Capturing

Camera(s)

Processing

Computer(s)

Purpose here:

Detecting a fiduciary feature as part of a large scale AR-system.

Common task:

Detecting a feature as part of an image by determining its shape and size.

The ball is clearly marked with a red circle, indicating that the ball's shape and size are detected.

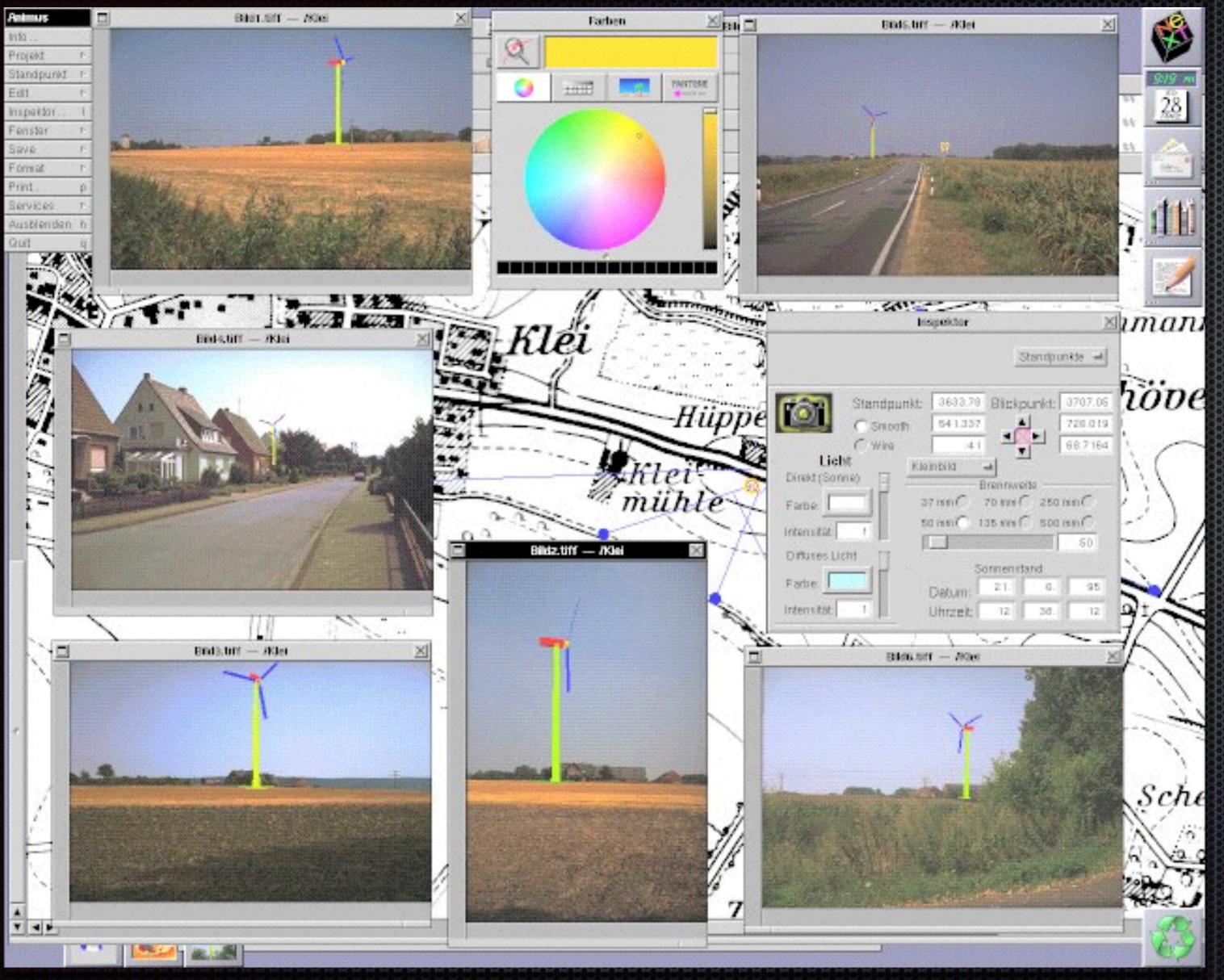


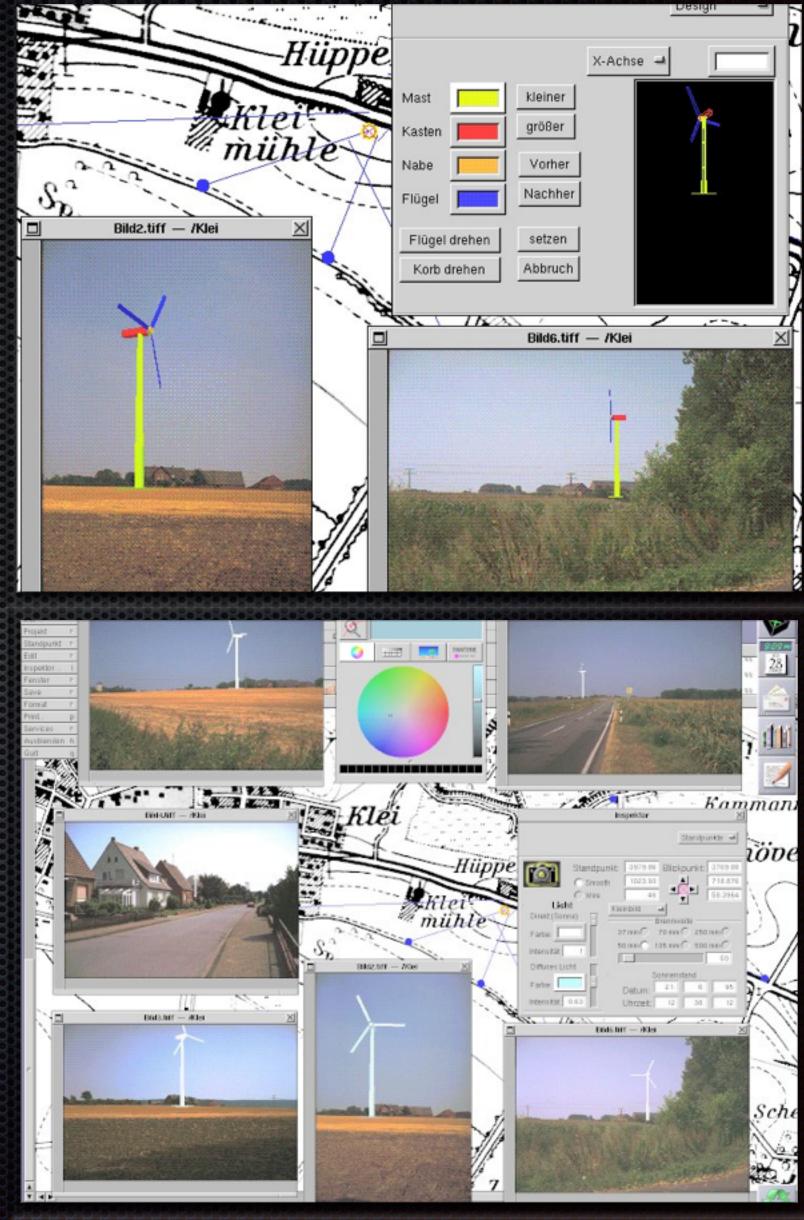
Capturing

Photo-CD
Scanner (BW)

Processing

Almost none NeXT



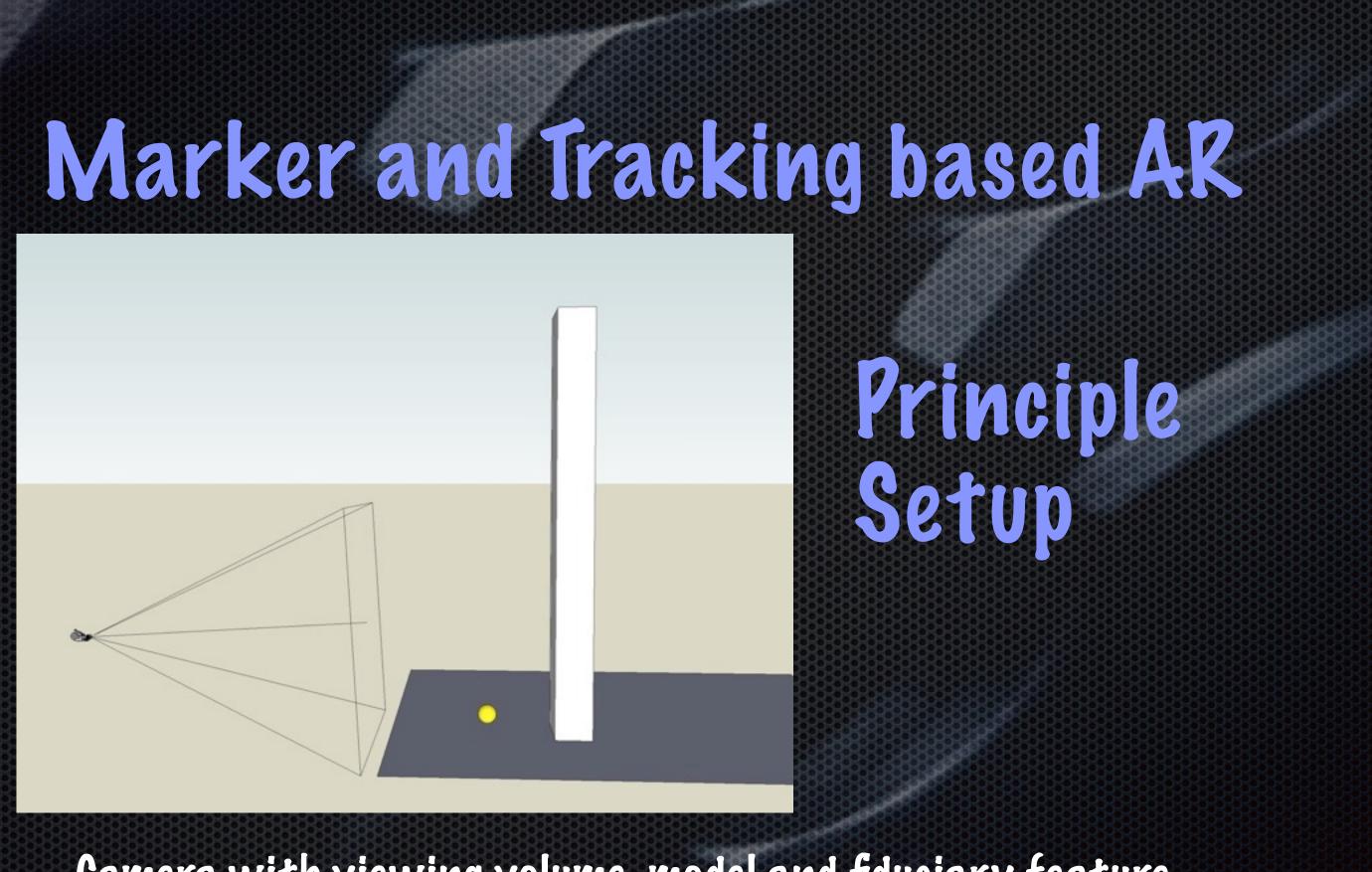








Slide from 2012



Camera with viewing volume, model and fiduciary feature

USP No. 7,391,424

Capturing

Camera-USB

DV-Camera external iSight Processing

Quicktime

Cocoa

(NSBitmaplmageRep)

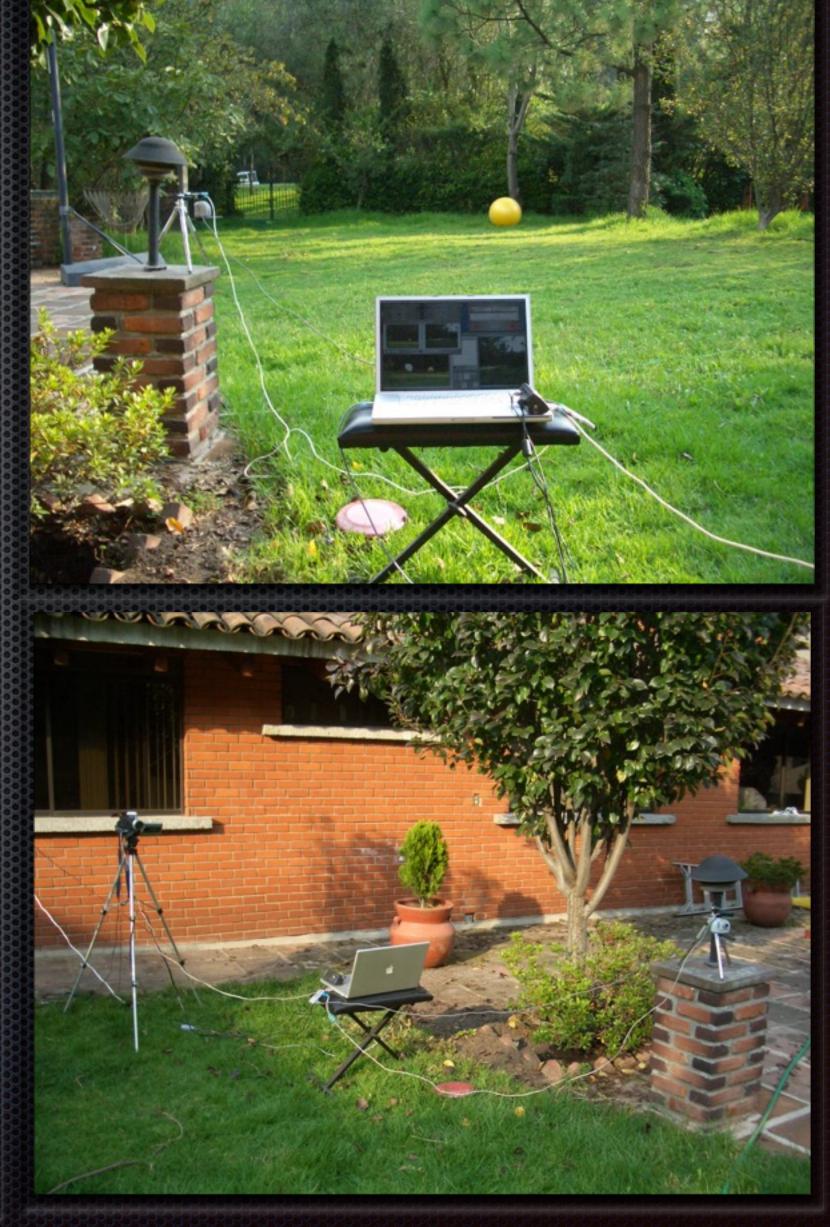
At that time the system was almost complete.

(USP No. 7,391,424)









Setup with ball, cameras, GPS-receivers and laptop.

]

Talk:

Practical Image Processing

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[2005 on Mac, PB G4]

Movie?



Apple introduced Corelmage mostly for effects

website

Apple introduced the iPhone

Capturing

Processing

iPhone-Camera

iPhone
(CoreGraphics, Open GLES)

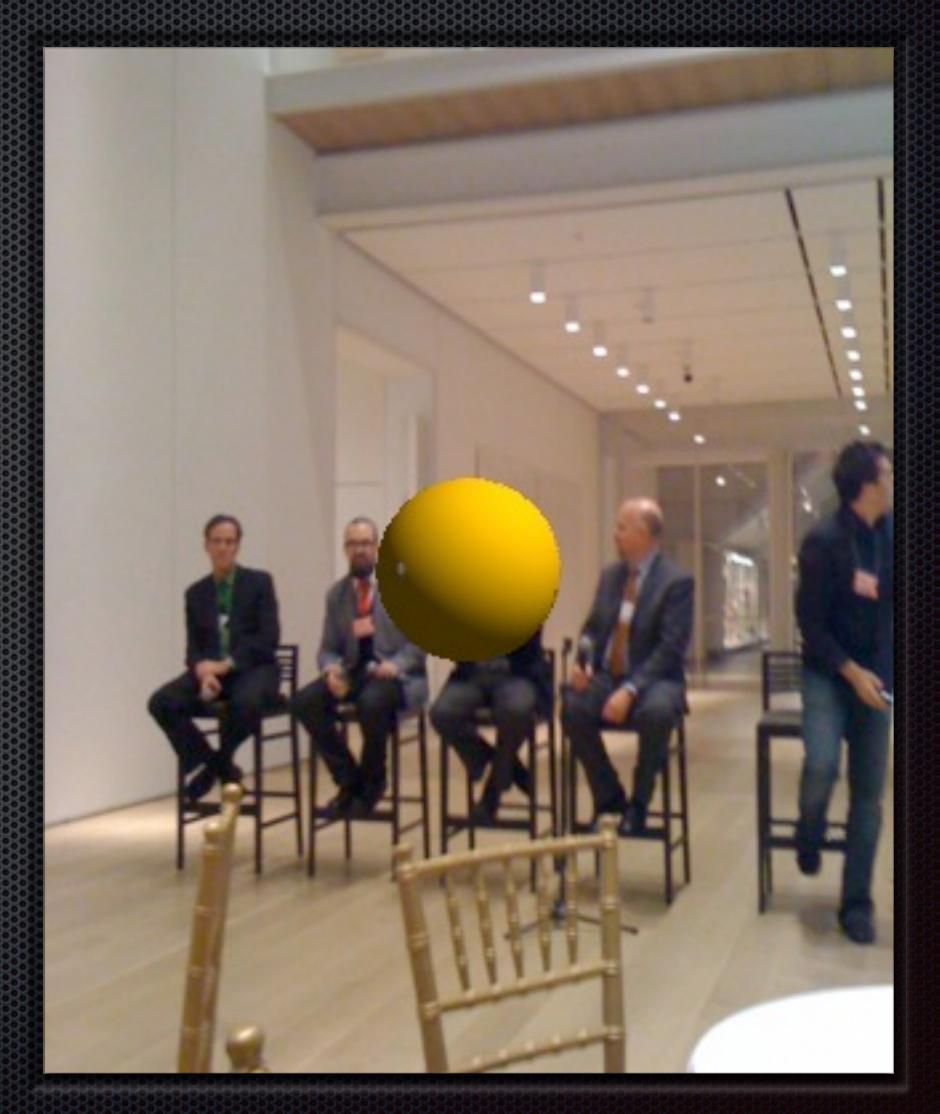
The iPhone changed it all:

Built-in camera and GPS, but no real image processing

and:

Built-in maps





On iOS, Corelmage was not available until 2012 with iOS 5

Third party:

Qualcomm introduced an SDK Brad Larson GPU-Image

website

around 2011





(Big Marker Ball 2011)

Talk:
Practical Image Processing
CocoaHeads, Aachen
© W. Lonsing 2016

On iOS, Corelmage is still limited. CIDetector detects only faces

OpenCV fills in the gap

=> demo later here

Multiple cameras (example)

Escaping the paradigm

Capturing

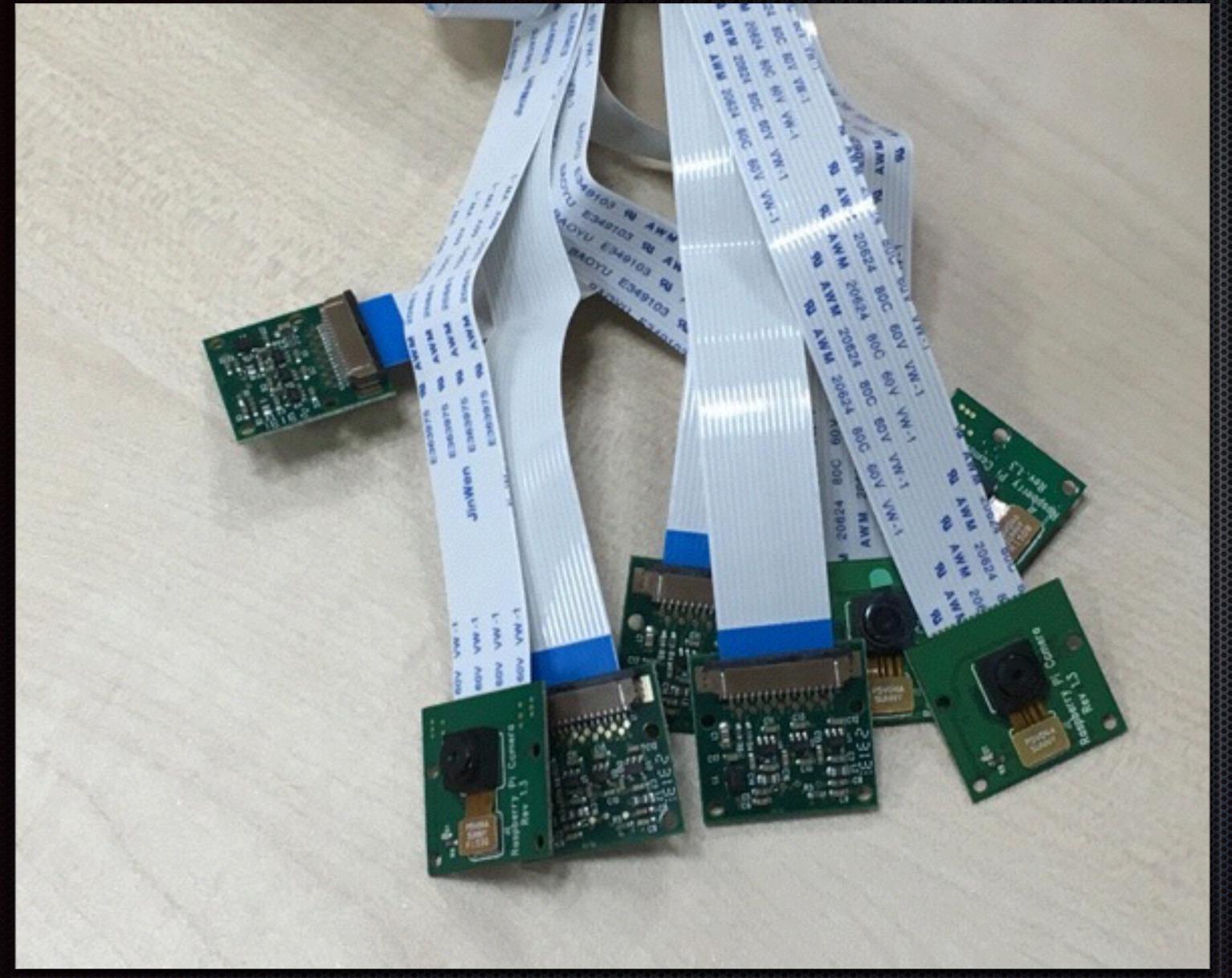
Processing

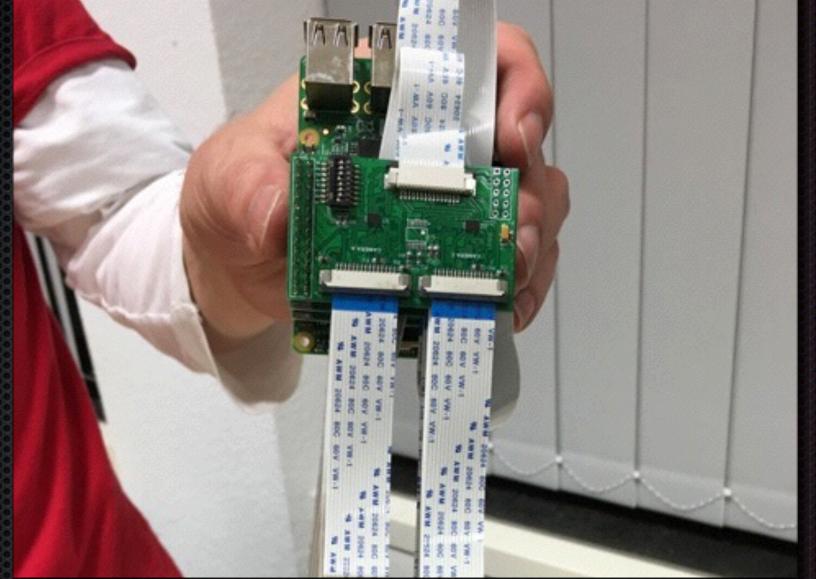
Pixy -camera

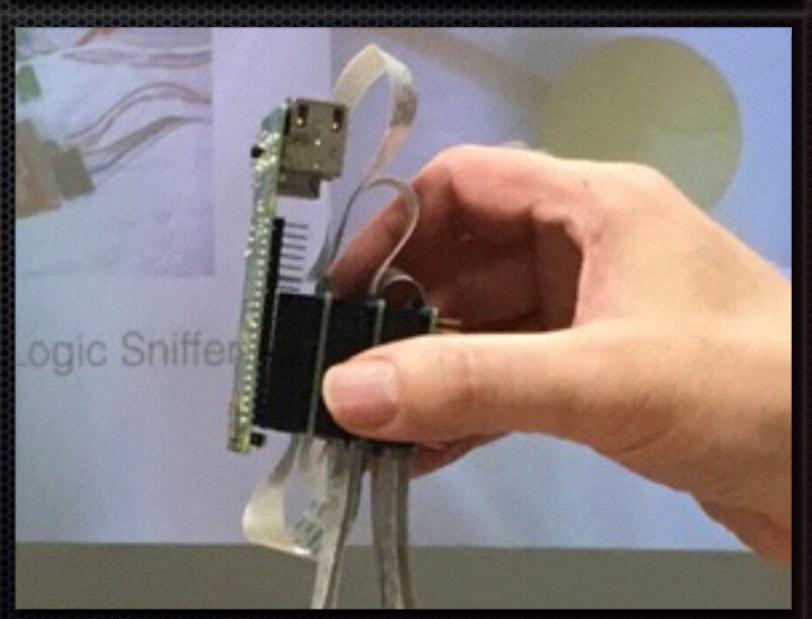
The Hydra

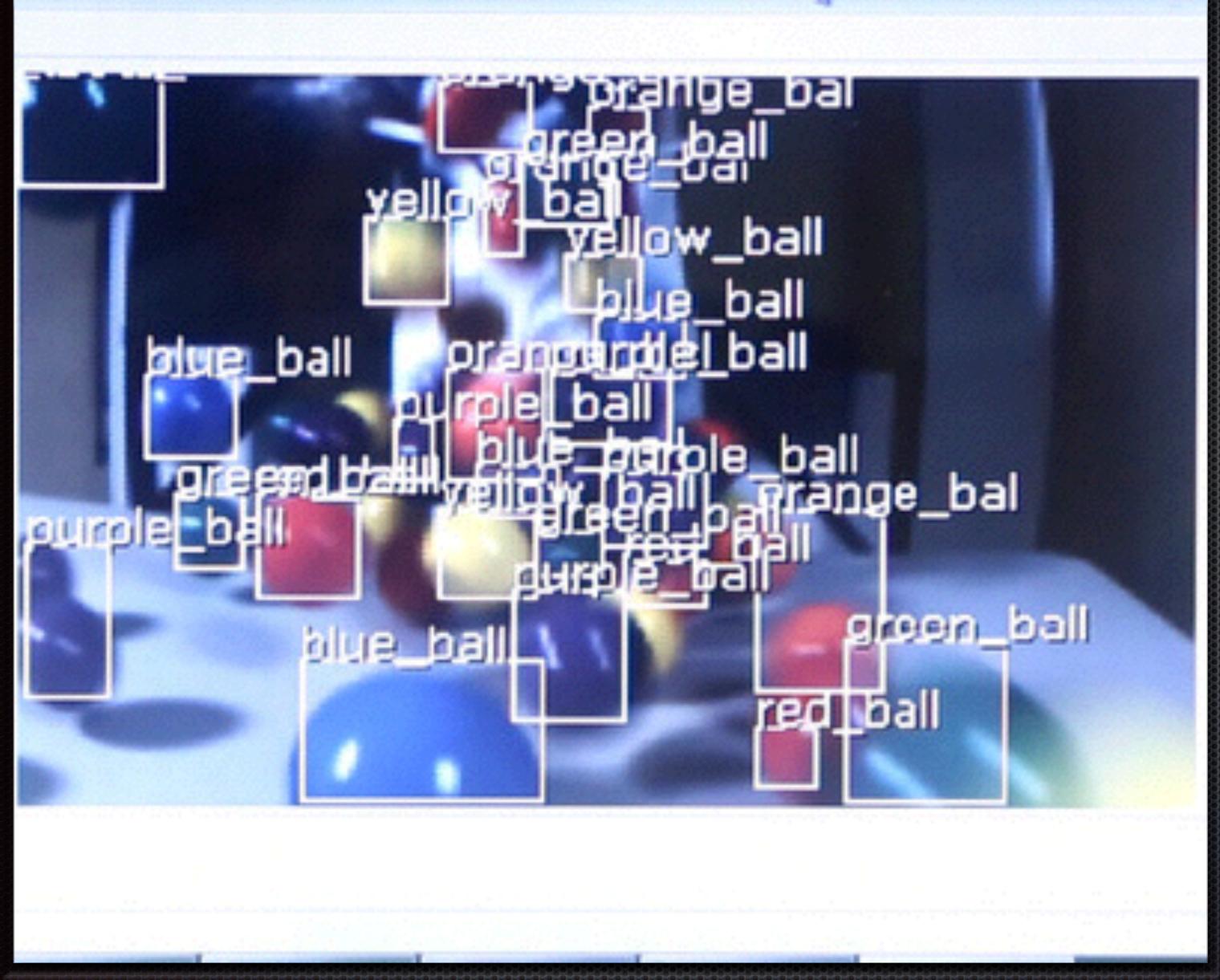
Demo:

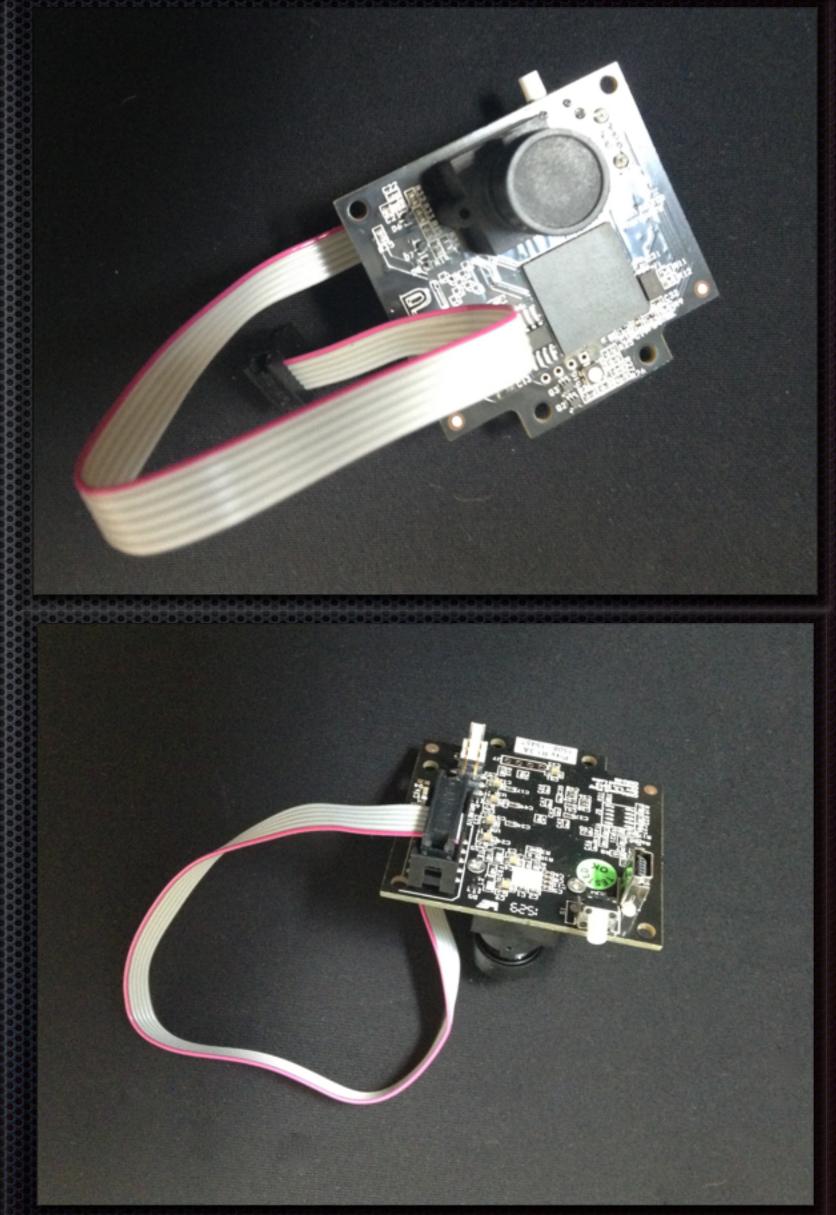
Pixy -camera, Hydra



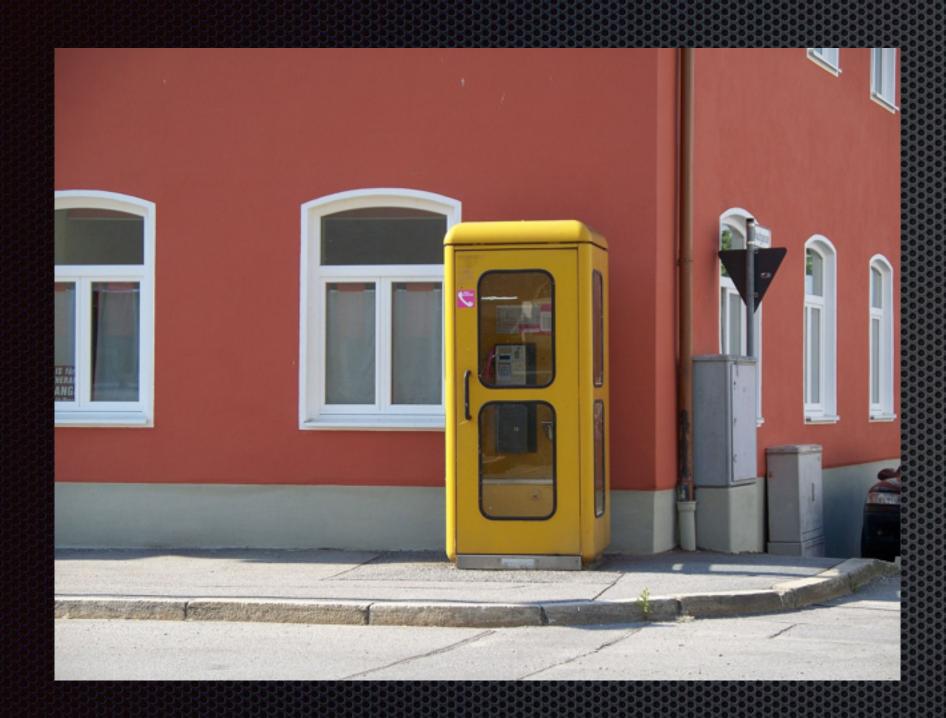








Outlook



Fiduciary features everywhere

Thank you.