

History on the GO

"Open a window into the past of the city using your own mobile!"

HistoCaching Team
Open Data Camp 2021

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Challenge 5: History on the GO

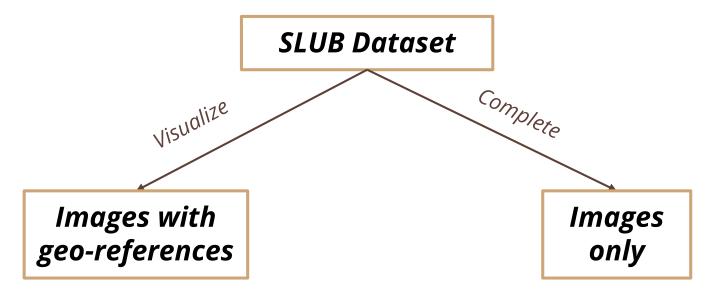
What do we have? Historical images!

- 35 images with geo-references (view points coordinates)
- ... and a lot images without

What we gonna do? The mobile App!

- Show the data with geo-references in Augmented Reality
- Provide a simple way to complete other historical images with geo-data

Concept: data-driven development



For:

Any history seekers! Gives everyone a perfect opportunity to get closer to city's history and dive into the atmosphere of the old times

For:

Historians and dataset handlers to simplify data completion and provide more images for visualization

The Visualization Concept

Visualization:

- Place geo-targets to map for global navigation
- Place the viewpoint to the Virtual World (convert georeference to pose)
- Place the image as a billboard relatively to viewpoint in a Virtual World (define relative position)
- Allow manual correction for the billboard position

Possible extensions:

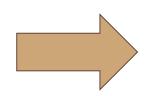
Any images modifications - improve image quality with Deep Learning, colorize an old image, use videos instead of images, try to go up with 3D reconstruction, etc.

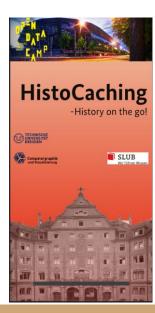
Localization quality improvement - improve compass and gps data processing

Development State: View Mode

- 1. Update the functionality & design
 - a. Provide new App design
 - b. Remove redundant functionality w.r.t. new data

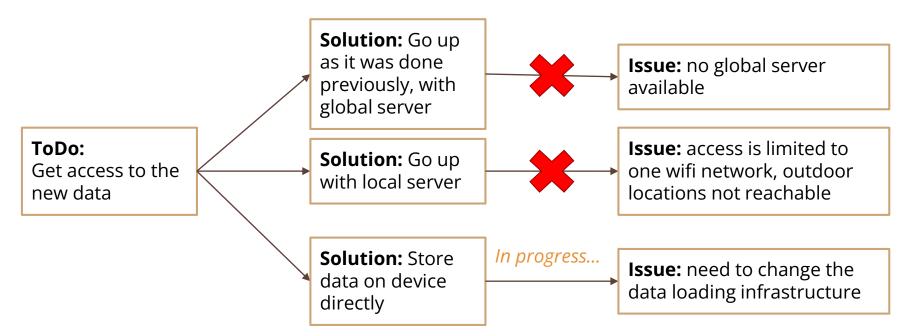






Development State: View Mode

- 2. Set up SLUB database
 - a. Convert to file format acceptable by App
 - b. Set up the access to new database



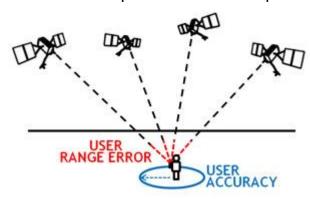
Development State: Indoor GPS issue

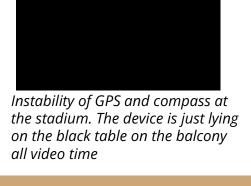
Signal-based positioning or why don't we just put a fake point here, at the stadium?

Modern approaches:

Indoor -> WiFi points & building map

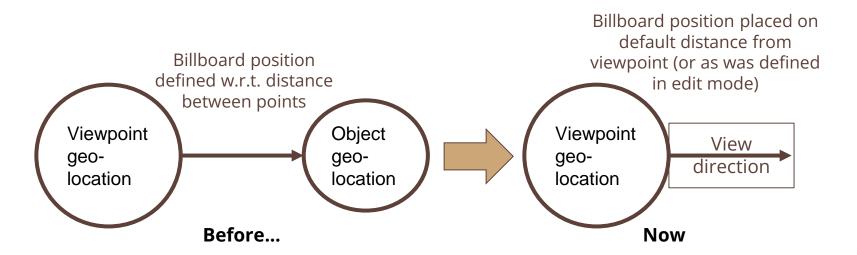
Outdoor -> GPS + Compass & world map





Development State: View Mode

- 3. Change Pol position format: from 2 points(view + target) -> viewpoint + view direction(angle):
 - a. infrastructure support
 - b. localization support (need test -> need database access)



The Edit Concept

- 1. Select the image that requires geodata edit and run Augmented Reality edit mode for it
- Place image into the default location in Augmented Reality(AR) session with respect to current user position
- 3. Move image tembe position with the best view in AR
- 4. Update the detroit evith obtained georeference data required to reproduce the ite.
 - a. User position as geolecation and view angle (from sensors)
 - b. Relative billboard pose with the viewpoint (from Unity)

Possible extensions:

Add locations list filtering - by favourite list, by rough item location info(stay near location area), show only those without georeferences

Improve visualization - e.g. add transparency scrolling to see how the historical image match real object

Questions Time!