

專題演講

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題目：XR Applications in Game, Real Estate, and Sports.

摘要：

Extended Reality (XR) has shown great potential to change our daily life in various contexts, from entertainment to education. In this talk, I would like to present several projects that combine virtual/augmented reality, haptic sensing, geometric modeling, and machine learning to produce practical applications in gaming, real estate, and sports training. Specifically, I first introduce a tiny tailor-made IoT device capable of bringing any small real-world objects into virtual reality to enhance the immersion of interaction. Next, a neural network model to facilitate 3D layouts generation from RGB panoramic images is presented, and its applications in immersive indoor AR navigation and live touring in real estate. Finally, I would like to show how 360 VR could improve the quality and efficiency of archery training.