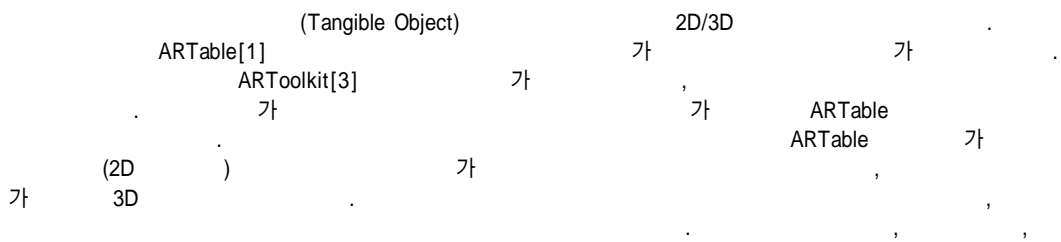


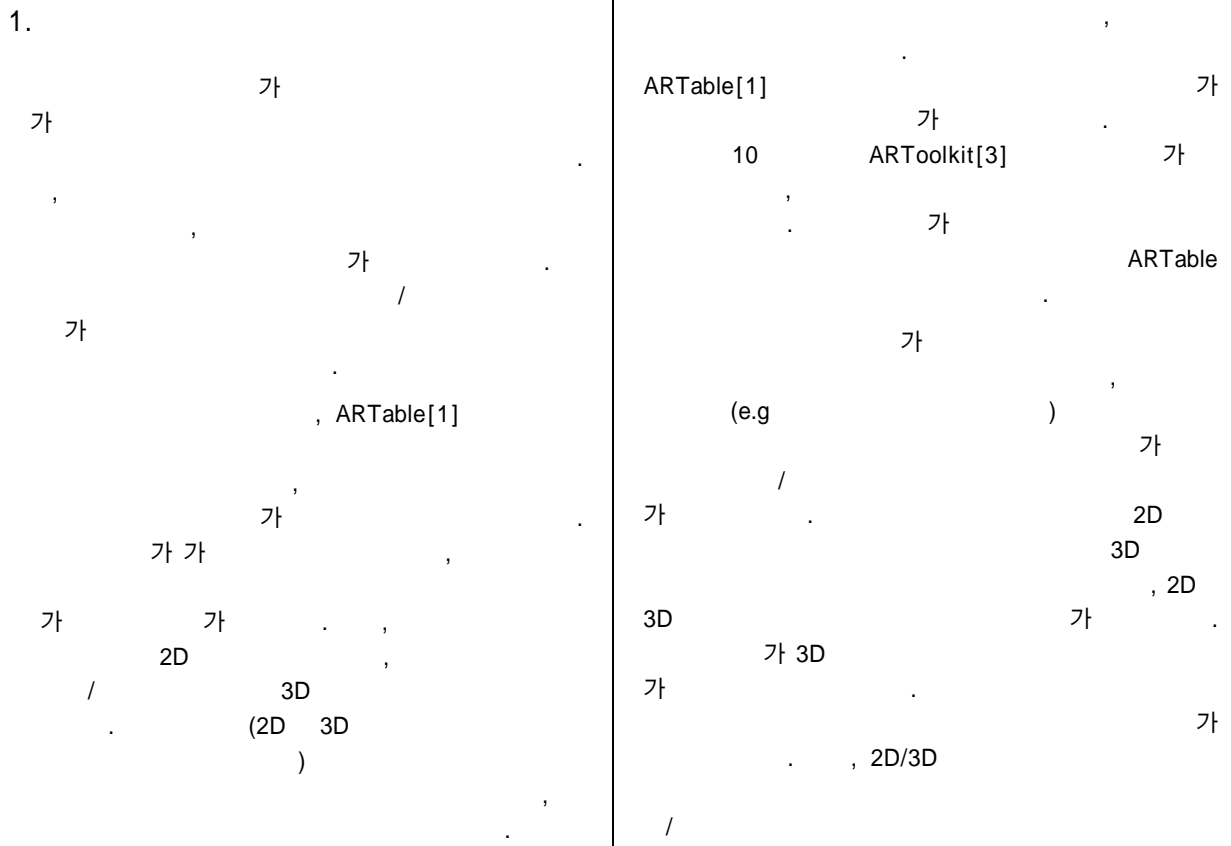
2D/3D

Seamless 2D/3D Interaction System using a Tangible Object

, Sewon Na*, , Taejin Ha*, , Woontack Woo*
* U-VR



: Table-top interaction, Augmented Reality, Tangible Object, Multimodal Feedback



2.

1

2D HMD 2D

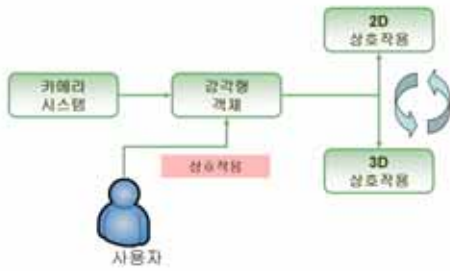
3D 3D]

/가

가 .[5][6]

2D 3D

가



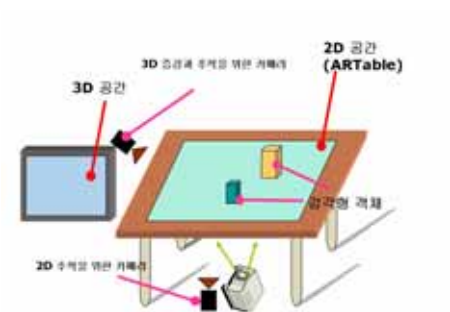
1.

2

2D 가

ARTable[1], HMD 3D 가

가 가 가



2.

1 (a) 가 HMD

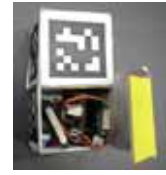
가

3D

1 (b)



(a)



(b)

3.

(a)

(b)

2.1

2D

가 2D

2D

2D

()

.[9]

가

가,

가

가

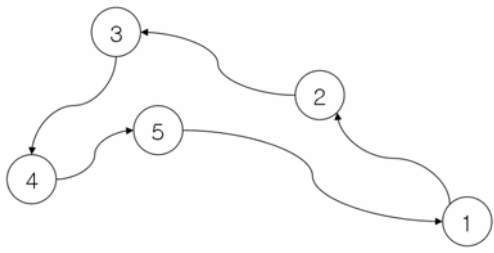
가

.[7]

4

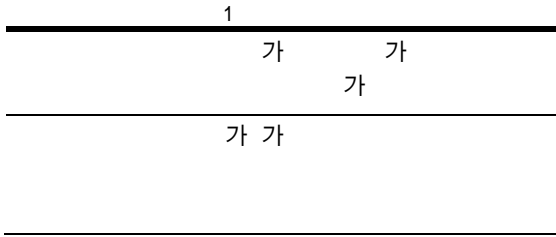
Chain code Representation

[10]



4.

가



2

가

가

가 가

가



(a)



(b)



(c)



(d)

5.

4가

2.2

2D/3D

2D/3D
2D
3D
2D 3D
가
가
가
가
3D
가
HMD
가

2.3 3D

2D
가
가
가
3D
[2]
가
point
가
가
가
가

2 3D 가

가

(Push/Pul)

가

(Incline)

..

가

(Pick up)

(rotation)

(translation)

가

3D
2 (b) HMD 가

가

가



(a)



(b)

8. (a) 2D (b) 3D

3.4 3D

“ ” “ ” “ ” “ ” 가
x(a) “ ” 가
x(b) “ ” 가
가



(a)



(b)



(c)



(d)

8. (a) : 가 가

가

(b) : 가 가

4.

2006 9 COEX

20 가 /

[] 가

(depth) , 3D 가

가

5.

2D/3D
2D
3D 2D 3D

가

2D/3D 가

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