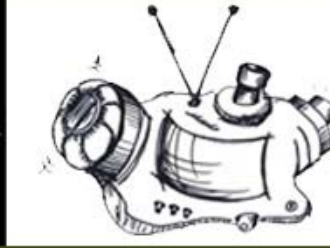


[Home](#)[About The Authors](#)[About The Blog](#)[ISMAR 2009](#)[Jobs](#)

# Games Alfresco

in pursuit of the ultimate augmented reality experience

"The leading Augmented Reality news blog"  
- *The New York Times*



[Entries RSS](#) | [Comments RSS](#)

## Featured Posts

[Top AR Games of all Time](#)

## Top Posts

[Top 10 augmented reality demos that will revolutionize video games](#)

[Holographic Augmented Reality Concept](#)

[Pencil and Paper are not Dead: Augmented Reality Sketching Games at VR 2010](#)

[Eye-Tracking Will Be The New Click-Throughs](#)

[10 best augmented reality DEVICES that will reinvent mobile video games](#)

## Archives

Select Month

## Tags

[AcrossAir](#) [AR2010](#) [AR](#)

[Devices](#) [AR](#)

[Games](#)  
[artoolkit](#)  
[augmented reality](#) [Blair](#)

[MacIntyre](#) [Daniel](#)

[Wagner](#) [flartoolkit](#) [Futuristic](#)

[Visions](#) [Games](#) [Georgia](#)

[Tech](#) [Ghostwire](#) [GPS](#)

[and Compass](#)  
[Handhelds](#)  
[and](#)

## X-Ray Vision via Augmented Reality

Posted on **May 16, 2009** by rouli

[The Wearable Computer Lab](#) at the University of South Australia has recently uploaded three demos showing some of its researchers' work to Youtube. Thomas covered one of those, [AR Weather](#), but fortunately enough, he left me with the more interesting work (imho).

The next clip shows a part of Benjamin Avery's PhD thesis, exploring the use of a head mounted display in order to view the scenery behind buildings (as long as they are brick-walled buildings). If understood correctly (and I couldn't find the relevant paper online to check this up), the overlaid image is a three-dimensional rendition of the hidden scene reconstructed from images taken by a previously positioned camera.

The interesting thing here is that a simple visual cue, such as the edges of the occluding items, can have such a dramatic effect on the perception of the augmented scene. It makes one wonder what else can be done to improve augmented reality beyond better image recognition and brute processor power. Is it possible that intentionally deteriorating the augmented image (for example, making it flicker or tainted), will make a better user experience? After all, users are used to see AR in movies, where it looks considerably low-tech (think Terminator vision) compared with what we are trying to build today.

Anyway, [here](#) you can find Avery himself, presenting his work and giving some more details about it (sorry, couldn't embed it here, even after several attempts)

Filed under: [Uncategorized](#) | Tagged: [GPS and Compass](#), [head up display](#), [Research](#), [Tourism and Outdoors](#), [University of South Australia](#)

[Subscribe](#)

[SHARE](#)

View my group on [facebook](#)

View my profile on [Linked in](#)

## Ori's twit

Breaking News: Qualcomm acquires mobile augmented reality tech and talent from Imagination (Vienna)  
<http://bit.ly/aP5Xnb> 1 day ago

## AR News

### (AugmentedPlanet)

[Doritos e AR](#) March 24, 2010  
*Gianmarco*

[Eye-Tracking Will Be The New Click-Throughs](#) March 23, 2010  
*Tom Carpenter*

[Microsoft Tag: Torino pensa agli e-tourist](#) March 22, 2010  
*Gianmarco*

[Da GM il parabrezza a realtà aumentata](#) March 21, 2010  
*Gianmarco*

[Samsung i5700 Spica: arriva l'aggiornamento con Android 2.1](#) March 20, 2010  
*Gianmarco*

## 1. Vision

[AR on Wikipedia](#)

[Bruce Branit](#)

[Demo by Total Immersion](#)

[Denno Coil \(TV\)](#)

# Cellphones

[head up display](#) [HIT Lab NZ](#)

[int13](#) [iphone](#)

[ISMAR 08](#) [ISMAR](#)

[2009 Layar](#)

[linkfest](#) [Mark](#)

[Billinghurst](#)

[Markerless](#)

[Marketing and Advertisement](#)

[Metaio](#) [Microsoft](#)

[Mobilizy](#) [Neogence](#)

[nokia opinions and reflections](#)

[Projector based AR Research](#)

[Sekai Camera](#) [Sony](#)

[SPRXMobile](#)

[Tonchidot](#) [total](#)

[immersion](#)

[Tourism and](#)

[Outdoors](#)

[Visible Markers](#)

[Vuzix](#) [web](#)

[camera](#)

[Wikitude](#) [Zugara](#)

## Categories

Select Category

« [More Core Tools for Augmented Reality Weekly Linkfest](#) »

## 2 Responses

[Darkflame@gmail.com](#), on [May 16, 2009 at 6:05 am](#) Said:



Very neat stuff.

I have seen photos "turned 3d" that way before.

Some website even let you upload a photo and play with it that way I think.

Its not really 3d, more projecting into a box with the normals facing in. It looks 3d enough as long as you get too close, so its perfect for this sort of use.

-

Still, I think its particularly smart to use the brick texture and a marker...nice idea.

[Erick](#), on [May 16, 2009 at 8:01 am](#) Said:



Thats an extension work of the one Denis and I did 2 years ago in ISMAR 2007 (incidentally it won the Best Student Paper Award). Watch it here:

<http://www.youtube.com/watch?v=NOKWzJG2Ru4>

And, this is a follow up paper:

[http://ieeexplore.ieee.org/xpl/freepre\\_abs\\_all.jsp?isnumber=4359476&arnumber=4569839](http://ieeexplore.ieee.org/xpl/freepre_abs_all.jsp?isnumber=4359476&arnumber=4569839)

That year had a strong emphasis in contextual information. The guys from TU Munich did also some good work with volume data, check out their video (warning it has cadavers):

<http://campar.in.tum.de/Chair/ProjectDepthPerceptionMedicalAR>

## Leave a Reply

Name (required)

E-mail (will not be published)

(required)

Website

Notify me of follow-up comments via email.

Notify me of new posts via email.

[Economist Article about AR](#)

[Singapore 2015](#)

[spinfocalypse](#)

[The future of education](#)

[They Live \(The Movie\)](#)

[Vernor Vinge About AR](#)

## 2. History

[10 years of AR](#)

[AR Archive](#)

[By Eva Kaplan-Leiserson](#)

[NEW! History of Mobile AR](#)

[Science Channel](#)

## 3. NEW!

### Applications

[Bradesco](#)

[BuUuk](#)

[Cyborg](#)

[Cyclopedia](#)

[Gamaray \(RIP\)](#)

[GeoVector WorldSurfer](#)

[Junaio](#)

[Kooaba](#)

[Layar](#)

[Nearest Tube](#)

[Nru](#)

[Peak.AR](#)

[presselite](#)

[RobotVision](#)

[Sekai Camera](#)

[SR Engine](#)

[TAT AUgmented ID](#)

[TwittARound](#)

[Wikitude](#)

[Wikitude Drive](#)

## 3.5 Demos

[4 Angry Men](#)

[AR at Picnic '07](#)

[AR by Microsoft](#)  
[AR for helicopters](#)  
[AR Quake](#)  
[AR Video-in-Video](#)  
[AR Weather](#)  
[Arcade Reality](#)  
[Arcane Technologies](#)  
[ARCHEOGUIDE](#)  
[Augmented Fireworks](#)  
[Autodesk AR](#)  
[a\\_rage](#)  
[Bumper Cars](#)  
[Change Fabrics On the Fly](#)  
[Come Out Play Festival](#)  
[DefconAR](#)  
[EasyWeb and Neoproj](#)  
[Electronic Field Guide](#)  
[Environmental Detectives](#)  
[EyeMagic book](#)  
[Filled II \(Art\)](#)  
[Games Lab](#)  
[Gizmondo Catapult](#)  
[Human Pacman](#)  
[iain tait](#)  
[Intel's CES '08 demo](#)  
[iPhone as AR device](#)  
[Kobito Virtual Brownies](#)  
[Lastminute.com Nru](#)  
[LevelHead](#)  
[Louvre-DNP](#)  
[Media Scape](#)  
[Neon Racer](#)  
[NOTCOT](#)  
[Omnia Unboxing](#)  
[Outdoor AR](#)  
[Parallel Kingdom](#)  
[Photogeist](#)  
[Physics and AR](#)  
[Pompeii AR Tour](#)  
[Quakelings](#)  
[Recursive AR](#)

[Repair BMW with AR](#)

[Roku's Reward](#)

[Roomba AR](#)

[Roy Block](#)

[Save'em](#)

[Second life and AR](#)

[See what you mean](#)

[Squidder](#)

[Sticky Light](#)

[TAG: AR artists](#)

[Think Artificial](#)

[Virtual site seeing](#)

[WIFI ARMY](#)

[wlzQubes](#)

[WWF awarness app](#)

[YDreams Blog](#)

#### 4. Engines & Tools

[ALVAR](#)

[Artag](#)

[ARToolKit](#)

[ARToolKit Plus](#)

[Atomic](#)

[DART](#)

[EasyOn](#)

[Goblin XNA](#)

[HP mscape](#)

[Instant Reality](#)

[MARS](#)

[Metaio UnifEye](#)

[Mirage AR system](#)

[MIT AR Engine](#)

[Nokia Research](#)

[Outdoor Tracking](#)

[Total Immersion](#)

[YDreams SimVideo](#)

#### 5. Hardware

[Bionic Eyes](#)

[Darpa Project](#)

[Intel's MID](#)

[Liteye](#)

[Looking Glass](#)

[Lumus](#)

[Masunaga teleglass](#)

[Microvision](#)

[Mirage Innovations](#)

[Nokia N95](#)

[SBG Labs](#)

[Snowcorn](#)

[Vuzix](#)

## 6. Organizations

[AR Consortium](#)

[AR Games Forum](#)

[ARToolworks Inc.](#)

[Beyond Reality](#)

[EasyWeb](#)

[Imagination](#)

[IMPROVE](#)

[ISMAR](#)

[Lumus](#)

[Metaio](#)

[Microvision](#)

[Mirage Innovations](#)

[Ogmento](#)

[Perey Consulting](#)

[SPRX – Layar](#)

[Total Immersion](#)

[VTT](#)

[YDreams](#)

[Zenitum](#)

## 7. Books

[AR: A Practical Guide](#)

[Augmented Learning](#)

[Augmented Reality](#)

[Halting State](#)

[Rainbows End](#)

[Spatial AR](#)

[The End Of Hardware](#)

[Visual Tracking for AR](#)

## 8. People

[Adrian Cheek](#)

[Blair MacIntyre](#)

[Bruce Thomas](#)

[Bruno Uzzan](#)

[Charles Woodward](#)

[Christian Sandor](#)

[Daniel Wagner](#)

[Eric Klopfer](#)

[Georg Klein](#)

[Gudrun Klinker](#)

[Haruo Takemura](#)

[Henry Jenkins](#)

[Hideo Saito](#)

[Leonard Kleinrock](#)

[Mark Billinghurst](#)

[Mark Fiala](#)

[Markus Kahari](#)

[Nassir Navab](#)

[Oliver Bimber](#)

[Reinhold Behringer](#)

[Ronald Azuma](#)

[Steve Mann](#)

[Steven Feiner](#)

[Tom Drummond](#)

[Vernor Vinge](#)

[Vincent Lepetit](#)

## 9. Blogroll

[3D HYBRID](#)

[Alkaline](#)

[AR Network](#)

[Augmentation](#)

[Augmented Economics](#)

[Augmented Expo](#)

[Augmented Planet](#)

[Augmented Reality Blog](#)

[Augmented Reality Gaming](#)

[Augmented Reality Page](#)

[Augmented Reality Times](#)

[Augmented.org](#)  
[Augmentology](#)  
[Business & Game](#)  
[Commercial Headway](#)  
[Creativity Innovation Tech](#)  
[curious raven](#)  
[Female Perspective](#)  
[funkadelic advertising](#)  
[GAX Online](#)  
[Google Blog](#)  
[HRO AR Forum](#)  
[iain tait](#)  
[Infocult](#)  
[Introduction to AR](#)  
[Juegos aumentada](#)  
[K12 Technology at UD](#)  
[Knitware Blog](#)  
[Learning Trails](#)  
[Living in an Augmented World](#)  
[Microvision Blog](#)  
[muse and maven](#)  
[pixelsebi](#)  
[Programmer Joe](#)  
[Psyked](#)  
[regarding John](#)  
[Reinhold's Musings](#)  
[Sein Blog](#)  
[SERIOUS GAMES PORTAL](#)  
[technical communication](#)  
[technotecture](#)  
[The YDreams Blog](#)  
[Think Artificial](#)  
[Tom Carpenter](#)  
[TSHWI](#)  
[Turtle think](#)  
[visioos](#)  
[VRider](#)

Blog:  
[Games Alfresco](#)  
Topics:  
[augmented reality,](#)

[video games](#), [mobile devices](#)

[Join my network](#)

[Blog at WordPress.com](#). Theme: Digg 3 Column by [WP Designer](#)

