

In AR² Hockey (Augmented Reality AiR Hockey), players share a physical game field, mallets, and a virtual puck to play air hockey in simultaneously shared physical and virtual space. They can also communicate with each other through the mixed space. Since real-time, accurate registration between both spaces and players is crucial to playing the game, a video-rate registration algorithm is implemented with commercial head-trackers and video cameras attached to optical see-through head-mounted displays. Our collaborative AR system achieves higher interactivity than a totally immersive VR system.

Toshikazu Ohshima

Mixed Reality Systems Laboratory, Inc.
6-145 Hanasaki-cho
Nishi-ku, Yokohama 220-0022 Japan
ohshima@mr-system.com
www.mr-system.com/

Collaborators

Toshikazu Ohshima
Kiyohide Satoh
Hiroyuke Yamamoto
Hideyuki Tamura

