CSE 190: Virtual Reality Technologies

LECTURE #11: 3D TRACKING TECHNOLOGIES

Announcements

Project 2 due Sunday May 10th at 11:59pm

Project 3 to be released Monday at 1pm during discussion

Smartphone AR survey

Midterm feedback survey

Cloud Mac: has anyone tried it yet?

Today's VR app presentations:

- Yichen Zhang: Raw Data
- Jeremy Lin: flyingshapes
- Anthony Tran: Provata VR

Overview

Position/Orientation Tracking
- Electromagnetic Tracking
- Ultrasonic Tracking
- Inertial Tracking
- Optical Tracking
- Tracking with Radar

Outside-in/Inside-out Tracking

Hand/Finger Tracking

Eye Tracking

Application-specific Input Devices

Electromagnetic Tracking

Electromagnetic Tracking

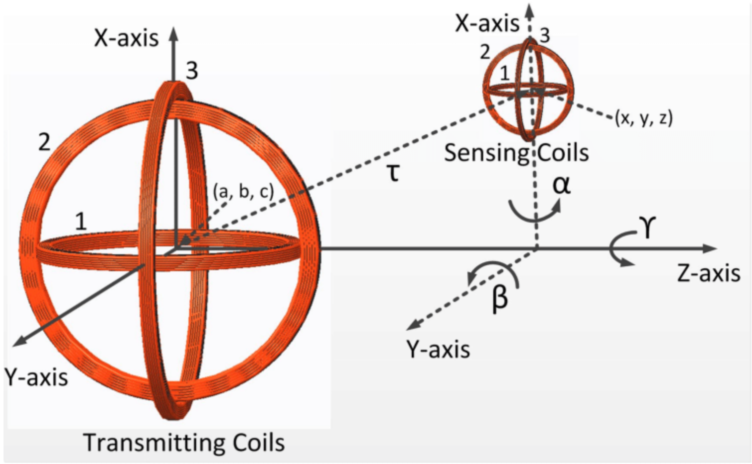
First used by military and in medical and animation industries

Concept:

- Fixed transmitter generates low-level magnetic field from 3 orthogonal coils
- Fields generate current in smaller receiver unit(s) worn by user
- 6-DOF tracking achieved by analyzing signal strength in receiving coils

Advantage: no line of sight restrictions

Disadvantage: metal in environment can cause interference



Electromagnetic Tracking

There are three pulses of about 2ms each.

The three pulses correspond to each of the three crossed coils in the base – they are pulsed in series.

The receiver coils in the tracked device receive each of the pulses with different amplitudes, depending on the relative orientation of the receiving and transmitting coils.

If their axes are aligned, the corresponding signal is strong. If they are not aligned, the signal is weaker, being weakest when the axes are perpendicular.

Changing the distance of the controller from the base changes the amplitude of all three signals in the same way.

From this information the computer can determine orientation and position of the tracked device.

Has a Long History

1990 Ascention Flock of Birds

2011 Razer Hydra

2018 Magic Leap One

Flock of Birds

Magic Leap One

Razer Hydra

Magic Leap

Magic Leap One

Uses electromagnetic tracking to track controller’s position and orientation.

Electromagnetic signal emitter is in controller.

Receiver in on right side of headset. Tracking will probably be worse for left-handed use.

Copper shielding sprayed into the coil housings protects from RF interference, while letting the magnetic field through.

Interference could explain the tracker's placement outside of frame.

Receiver

Emitter

Ultrasonic Tracking

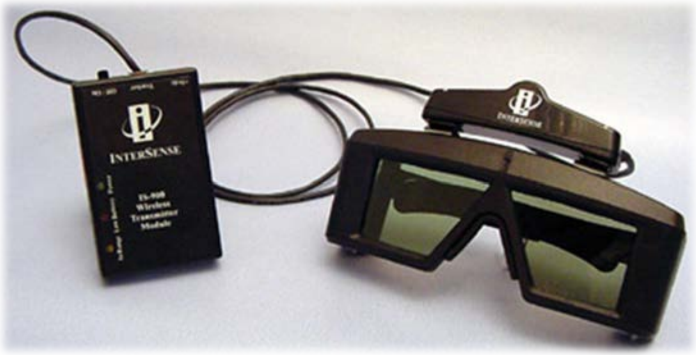
Ultrasonic Tracking

Systems measure duration of an ultrasound signal to reach microphones.

InterSense system uses combination of ultrasound and gyroscope.

Problems with echos from walls, people, objects in tracking space.

Logitech 3D Mouse



InterSense IS-900 tracker

InterSense IS-900 Wand

Inertial Tracking

Inertial Tracking

Trackers use **miniature gyroscopes** to measure orientation changes: 3 DOF

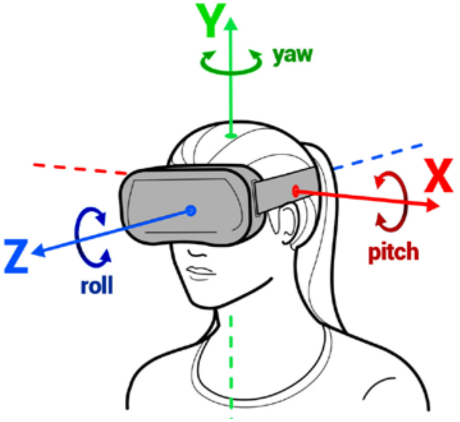
Accelerometers can help calibrate, add position tracking

Advantages:

- No external sensors needed
- Works outdoors
- No limitations on tracking space
- Cheap sensors mass manufactured for smartphones

Disadvantage: drift between actual and reported values, accumulates over time

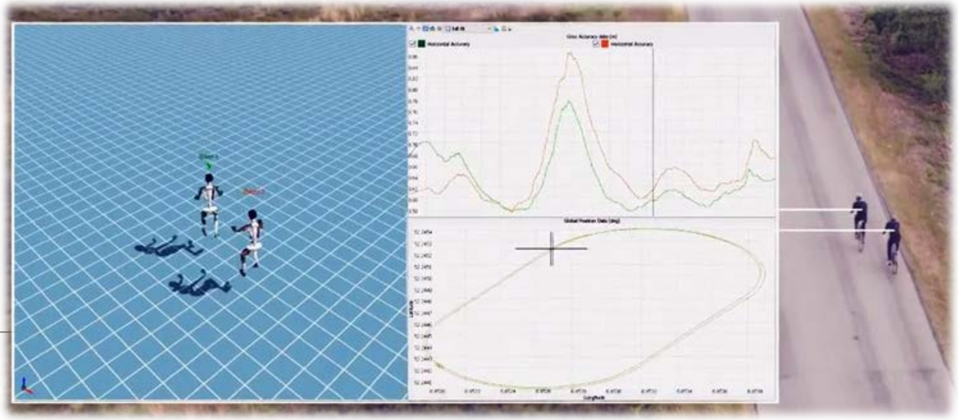
Gyroscope in Oculus Rift DK1

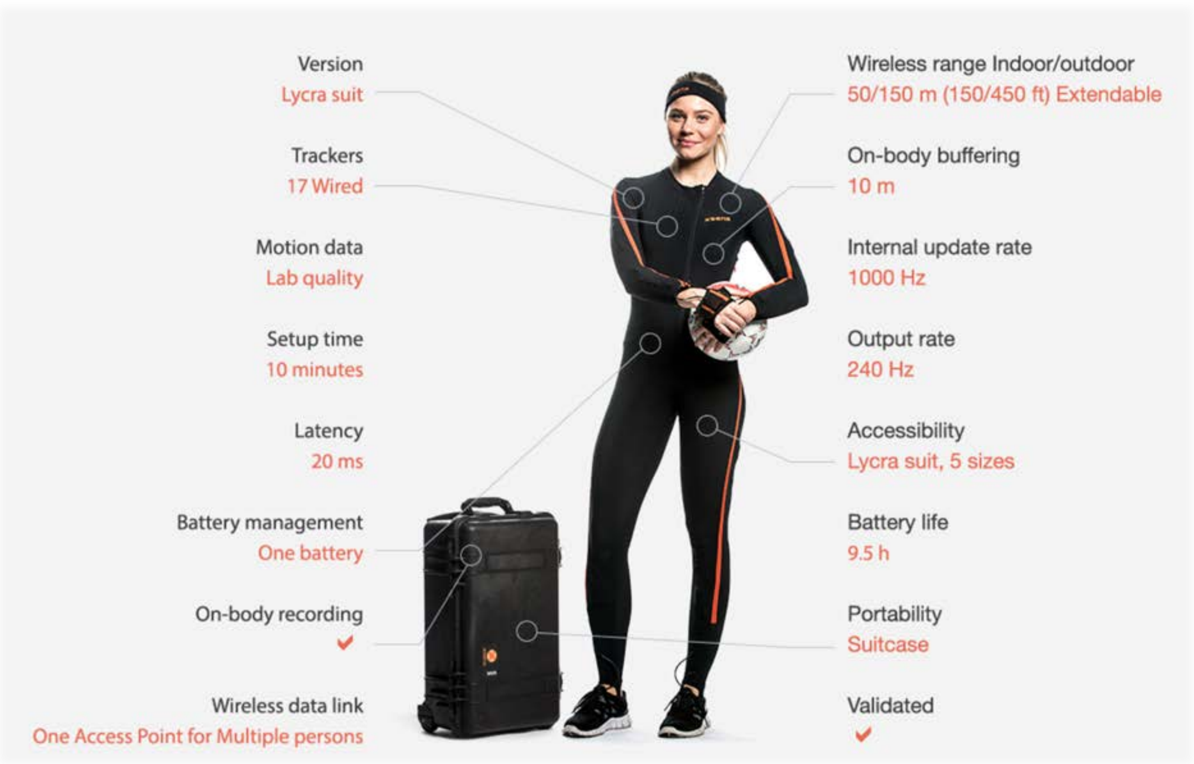


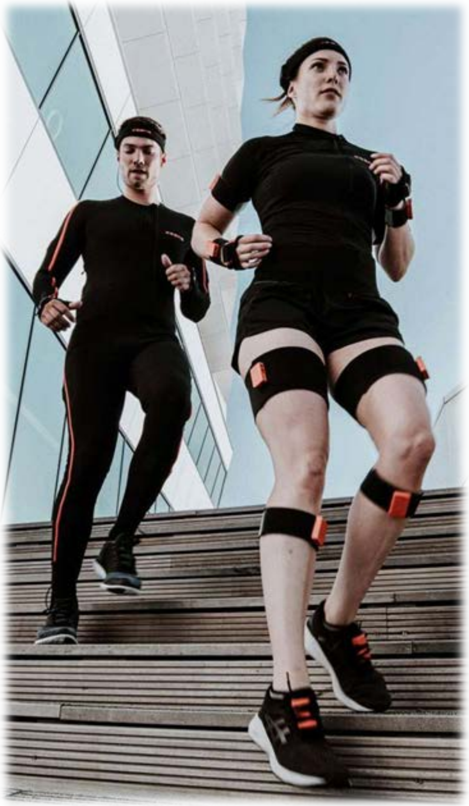
3 Rotational DOF

Xsens Motion Tracking

Long range motion tracking







Optical Tracking

Optical Tracking: HiBall

HiBall-3100 tracker system

Developed in 2001 at UNC Chapel Hill

System is composed of:
- HiBall Optical Sensor
  - Views infrared LEDs in beacon arrays on ceiling with 6 lenses and photodiodes
  - Ceiling beacon arrays

Tracker update rate: 2,000 Hz

No metal or sound interference

HiBall beacon array

Optical Tracking with Fiducial Markers

Printable markers placed in environment or on objects

A single camera can be sufficient

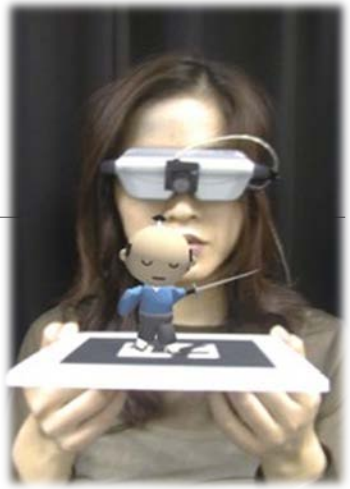
Flexible marker design: similar to QR codes

Markers cannot be rotationally symmetrical

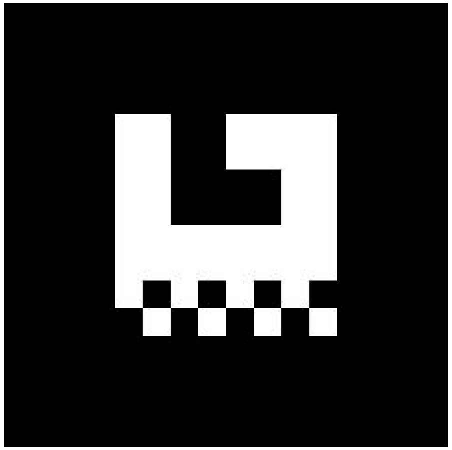
6 DOF tracking possible

PTC's Vuforia library allows any image or object to be a marker

- https://www.youtube.com/watch?v=ua9gRiHDHok



ARToolKit (2003)



ARToolKit marker

Optical Tracking with Marker Spheres

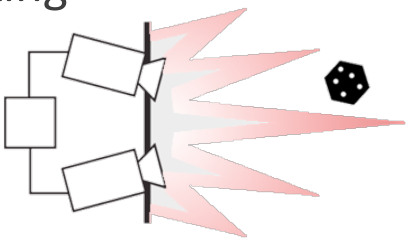
Available since 1990s

(Near-) Infrared light illuminates scene

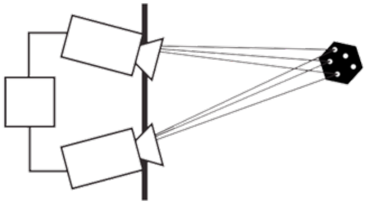
Retro-reflective spheres reflect light back to the cameras

Spheres arranged in fixed, known configurations (constellations) allow for 6 DOF tracking

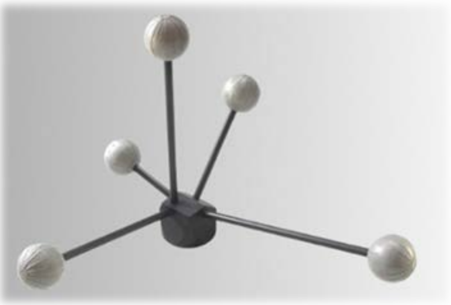
Motion Capture Suit



The object is lit using near IR light



Retro-reflective markers reflect back



Marker constellation

Optical Positional Tracking

- track active (near IR) LEDs with cameras

OR

- track passive retro-reflectors with IR illumination around camera

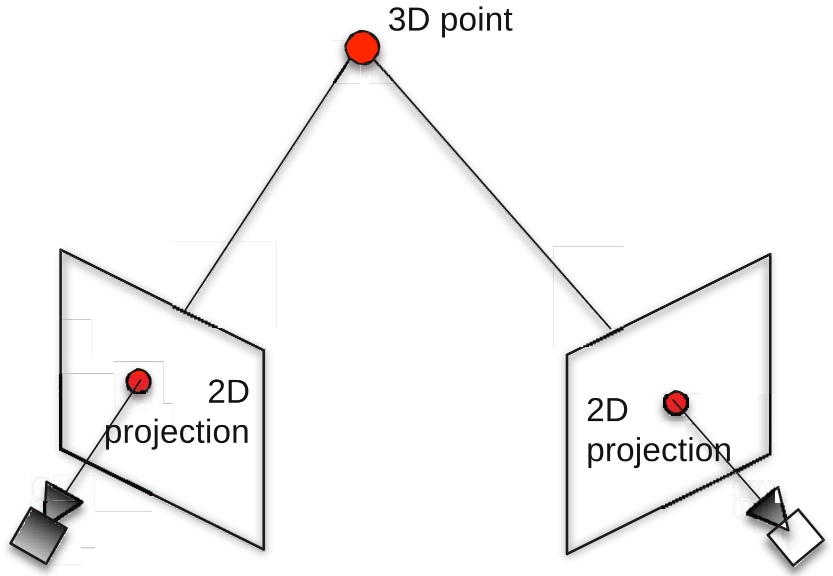
- Oculus Rift and HTC Vive use optical tracking

Oculus Rift
https://www.ifixit.com/Teardown/Oculus+Rift+CV1+Teardown/60612

Optical Positional Tracking

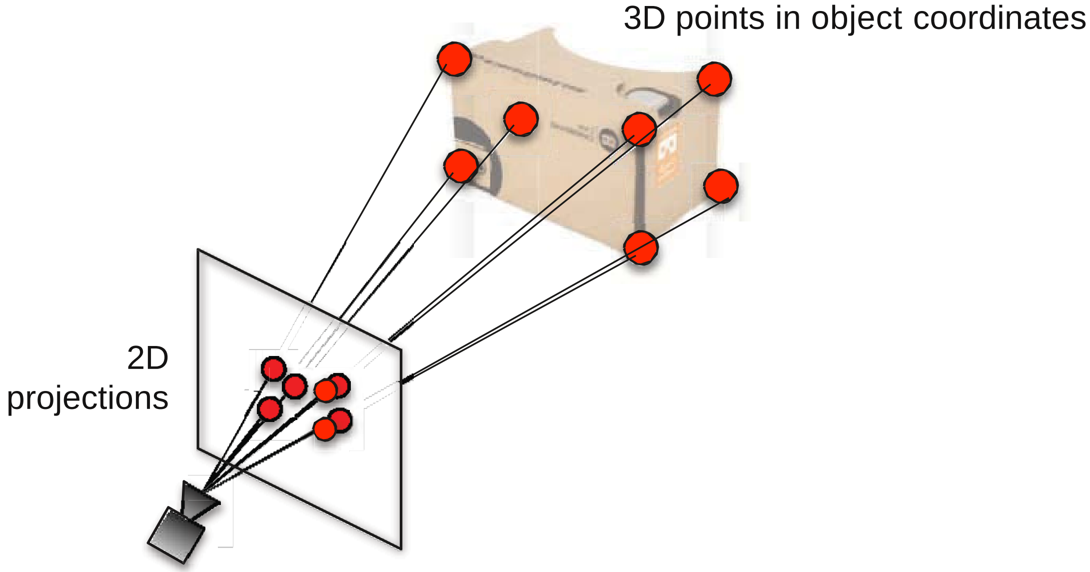
- for tracking individual 3D points, multi-camera setups usually use triangulation

- this does not give us the pose (rotation & translation) of camera or object yet



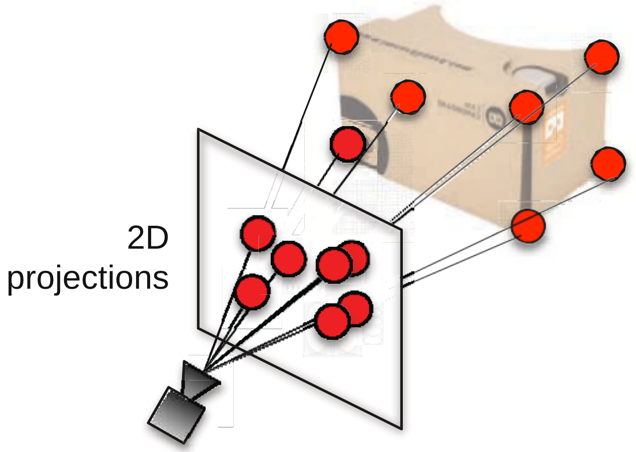
Optical Positional Tracking

- for pose tracking, we need to track multiple 3D points with known relative coordinates



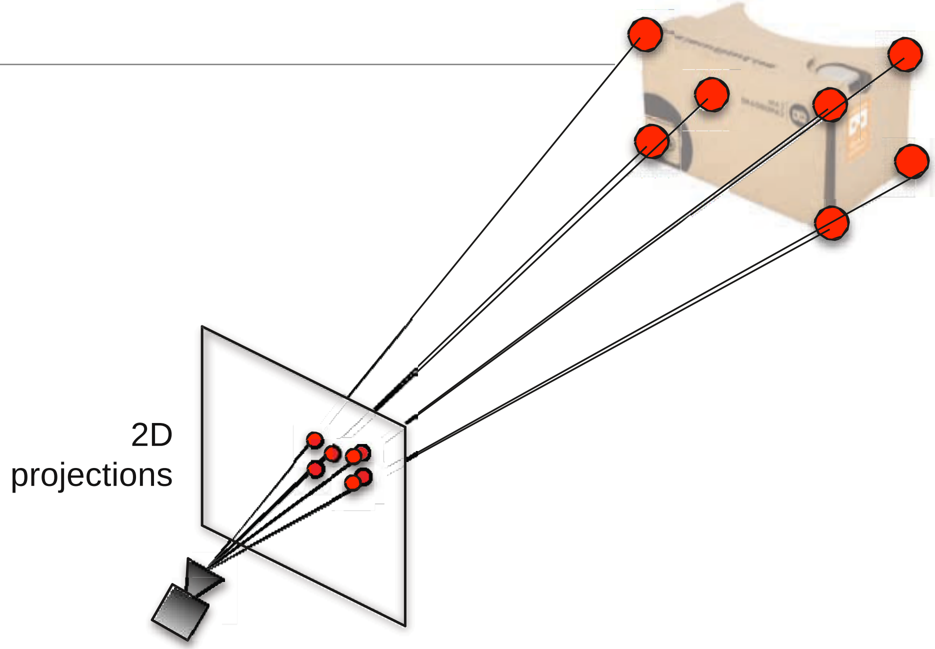
Optical Positional Tracking

- when object is closer, projection is bigger



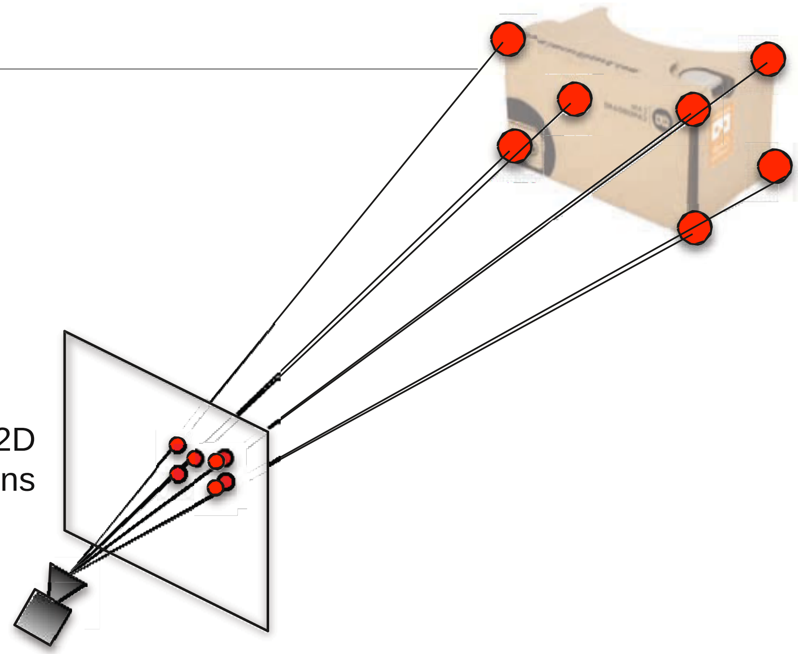
Optical Positional Tracking

- when object is father, projection is smaller



Optical Positional Tracking

- pose estimation via optimization
- nonlinear least squares problem



$$\underset{\{R,T\}}{\text{minimize}} \left\| \underbrace{\left(p_1^{2D}, p_2^{2D}, \ldots, p_N^{2D}\right)}_{\text{observed 2D points}} - f\left(\underbrace{p_1^{3D,\,object}, p_2^{3D,\,object}, \ldots, p_N^{3D,\,object}}_{\text{known 3D points}}, \underbrace{R, t}_{\text{unknown pose}}\right) \right\|_2^2$$

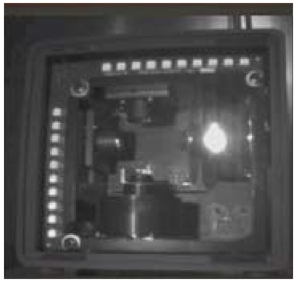
observed 2D points known 3D points unknown pose

Optical 6 DOF Tracking

Optical tracking works well for positional tracking (3 DOF)

Can provide full 6 DOF tracking with marker constellations

HTC Lighthouse



- Runs at 60 Hz
    - i.e. horizontal & vertical update combined 60 Hz
    - broadband sync pulses in between each laser sweep (i.e. at 120 Hz)
- Each laser rotates at 60 Hz, but offset in time
- Usable field of view: 120 degrees
- Sync pulse emitted 120 times per second (Hz)
- Each sync pulse indicates beginning of new sweep

HTC Lighthouse – Base Station

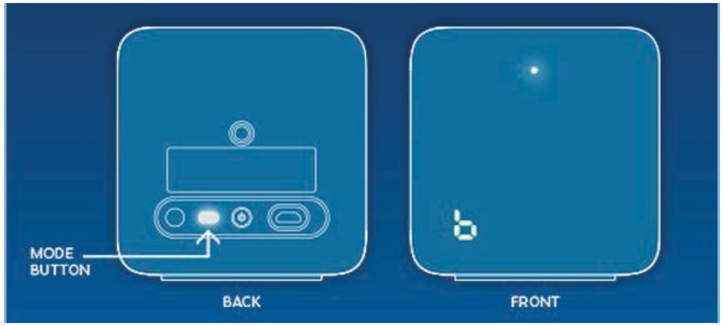
- Can use up to 2 base stations simultaneously via *time-division multiplexing* (TDM)
- Base station modes:

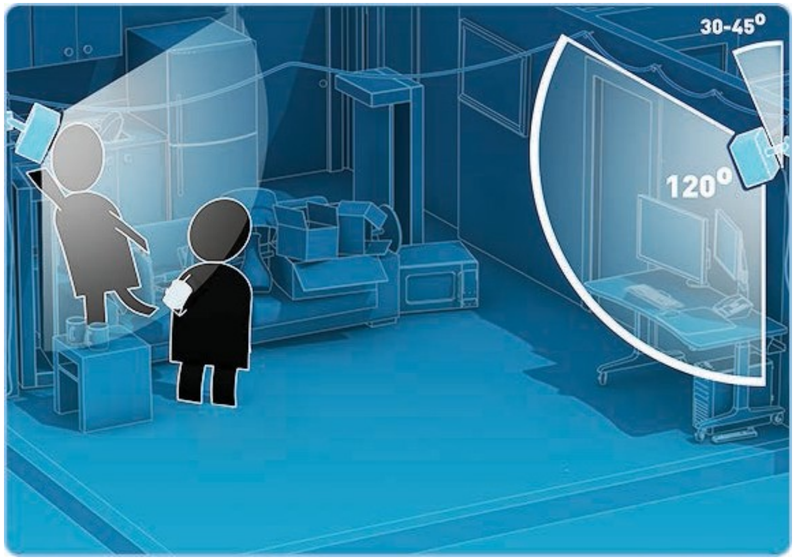
    A: TDM slave with cable sync

    B: TDM master

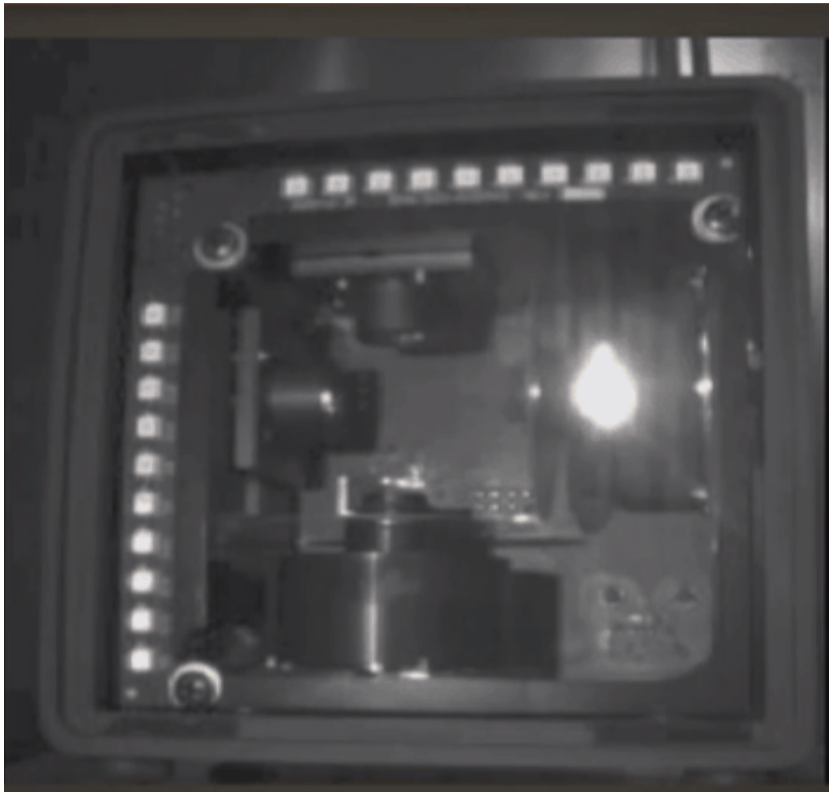
    C: TDM slave with optical sync

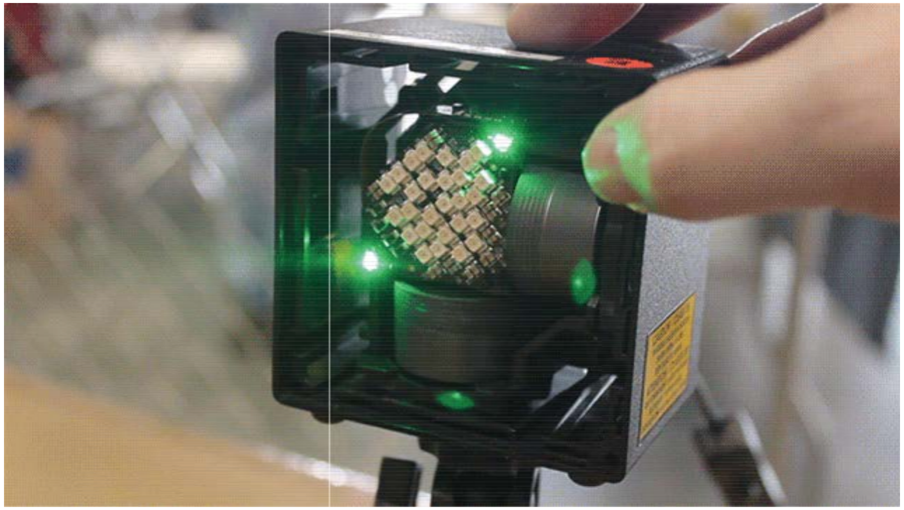
HTC





HTC Lighthouse





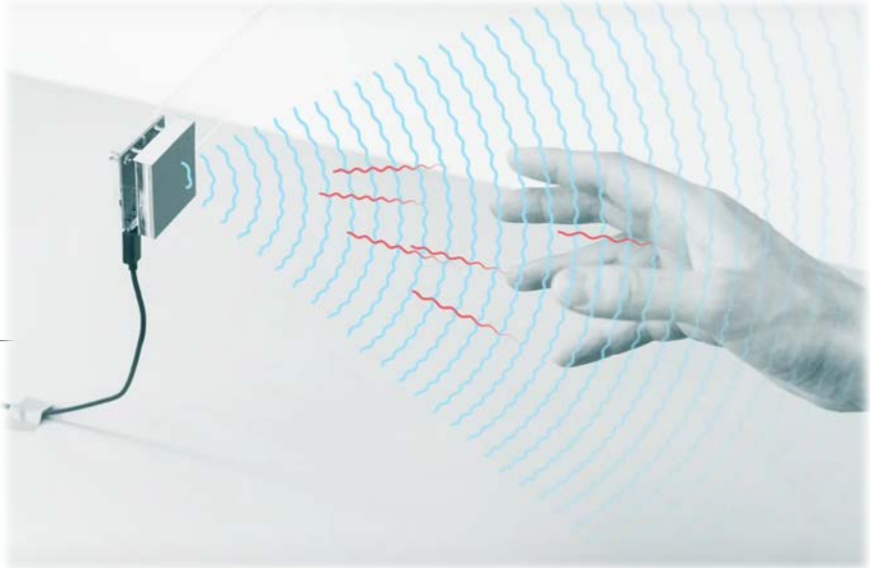
http://gizmodo.com/this-is-how-valve-s-amazing-lighthouse-tracking-technol-1705356768

HTC Lighthouse

https://www.youtube.com/watch?v=J54dotTt7k0

Tracking with Radar

Radar



Tracking with radar is early stage technology.

Most prominent example: Google’s Project Soli from 2015

- https://www.youtube.com/watch?v=0QNiZfSsPc0

Soli sensor technology works by emitting electromagnetic waves in a broad beam.

Objects within the beam scatter this energy, reflecting some portion back towards the radar antenna.

Properties of the reflected signal, such as energy, time delay, and frequency shift capture information about the object’s characteristics and dynamics, including size, shape, orientation, material, distance, and velocity.

Application-Specific Tracking

Application-Specific Devices

Virtual hang-gliding over Rio de Janeiro
(L. Soares at. al.)

Virtual canoe, Siggraph 2005

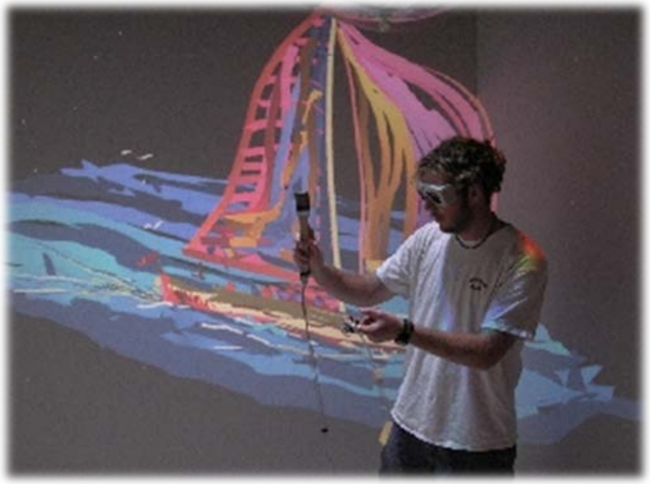
https://www.youtube.com/watch?v=8kjZ-nKjfgE

Cave Painting

Physical props (brush, color palette, bucket) allow intuitive painting

Created by Daniel Keefe at Brown University (now Prof. at Univ. of Minnesota) in 2001

Google Tilt Brush and Oculus Quill are modern versions for HMDs



Cave Painting Video

http://www.youtube.com/watch?v=WQv-LnHrmwU

Outside-In/Inside-Out Tracking

Outside-In Tracking

Cameras or markers are placed around the room

Pros:

- Highest tracking accuracy and latency
- More trackers can be placed to increase accuracy and tracking volume

Cons:

- Limited tracking volume
- More equipment required
- Set up takes time

Inside-Out Tracking

Device tracks itself without special preparation of environment

Typical solution:

- Simultaneous localization and mapping (SLAM)

Pro: unrestricted tracking volume

Cons:

- Lower accuracy and latency
- Significant computational requirements for image processing

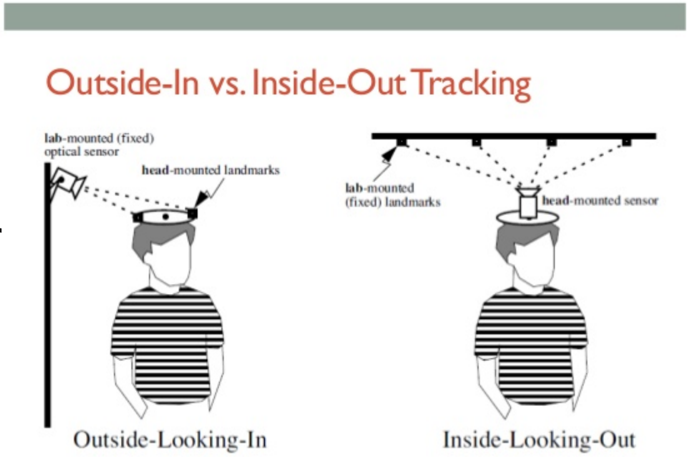
Types of Positional Tracking

"**Outside-in tracking**": external sensors, cameras, or markers are required (i.e., tracking constrained to specific area)

- Used by Oculus Rift, HTC Vive

"**Inside-out tracking**": camera or sensor is located on HMD, no need for other external devices to do tracking (but can still have them)

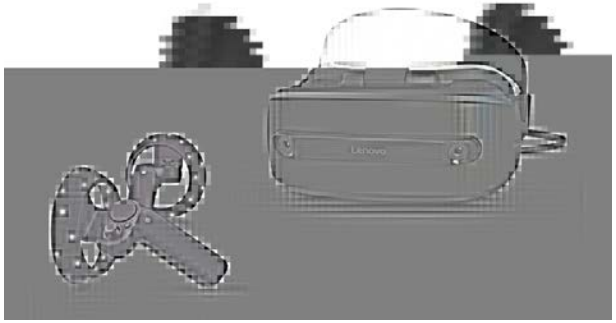
- Simultaneous localization and mapping (SLAM) – classic computer vision problem



Inside-out Tracking

Marker-less inside-out tracking

Examples: Microsoft HoloLens, Microsoft Mixed Reality HMDs, Oculus Quest, Oculus Rift S



Lenovo Mixed Reality

Oculus Quest

Outside-in Tracking

mechanical tracking

ultra-sonic tracking

magnetic tracking

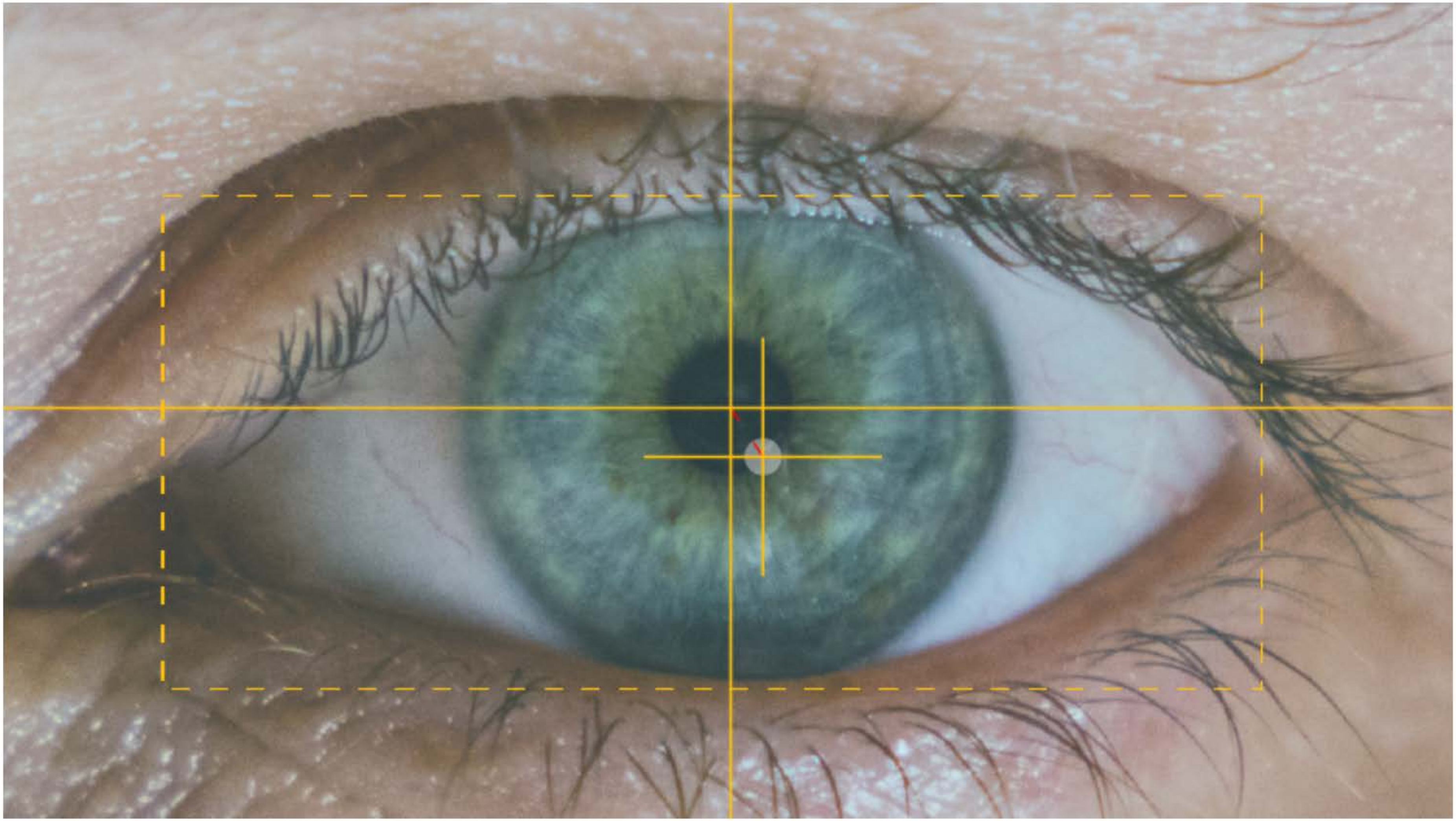
optical tracking

GPS

WiFi positioning

marker tracking

Eye Tracking



The center of the eye (pupil center) is tracked in relation to the position of the corneal reflection. The relative distance between the two areas allows the calculation of the direction of the gaze.

Tobii Eye Tracking

Add-on for VR headsets

Video: https://www.youtube.com/watch?v=q8GhIfsrizM

Vive Pro Eye

Vive Pro with built-in eye tracking

Separate product from regular Vive Pro

FOVE

Released Nov 2016

OLED display

2560×1440 pixels

70Hz refresh rate

90-100 degree field of view

6 DOF tracking with external camera

Eye Tracking: 120FPS infrared x2 (accuracy <1 degree)

Headphone jack (no built-in audio)

Magic Leap

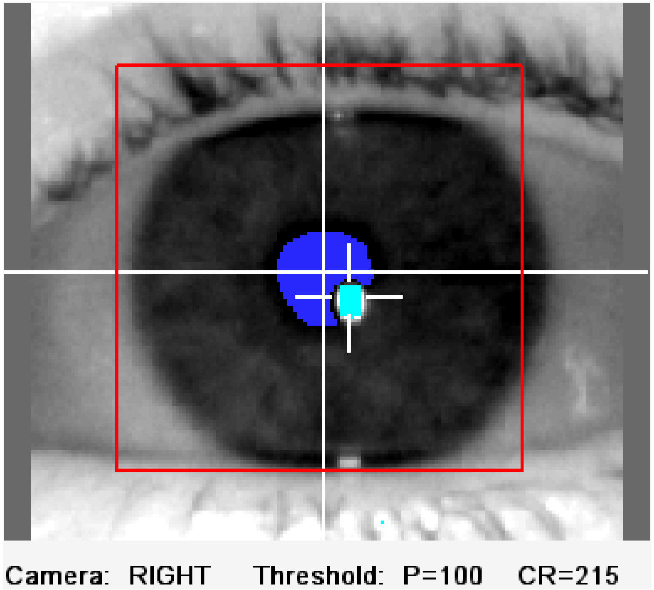
Built-in infrared eye tracking

Eye Tracking Challenges

Pupil deforms during fast eye motion, inertia effects

Eye motion can be very fast

Small angular eye motion can mean large differences for distant objects



Finger Tracking

Hybrid Devices: Haptic Feedback Devices

Immersion CyberForce

PHANToM haptic device

Force feedback joystick

Exoskeleton-like devices

Microsoft force feedback joystick

LEXOS: Frisoli et. al., Italy

SensAble PHANToM

Pinch Gloves

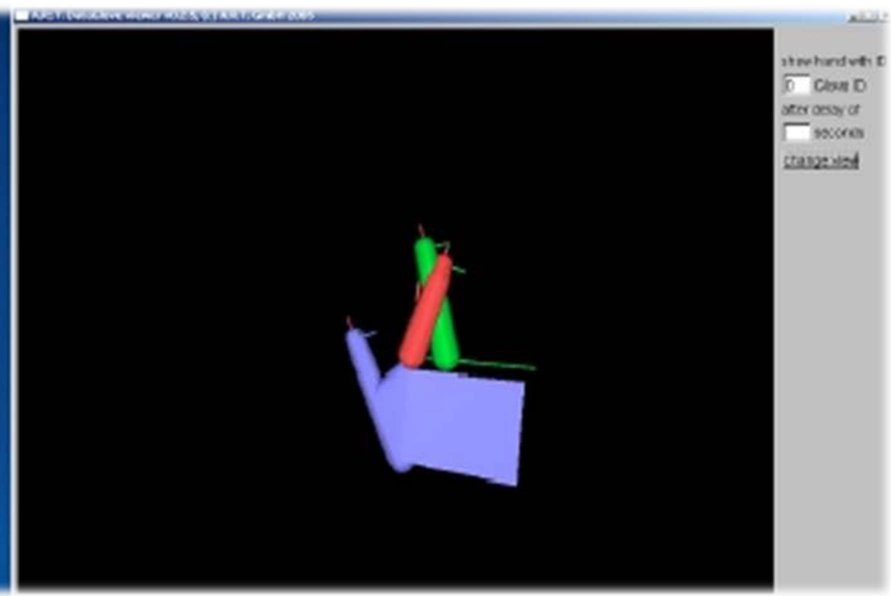
- Determine if two or more fingertips are touching
- Use conductive cloth to close circuit
- Tethered to controller box
- Designed for pinching and grabbing gestures
- Recognize any gesture of 2 to 10 fingers touching, plus combinations of gestures

www.fakespacelabs.com

Optical Finger Tracking

Extension of ART system

Tracks three fingers and the hand



Optical Finger Tracking

Oblong Industries g-speak

- Video: http://www.youtube.com/watch?v=9OpmxbPzDM0