A software framework for the development of projection-based Augmented Reality Systems

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Despite the large amount of methods and applications of augmented reality, there is little homogenization on the software platforms that support them. An exception may be the low level control software that is provided by some high profile vendors such as Qualcomm and Metaio. However, these provide fine grain modules for e.g. element tracking. We are more concerned on the application framework, that includes the control of the devices working together for the development of the AR experience. In this paper we present a software framework that can be used for the development of AR applications based on camera-projector pairs, that is suitable for both fixed, and nomadic setups.

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