

Augmented Reality on Mobile Devices

VU SS2011 4.5 ECTS

Michael Gervautz, Peter Rautek, Thomas Perl



- Google Code (Advanced)
- Statistics
- Zwischengespräch
- Q&A
- Gruppenvorstellung
- CodingSession



- <http://code.google.com/p/armd2011/>
- Project Feeds
- Wiki
- Issue Tracker



Statistics - I'm watching you ;)

Developer of the Month			
Month	Author	Lines	Tweet This
March 2011	johannes.unterguggenberger@gmail.com	4672	TWEET THIS
February 2011	peter.rautek	1734	TWEET THIS

Author	Author Id	Changes	Lines of Code	Lines per Change
johannes.unterguggenberger@gmail.com	johannes.unterguggenberger@gmail.com	32 (20.1%)	4672 (29.8%)	146.0
peter.rautek	peter.rautek	30 (18.9%)	2957 (18.9%)	98.5
linusine@gmail.com	linusine@gmail.com	18 (11.3%)	2955 (18.8%)	164.1
yaido@ymail.com	yaido@ymail.com	10 (6.3%)	966 (6.2%)	96.6
rgurbat	rgurbat	17 (10.7%)	888 (5.7%)	52.2
infaust.tg@gmail.com	infaust.tg@gmail.com	11 (6.9%)	804 (5.1%)	73.0
T.Schmid85@gmx.at	T.Schmid85@gmx.at	8 (5.0%)	761 (4.9%)	95.1
knecht.martin@gmail.com	knecht.martin@gmail.com	5 (3.1%)	586 (3.7%)	117.2
ilirkoskija	ilirkoskija	4 (2.5%)	584 (3.7%)	146.0
florian.laager@gmail.com	florian.laager@gmail.com	11 (6.9%)	205 (1.3%)	18.6
patrick.kuehtreiber@gmail.com	patrick.kuehtreiber@gmail.com	4 (2.5%)	170 (1.1%)	42.5
michael.hecher@gmail.com	michael.hecher@gmail.com	3 (1.9%)	94 (0.6%)	31.3
mmanofa@gmail.com	mmanofa@gmail.com	3 (1.9%)	21 (0.1%)	7.0
armdtuwien2@gmail.com	armdtuwien2@gmail.com	1 (0.6%)	17 (0.1%)	17.0
ch.moellinger@gmail.com	ch.moellinger@gmail.com	2 (1.3%)	3 (0.0%)	1.5
Totals		159 (100.0%)	15683 (100.0%)	98.6



- 2. Mai 14:30 – 17:00
- Full functional (playable) level!
- Other requirements
 - ◆ Screen resolution
 - ◆ Localization
 - ◆ JavaDoc
 - ◆ Max file size (<1MB)
- VisLab
- Registrierung (jetzt):
<http://www.doodle.com/mqx6cz96rfwm8whc>



- ???
- ???
- ???



- **Real-Time Monocular SLAM**
- Dr. Andrew Davison,
Imperial College London
- March 29th 2011 2:15pm-3:45pm
- Freihaus (red), 1. Floor

- SLAM =
Simultaneous Localisation and Mapping



- Google Code (Advanced)
- Statistics
- Zwischengespräch
- Q&A
- **Gruppenvorstellung**
- **CodingSession**

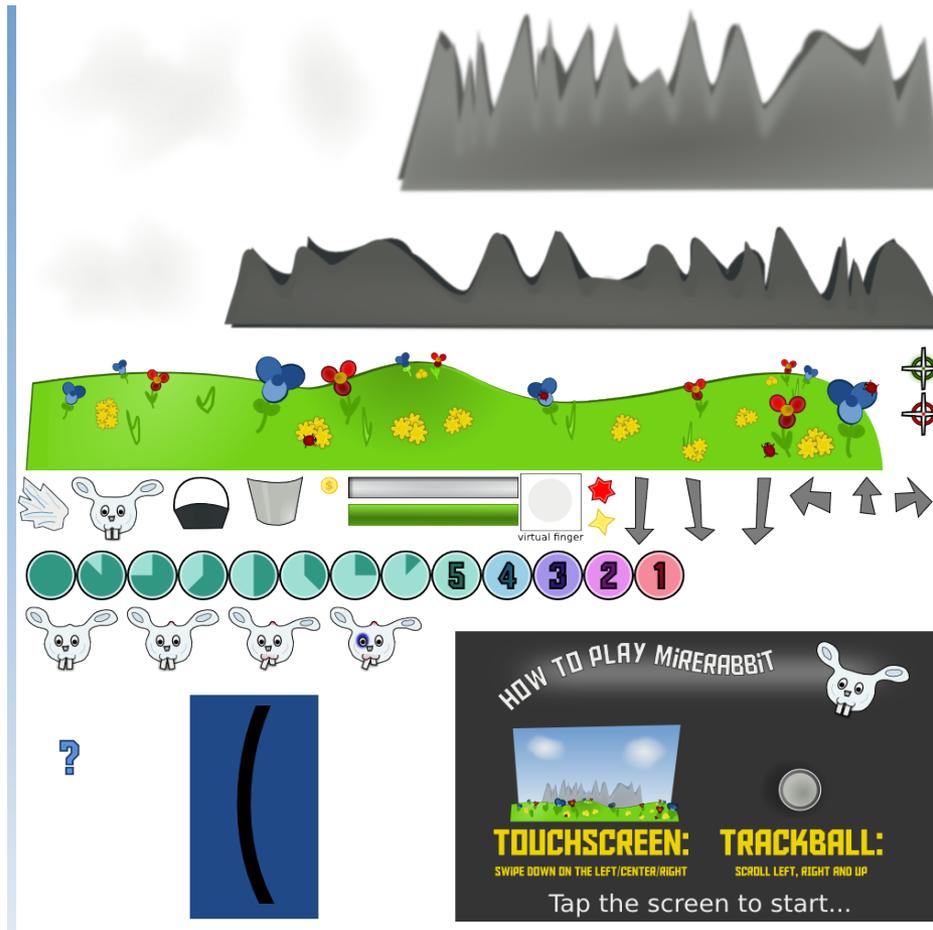


```
private onTouchListener touchListener = new onTouchListener()
{
    public boolean onTouch(View v, MotionEvent e)
    {
        //pass on the touch event to the GestureDetector
        boolean b = cGestureDetector.onTouchEvent(e);
        try {
            //this hack prevents the frame rate from dropping dramatically during interaction.
            //described at:
            //http://groups.google.com/group/android-developers/browse_frm/thread/39eea4d7f6e6dfca
            Thread.sleep(35);
        } catch (InterruptedException e1) {
            e1.printStackTrace();
        }
        return b;
    }
};

private OnGestureListener gestureListener = new OnGestureListener() {
    //TODO implement OnGestureListener here
};

GestureDetector cGestureDetector = null;
//init the activity
void initialization(){
    myGlSurfaceView.setOnTouchListener(touchListener);
    cGestureDetector = new GestureDetector(gestureListener);
}
```





- <http://code.google.com/p/cgmd2010/source/browse/trunk/src/at/ac/tuwien/cg/cgmd/bifh2010/level44/twodee/TexturePart.java>
- <http://code.google.com/p/cgmd2010/source/browse/trunk/src/at/ac/tuwien/cg/cgmd/bifh2010/level44/twodee/TextureParts.java>



- Goals:
 - ◆ Identify problems
 - ◆ Summarize problems
 - ◆ Find someone to help you
- No problems? We can make some!
 - ◆ Try it on different hardware NexusOne, Desire, Desire HD, Incredible
 - ◆ Try
 - Internationalization
 - Screen resolution
 - Life-Cyle (multi-tasking I)
 - ◆ Press phone (green) button
 - ◆ Press back button
 - ◆ Check if your level still runs
 - Life-Cyle (multi-tasking II)
 - ◆ Press home button
 - ◆ Long press home button and select bifith
 - ◆ Check if your level still runs
 - Framework integration
 - ◆ Do you report progress
 - ◆ Do you respect sound on/off settings

