

图 S1 增强现实显示设备的主要技术

Figure S1 Main techniques of AR display device

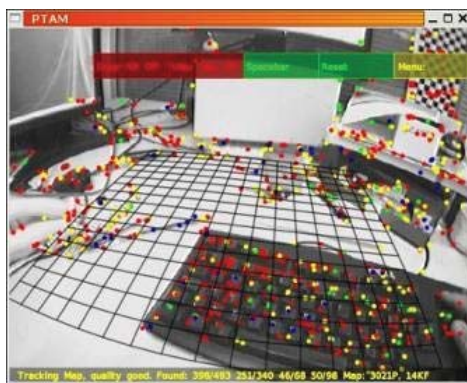


图 S2 PTAM: 左图为捕捉到自然特征点和拟合出的平面, 右图为放置的虚拟角色

Figure S2 PTAM: the left is natural feature and its fitted plane, the right is its virtual character

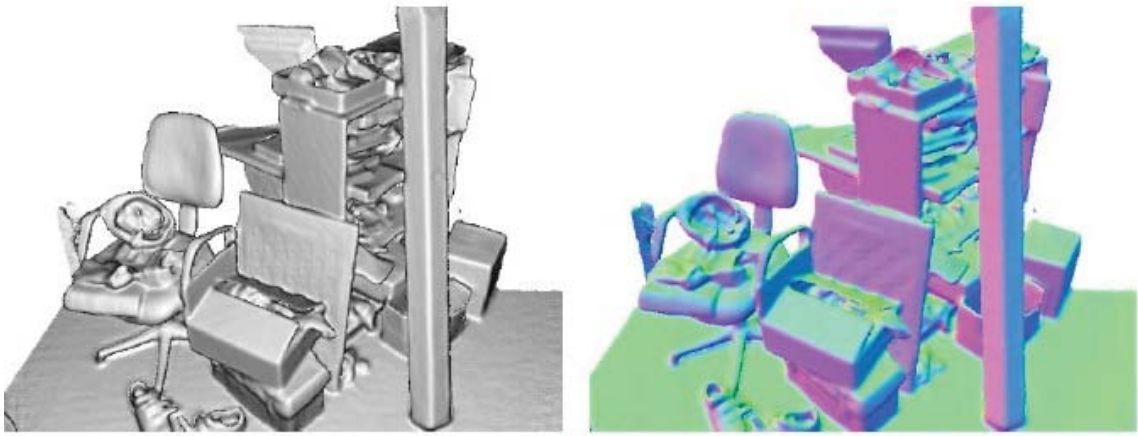


图 S3 KinectFusion: 室内小范围场景重建的表面图和法向图

Figure S3 KinectFusion: recovered surface map and normal map

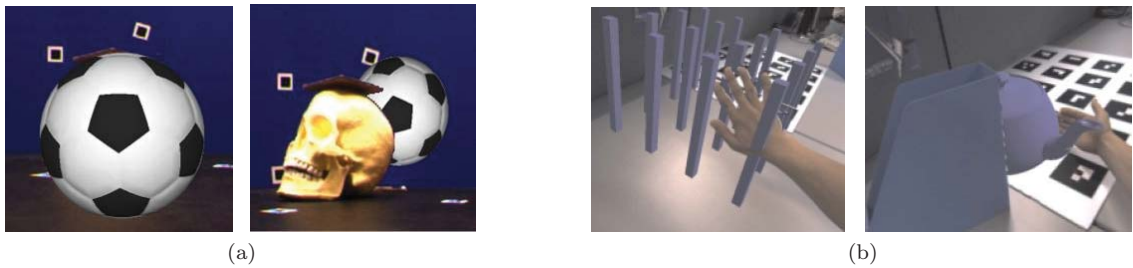


图 S4 (a) 虚拟足球被遮挡的情况; (b) 基于立体匹配轮廓的场景遮挡检测

Figure S4 (a) The occluded virtual football; (b) occlusion detection using contour based stereo matching

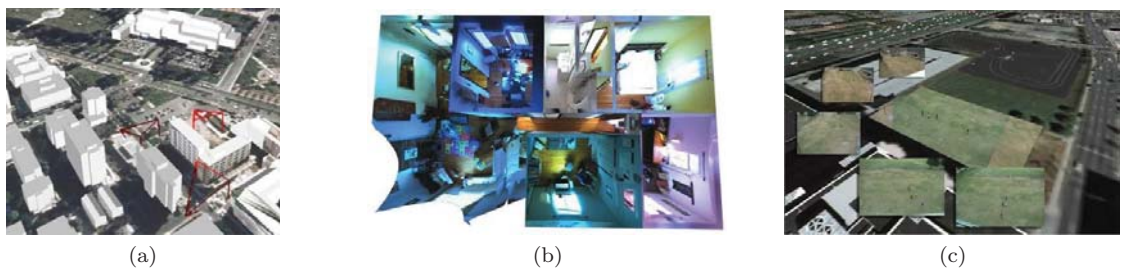


图 S5 (a) 南加州大学的虚拟城市; (b) 麻省理工学院的 HouseFly; (c) 乔治亚理工学院的航拍地图增强

Figure S5 (a) Virtual city of USC; (b) MIT's HouseFly; (c) augmented aerial earth maps of Georgia Technology

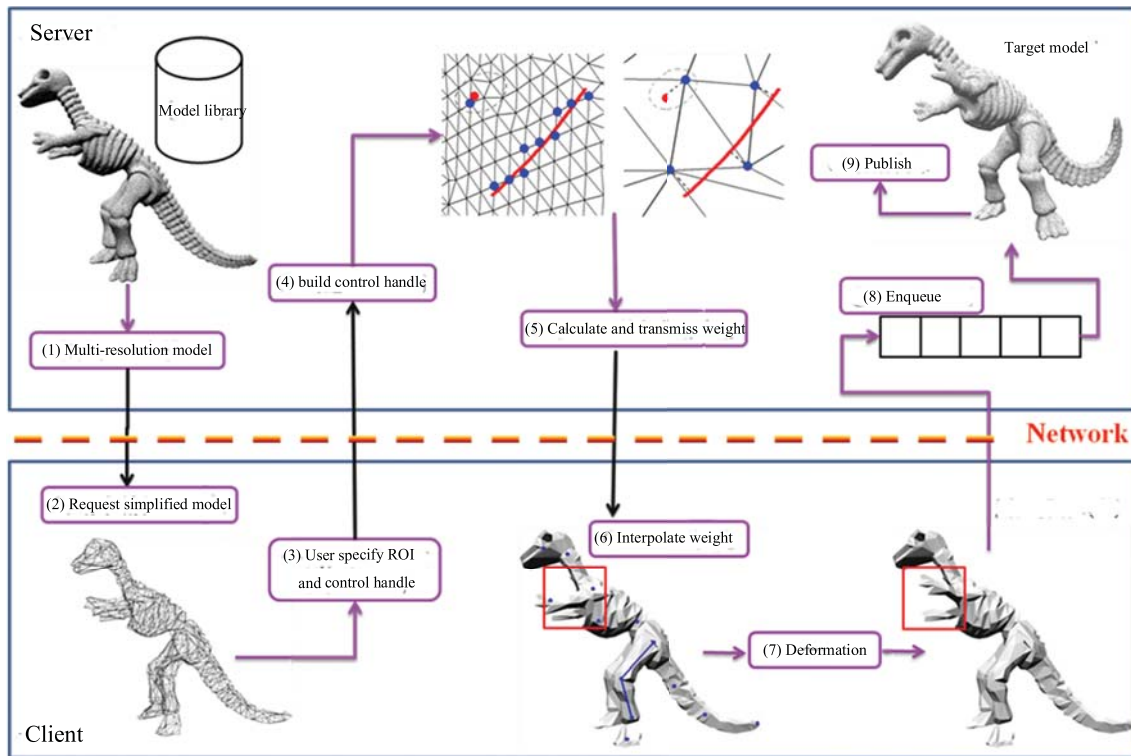


图 S6 基于云服务的模型编辑流水线
 Figure S6 Cloud-based model editing pipeline



图 S7 基于 GrImage 的三节点远程再现系统
 Figure S7 The distributed application involving 3 cities based on GrImage

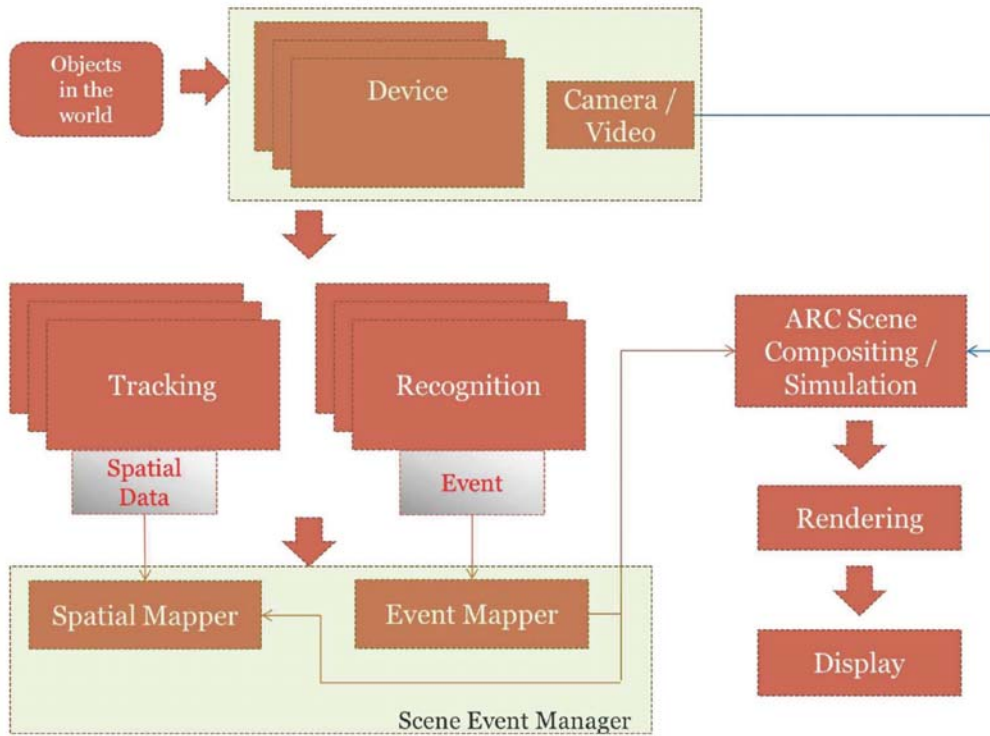


图 S8 ARC 参考模型 (计算视图) [ISO/IEC JTC1/SC24 N 3411]

Figure S8 Information associated with the Computational modules in the ARC-RM

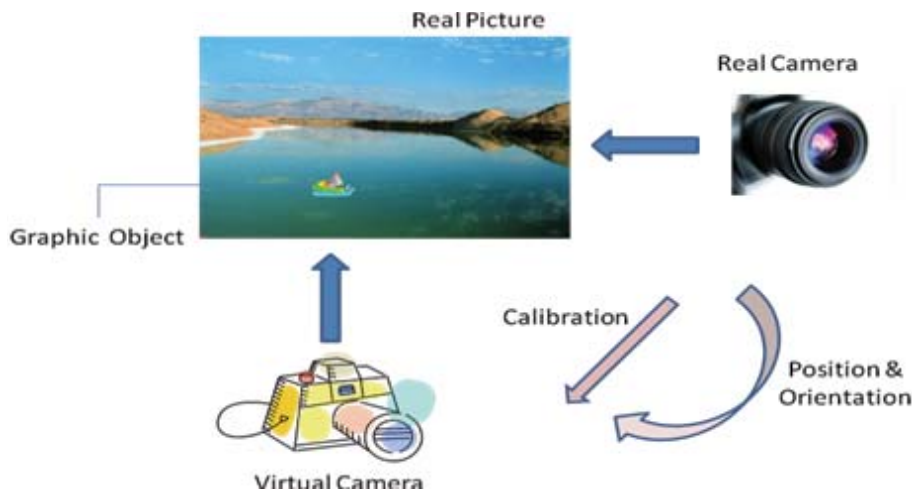


图 S9 混合和增强现实中相机和虚实混合的简化图示 [ISO/IEC JTC1/SC29/WG11 N13614]

Figure S9 Simplified illustration of the AR principle