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Augmented Reality with Adobe Flash

By George McKinney

Augmented reality (AR) is a field of computer research which deals with the combination of real-world and computer-generated data (virtual reality), where computer graphics objects are blended into real footage in real time." -- Wikipedia

Using a web camera, the Adobe Flash player, and open-source tools, it is possible to generate animated 3D objects in real-time. This Augmented Reality presentation utilizes the Papervision3D project and the FLAR Toolkit. We will also address Collada, which originated from Sony, and Google Sketchup. These are two tools for generating 3D objects that are free.

General Electric corporation showcased Augmented Reality in a recent marketing campaign for its Smart Grid, renewable energy program. http://ge.ecomagination.com/smartgrid/#/augmented_reality

About George:

George McKinney is a web developer and marketing strategist with Hookstream.com. George enjoys manipulating bitmaps and coding assembly language. He received his MBA from the University of Southern California and his BA in History from Stanford University.

Posted by Solomon K. Chang at 13:00