Information for Augmented Reality Project

It’s true that you will need to use an image processing library in order process these images, however there are a number of solutions out on the market that are free or open source. Depending on which platform you are targeting I would encourage you to look at OpenCV (<https://opencv.org>), an industry standard computer vision library, and if you’re using ARKit / Apple ecosystem, you could also use CoreML (<https://developer.apple.com/documentation/coreml>). Related to that if you’re more inclined, you could also accomplish this by creating your own machine learning model, however that will most likely be more work than using one of the above libraries. I’ve also attached some articles about object detection and other library options below. Please let me know if you have any questions.

<https://opencv.org>

-OpenCV

<https://developer.apple.com/documentation/coreml>

-Apple’s CoreML Machine Learning Library

<https://tryolabs.com/blog/2017/08/30/object-detection-an-overview-in-the-age-of-deep-learning>/

-Good overview of the theory of object detection and machine learning

<https://www.intorobotics.com/how-to-detect-and-track-object-with-opencv>/

-How to use opencv for object detection and tracking

<http://opendetection.com>

-Another library for object recognition and detection.

<https://github.com/mtschirs/js-objectdetect>

-A javascript library for object detection and tracking

Thanks!

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