Designing Augmented Reality Markers for Robotic Grasp Assistance

Augmented reality (AR) technology is attracting interest in various fields such as entertainment and human-robot-interface (HRI) design. HRI can be used for giving commands or providing demonstrations to the robot for further processing. Robots operating in unstructured environments may require human help since autonomous algorithms are more prone to fail in such environments. In this project, we will design AR-based tools for assisting robotic grasping. We will use Unity game engine for designing, testing and using the AR markers.

Prerequisites

- Basic knowledge of image processing / computer vision.
- Experience with Unity game engine or motivation to learn it.
- Basic coding experience (Unity requires C#).
- Motivation to yield a successful work.

Contact

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Please provide your CV and Transcript of Records for application.

Advisors

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