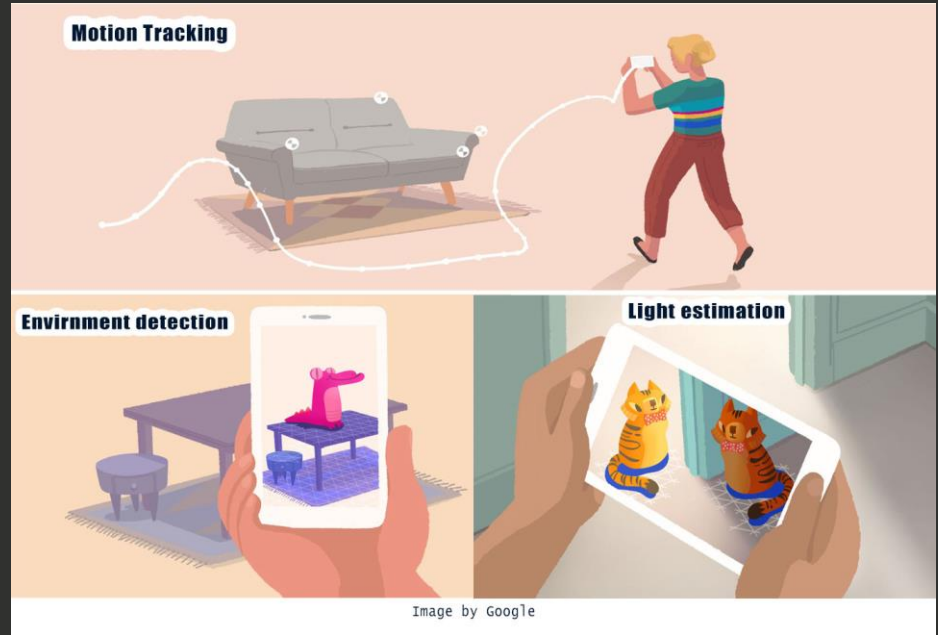
- The vision for Augmented Reality
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# WHERE ARE WE TODAY

- Some hard problems have been solved in standard solutions
- Enabling technology is available to the masses



# WHERE ARE WE TODAY

We can make virtual windows float in air and stick to walls



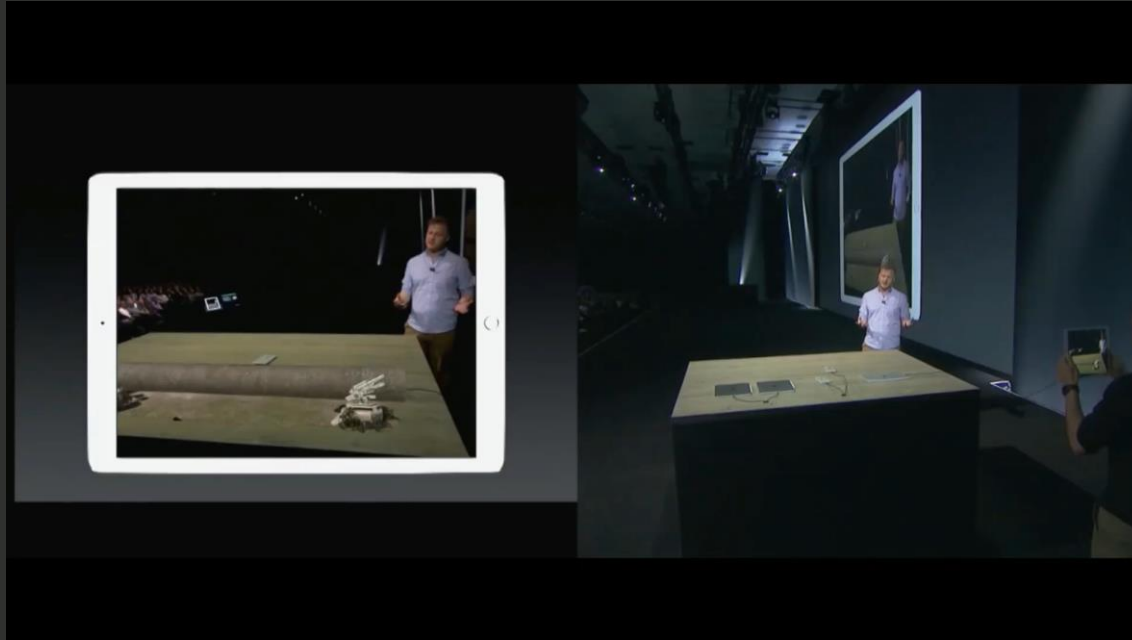
Microsoft Hololens



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# PLACING THINGS ON A TABLE

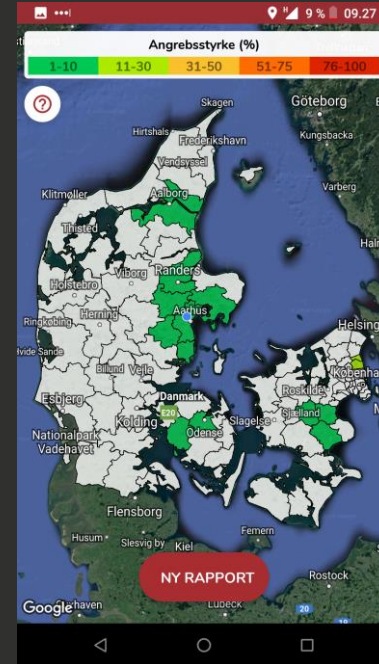
- We are very good at putting things on a table



Wingnut AR Unreal Engine Demo on iOS | WWDC 2017

# WHERE ARE WE TODAY

- Lets view our data in AR
  - Then it will probably be way better



# WHERE ARE WE TODAY

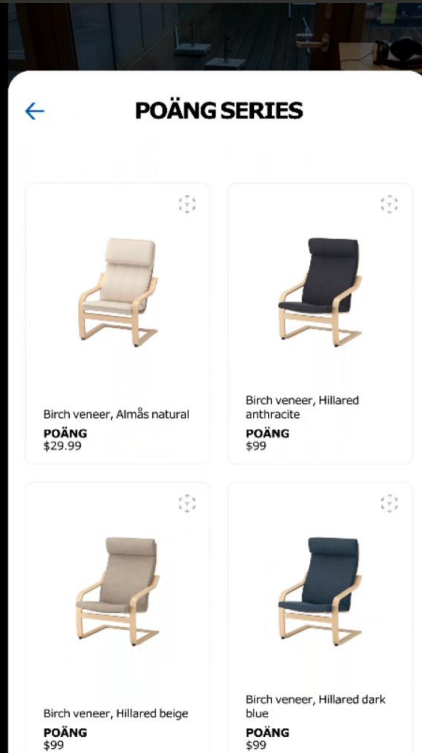


SnapChat

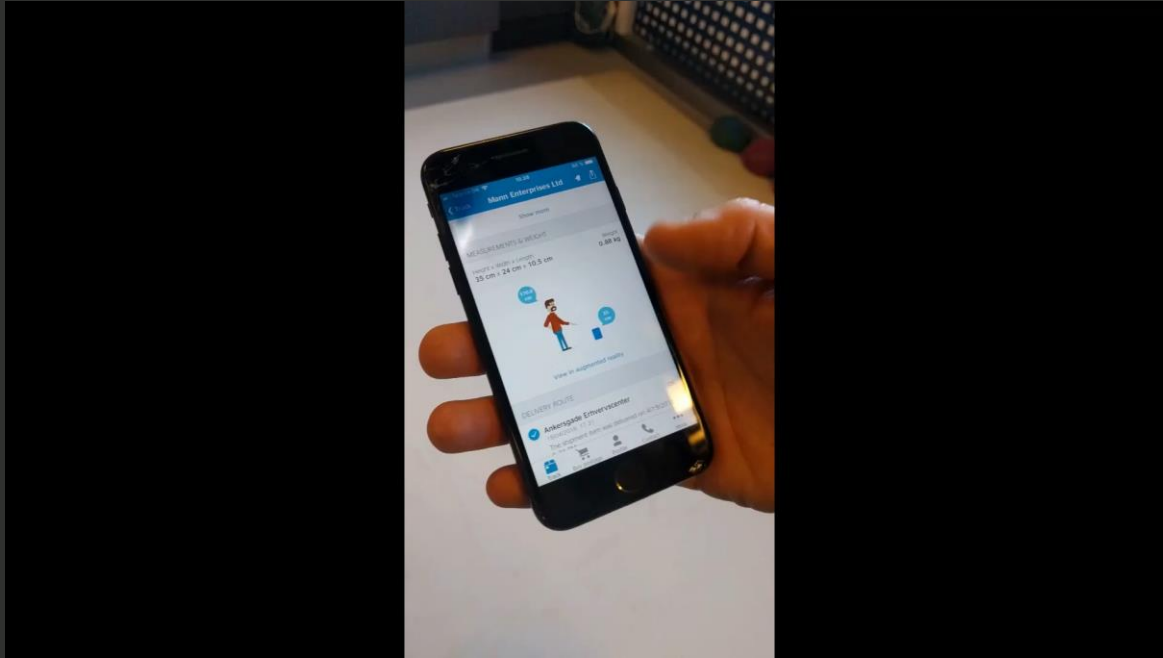


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# PLACING THINGS IN A ROOM



# CTRL+C CTRL+V



PostNord App



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# WHERE ARE ALL THE AR APPLICATIONS?

WHAT IS HOLDING US BACK?

- The vision for Augmented Reality
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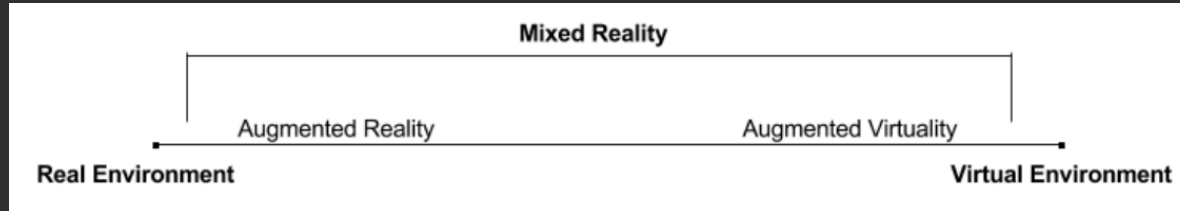
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# EXTENT OF WORLD KNOWLEDGE



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# EXTENT OF WORLD KNOWLEDGE

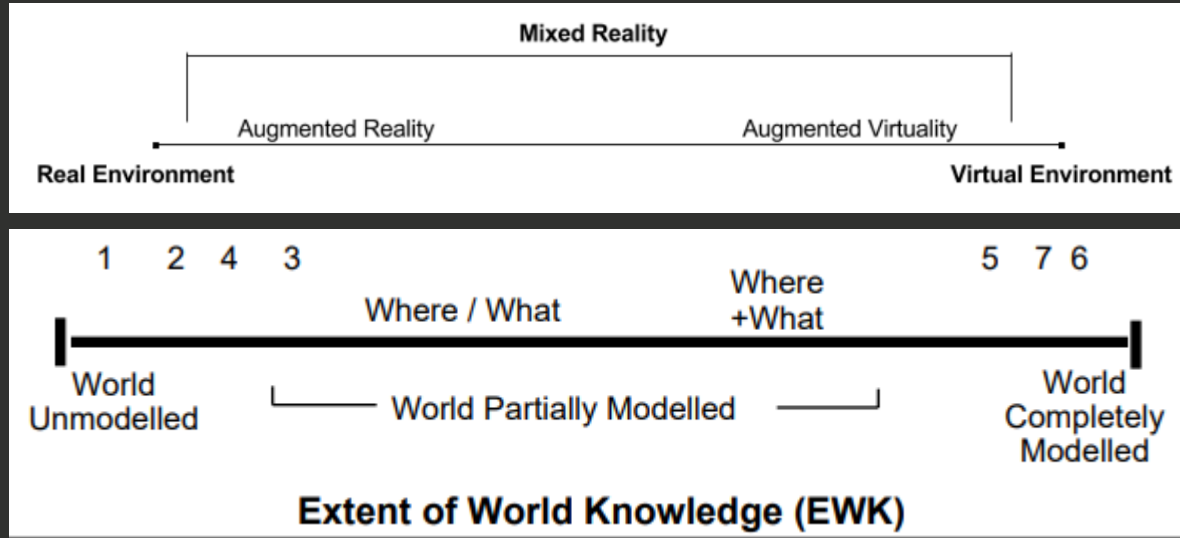


Augmented Reality: A class of displays on the reality-virtuality continuum  
Milgram et al.



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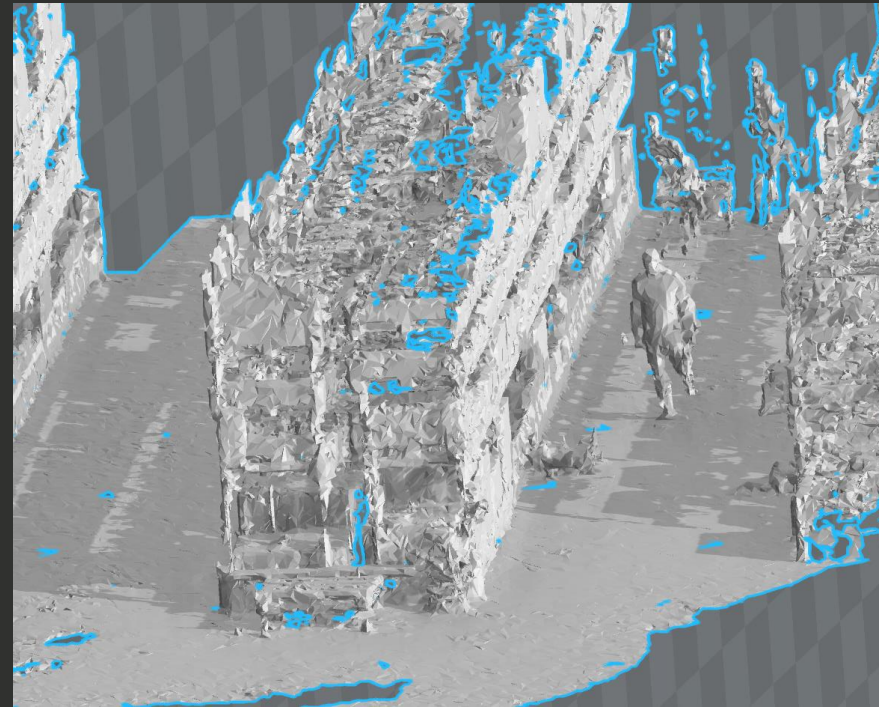
# EXTENT OF WORLD KNOWLEDGE



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# EXTENT OF WORLD KNOWLEDGE

- The world understanding is often of very low granularity



# GRANULARITY OF WORLD UNDERSTANDING



# GRANULARITY OF WORLD UNDERSTANDING



# GRANULARITY OF WORLD UNDERSTANDING



# EXTENT OF WORLD KNOWLEDGE

- We are very capable of detecting camera motion
  - We can align virtual and physical content
- We are good at detecting markers
  - If we stop to look at them
- We are rather good at detecting the overall environment surfaces
- We are somewhat capable of tracking specific objects

# EXTENT OF WORLD KNOWLEDGE

- Tracking objects in 6DoF
  - Key to augment specific physical objects with aligned virtual content



# INTERACTION



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# INTERACTION

- Natural interaction is one of the arguments for Augmented Reality

# INTERACTION

- Natural interaction is one of the arguments for Augmented Reality
  - However even the basic interactions in AR often has to be explained



Image: Minority Report



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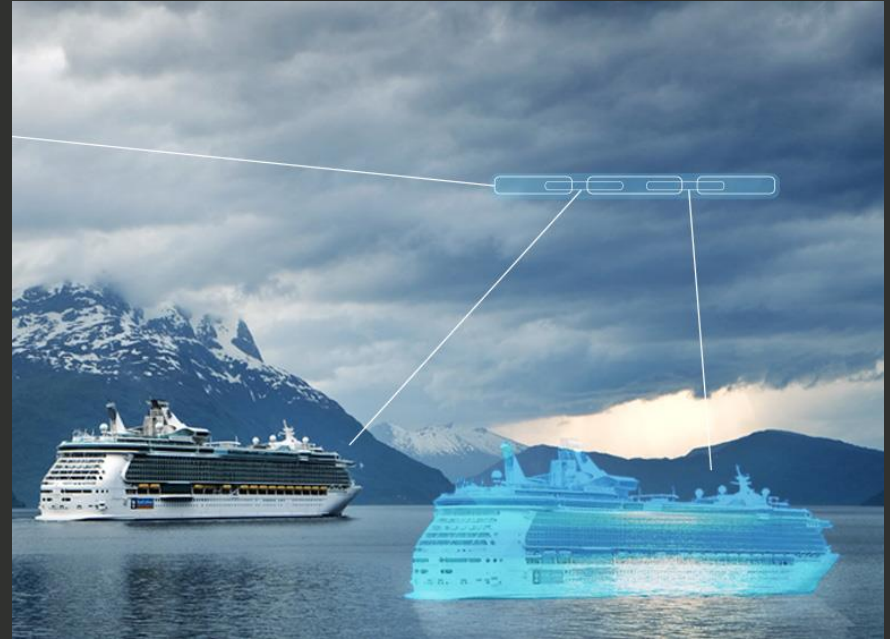
# CONTENT CREATION AND DATA QUALITY



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# CONTENT CREATION AND DATA QUALITY

- We now have the technology to display data associated with physical objects
  - Now WHAT should we show?
- Generating content for an entire product portfolio is not an easy task



# WORKING AROUND CURRENT LIMITATIONS

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# KEEP IT SIMPLE

But create value



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# COOLING PAD MOUNT ASSIST

- No requirement of content creation
- Limited requirements to world understanding
- Super limited scope
- The co-existence of virtual and physical information is critical



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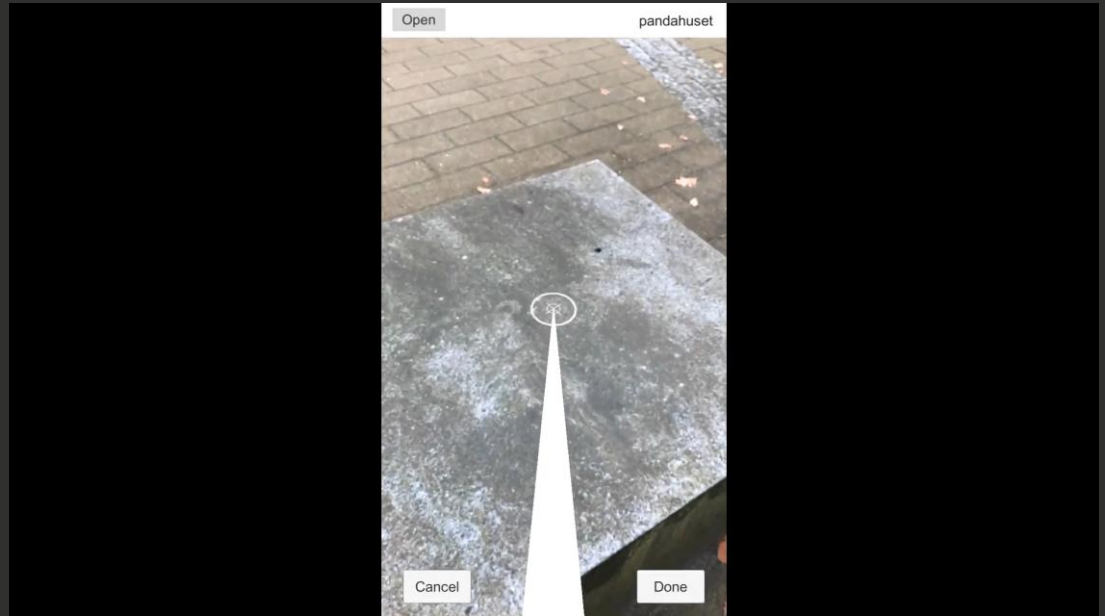
USERS CAN PROVIDE WORLD  
KNOWLEDGE



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# FULL SCALE VISUALIZATION

- We can display the content on a surface
- How do we visualize the content in correct scale and location?



Open

pandahuset



Cancel

Done

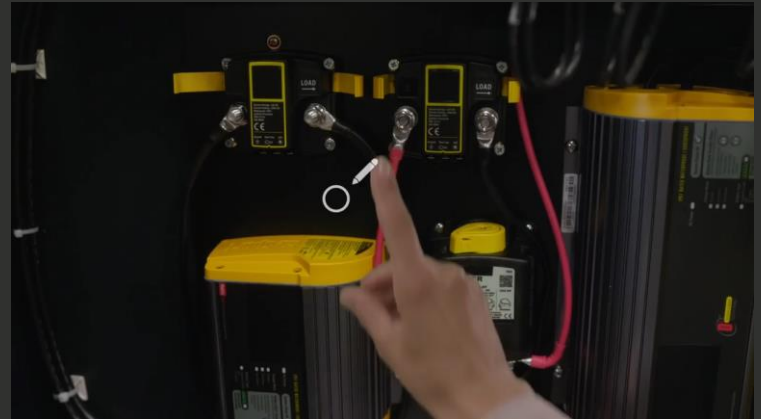
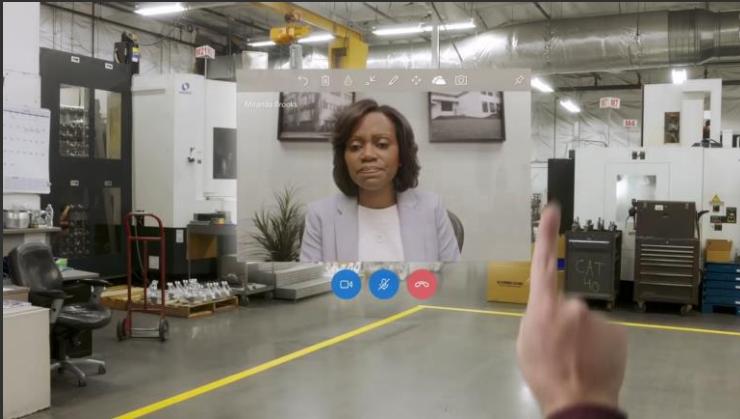
# REMOTE ASSISTANCE



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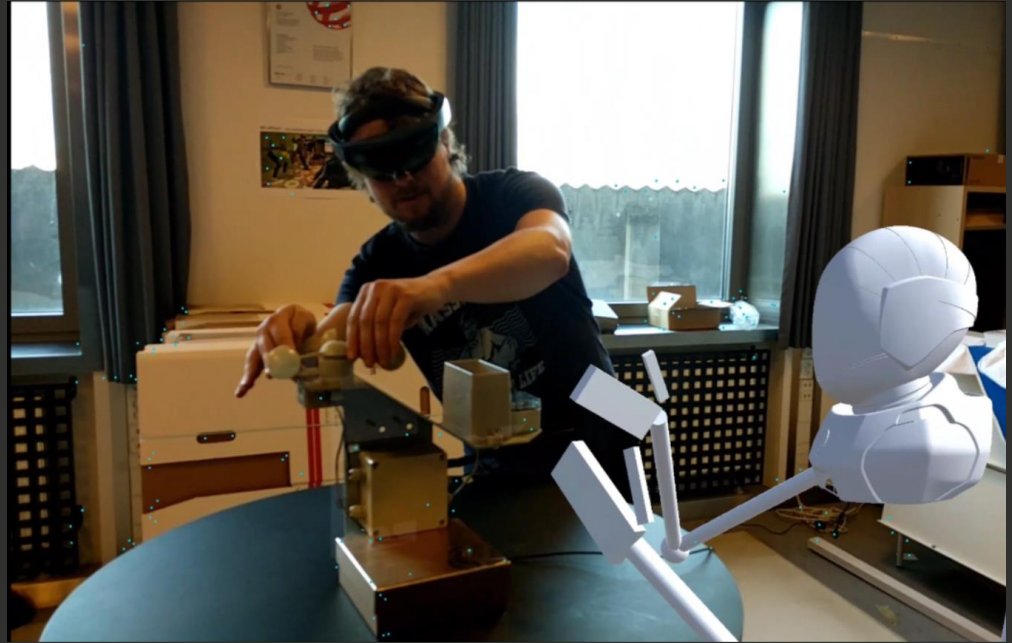
# REMOTE ASSISTANCE

- The system do not need to understand the world
- No requirement of content creation
- Highly generalizable use case

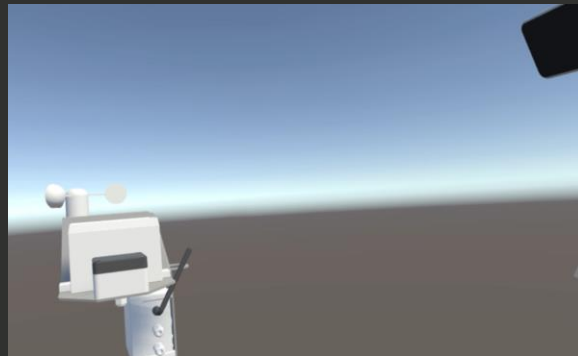
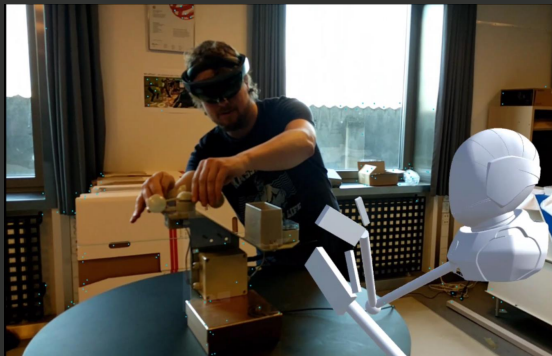


# REMOTE ASSISTANCE

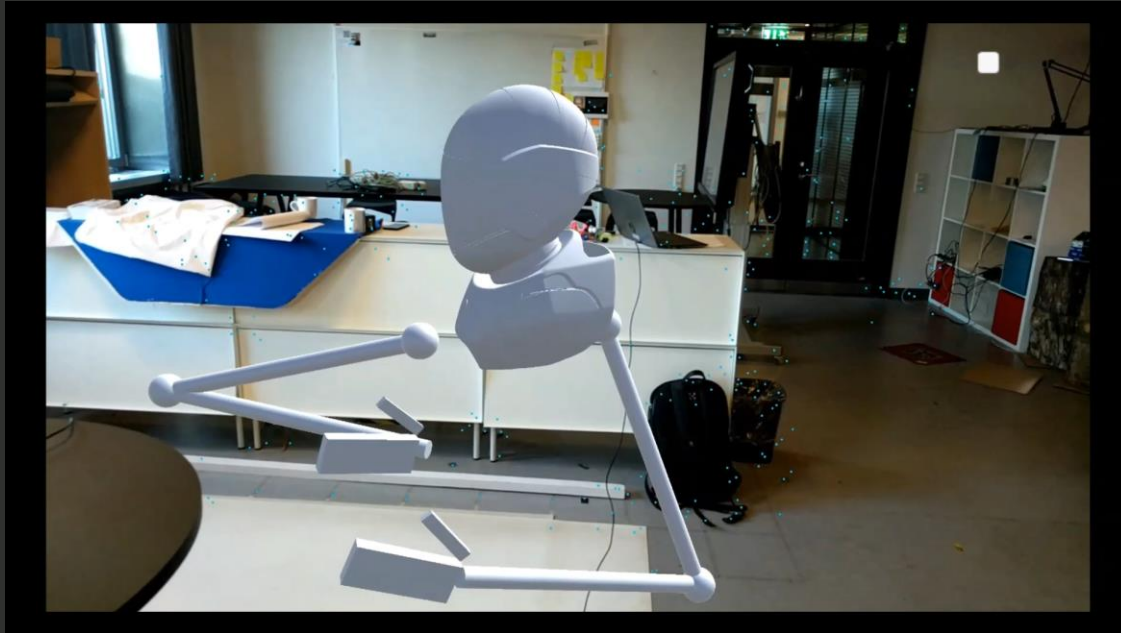
- Virtual assistant
  - Allow for real time gesturing and pointing
  - Very low bandwidth requirements
  - View independent



# REMOTE ASSISTANCE



# REMOTE ASSISTANCE



# REMOTE ASSISTANCE



# REMOTE ASSISTANCE



# MOVING BEYOND VIRTUAL OBJECTS FLOATING IN PHYSICAL SPACE

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# HOW TO IMPROVE EXTENT OF WORLD KNOWLEDGE



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# EXTENDING THE SYSTEMS UNDERSTANDING

Think beyond your device?

- Use external sensors
- Outside-in tracking with depth sensors
- Use knowledge of room topology

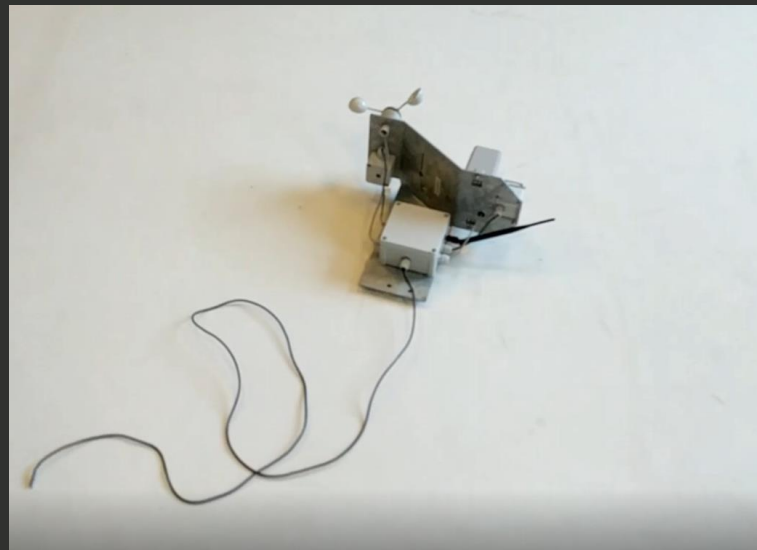




Velt: Andreas Fender

# EXTENDING THE SYSTEMS UNDERSTANDING

- Understand the images of what the system is looking at
  - Computer vision is key
  - Currently the “silver bullet” is deep learning
    - It requires large amount of training data
    - Often trained to only work for very specific targets



# SCALING TO PRODUCT PORTFOLIO

- Train on synthetic photorealistic images
  - Render images of objects from CAD files
  - Random viewing angle and distance to camera
  - Random lighting conditions



**Tetris controller**



**Motor**

# OBJECT CLASSIFICATION

- Results
  - Robustly distinguishes between
    - Tetris controller
    - Motor
    - Background (anything else).
  - Only recognizes what it has seen during training
    - When motor is too small, it is classified as background.

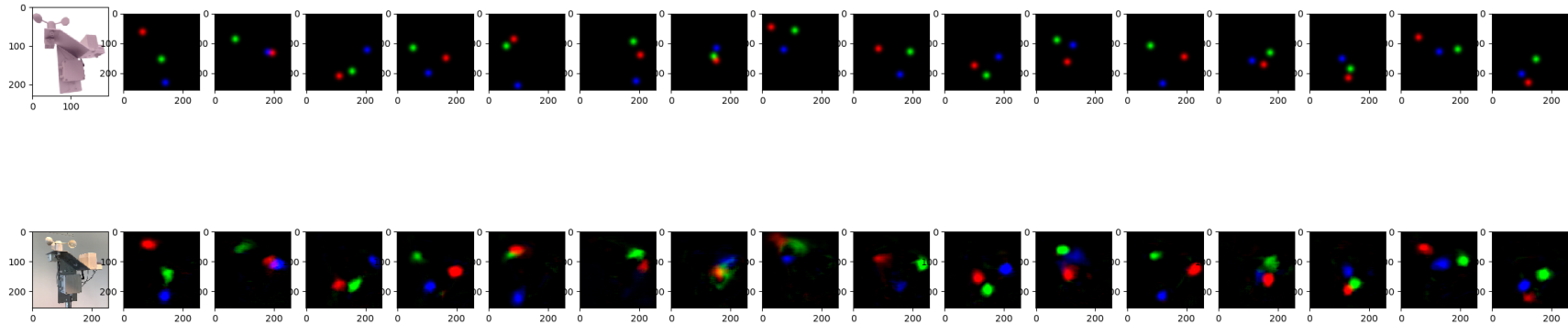


# OBJECT DETECTION

- Results
  - Works well on both synthetic and real images.
  - Detects multiple objects in same image.
  - Real-time performance.

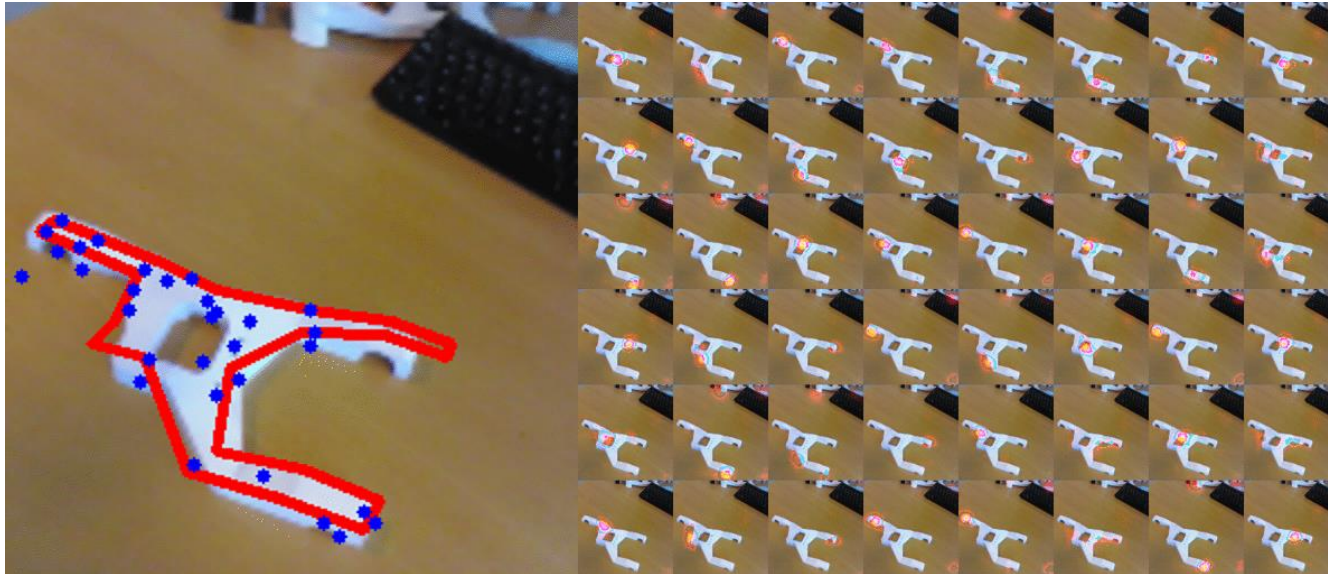


# 6DOF TRACKING

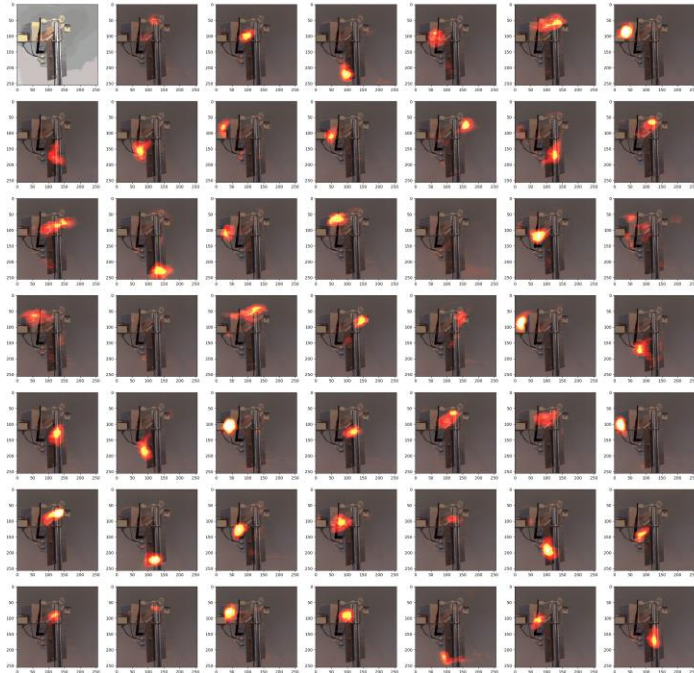


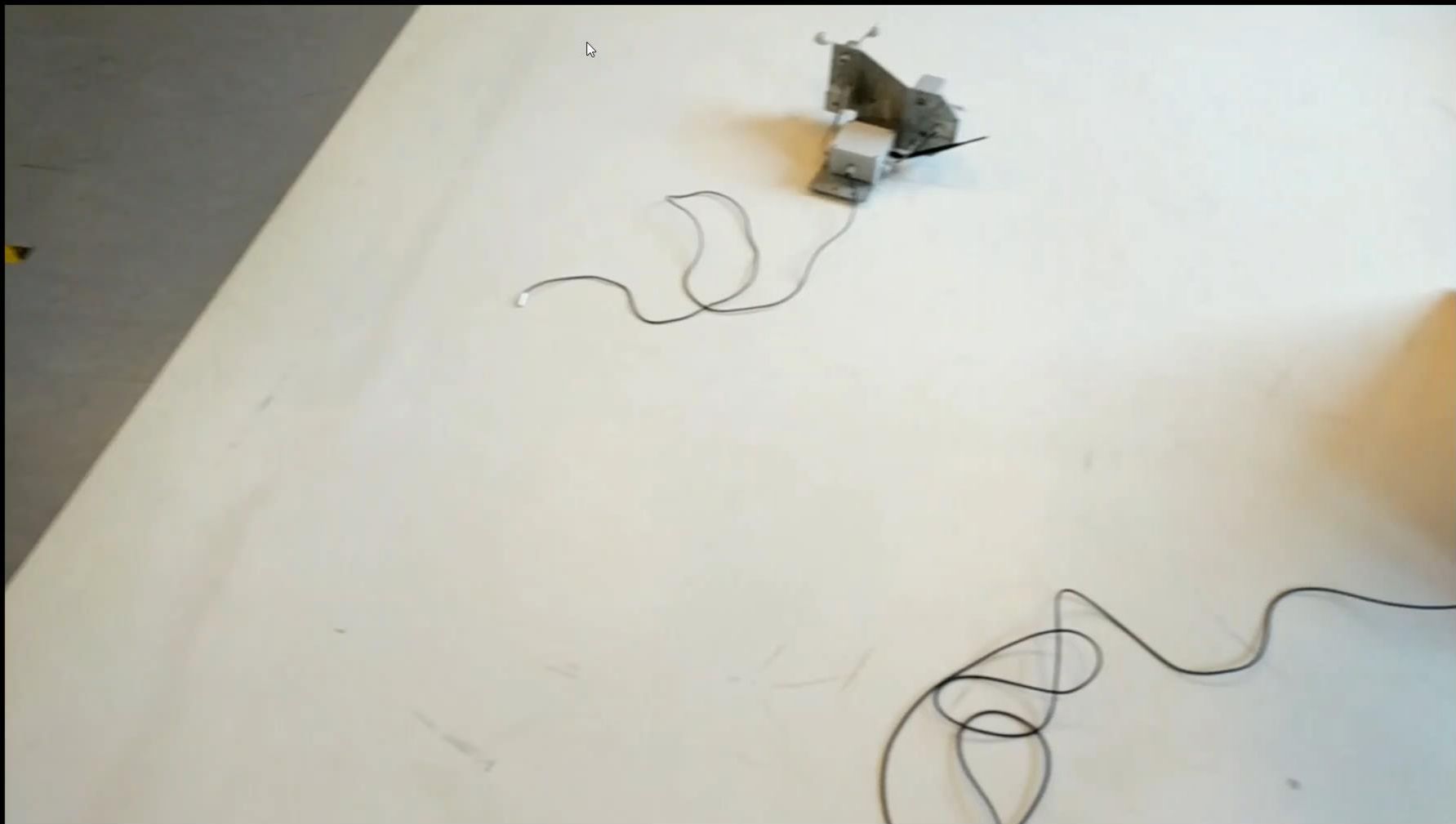
# 6DOF TRACKING

- Tracking of 48 object key points



# TRACKING THE WEATHER STATION





# SUMMARY

Identify a suitable problem,

Keep it simple,

Provide value,

Think twice before throwing random virtual windows on walls



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THANK YOU



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