

laden gemeinsam zum

GASTVORTRAG

Daniel Wagner
Qualcomm Austria Research Center



“Computer Vision and Augmented Reality at Qualcomm”

Abstract:

I will present four selected projects of Qualcomm Corporate Research and Development:

- SLAM - our mobile phone SLAM system
- TouchyAR - a finder tracking and hand segmentation system
- Text Recognition - a text recognition and tracking system
- Sensor Fusion - a high quality sensor fusion system for mobile phones

Biography:

Daniel Wagner was a postdoctoral researcher at Graz University of Technology until March 2010. He received his MSc from Vienna University of Technology and his PhD from Graz University of Technology. During his studies he worked as a software developer and joined Reality2, developing Virtual Reality software. After finishing his Computer Science studies, Daniel was lead developer at Vienna based game company BinaryBee, working on high-quality multi-user internet games, as a software developer for Tisc Media, doing 3D engine development for a TV-show game, and as a consultant for Greentube's "Ski Challenge '05". In 2006 he was a visiting researcher at HITLab New Zealand. In October 2007 Daniel finished his PhD thesis on Handheld Augmented Reality. Daniel conducted research at Graz University of Technology on mobile Augmented Reality technology. His research interests are real-time graphics and computer vision for mobile phones.

Daniel Wagner is now a member of Qualcomm, working as a principal engineer at the Qualcomm Austria Research Center.

Datum: 12. April 2013, 10:30 Uhr s.t.

Ort: TU Wien, Favoritenstr. 9, Stiege 1, 5. Stock, Seminarraum E186

