

How to use the Application

This application requires the Google Chrome browser and a webcam connected to the computer.

Click on "Go to the Application" to get access to the application. Press the 'Allow' button to use the webcam.

Three webcam images will appear: one black and white, and two in colour, one smaller and another larger.

Place the printed marker under the webcam field of view avoiding any type of obstruction.

Use the horizontal slider "Threshold" at the top of the page to adjust the lighting so that the marker and its white frame are displayed as shown in the figure below. The white frame around the marker needs to be completely visible and the user must avoid hiding it even partially when handling it.



The 3D virtual model will appear on top of the marker.

The two checkboxes "canvasRaster" and "debug" should then be unchecked in order to hide the two small images, which will make the VR model increase in size.

The user can interact with the switches in the circuit diagram on the right side and explore the various configurations.