Please Show Me Inside
Improving the Depth Perception Using Virtual Mask in Stereoscopic AR
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Improving the Depth Perception Using Virtual Mask in Stereoscopic AR
A practical application of Augmented Reality (AR) is see-through vision.

One challenge of this is determining how to cause a virtual object to appear behind a real object surface. We proposed a method to overlay a virtual random-dot mask on the surface of a real object. It conveys to observers the illusion of observing the virtual object through many small holes, and improve the depth perception.

Our method can be applied to various surfaces, e.g. both flat and curved shapes, and even the surface with texture.

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