

Old-Town Osaka Viewer on Android Device
Osaka University
July 27, 2012

Sumin Wang

Progress

- Completed augmented reality application with live GPS positioning using models of buildings around the Toyonaka campus

Goals for Next Week

- Meet with creator of old-town Osaka model to discuss rendering model in subdivisions
- Add textures

Major Successes

- Taking initiative and responsibility for project
- Reading documentation, searching for information, getting hands dirty with code
- Wrapping head around multiple coordinate systems
- Wrapping head around commonly used 3d technology
- Communication

Major Roadblocks

- Memory constraints on Android device
- Licensed software (\$)
- Large unwieldy 3ds files
- Lack of knowledge about 3d technology that has been developing in industry for decades
- Weaknesses in library framework in handling texture atlases
- Communication

- How to solve? Read previous slide



Nembutsu-ji Temple at Adashino in Kyoto



Todaiji, the largest wooden building in the world, which houses ...



... Daibutsu, the world's largest bronze statue of Buddha.

Acknowledgments

- Osaka University Takemura Laboratory
- CalIt2 Immersive Visualization Laboratory
- University of California, San Diego
- Osaka University
- Pacific Rim Undergraduate Experience
- National Science Foundation, IOSE-0710726
- Dr. Kiyoshi Kiyokawa, Takemura Laboratory, Osaka University
- Dr. Jurgen Schulze, Immersive Visualization Laboratory, CalIt2, UC San Diego
- Dr. Shinji Shimojo, NICT, Osaka University
- Dr. Takefumi Hayashi, Kansai University
- Dr. Gabriele Weinhauser, PRIME Principal Investigator, UC San Diego
- Dr. Peter Arzberger, PRIME Principal Investigator, UC San Diego
- Dr. Jason Haga, PRIME cultural advisor, UC San Diego
- Teri Simas, PRIME Program Manager, UC San Diego
- James Galvin, Director of Opportunities Abroad and Faculty-Led Programs, UC San Diego