Integrating YOLO Object Detection with Augmented Reality for iOS Apps.

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Major Task

- Object detection in video

- You only look once and detect object

- Obtain 3D position of object and overlay 3D graphics

How does it work?

- Screenshot of frame captured from video with confidence threshold 0.4

- For each prediction in final predictions a middle point of box extracted and hitTest was run to determine 3D location

- 3D models imported from Google was added to scene

- Position of node adjusted based on weighted average of positions detected

Thank you!