Texture Generation over the Marker Area

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HOW TO HIDE A MARKER?

- The existing texture in the marker neighbourhood is mirrored over the marker area using colour samples from four directions
- To ensure the relevance of the texture only limited band around the marker is used for texture generation

WHY TO HIDE THE MARKER?

- To get a realistic output in all AR-applications
- To get the benefits of a marker based system, without disturbing markers in the final view
- The marker size or the number of markers can be increased for more accurate 3D-calculations as markers are “invisible”

PERFORMANCE

- Real time implementation