# Augmented reality exploration of historic rooms

MAIN SUPERVISOR PROF. JON YNGVE HARDEBERG SUPERVISOR DR. SONY GEORGE



### Objectives

 Compare historic rooms through times between previous and current state

• Increase user experience

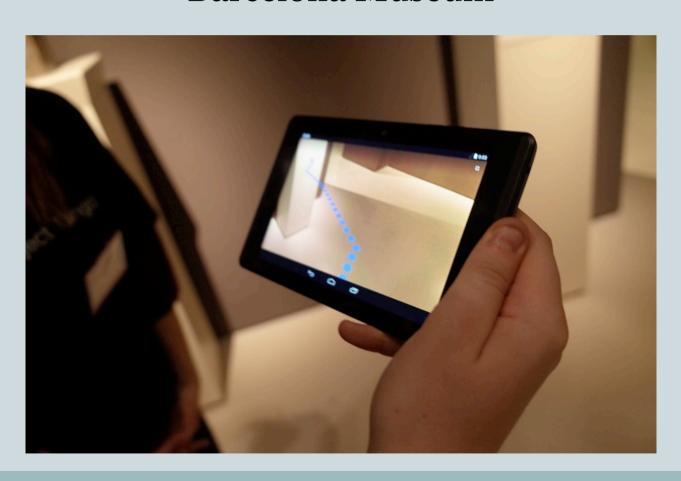
### Motivation

Augmented reality

• Discover the research environment

### State of art

### Barcelona Museum

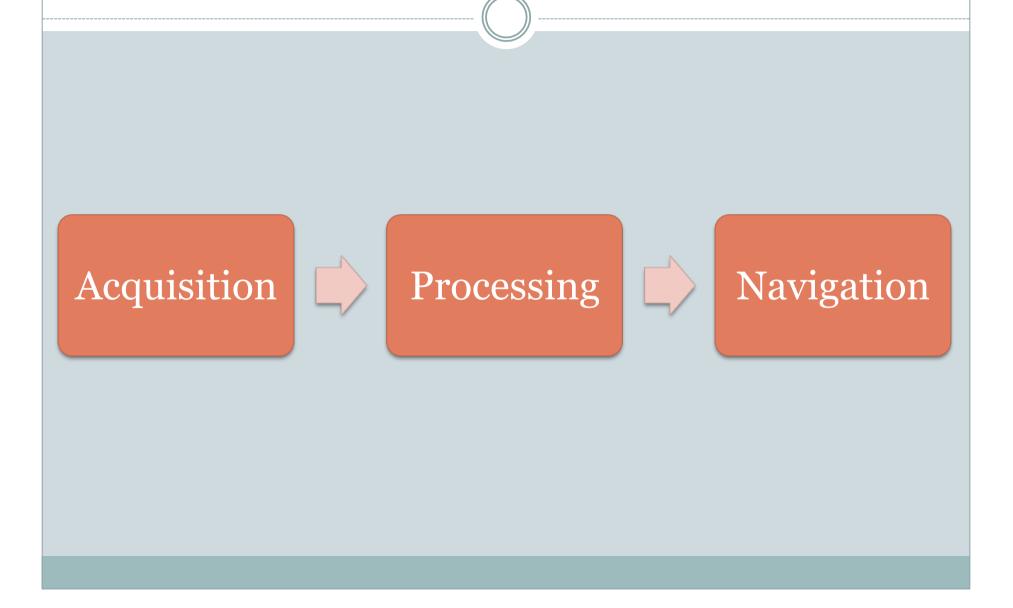


### State of art

### Barcelona Museum



### Details of the project



## Acquisition

Area Learning (Area Description Files)

Point Cloud

## Processing

Export the Point Cloud

Process the Point Cloud

• (Manual) Add of distinct frames

## Navigation

Augmented Reality Frames

Area Description relocation

# Conclusion

# Future directions