



# Large Scale Augmented and Virtual Reality in Structured Environments

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# + OpenARK

## Features:

- 3D Hand Tracking
- Building Scale SLAM
- Building Interior 3D Reconstruction
- Articulated Avatar Tracking



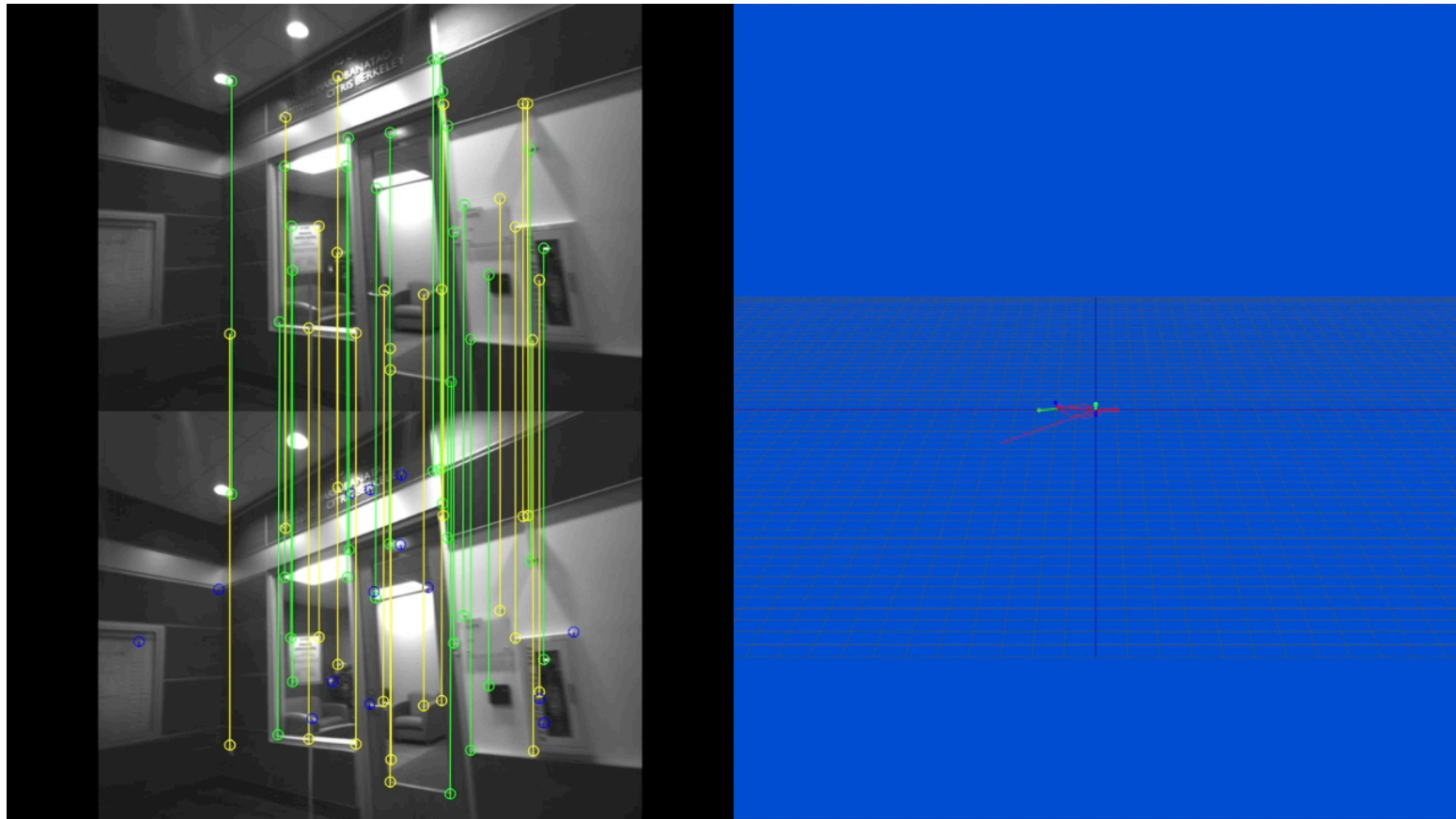
OpenARK is an open-source platform includes fundamental tools such as AR-based camera calibration and SLAM, and it also includes higher-level functions to aid human-computer interaction, such as 3D gesture recognition and multi-user collaboration.

# + Hand Tracking



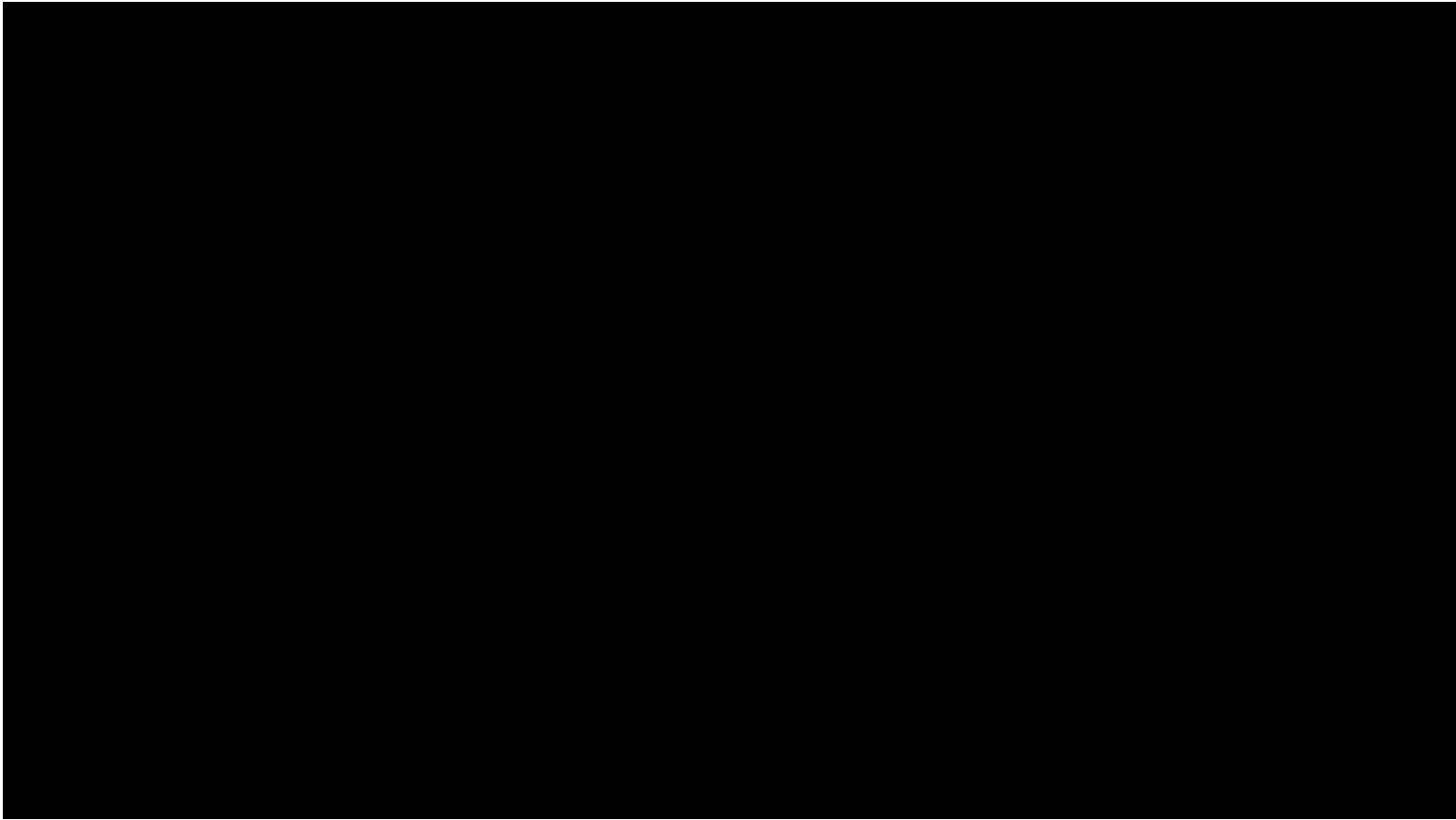
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# Simultaneous Localization and Mapping



S. Leutenegger et al "Keyframe-based visual-inertial odometry using nonlinear optimization" 2015

# + 3D Reconstruction



# + Avatar Tracking



# + OpenARK



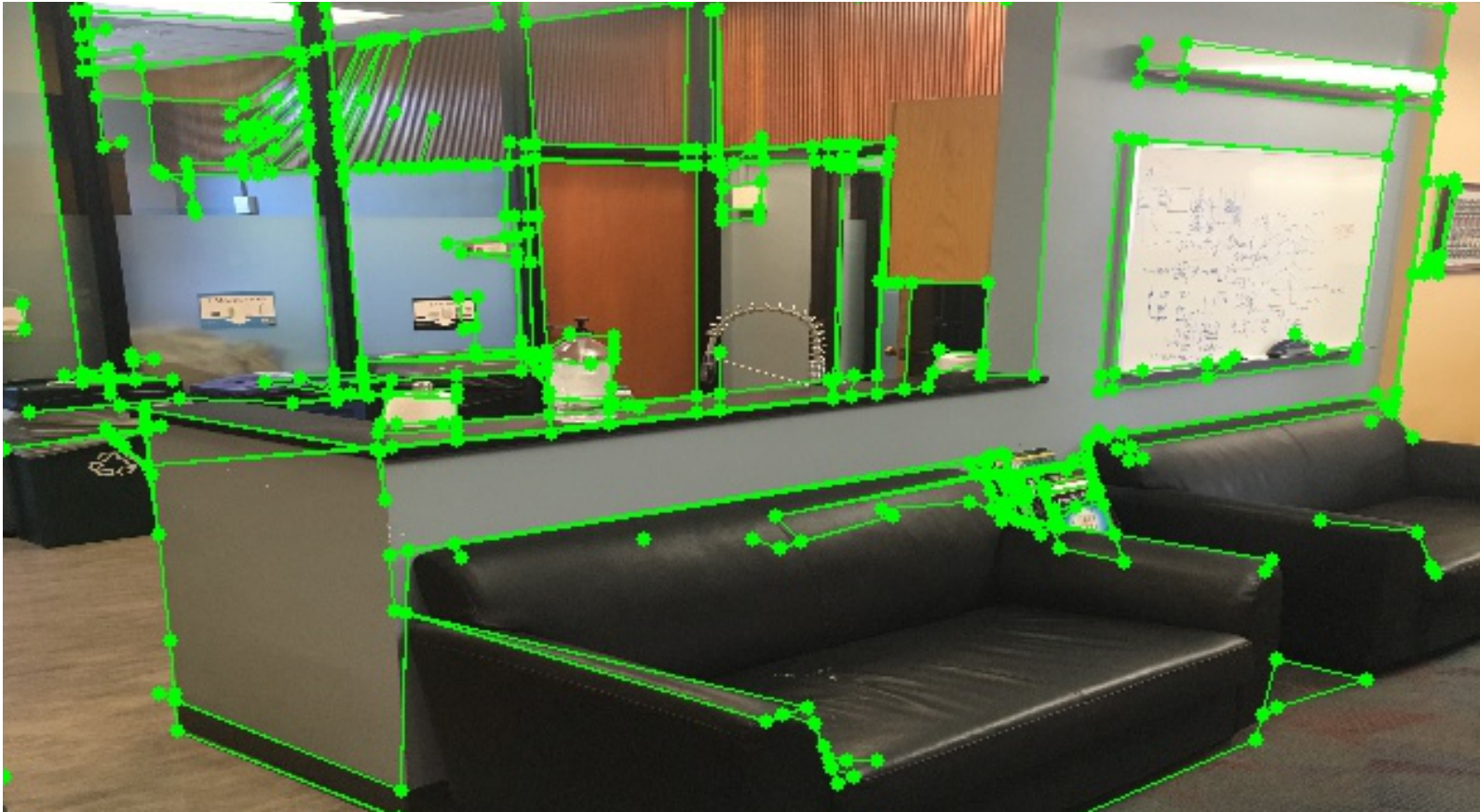


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Where do we go from here?

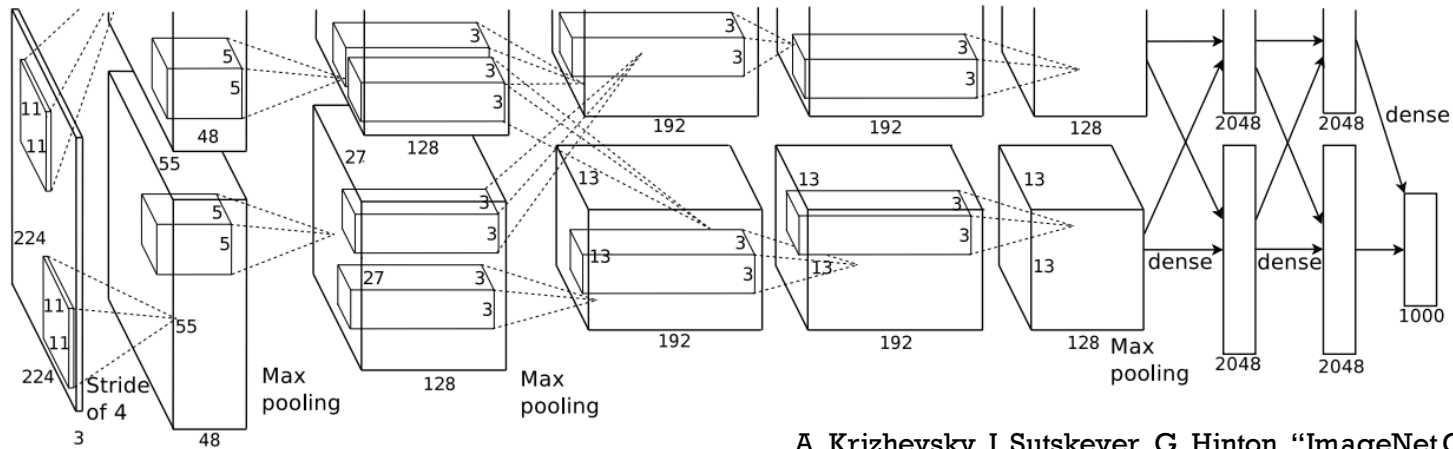


# + One Type Of Structure



# + Detecting Structure

## ■ Big Data:

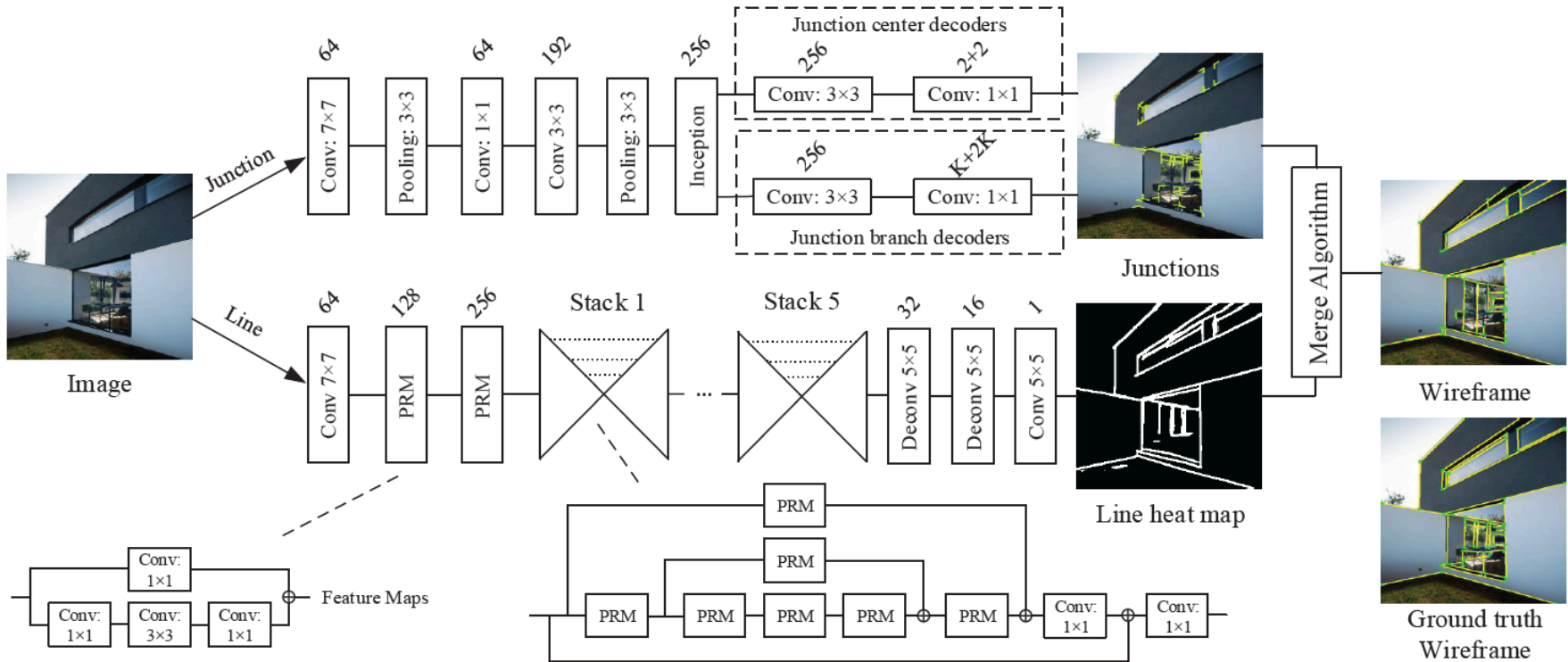


A. Krizhevsky, I. Sutskever, G. Hinton, "ImageNet Classification with Deep Convolutional Neural Networks", NIPS 2012

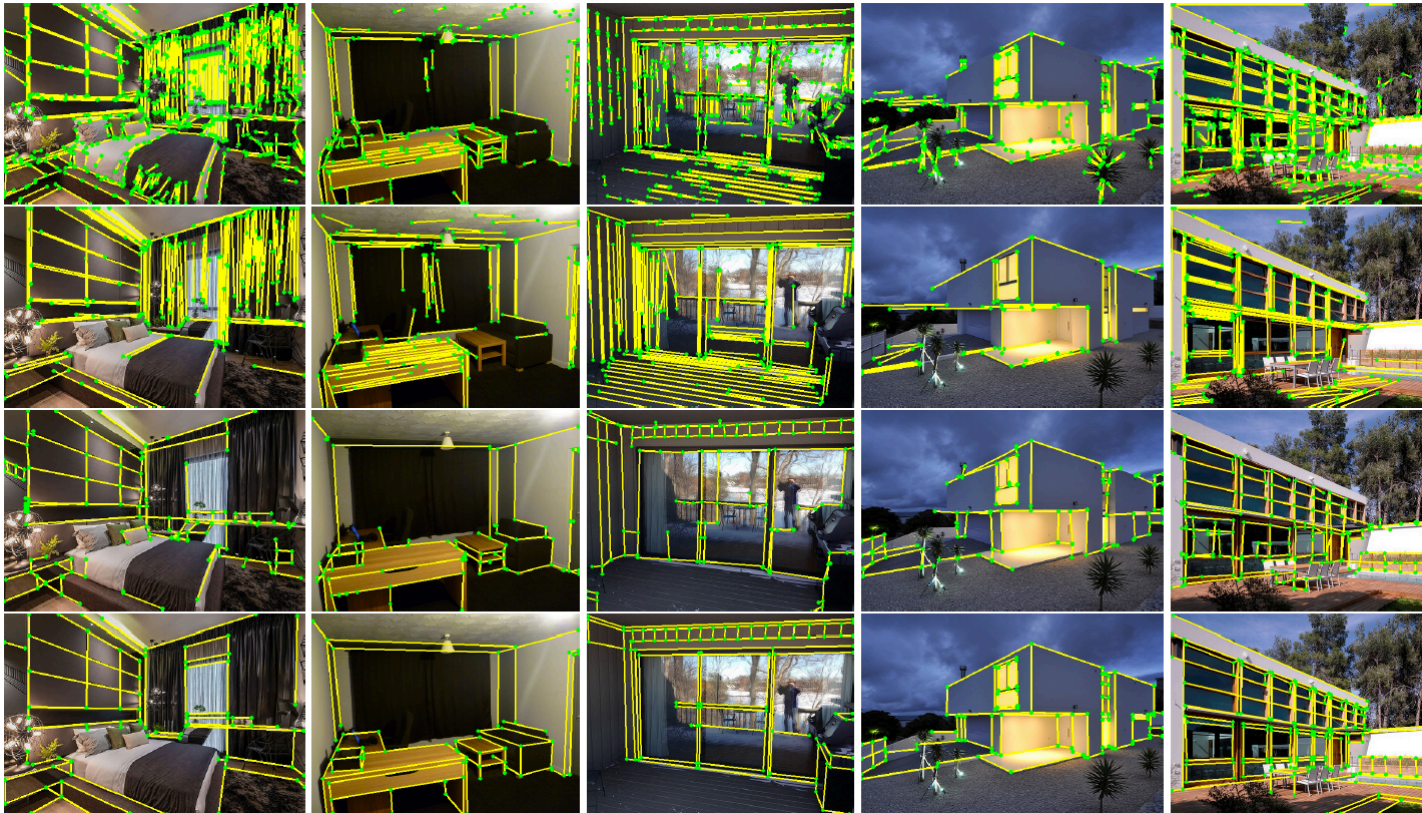
## ■ Cheap Stereo and Depth Cameras:



# + Learning to Detect Wireframes



# + Learning to Detect Wireframes



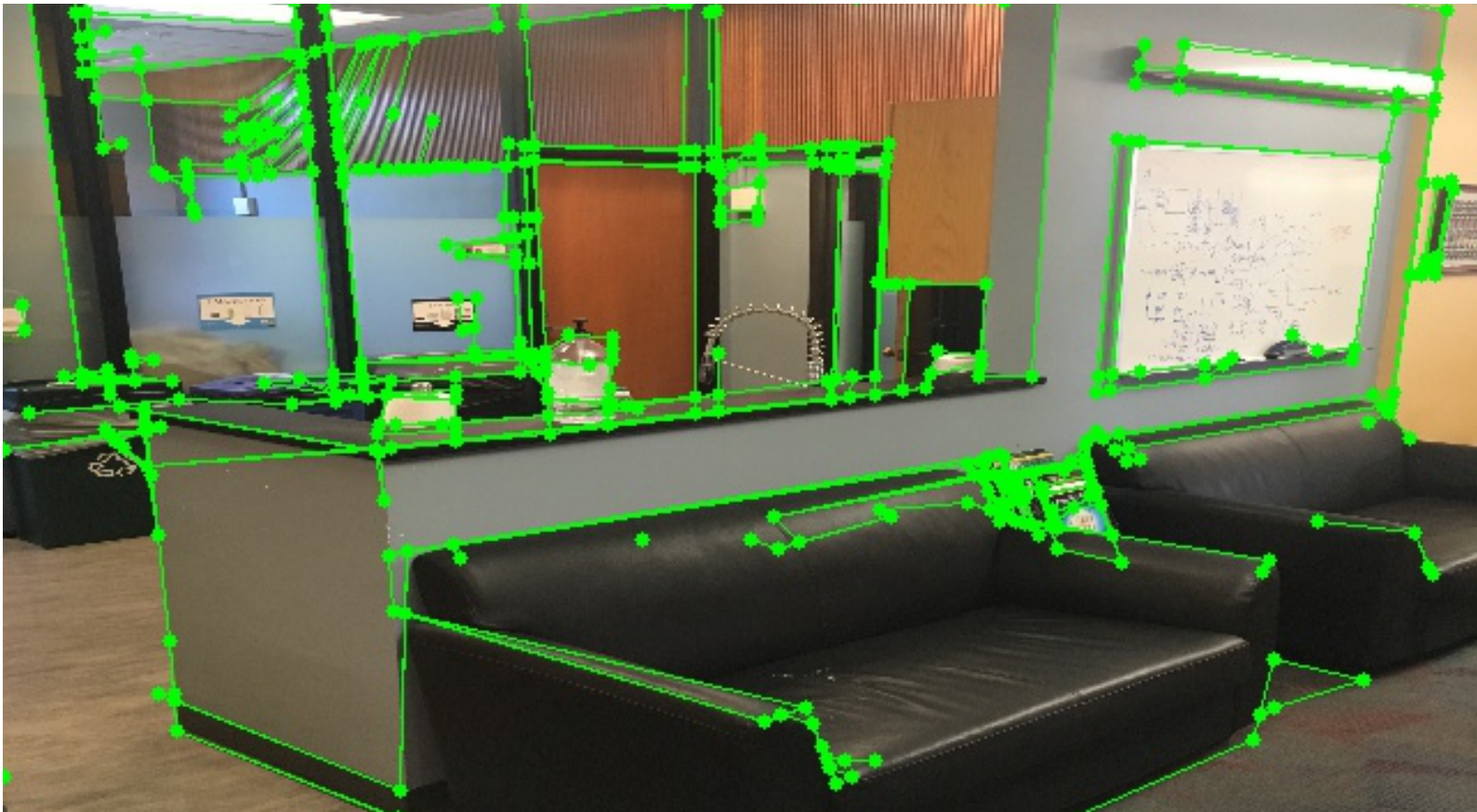
LSD

MCMLSD

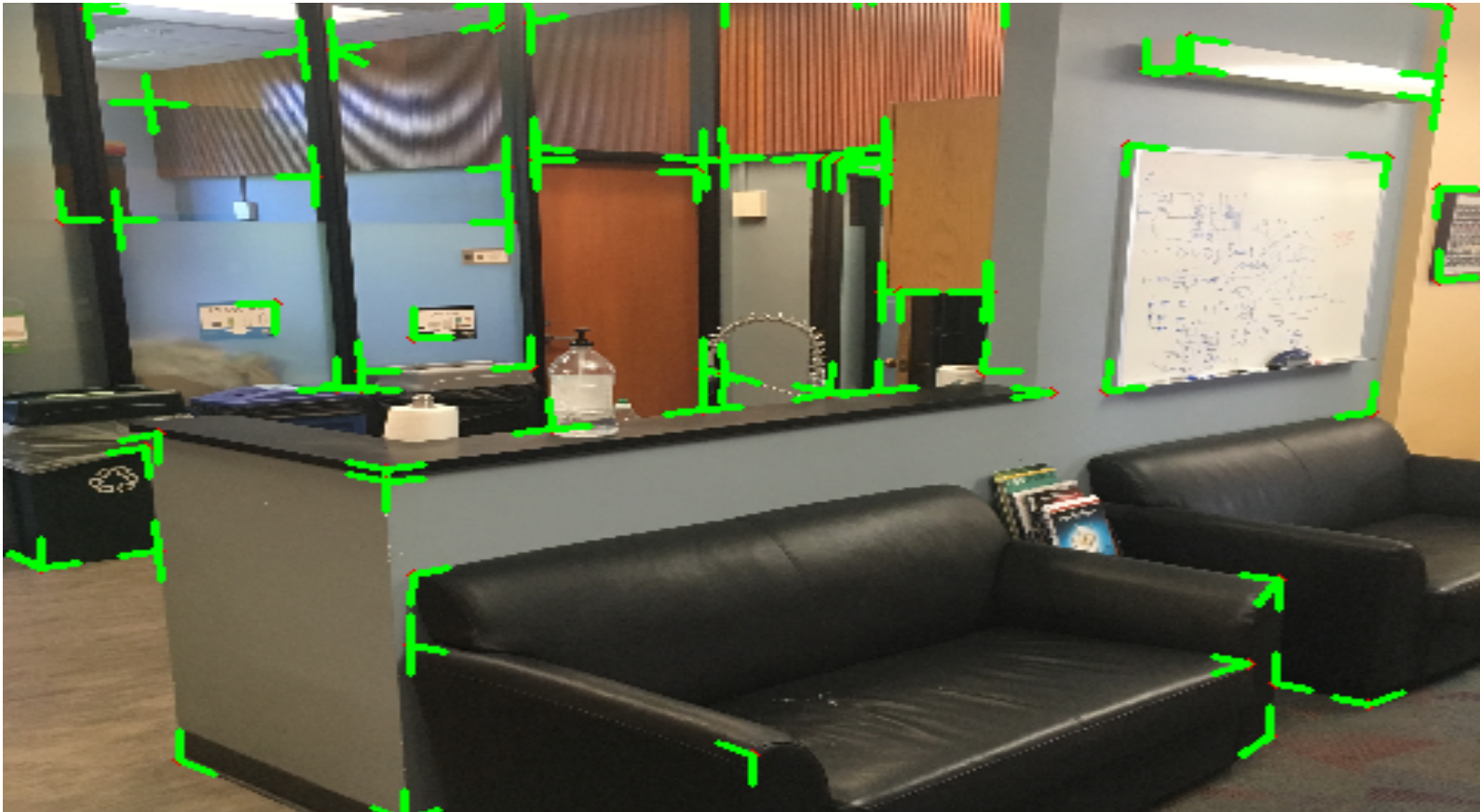
Yi Ma

Ground  
Truth

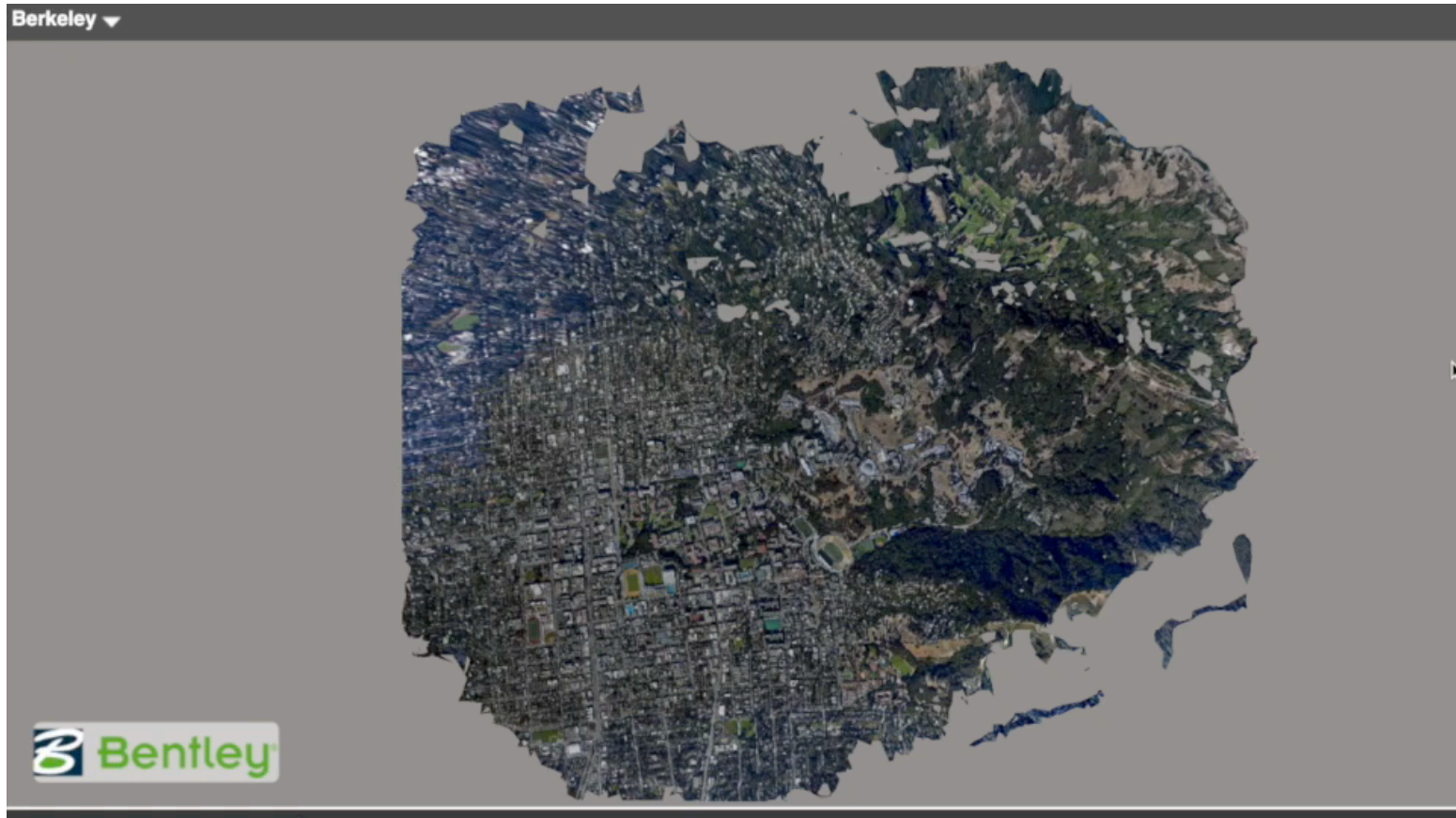
# + Heuristics



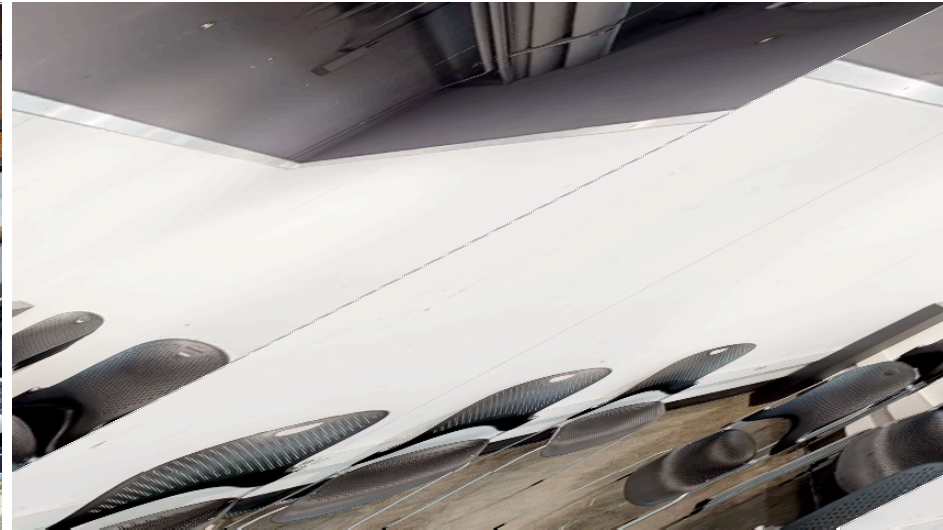
# + Learned Wireframes



# + Think Bigger



# + Berkeley Dataset Generation





# + Mapping Interiors

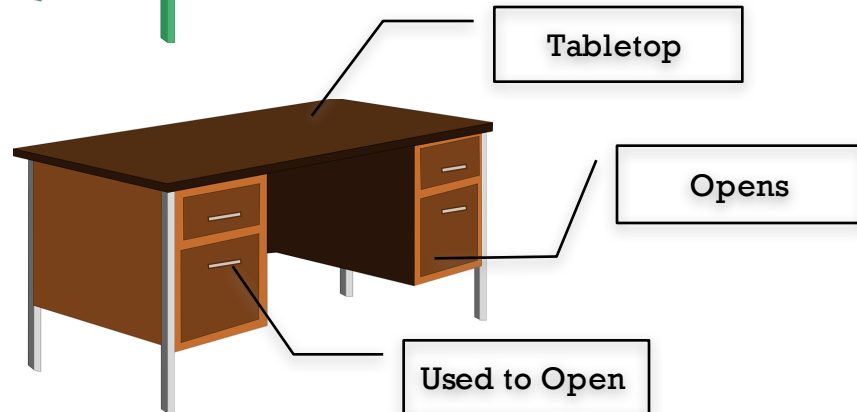
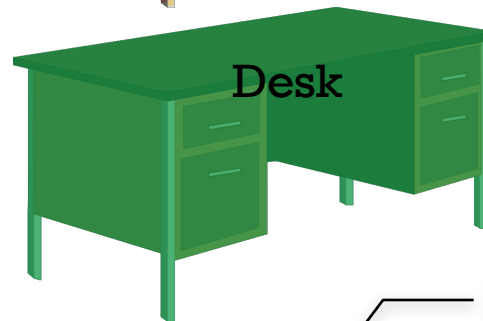
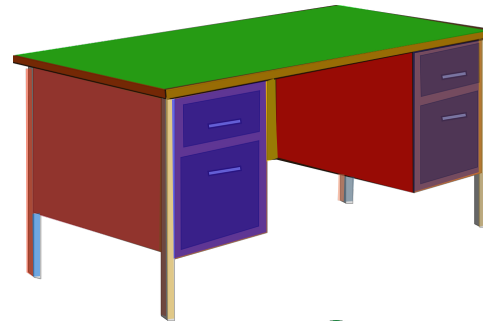
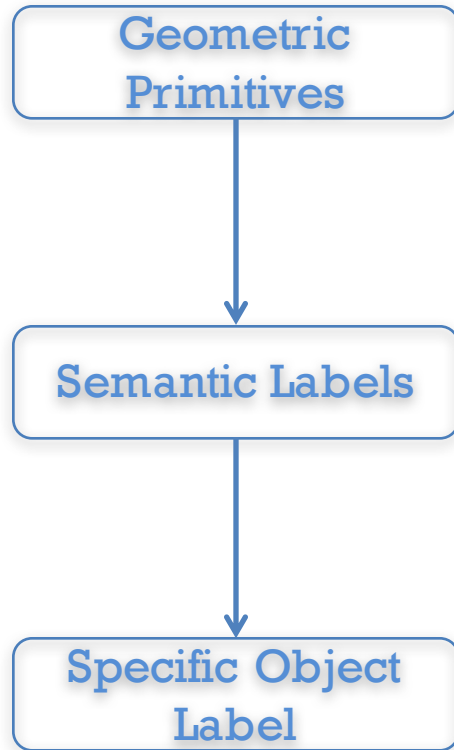
- PX-80 Commercial 3D Reconstruction System provides ground truth information for the dataset.
- Intel Realsense d435i commercial depth camera allows for evaluation against a practical system
- PointGrey wide baseline stereo camera setup enables testing new deep learning algorithms with stereo constraints.



# + How to Label?



# + Semiautomatic Labeling



# + Summary

- Through Open-Source projects such as OpenARK we are working to advance the state of AR/VR by bringing more features available to researchers, hobbyists, and companies.
- We are working to tackle fundamental challenges in computer vision to allow for better and more useful 3D reconstruction.
- If you would like to collaborate contact:
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  - Allen Yang: [yang@eecs.berkeley.edu](mailto:yang@eecs.berkeley.edu)



**Thank You!**