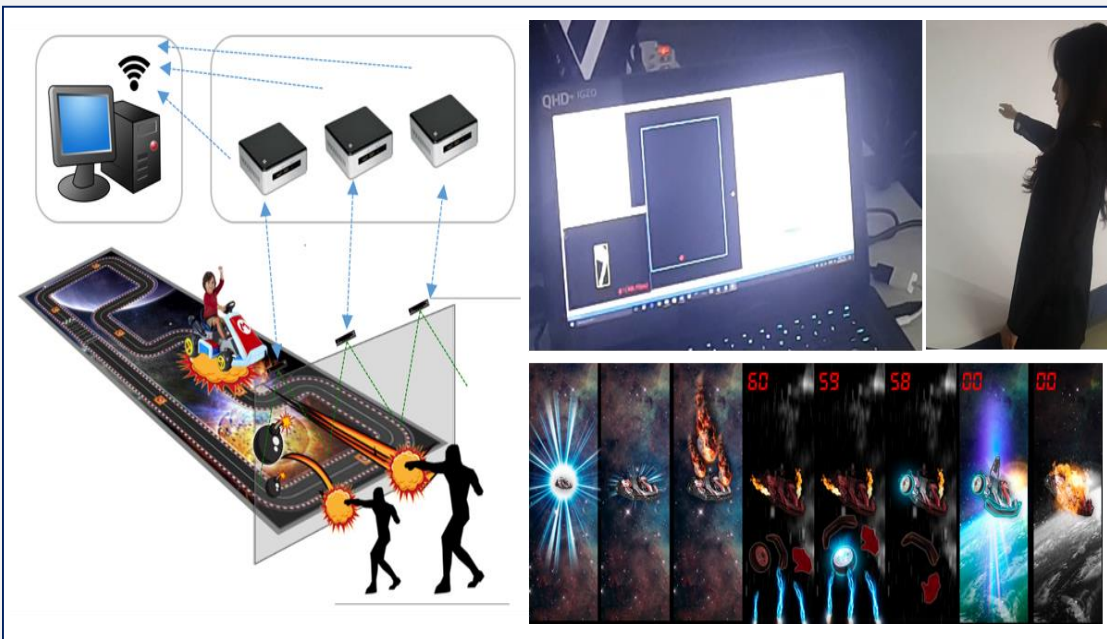


Environmental adaptive Multi-user Skeleton Tracking and Action Recognition



Technology Summary

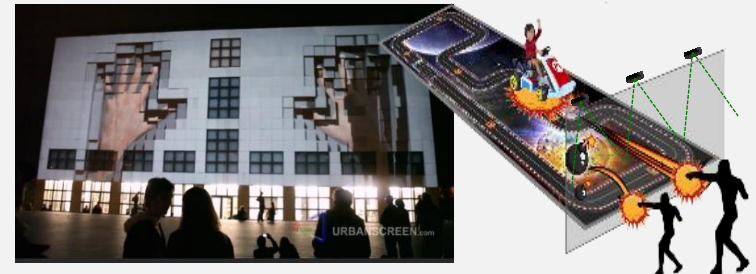
- An interaction technology that detects the user's body in various experience environments, tracks the joints of the body, and enables the natural interaction of the user and visualization of the projection according to the situation of the space
 - Environmental adaptive multi-user real-time detection and tracking technology
 - Environmental adaptive user motion detection technology
 - Motion recognition based multi-projection synchronous visualization technology and contents

Features

- By supporting user interaction, it can increase immersion in experience hall and theme parks.
- Detection of the human body and tracking of the motion are possible due to depth images obtained from various angles as well as the front face.
- Interaction technology is provided in the form of a plug-in for environmental control of a haptic system.
- It is possible to reflect the contents of human body detection and tracked motion information in various other environments as well as a large wall screen environment.
- It is possible to trace the body joints of the participants and utilize the results in projection visualization and content interaction, and to interoperate with various interactive activities of the recognized participants.

Potential Applications

- Interactive Content creator
- Exhibition / Promotion Material Producer
- Theme Park and Science Museum



Development (TRL : 6)

Core Patent

- APPARATUS AND METHOD FOR PROVIDING PROJECTION MAPPING-BASED AUGMENTED REALITY
US 15/241543
- Apparatus for providing augmented reality based on projection mapping and method thereof, KR 2016-0002214

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