

Chapter 5

AI-Enabled Augmented Reality-Based Shared Collaborative Experience

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ABSTRACT

The unpopular reality of taxpayers we see in the placement of 3D animations in the real world. The objects used can be viewed and communicated by both individual and multiple users. For example, two users, if they are in the same location, can create a shared experience where both can interact with real-world objects. The real-life experience of unpopular taxpayers we see could improve the efficiency of the education sector as well, as students can have practical experience and visual cues that all students can access using their own learning-enhancing devices.

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INTRODUCTION

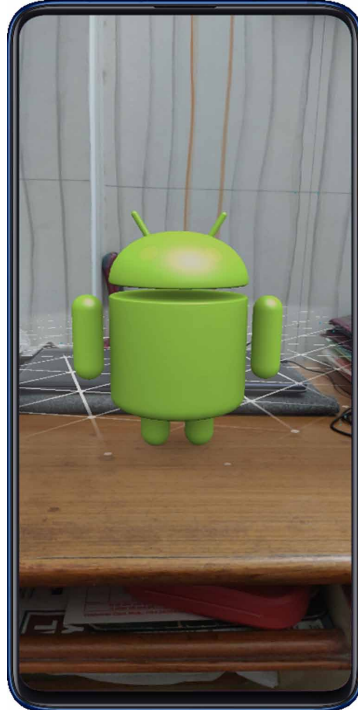
Augmented reality is a dynamic technology that covers three-dimensional objects in the real world. The main purpose of AR is to place 3D objects in a real location so that objects behave as if they are part of the real world and provide a real-life experience for the user you interact with.

With the advancement in technology, the use of unpopular reality for taxpayers we now see is not limited to Head-Mounted displays but is also available on mobile devices (Azuma, 2001). As mobile processors have become very powerful and efficient, they support the unpopular reality of taxpayers that we see to some extent.

AR systems allow users to have in-depth knowledge and make the user feel like 3d objects are real in real life with flexible behavior. The paper discusses resources available that one can use to use and create their own shared personal experiences. This paper also discusses current solutions and applications (Mickael, 2020).

The above figure demonstrates a basic mobile application that uses ARCore to map the table and then place and position a 3d virtual object on top of the flat surface i.e., tabletop.

Figure 1. ARCore example with virtual box.



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