# Workshop on Industrial Augmented Reality

### Session 1: Real-World Requirements for Industrial Augmented Reality Applications

- 9:00 Applying MR Technologies to Product Exhibition at Canon Ohshima Toshikazu, Human Machine Perception Laboratory, Canon Inc
- 9:15 AR Applications for the Car Development Process at Volkswagen - Lessons Learned Stefan Nölle, Volkswagen AG
- 9:30 Augmented Reality Applications in Experimental Vehicle Construction at BMW Stephan Huber, BMW AG
- 9:45 Report on the Post-ARVIKA Industry-based AR Interest Group Werner Schreiber, Volkswagen AG
- 10:00 Applications of AR in Broadcasting Graham Thomas, BBC

### Session 2: Existing Toolkits / Solutions: Tracking

- 10:30 History and Roadmap of InterSense Tracker Development for Industrial AR and Automation Eric Foxlin. InterSense Inc.
- 10:45 AR-Browser: an Application Based on the Mixed Reality System VR-AVALON Jens Weidenhausen, Harald Wüst and Didier Stricker, IGD
- 11:00 Potential of the ARToolKit for Use in Industrial AR Applications Hirokazu Kato, Osaka University and Mark Billinghurst, HIT Lab NZ
- 11:15 The Achilles' Heels of Optical Tracking Systems: Occlusions and Optical Interferences – A.R.T.'s Solutions Konrad Zürl, A.R.T. GmbH
- 11:30 Rapid Prototyping of Augmented Reality Applications with the STUDIERSTUBE Framework Dieter Schmalstieg, TU Graz
- 11:45 Unifeve SDK Mixed Reality, Unique Solutions. Peter Meier, metaio Augmented Solutions
- 12:00 Industrial Applications of D'Fusion Software Bruno Uzzan. Total Immersion
- 12:15 ARTag Rev2 Fiducial Marker System: Vision based Tracking for AR Mark Fiala, National Resarch Council of Canada

#### Session 3: Current Applications

- 13:30 Future Research Directions for Markerless Augmented Reality at the Example of an Aircraft's Landing Gear Dieter Langer, EADS
- 13:45 Augmented Reality Applications at Daimler Chrysler Axel Hildebrand, Daimler Chrysler
- 14:00 AR-based Analysis of Interfering Edges between Real and Virtual Objects Fabian Doil, Volkswagen AG
- 14:15 AMRA: Augmented Reality Assistance in Train Maintenance Tasks Jean-Yves Didier, Laboratoire Systèmes Complexes
- 14:30 AR for Plant Service Applications, Challenges, Future Diretions Mirko Appel, Siemens AG, Corporate Technologies
- 14:45 Augmented Reality in Rockwell Corporate Research Reinhold Behringer, RSC
- 15:00 Vehicle in the Loop Augmented Reality Application for Collision Mitigation Thomas Bock, AUDI AG

#### Session 4: Existing Toolkits / Solutions: Authoring

- 15:30 Authoring the Impossible?
- AMIRE toolkit. Michael Haller. FH Hagenberg 15:45 The DART Project: Building Real Tools for Real People
- Maribeth Gandy and Blair MacIntyre, Georgia Institute of Technology 16:00 Authoring – A Key Element to Efficient Creation of VR/AR
- Content Marco Schumann, IFF FHG Magdeburg

## Wednesday Oct 5

Program

8:30-17:00 Workshop on Industrial Augmented Reality

### **Thursday Oct 6**

| 8:00        | Registration                                  |
|-------------|---|
| 8:45-9:00   | Opening Comments                              |
| 9:00-10:00  | Keynote Presentation: Mixed Reality Research: |
|             | The European Dimension by Eric Badiqué,       |
|             | European Comission                            |
| 10:30-12:00 | Rendering and Displays                        |
| 14:00-15:30 | Applications and Authoring                    |
| 16:00-17:00 | Vision-based tracking 1                       |
| 17:00-17:30 | Demo teaser session                           |
| 17:30-18:00 | Poster Teaser Session                         |
| 18:00-19:30 | Poster Session                                |

### Friday Oct 7

| 8:30-10:00  | Panel: Hand-held Augmented Reality                  |
|-------------|---|
| 10:30-11:50 | Collaboration                                       |
| 14:00-15:00 | Demo session  |
| 15:00-16:00 | Interaction techniques                              |
| 16:00-17:00 | Keynote presentation: The Art of Technology and     |
|             | the Future of MR, Christopher Stapleton, University |
|             | of Central Florida                                  |
| 19:00-on    | Conference Dinner                                   |
|             |   |

#### Saturday Oct 8 9:0

| 9:00-10:10  | Vision-based tracking 2      |
|-------------|------------------------------|
| 10:45-12:05 | Tracking and calibration     |
| 14:00-16:00 | Demo Session                 |
| 16:00-16:40 | View generation and modeling |
| 16:40-17:00 | Concluding remarks           |
|             |                              |

## **Conference Location**

The main conference will be held at the Österreichische Akademie der Wissenschaften; the workshop takes place at the Siemens Forum Wien..

## Österreichische Akademie der

Wissenschaften (ÖAW) Dr. Ignaz Seipel-Platz 2 A-1010 Wien Tel.: (+43 1) 51581-1910

**Siemens Forum Wien Dietrichgasse 25** 1030 Wien Tel.: (+43 5) 1707 37200







Fourth IEEE and ACM International Symposium on Mixed and Augmented Reality Sponsored by IEEE Computer Society and the Österreichische Akademie der Wissenschaften

> **October 5-8, 2005** Vienna, Austria

# www.ismar05.org

# **Paper Presentations**

# **Thursday Oct 6**

**10:30-12:00 Rendering and Displays** Session Chair: Steven Feiner

Enabling View-Dependent Stereoscopic Projection in Real Enviroments Oliver Bimber, Gordon Wetzstein, Andreas Emmerling, Christian Nitschke Bauhaus-University Weimar

ASTOR: An Autostereoscopic Optical See-through Augmented Reality System

Alex Olwal, Christoffer Lindfors, Jonny Gustafsson, Torsten Kjellberg, Lars Mattsson KTH, Royal Institute of Technology

Simulation-Based Design and Rapid Prototyping of a Parallax-Free, Orthoscopic Video See-Through Head-Mounted Display Andrei State, Kurtis Keller, Henry Fuchs, UNC Chapel Hill and InnerOptic Technology, Inc.

A Polarized Head-Mounted Projective Display Hong Hua, Chunyu Gao, University of Arizona and University of Illinois

**14:00–15:30 Applications and Authoring** Session Chair: Dieter Schmalstieg

Synchronizing 3D movements for quantitative comparison and simultneous visualization of actions Tobias Sielhorst, Tobias Blum, Nassir Navab, TU Munich

Authoring and User Interaction for the Production of Wave Field Synthesis Content in an Augmented Reality System Frank Melchior, Tobias Laubach, Diemer de Vries, Fraunhofer IDMT and TU Delft

ARVino - Outdoor Augmented Reality Visualisation of Viticulture GIS Data

Gary King, Wayne Piekarski, Bruce Thomas, University of South Australia

Experimental Evaluation of an Augmented Reality Visualization for Directing a Car Driver's Attention Marcus Tonnis, Christian Sandor, Gudrun Klinker, Christian Lange, Heiner Bubb,

Marcus Tonnis, Christian Sandor, Gudrun Klinker, Christian Lange, Heiner Bubb TU Munich

**16:00–17:00 Vision-based tracking 1** Session Chair: Tom Drummond

Adaptive Line Tracking with Multiple Hypotheses for Augmented Reality Harald Wuest, Florent Vial, Didier Stricker, Fraunhofer IGD

A Balanced Approach to 3D Tracking from Image Streams Raghav Subbarao, Peter Meer, Yakup Genc, Rutgers University and Siemens Corporate Research

# Friday Oct 7

**10:30-11:50 Collaboration** Session Chair: Wayne Piekarski

Face to Face Collaborative AR on Mobile Phones Anders Henrysson, Mark Billinghurst, Mark Ollila, Linköping University and HITLab NZ Evaluation of Mixed-Space Collaboration Raphael Grasset, Philip Lamb, Mark Billinghurst, HITLab NZ

Enhanced Eyes for Better Gaze-Awareness in Collaborative Mixed Reality Keisuke Tateno, Masayuki Takemura, Yuichi Ohta, University of Tsukuba

**15:00-16:00 Interaction techniques** Session Chair: Tobias Hoellerer

Augmented Foam: A Tangible Augmented Reality for Product Design Woohun Lee, Jun Park, KAIST and Hongik University

Immersive Mixed-Reality Configuration of Hybrid User Interfaces Christian Sandor, Alex Olwal, Blaine Bell, Steven Feiner TU Munich, NADA Royal Institute of Technology, and Columbia University

AR Karaoke: Acting in Your Favorite Scenes Maribeth Gandy, Blair MacIntyre, Peter Presti, Steven Dow, Jay Bolter, Brandon Yarbrough, Nigel O'Rear, Georgia Tech

# Saturday Oct 8

9:00-10:10 Vision-based tracking 2 Session Chair: Eric Foxlin

Localisation and Interaction for Augmented Maps Gerhard Reitmayr, Ethan Eade, Tom Drummond, University of Cambridge

Lens Model Selection for a Markerless AR Tracking System Birger Streckel, Jan-Friso Evers-Senne, Reinhard Koch, Kiel University

Augmenting Deformable Objects in Real-Time Julien Pilet, Vincent Lepetit, Pascal Fua, EPFL

## **10:45–12:05 Tracking and calibration** Session Chair: Hideo Saito

A Hybrid and Linear Registration Method Utilizing Inclination Constraint Daisuke Kotake, Kiyohide Satoh, Shinji Uchiyama, Hiroyuki Yamamoto, Canon, Inc.

Encoded LED System for Optical Trackers Leonid Naimark, Eric Foxlin, InterSense

Calibration Errors in Augmented Reality: a Practical Study Javier-Flavio Vigueras Gomez, Gilles Simon, Marie-Odile Berger LORIA – INRIA Lorraine and LORIA – University of Nancy

16:00–16:40 View generation and modeling Session Chair: Gudrun Klinker

Novel View Generation from Multiple Omni-directional Videos Tomoya Ishikawa, Kazumasa Yamazawa, Naokazu Yokoya Nara Institute of Science and Technology

A Pipeline for Rapidly Incorporating Real Objects into a Mixed Environment Xiyong Wang, Aaron Kotranza, John Quarles, Benjamin Lok, B. Danette Allen University of Florida and NASA LaRC

# **Posters**

#### Poster teaser session Saturday Oct 8, 14:00-14:30 Poster session Saturday Oct 8, 14:30-16:00

Augmented Reality Techniques in Games

Dieter Schmalstieg, TU Graz The Synthetic Character Ritchie: First Steps Towards a Virtual Companion for Mixed Reality

Klaus Dorfmueller-Ulhaas, Elisabeth Andre, University of Augsburg The SQUASH 1000 Tangible User Interface System Mark Fiala, National Research Council Canada

Autocalibration of an Electronic Compass for Augmented Reality Xiaoming Hu, Yue Liu, Yongtian Wang, Yanling Hu, Dayuan Yan, Beijing Institute of Technology

A Mediated Reality Environment using a Loose and Sketchy rendering technique

Michael Haller, Florian Landerl, Upper Austria University of Applied Sciences Reality Tooning: Fast Non-Photorealism for Augmented Video Streams

Jan Fischer, Dirk Bartz, Wolfgang Straßer, University of Tübingen Camera-Marker Alignment Framework and Comparison with Hand-Eye Calibration for Augmented Reality Applications

Gérald Bianchi, Christian Wengert Matthias Harders, Philippe Cattin and Gábor Székely, Swiss Federal Institute of Technology, Zurich

Projected Augmentation II – A Scalable Architecture for Multi Projector Based AR-Systems based on 'Projected Applications' Jochen Ehnes, Koichi Hirota, Michitaka Hirose, University of Tokyo

Annotating User-Viewed Objects for Wearable AR Systems Ryuhei Tenmoku, Masayuki Kanbara, Naokazu Yokoya, Nara Institute of Science and Technology

Specular Reflection Elimination for Projection-Based Augmented Reality Hanhoon Park, Moon-Hyun Lee, Sang-Jun Kim, Jong-II Park, Hanyang University ARpm: An Augmented Reality Interface for Polygonal Modeling

Peter Fiala, Nicoletta Adamo-Villani, Purdue University AR Storyboard: An Augmented Reality based Interactive Storyboard

Authoring Tool Mideum Shin, Byung-soo Kim, Jun Park, Hongik University

Shading and Shadowing of Architecture in Mixed Reality

Tetsuya Kakuta, Takeshi Oishi, Katsushi Ikeuchi, University of Tokyo 3D Video Mosaics: A Hybrid Image-based and Model-based Telepresence Technique Using Two-Pass Video Projection onto a 3D Scene Model

Takefumi Ogawa, Kiyoshi Kiyokawa, Haruo Takemura, saka University Real-Time Rendering of Realistic Trees in Mixed Reality

Alberto Candussi, Tobias Höllerer, Nicola Candussi, University of Padua and University of California, Santa Barbara

A Step towards an AR Multimodal Interface: A New Handheld Device for 3D Interaction

Raphaël Grasset, Julian Looser, Mark Billinghurst, HIT Lab NZ Spatial Measurements for Medical Augmented Reality

Bernhard Reitinger, Pascal Werlberger, Alexander Bornik, Reinhard Beichel, Dieter Schmalstieg, TU Graz

Product Associated Displays in a Shopping Scenario

Lübomira Spassova, Rainer Wasinger, Jörg Baus, Antonio Krüger, Saarland University, DFKI, and University of Münster

Butterfly Effect: An Augmented Reality Puzzle Game

Marleigh Norton, Blair MacIntyre, Georgia Tech Driving View Simulation Synthesizing Virtual Geometry and Real Images in an Experimental Mixed-Reality Traffic Space

Shintaro Ono, Koichi Ogawara, Masataka Kagesawa, Hiroshi Kawasaki, Masaaki Onuki, Ken Honda, Katsushi Ikeuchi, University of Tokyo, Saitama University, Mitsubishi Precision Co., and Chodai Co.

Design and Implementation of a Widget Set for Steerable Projector-Camera Units

Dennis Reiter, Andreas Butz, Saarland University and University of Munich