

# AUGMENTIA

A tracking technology for creative people

Developed and maintained by



# WHO ARE WE?

We are a multi-awarded studio gathering a team of professional engineers, visual artists and creative developers. We combine scientific and artistic research to craft beautiful and creative experiences.

Discover our world : <https://vimeo.com/194838088>

# THE TECHNOLOGY

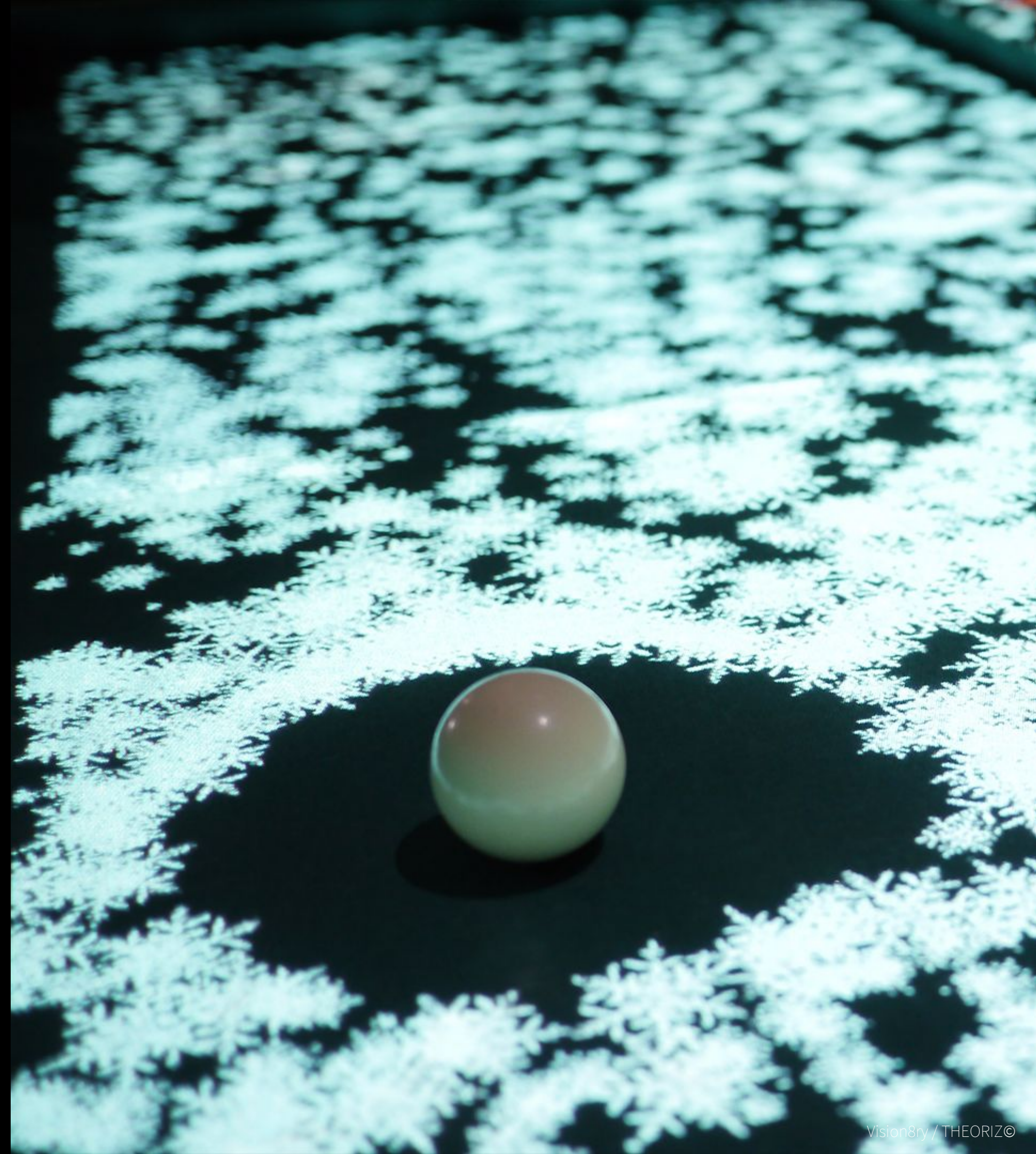
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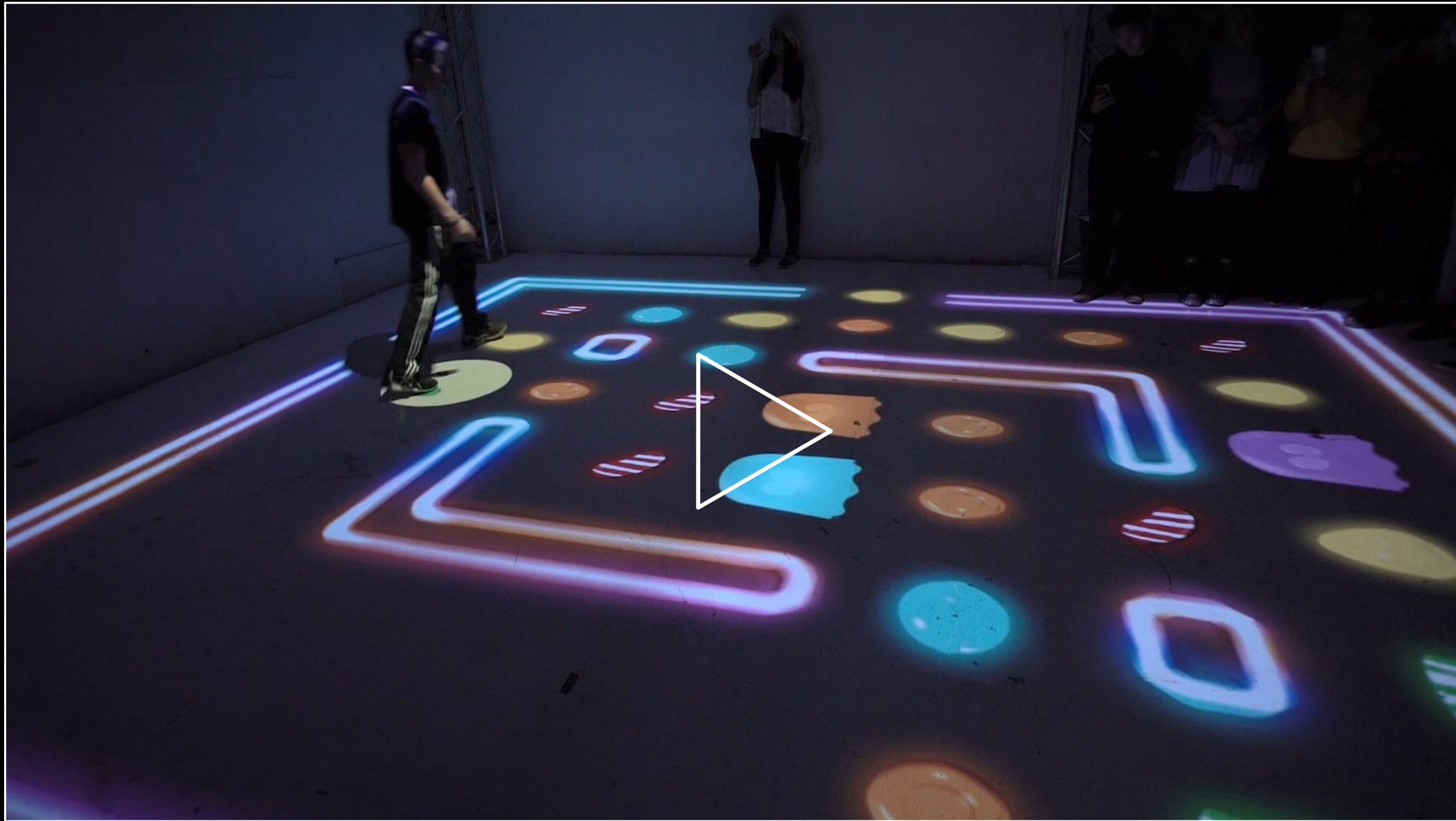
Augmenta® is a sensorless tracking technology for creative applications.

People and objects can be tracked without limitation of number of people or area size.

The tracking data are provided by the system through open protocols compatible with most video, audio, or light creation softwares.

The technology has been designed for events or permanent installations in mind. It can be deployed and calibrated in a short period of time and features all the tools for long term monitoring.



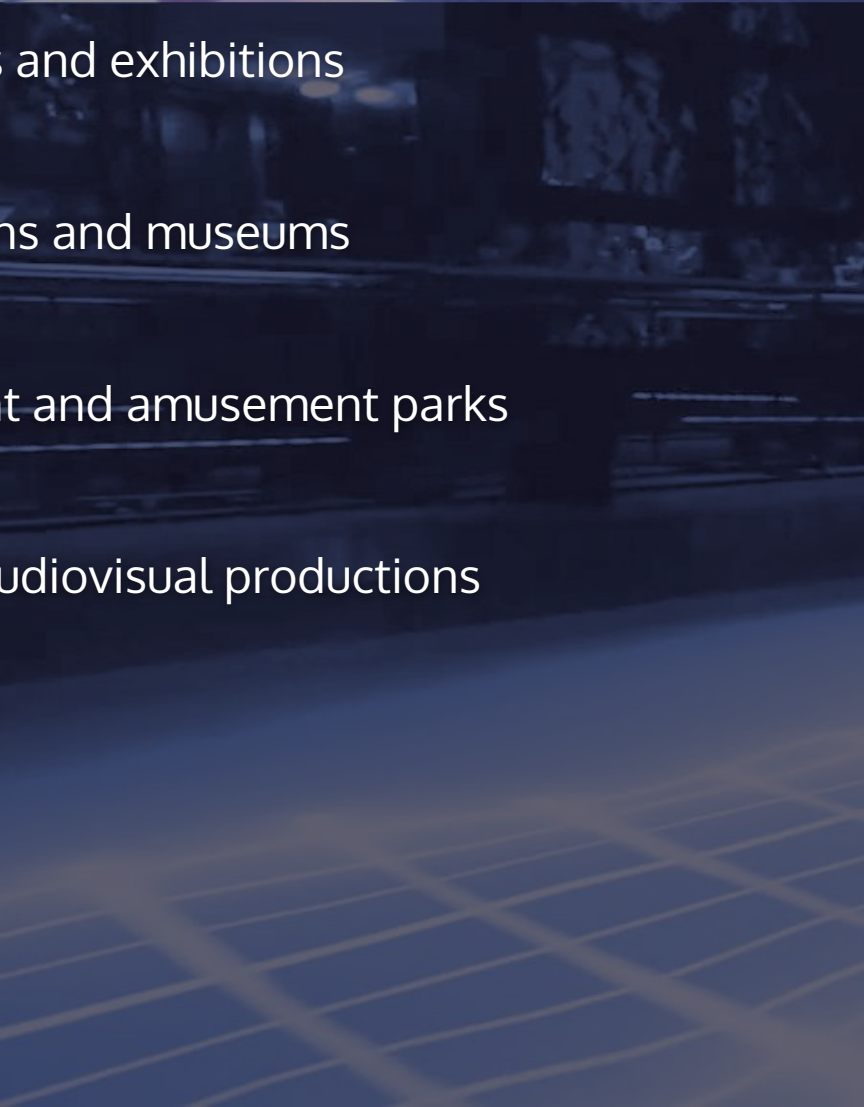
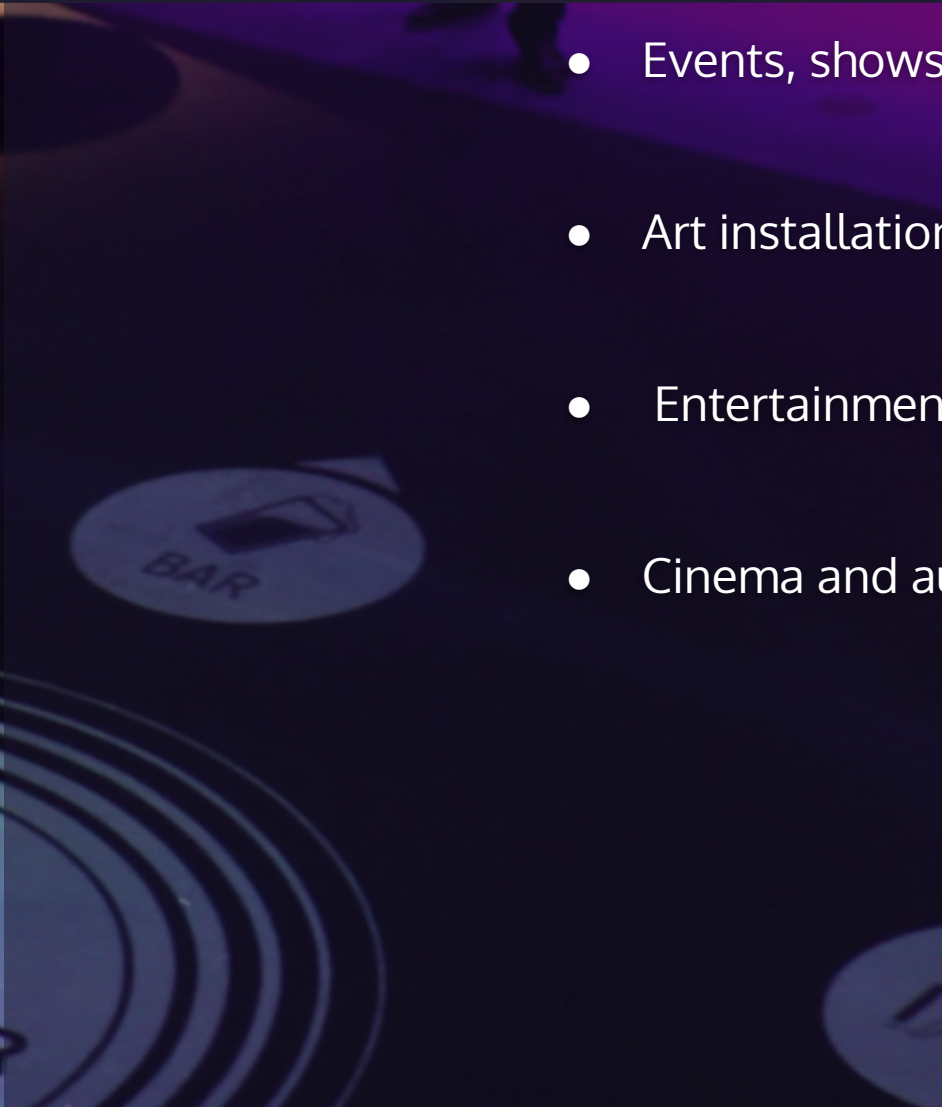
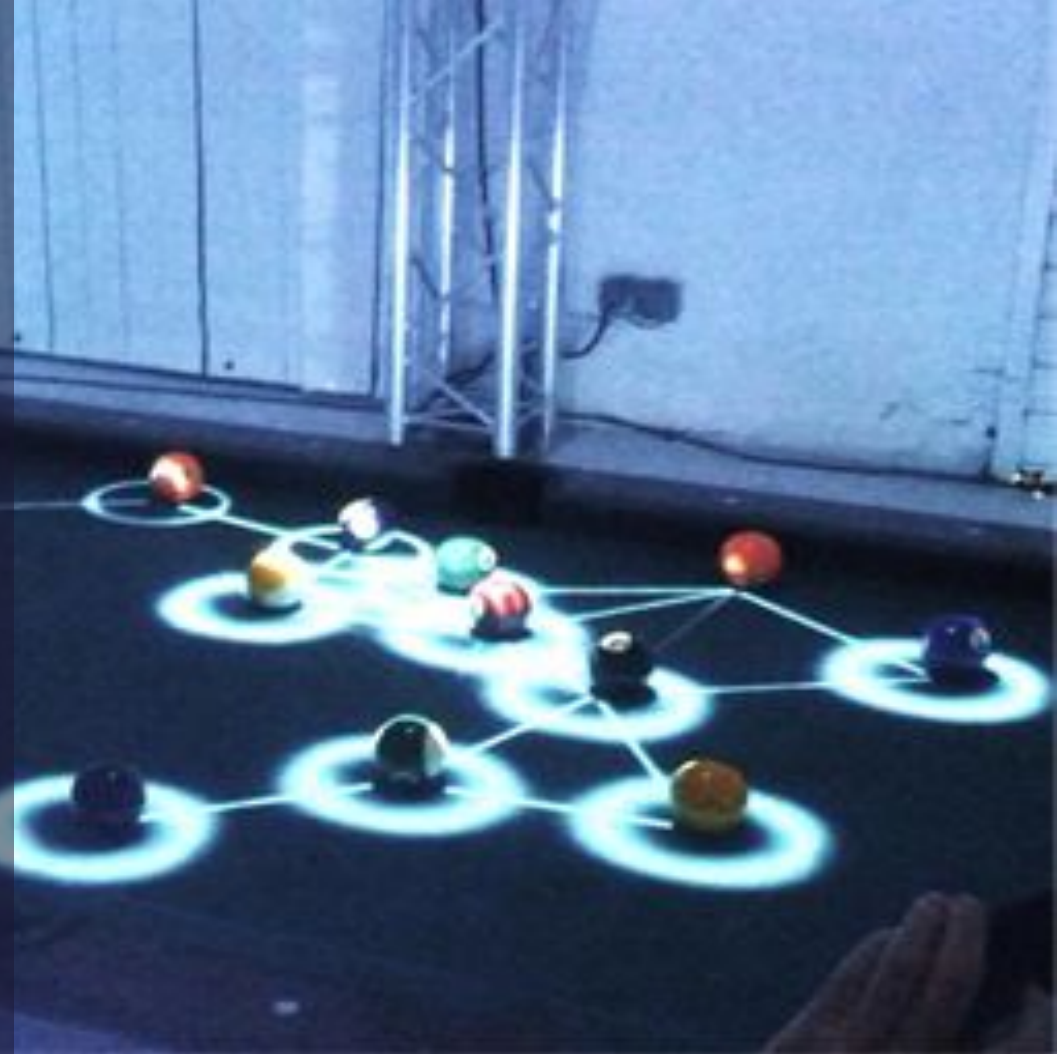
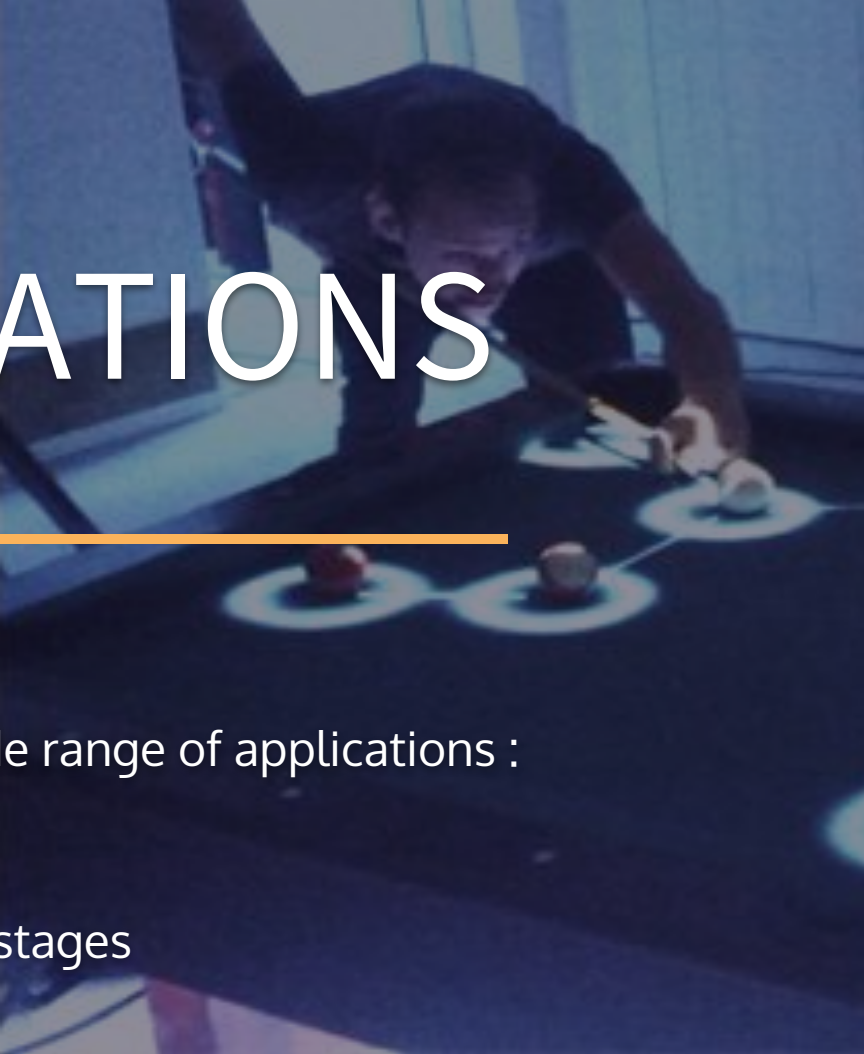
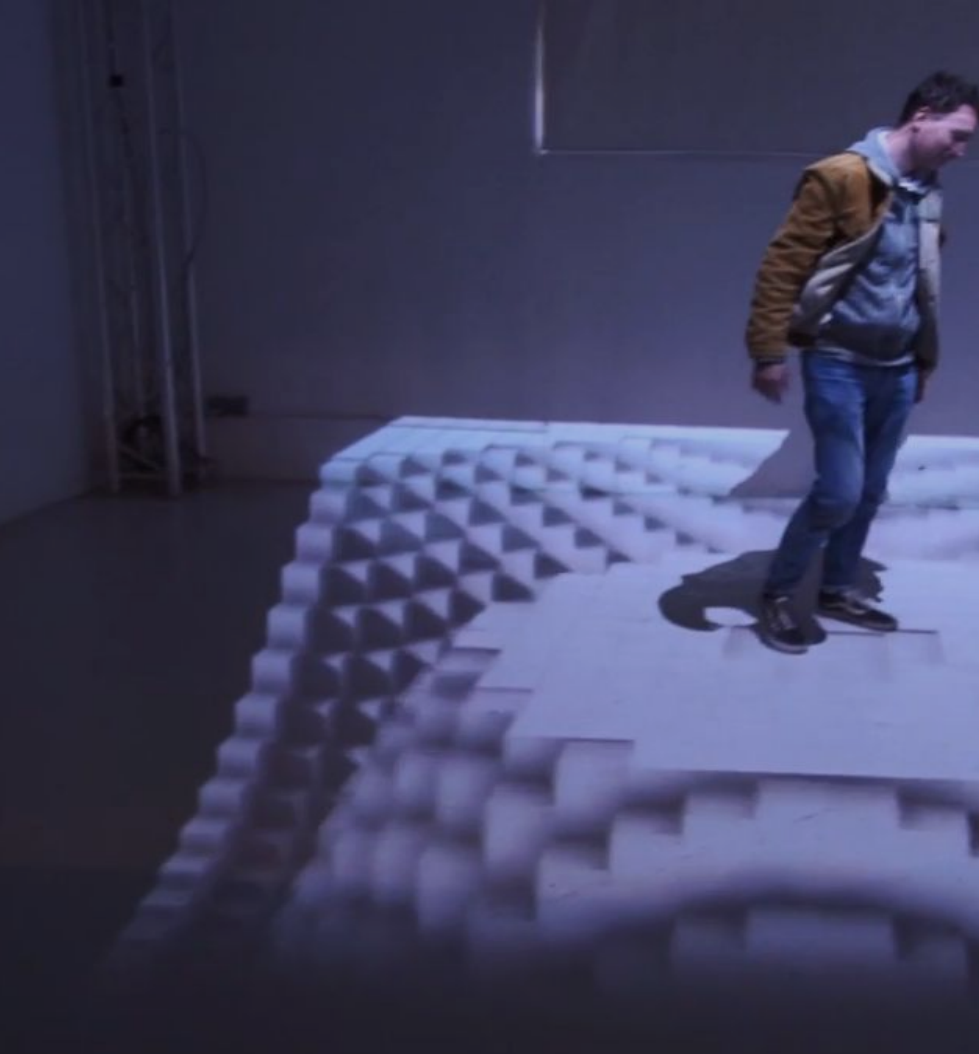


Watch Augmenta in action : <https://vimeo.com/323923994/8c45c9de5c>

# APPLICATIONS

Augmenta® can be used for a wide range of applications :

- Theatres and stages
- Events, shows and exhibitions
- Art installations and museums
- Entertainment and amusement parks
- Cinema and audiovisual productions



# REFERENCES

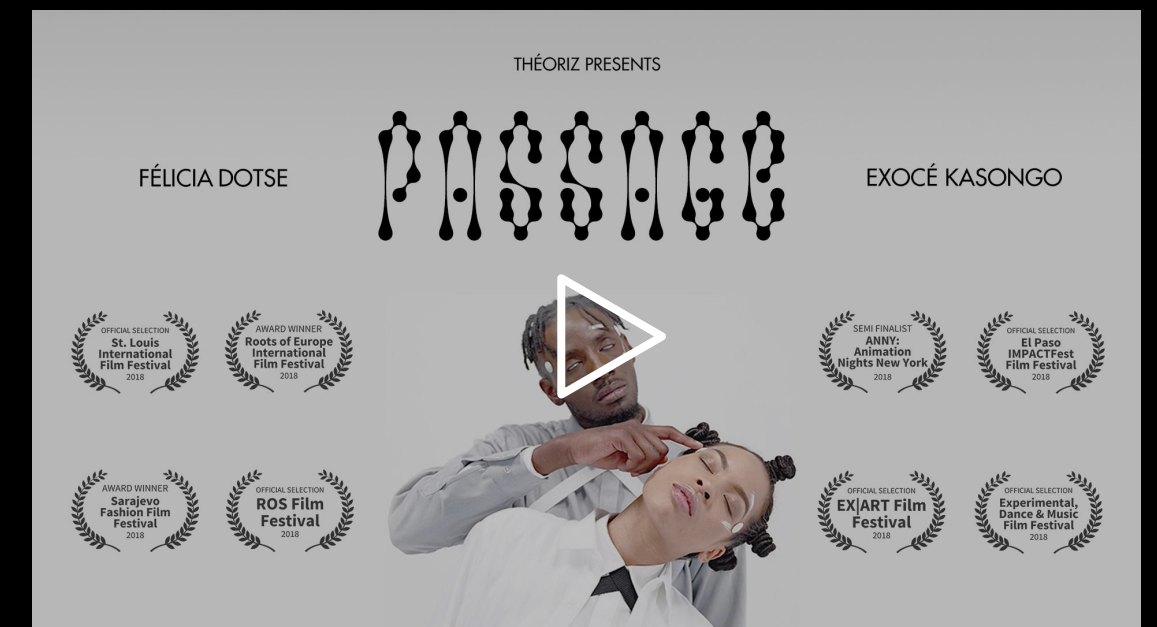
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Mixed Reality research by THEORIZ Studio  
[vimeo.com/220883711](https://vimeo.com/220883711)



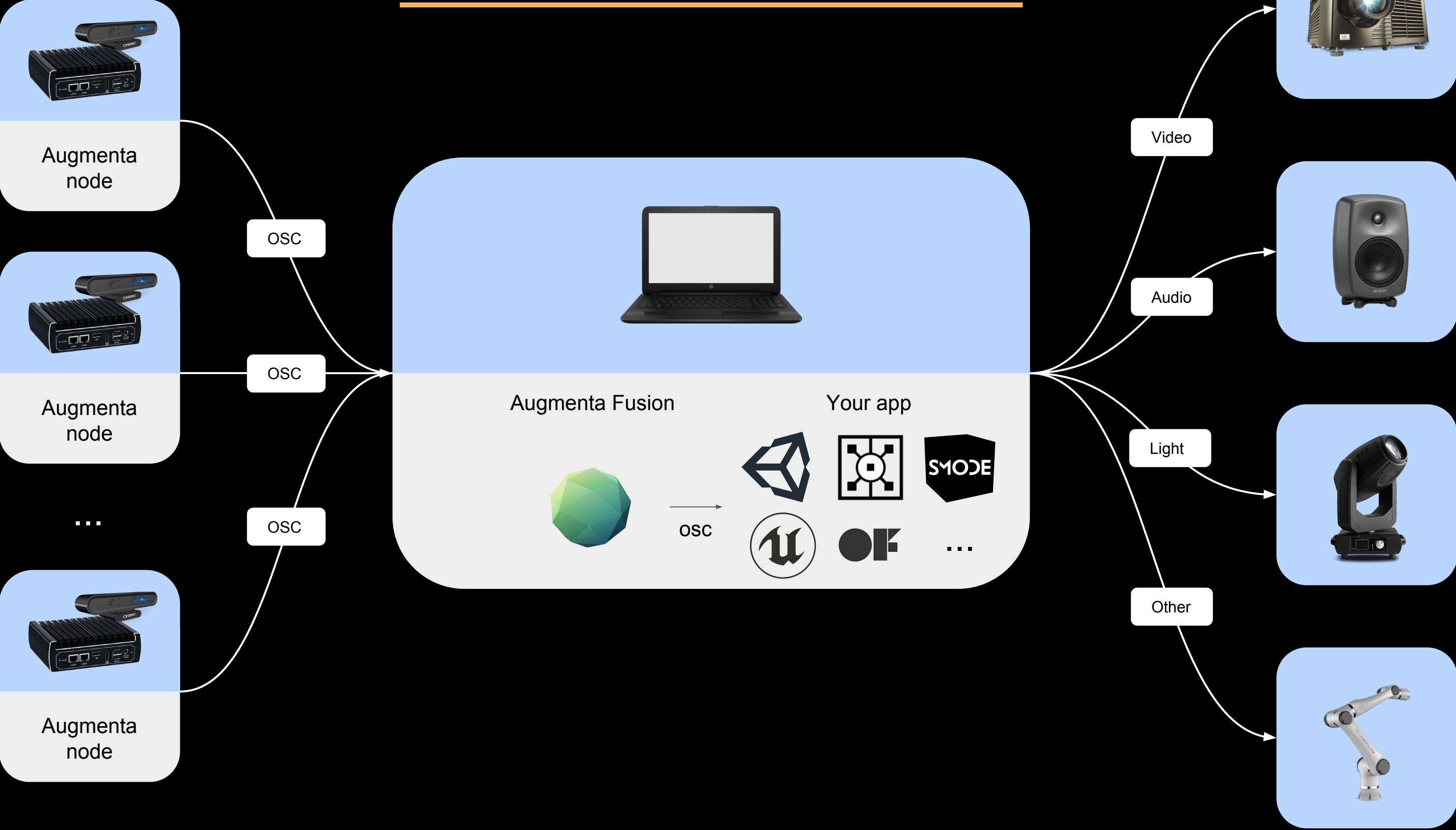
Vertical dance research by THEORIZ Studio  
<https://vimeo.com/324834876/f942d9c260>



PASSAGE short movie by THEORIZ Studio  
[vimeo.com/266423627](https://vimeo.com/266423627)

Here are some projects example using Augmenta® technology for different uses.

# SYSTEM OVERVIEW



# TRACKING DATA

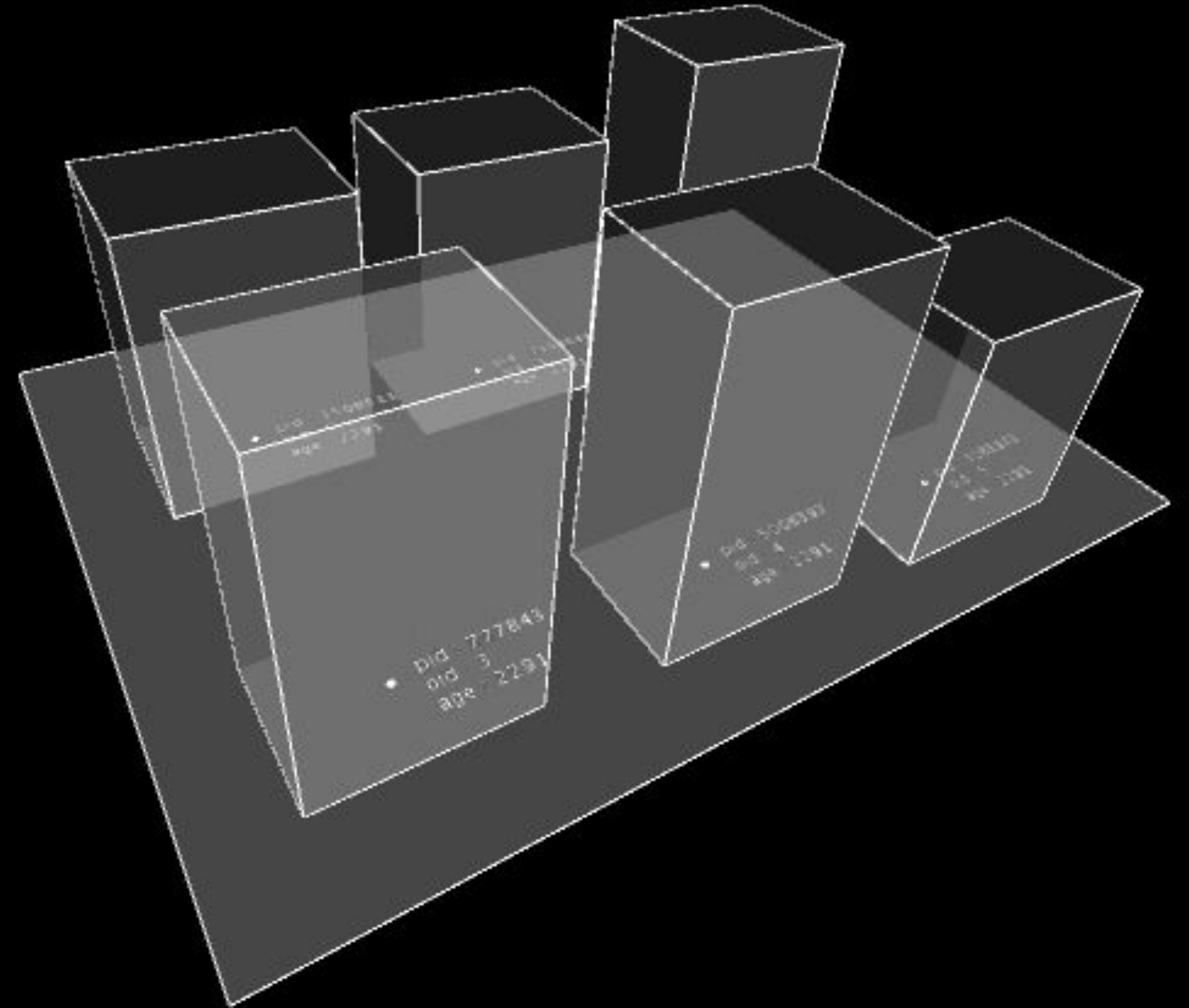
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Augmenta® provides the 3D bounding box of every tracked objects or people through the network. The data are :

- Centroid position
- Size of the bounding box
- Speed
- Tracking ID
- Time spent in the zone
- Global number of people
- Global time spent
- Global speed

The complete protocol documentation can be found here :

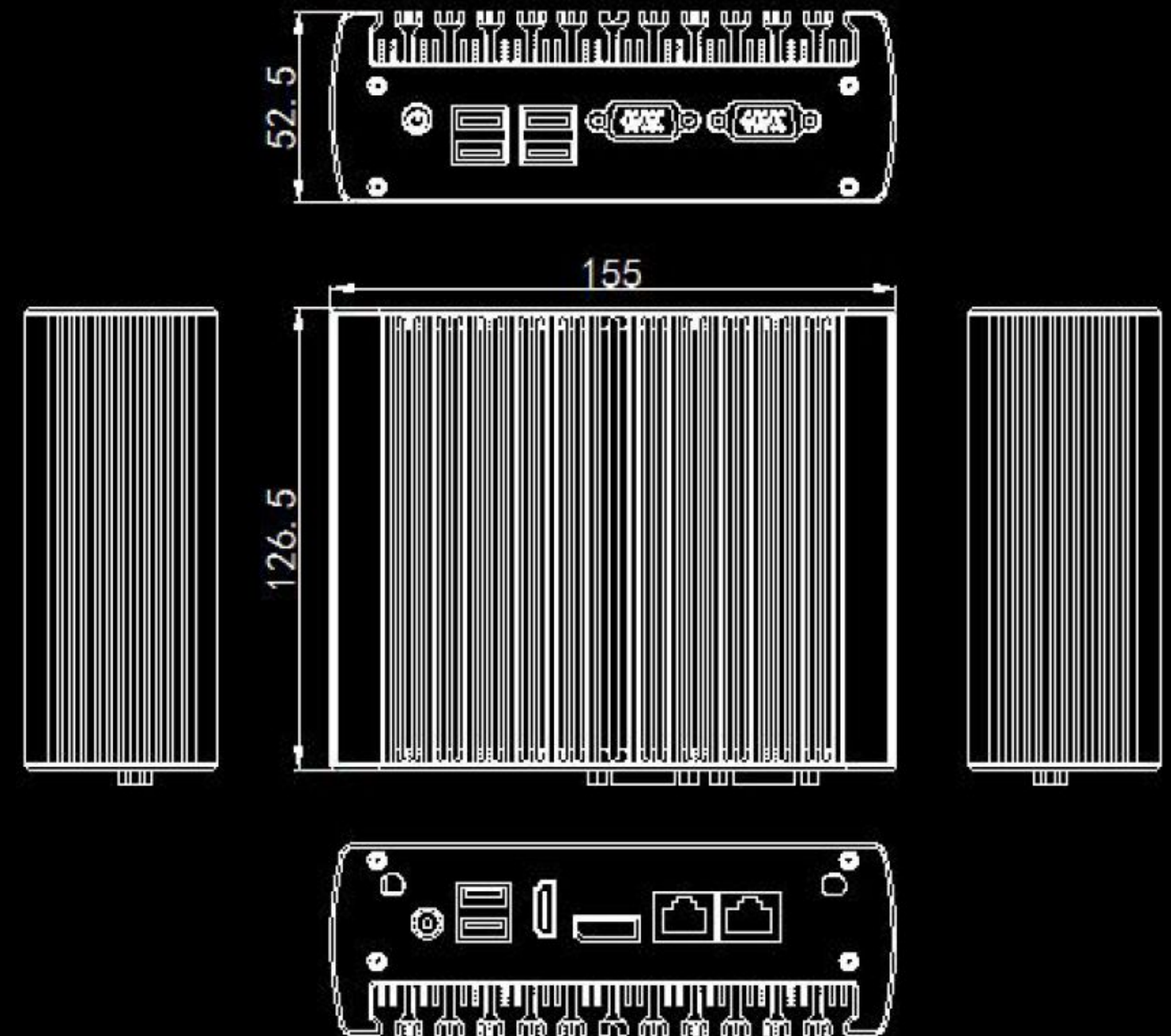
<https://github.com/Theoriz/Augmenta/wiki#data>





# HARDWARE SPEC

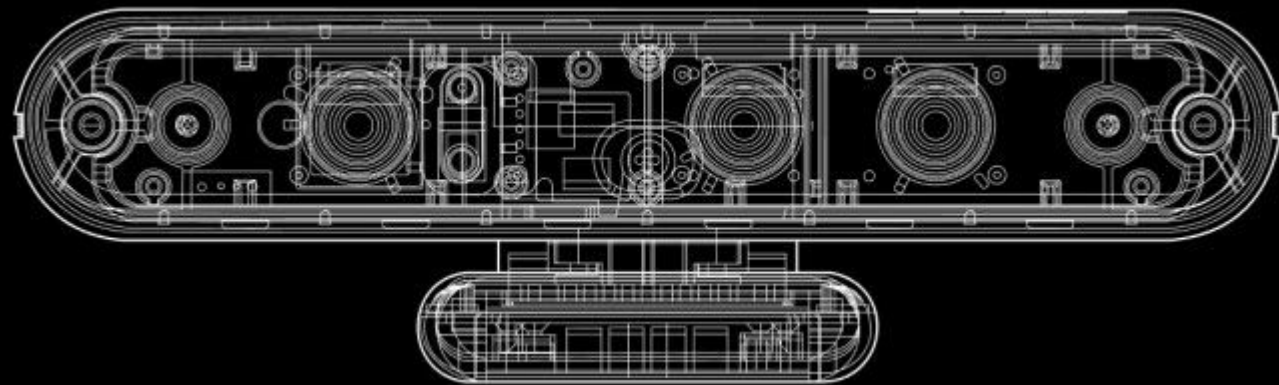
AUGMENTA NODE	
<b>Material</b>	Black aluminium (dustproof design)
<b>Noise</b>	0db (Fanless design)
<b>Work temp</b>	-10° / +50°C
<b>Work Humidity</b>	0% / 95% non-condensing
<b>Dimension</b>	155 * 126.5 * 52.5mm
<b>Hanging</b>	VESA bracket or light hook
<b>Remote boot</b>	Electricity and WOL enabled
<b>Remote access</b>	Web interface
<b>CPU / RAM / Disk life expectancy</b>	~10 years (industrial grade)



The nodes are industrial computers that are fully tested in house before delivering to be suited for both temporary or long term permanent use.

# HARDWARE SPEC

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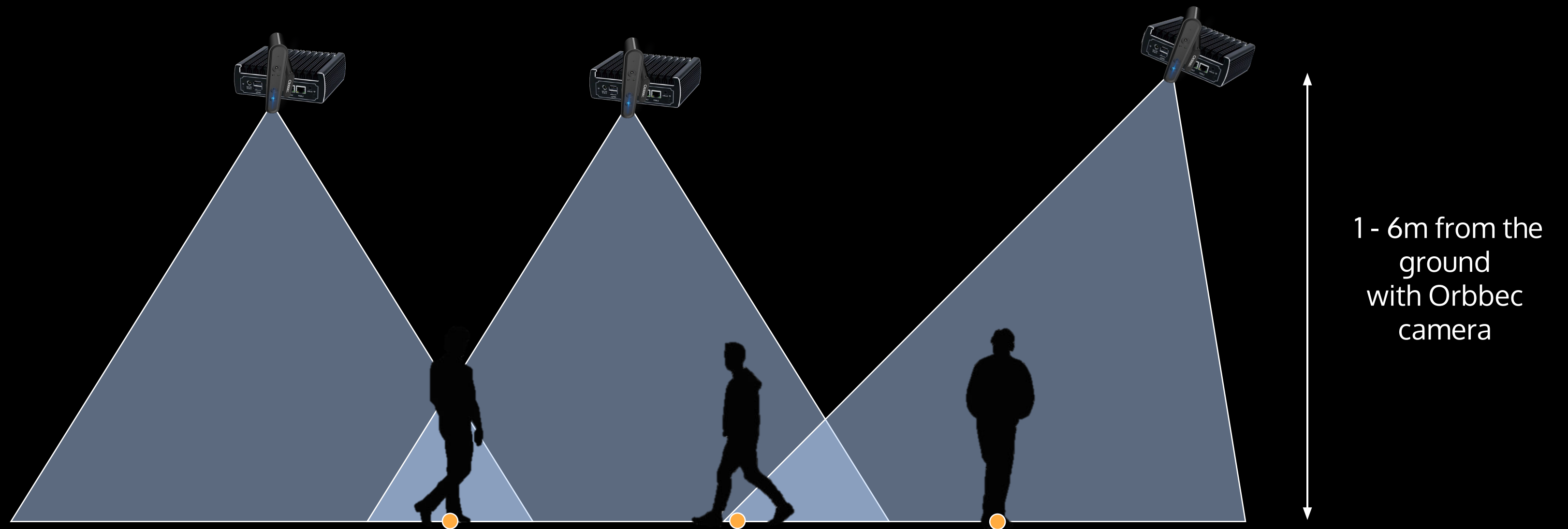
3D CAMERA (Orbbec Astra)	
FOV	60° horiz. x 49.5° vert.
Depth resolution	640x480
Max detection distance	~6m
Number of person tracked	infinite
Approx. weight	1.3 kg
Throw Ratio	0.87:1
Area covered at 5m	~ 5.8m x 4.6m
Data frequency	30Hz
Wavelength	Infrared (~827-850nm)

# INSTALLATION

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Unlimited number of cameras

Cameras can be positioned at an angle



Overlaps are correctly handled

# CONTENT MAKING

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Augmenta® uses open protocol like OSC and PosiStageNet hence is compatible with most creation software and hardware.

We provide simulators to emulate the hardware, so creators don't have to purchase anything and can do their whole creation before buying or renting the hardware, or testing it in one equipped space.

To make it even more easy, we provide community libraries and examples on github here : <https://github.com/Theoriz/augmenta>



THANK YOU!

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**AUGMENTA**  
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[www.augmenta-tech.com](http://www.augmenta-tech.com)  
[contact@augmenta-tech.com](mailto:contact@augmenta-tech.com)

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