AR Collaboration Suite

Augmented Reality Collaboration Application for PCB Analysis Using HTC Vive and ZED Mini.

Implementation

AR Hardware Design:
The camera was preselected for us to use, so we based our VR headset around the ZED Mini. We chose the HTC Vive due to availability. The two pieces of hardware attach easily due to a clip from Stereolabs.

Software Design:
We chose to use Unity for the development of our project for many reasons. Unity is free, relatively easy to learn, and Stereolabs has an SDK plugin for Unity. We downloaded many packages from the Unity asset store including Steam VR 2.0 and others.

Outcome

The outcome of this project was that our client, Kevin D McGrath is now able to collaborate with his colleagues in a remote location using our project. They are both able to share video and annotate/mark up the video with notes. Both parties are now able to interact in the same environment as if they were in the same room as each other. This is a large improvement to their previous remote collaboration, of Skype.

(This is will be confirmed once the project is complete)