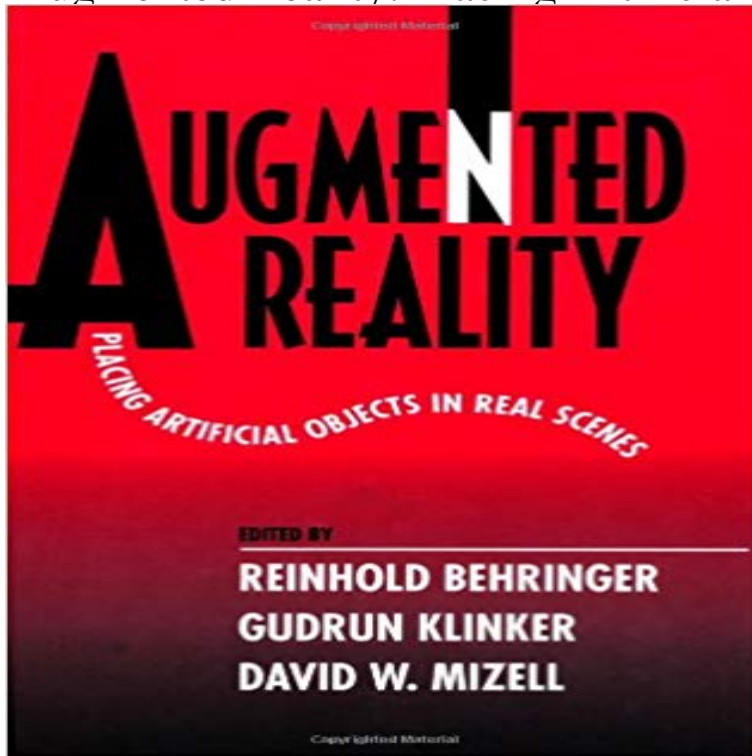


Augmented Reality: Placing Artificial Objects in Real Scenes



This book presents a variety of techniques that combine computer-generated images and other objects with real scenes, creating augmented reality. This work provides an excellent snapshot of the current state of augmented reality research and its latest applications to industry. Using computer vision, graphics, and signal processing, augmented reality makes special effects in movies and computer games economically viable. This collection of survey and research papers presents a synopsis of the work covered at the First International Workshop on Augmented Reality.

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