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!