Augmented Reality Interoperability Experiment

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Christine Perey
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3D Portrayal Interoperability Experiment

• 3D PIE set the stage
  – Focused on 3D for mobile
  – Established use cases and platforms
  – Collected and familiarized members with content

• Now how can it inform interoperable AR?
AR Interoperability Experiment

• Goals
  – Define what OGC members mean by “interoperability” in AR
  – Contribute to the International AR Standards Community

  - Develop Geospatial AR experience best practices

Data Sets

- 2D geospatial
- 3D models

Methodology

Test:
1. Same data
2. Different software clients
3. Different devices
4. Same interaction
5. Same (?) experience
Defining Interoperability

Any Use Case

Reality
- Any where
- Any thing

Authoring
- Any software publisher
- Any workflow

Experience Delivery
- Any device*
- Any standard-compliant software client

Digital Assets
- Any data provider
- Accessible via well-defined Web services

*Any AR-ready device
Bring in Communities of Interest

• Communities within OGC
  – Architecture, Construction, Engineering
  – Route, map, travel
  – Utilities
  – Energy
  – CityGML users?

• BIM

• AR tools developers

• Mobile network operators
Discussions Since October 2012

Data sets
- 3D building models
  - Exterior
  - Indoor
- City models
- Meteorology
- Road/Transportation

Providers of 3D and/or AR Technology
- Fraunhofer IGD
- Georgia Technology
- Wikitude
- Trimble (e.g., VTT project)
- Non OGC members
  - Metaio
  - Limitless Computing
What Next?

• Volunteers?
• Partnerships?
• OWS-10?