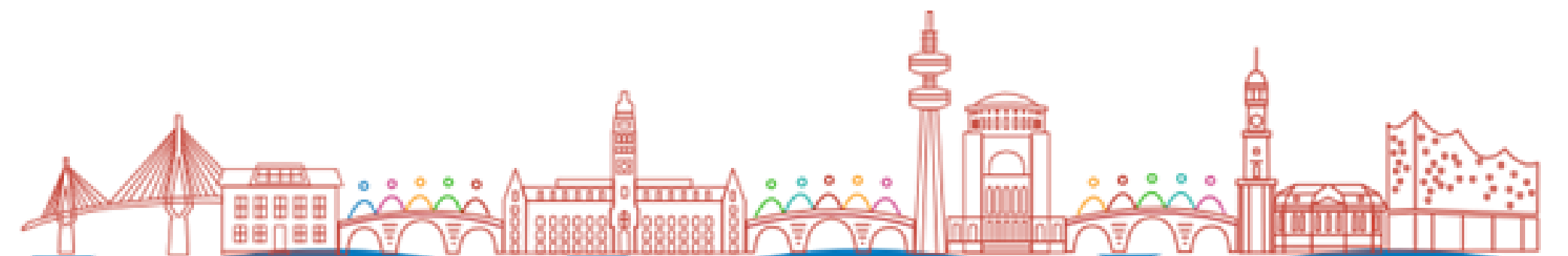


Expert Review

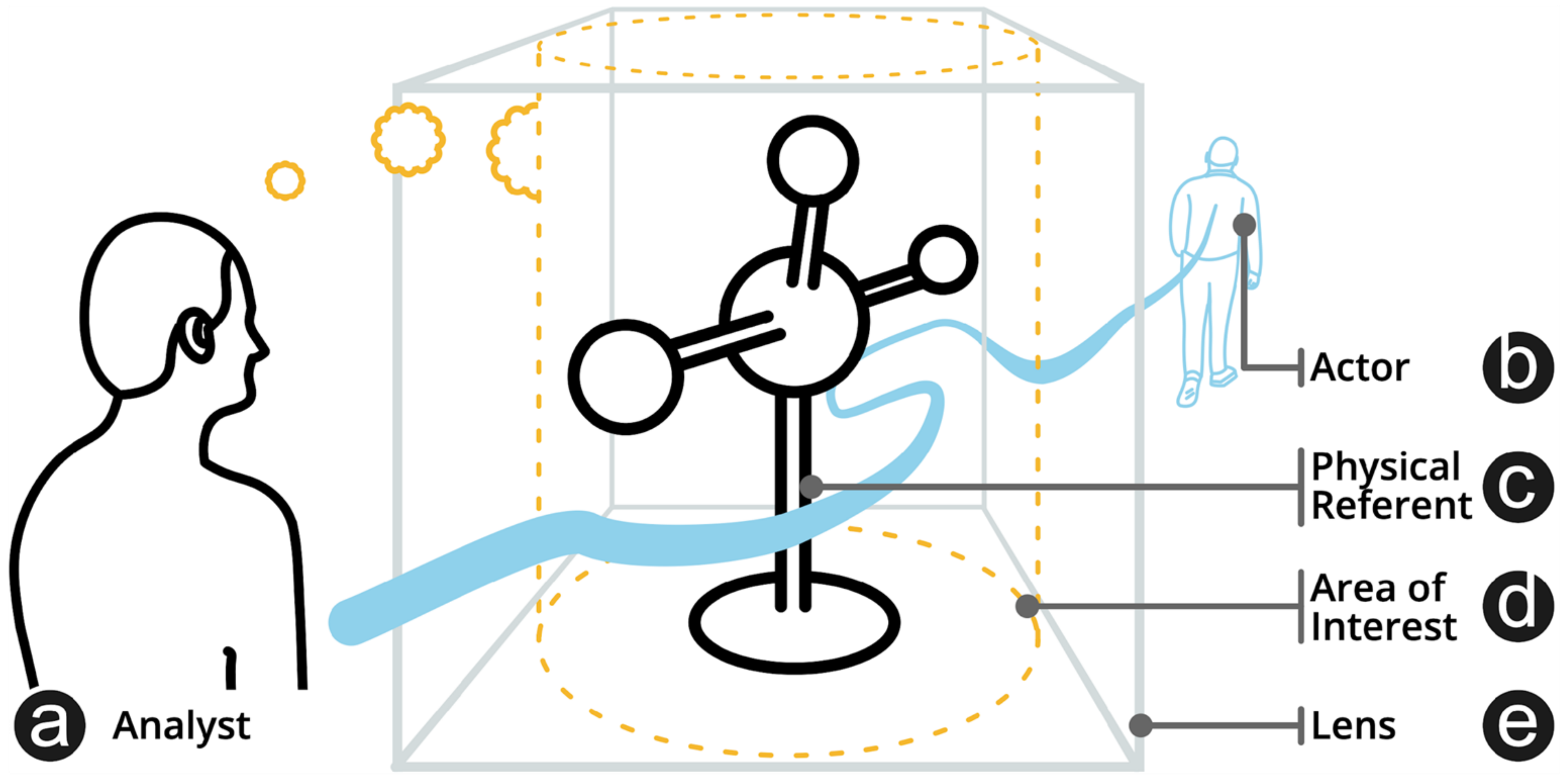
PEARL: Physical Environment
based Augmented Reality Lenses
for In-Situ Human Movement
Analysis



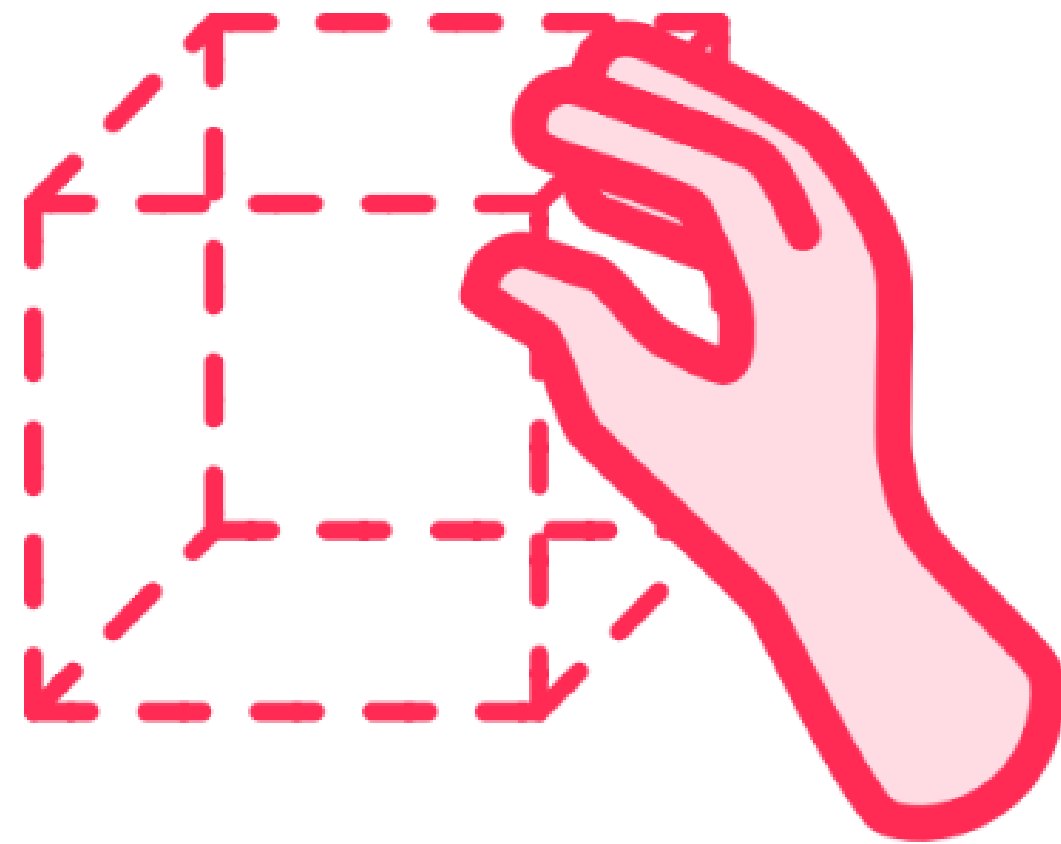
Video Clip

General Ideas

PEARL



PEARL



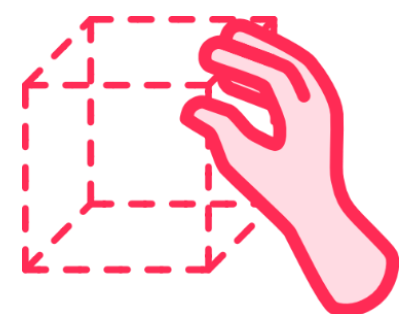
Selector



Filter



Visualizer



Selector

Creation

Modification

a1

a2

b1

b2

Selection

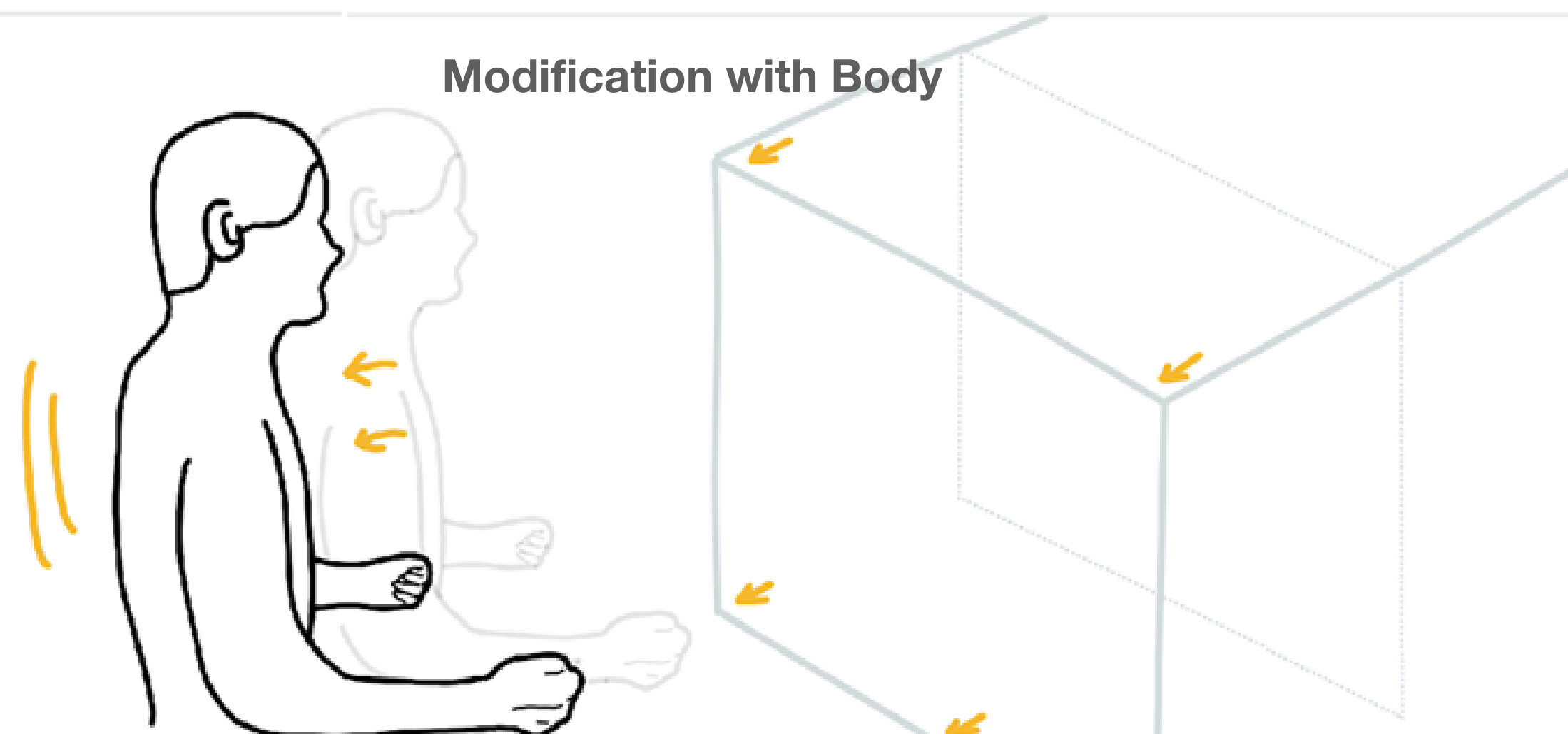
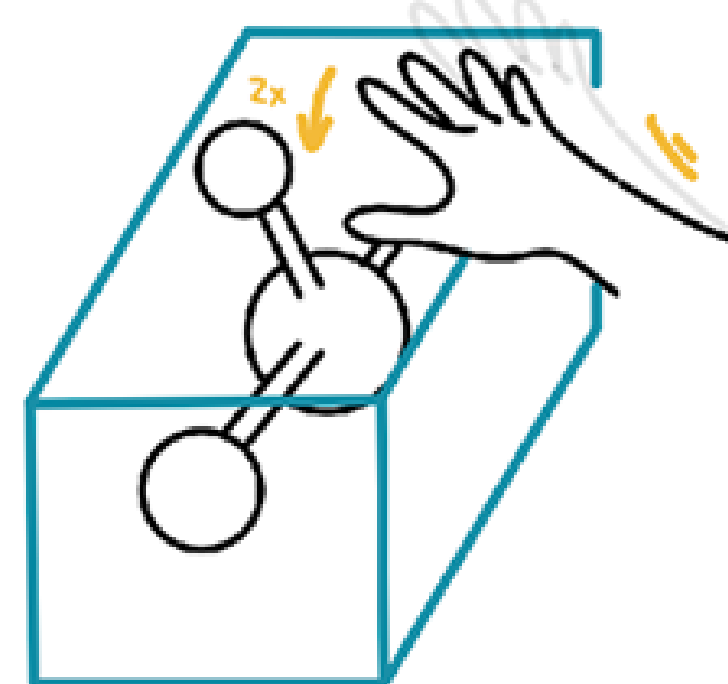
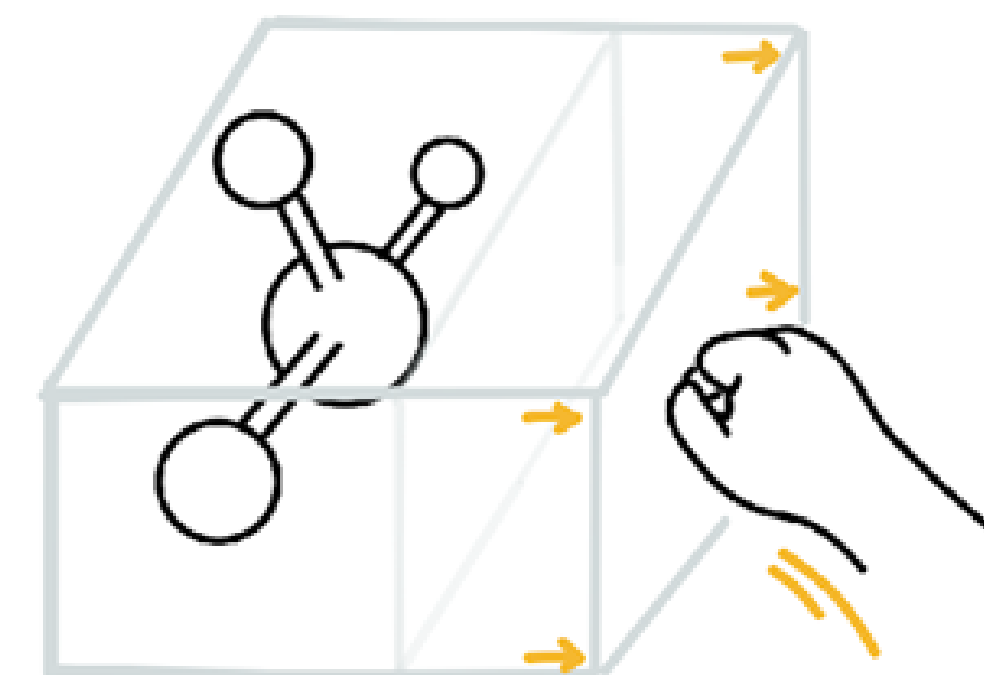
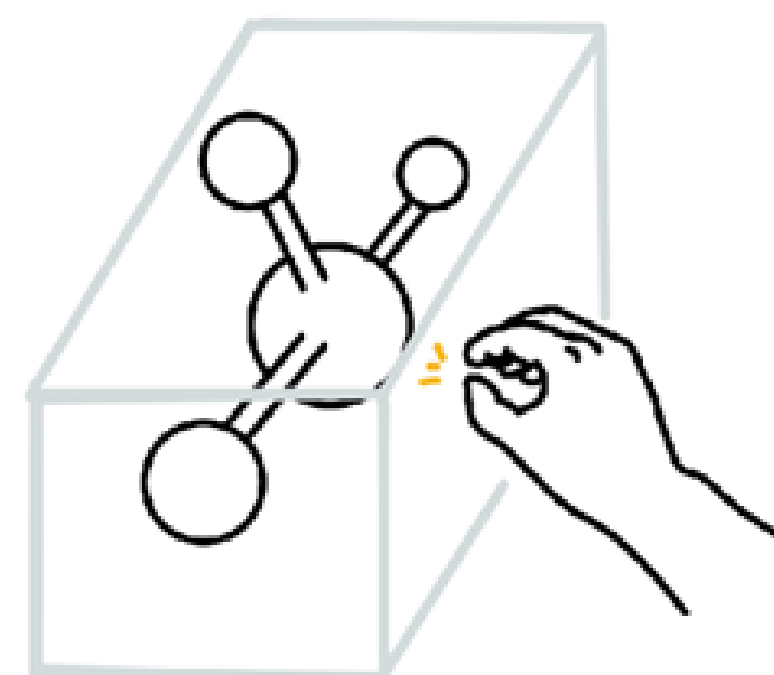
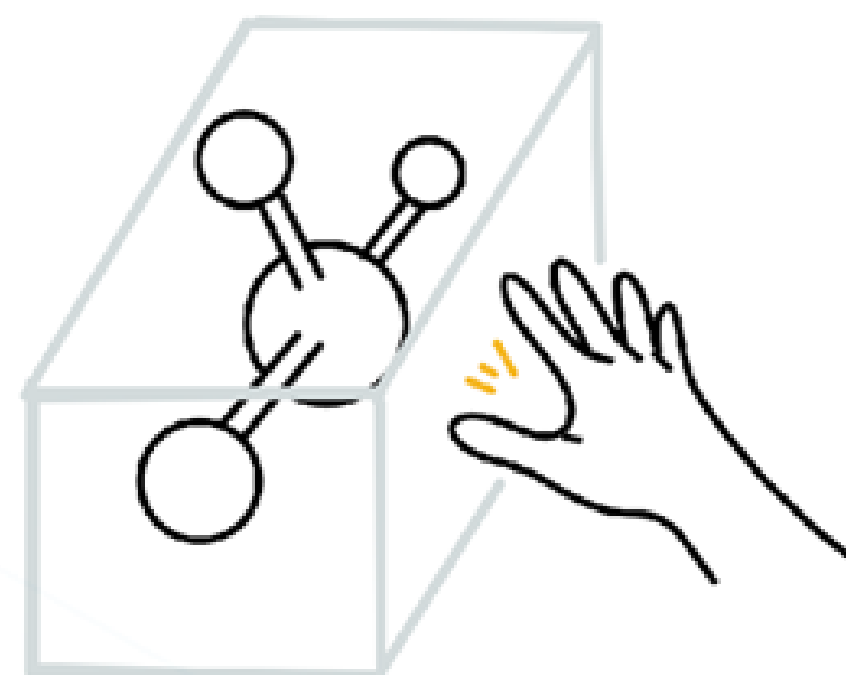
Grouping

Modification with Body

c

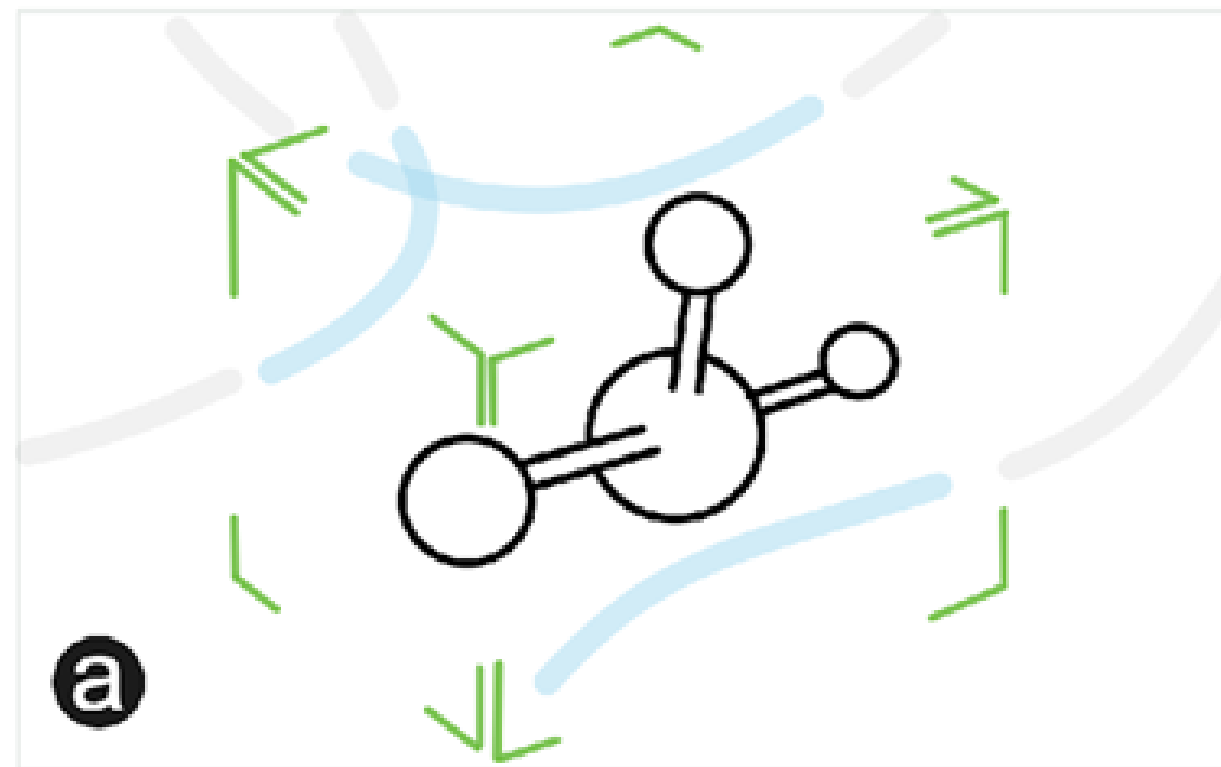
d

e

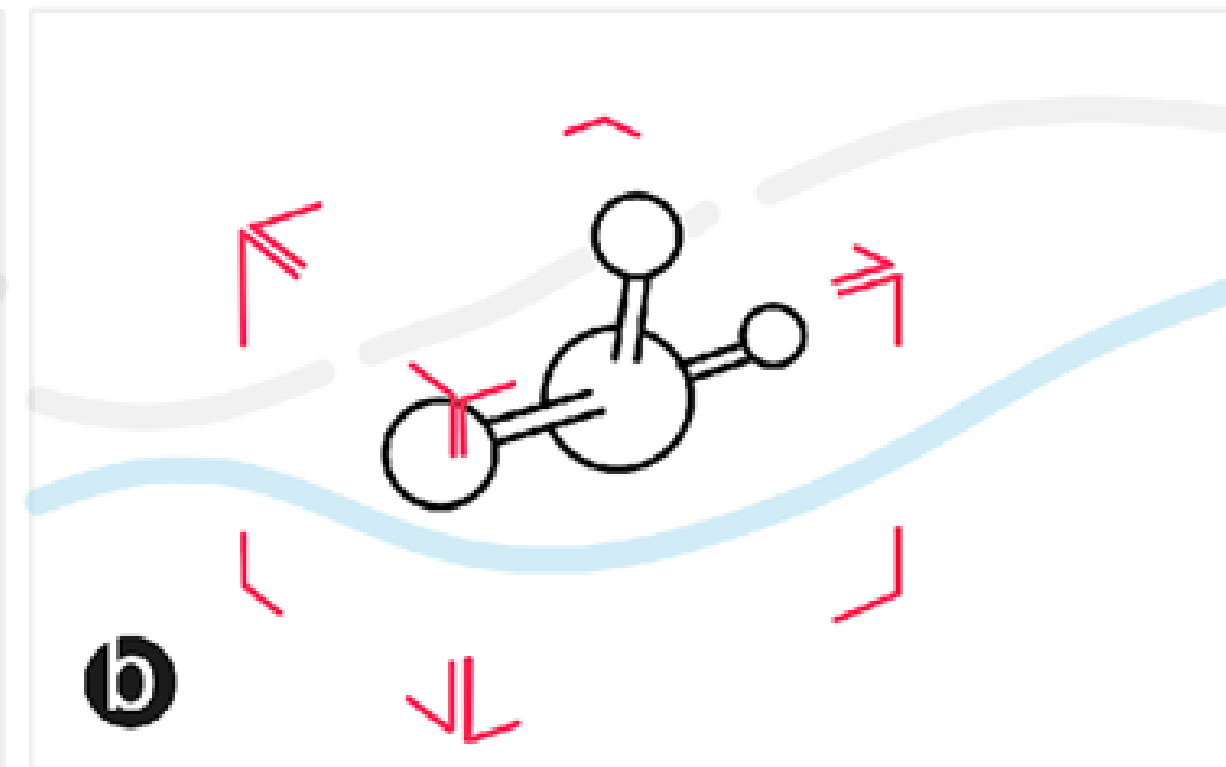




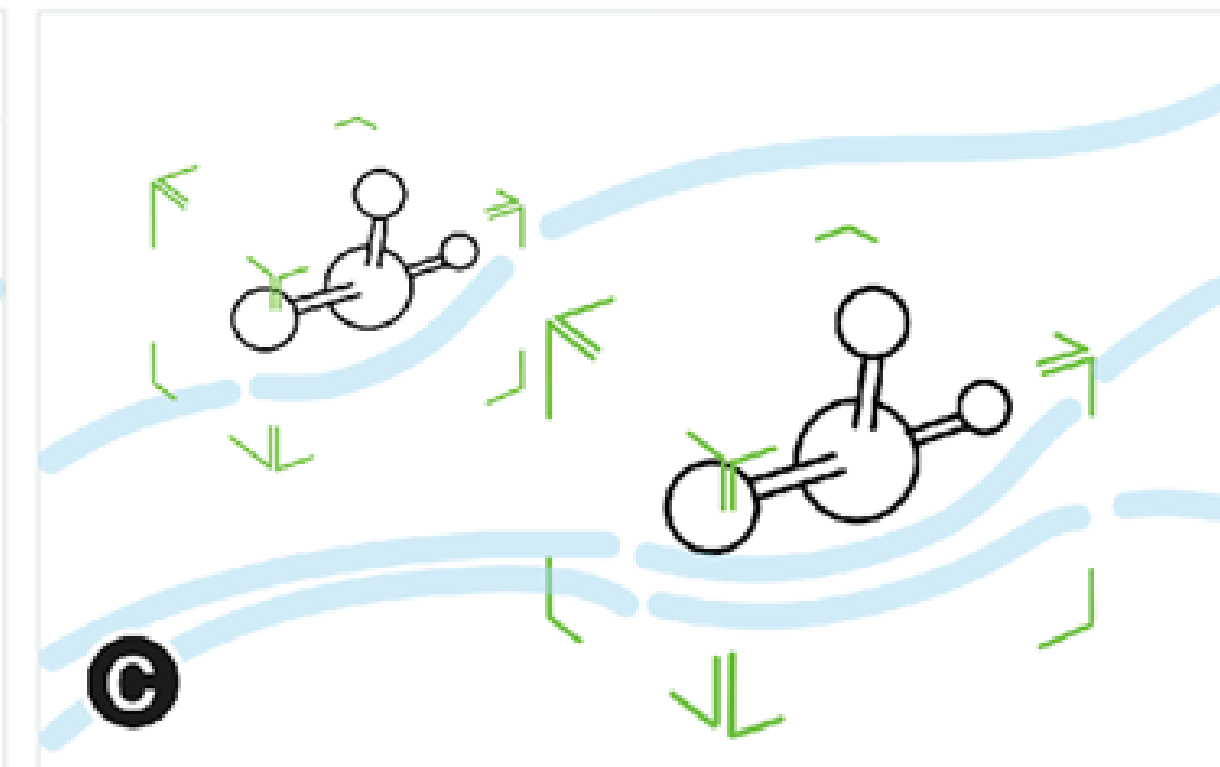
Filter



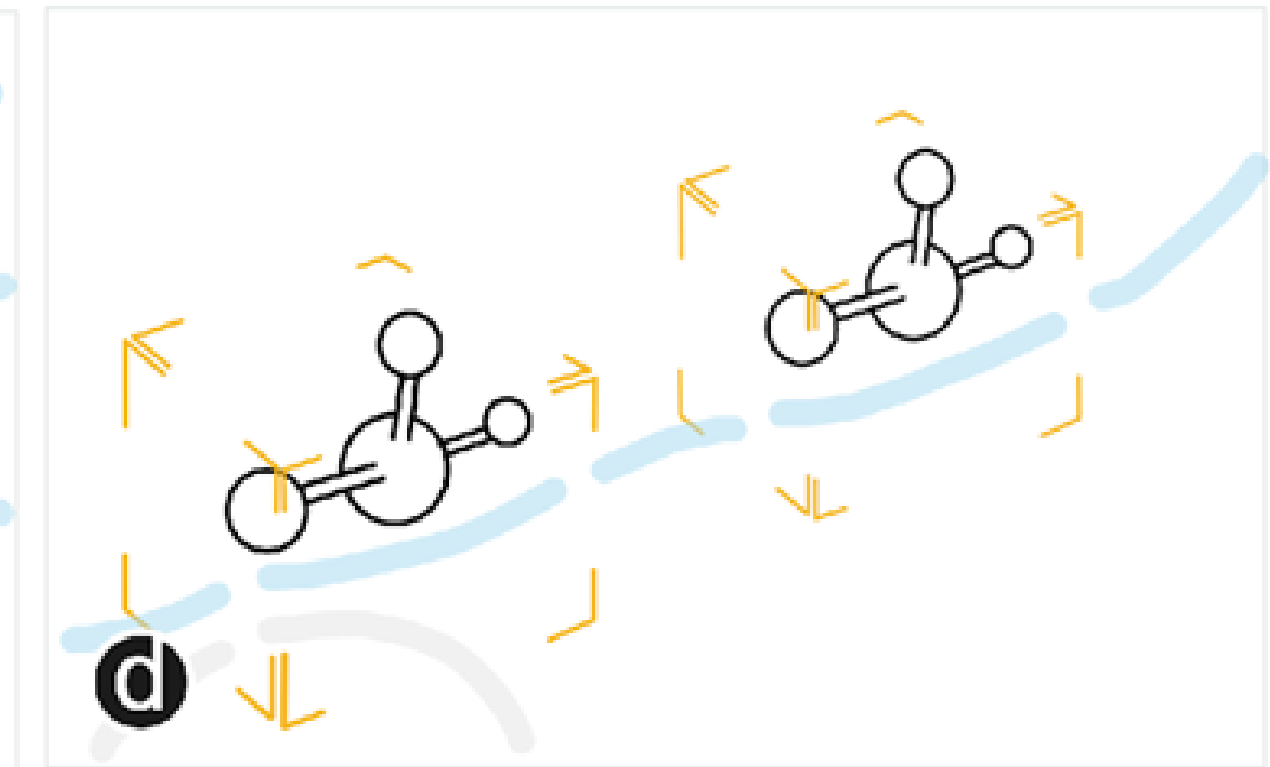
Positive - Data-Level - Filter



Negative - Actor-Level - Filter



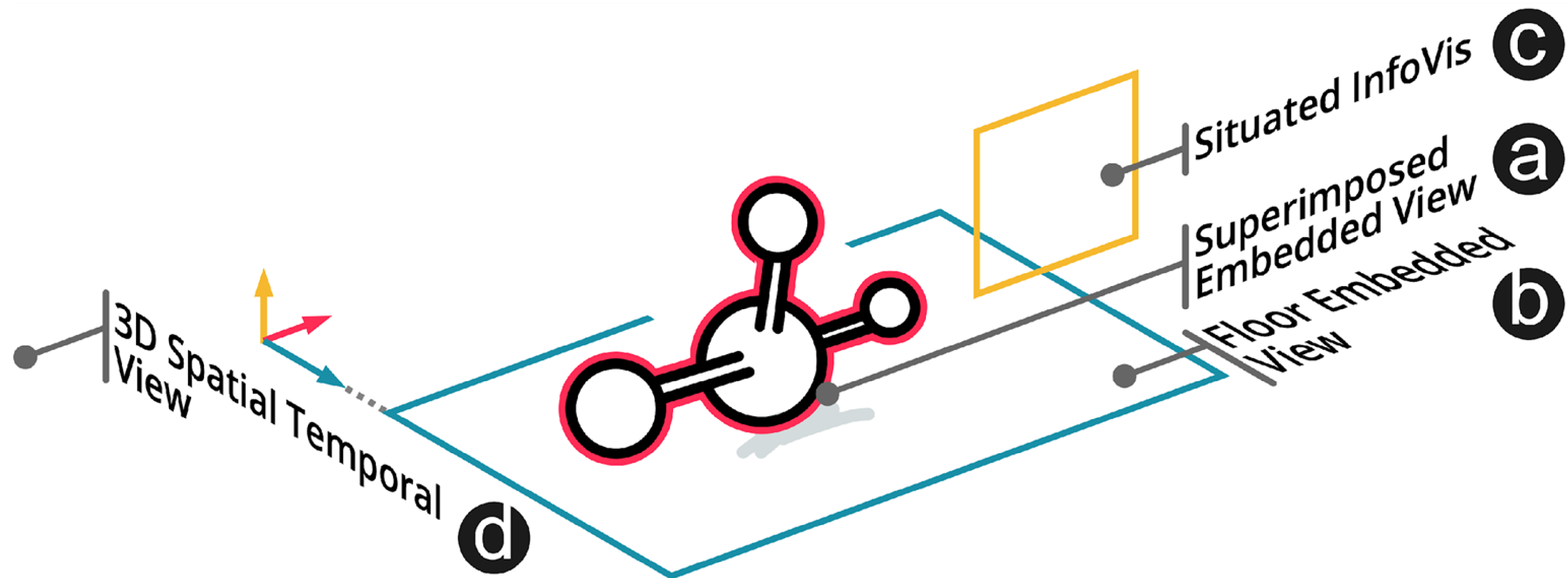
Positive - Actor-Level - OR - Filter



Positive - Data-Level - AND - Filter

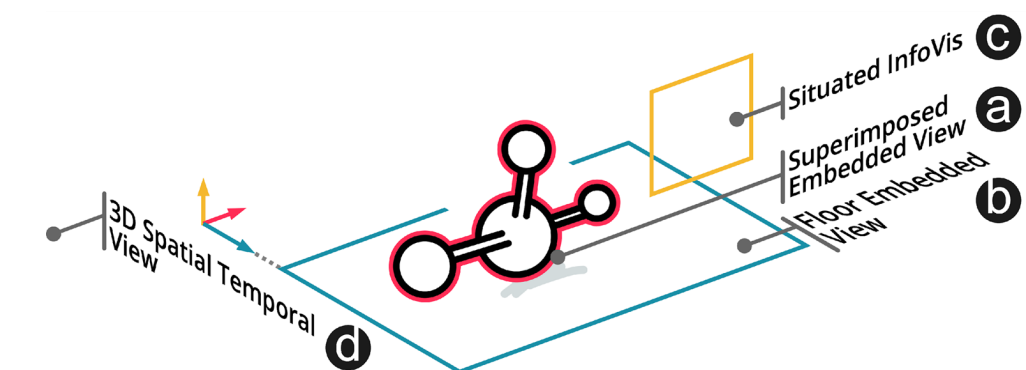


Visualizer

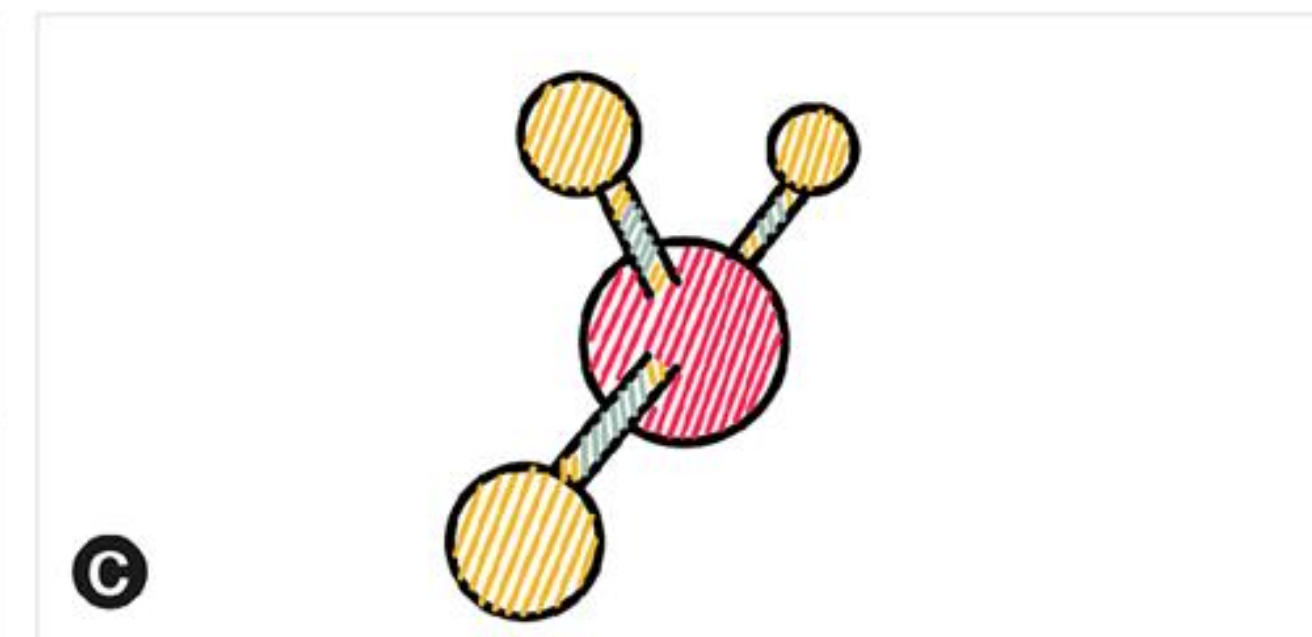
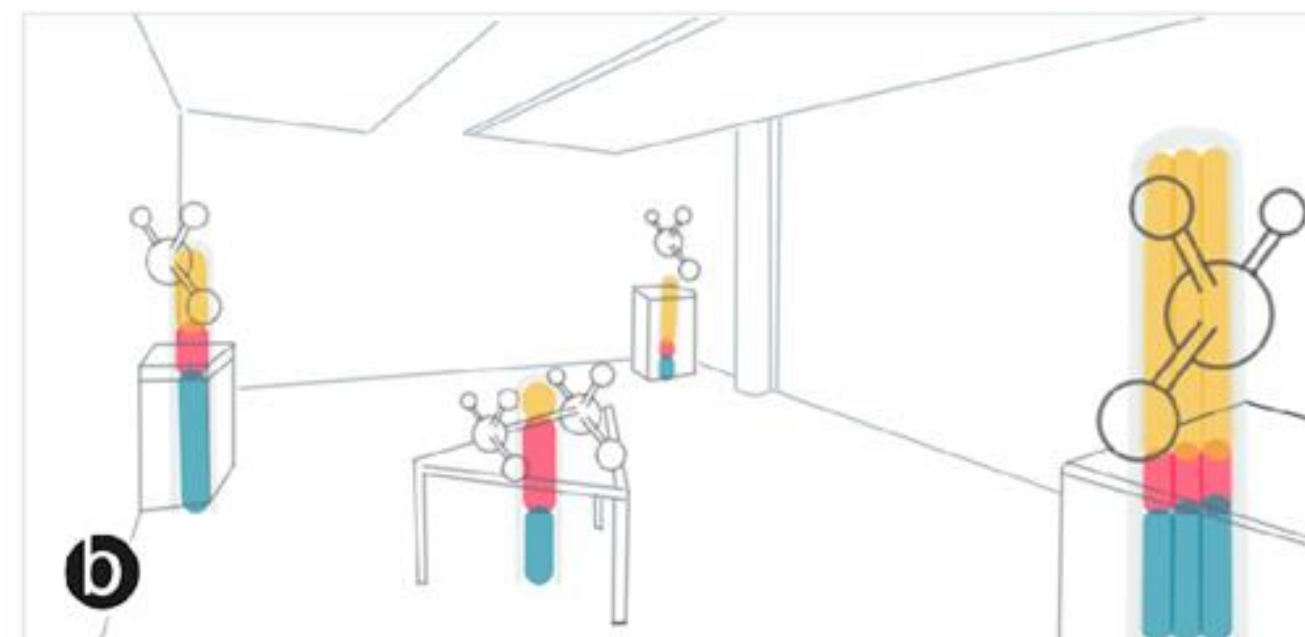
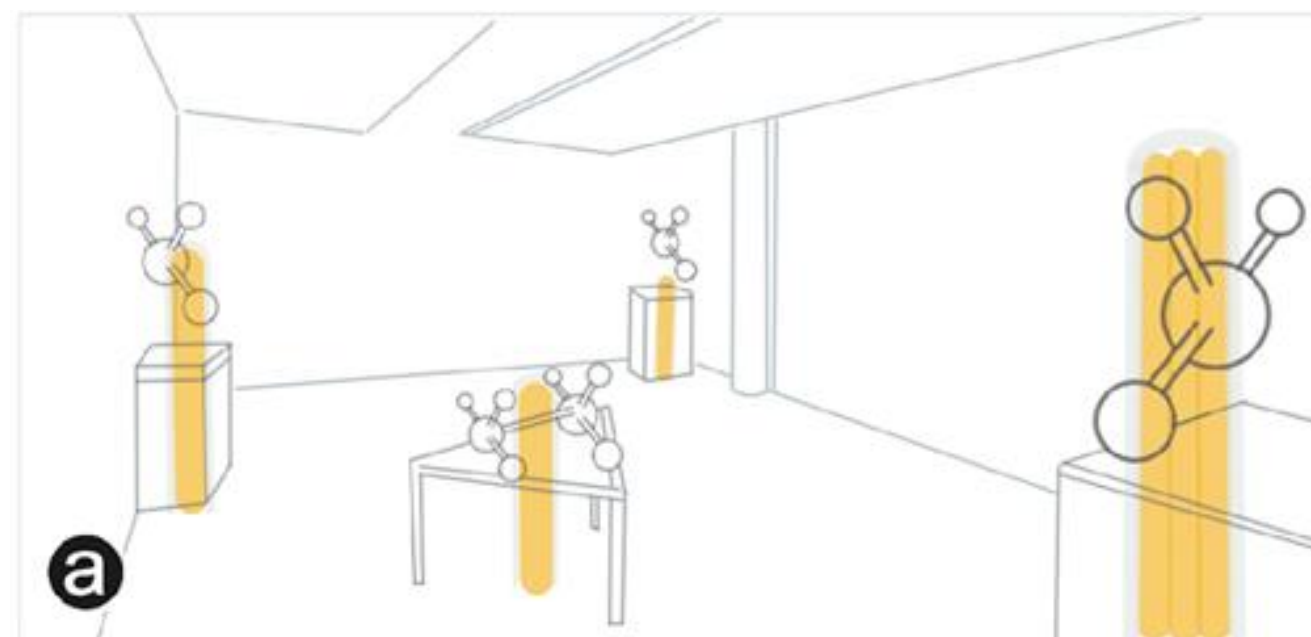




Visualizer

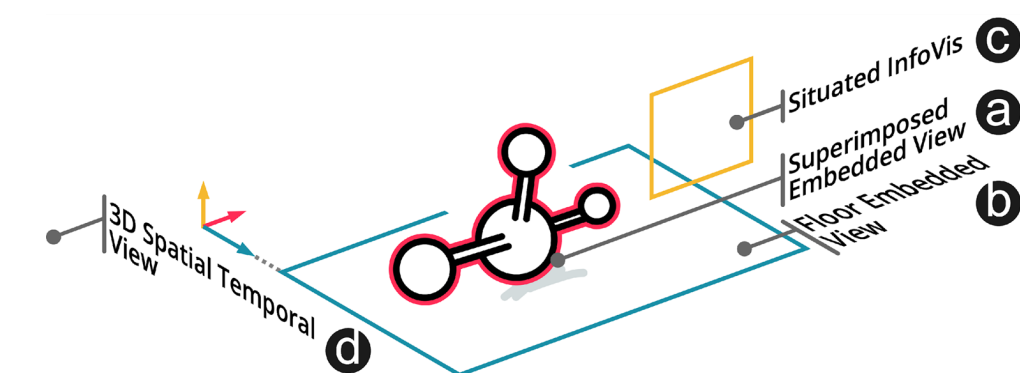


Superimposed Embedded

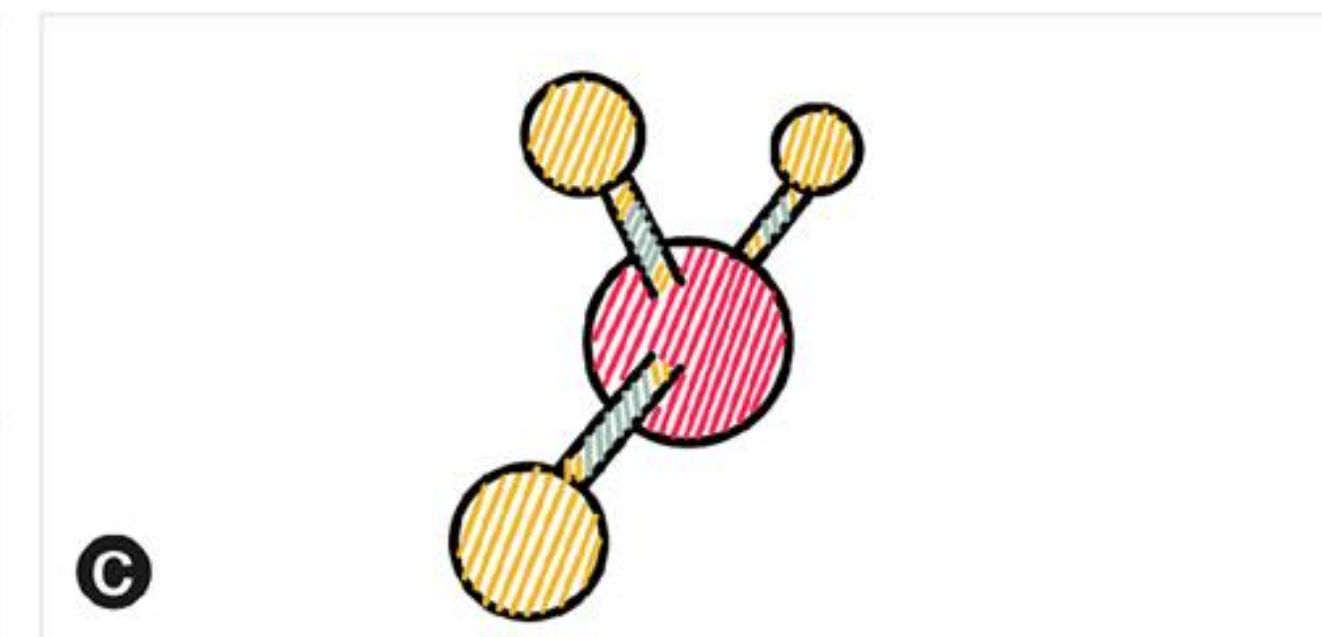
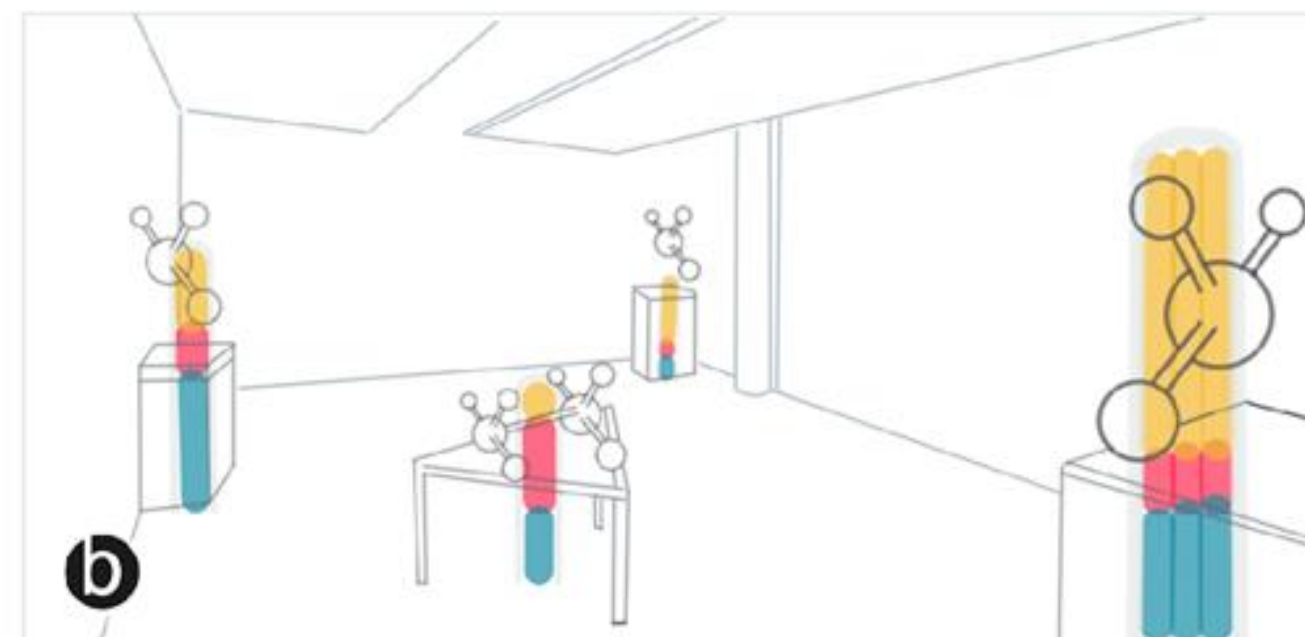
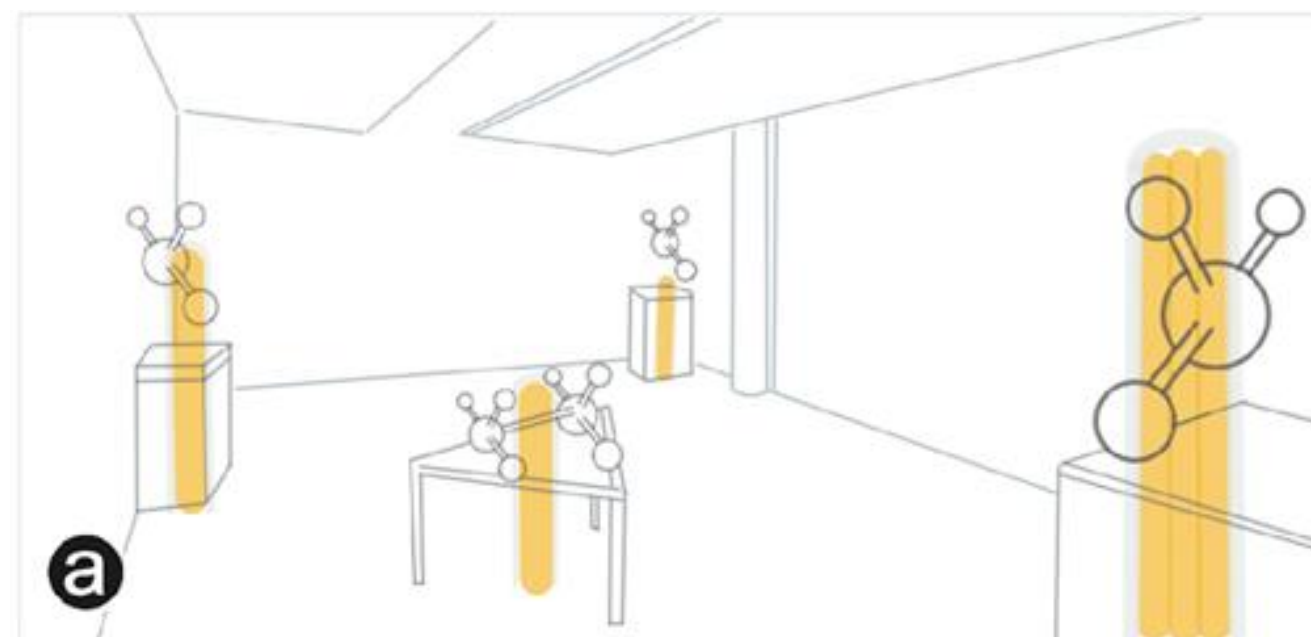




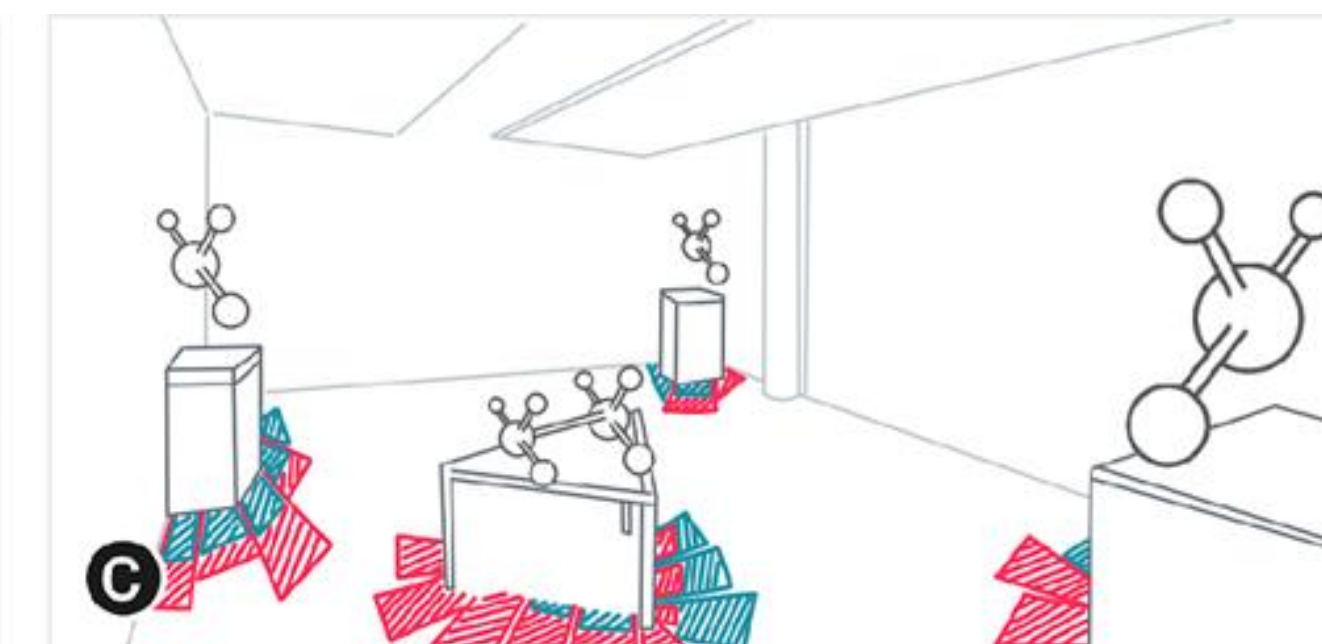
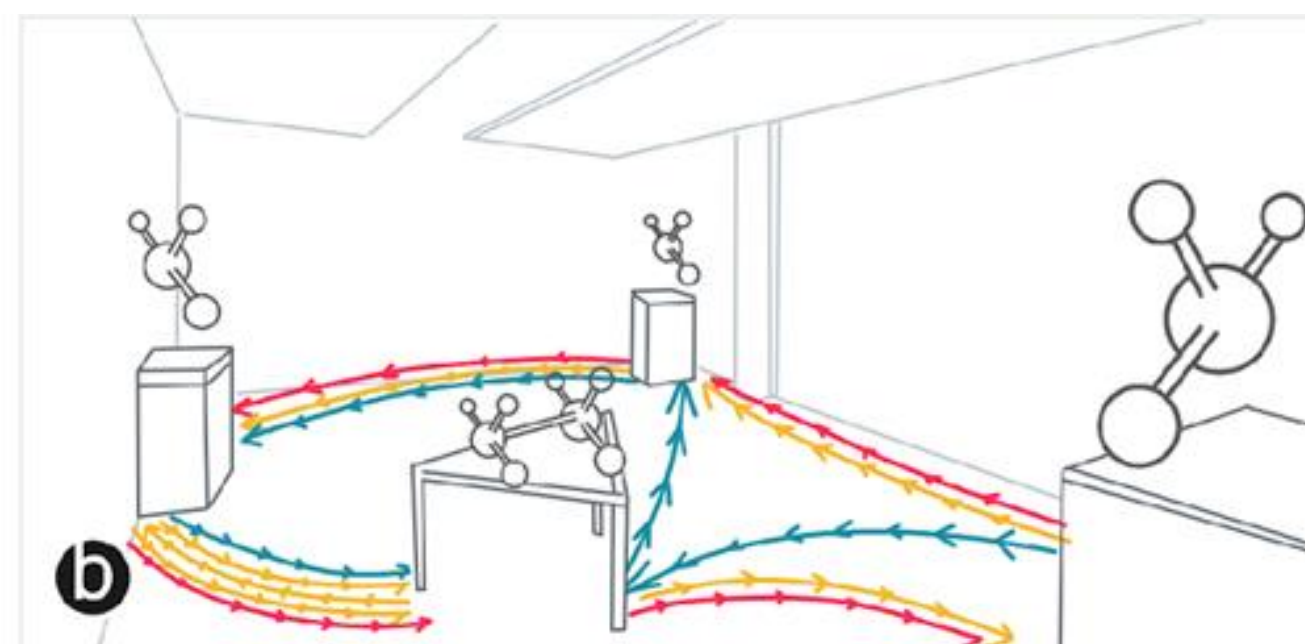
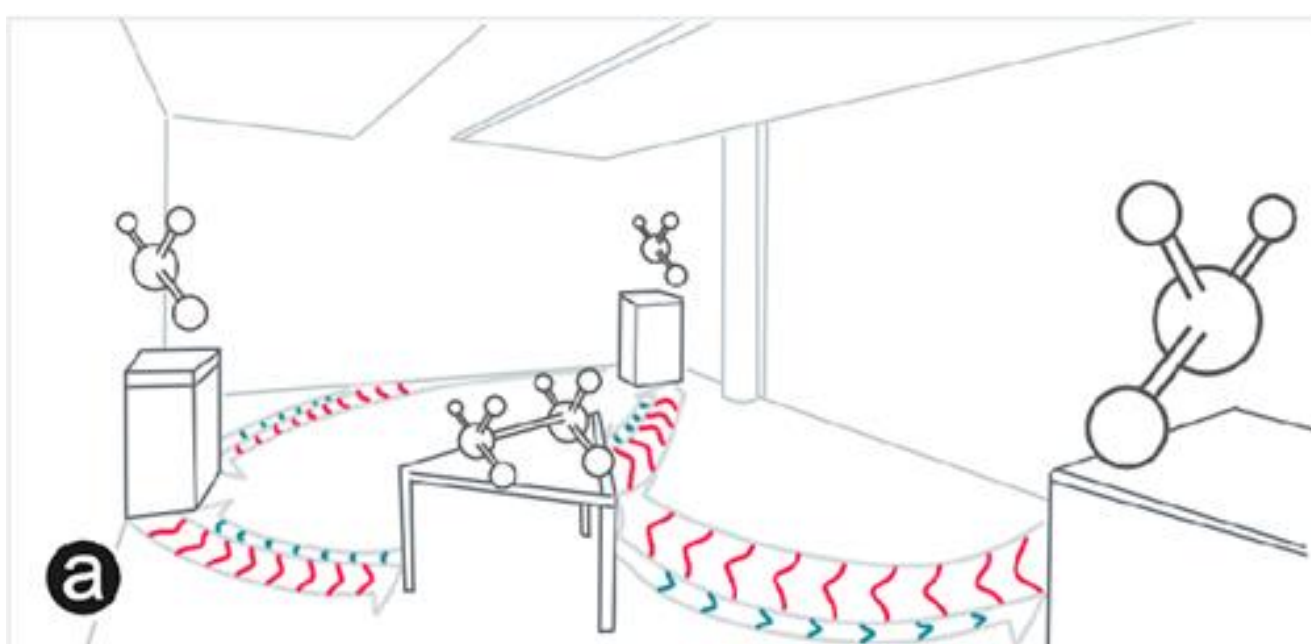
Visualizer



Superimposed Embedded

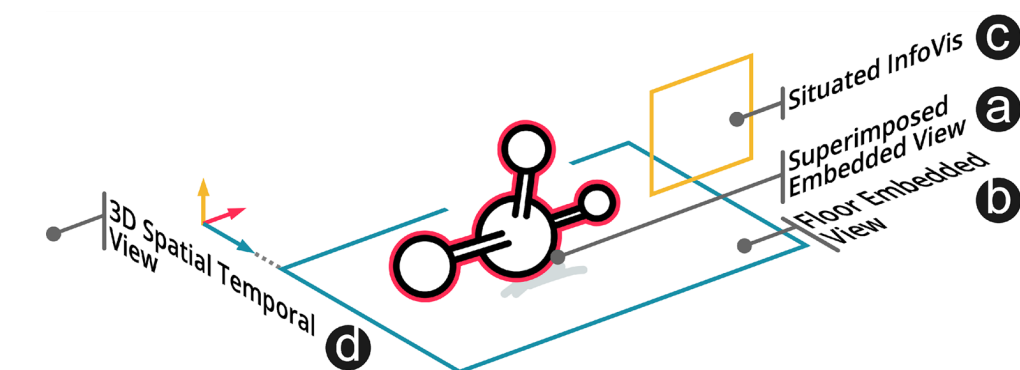


Floor Embedded

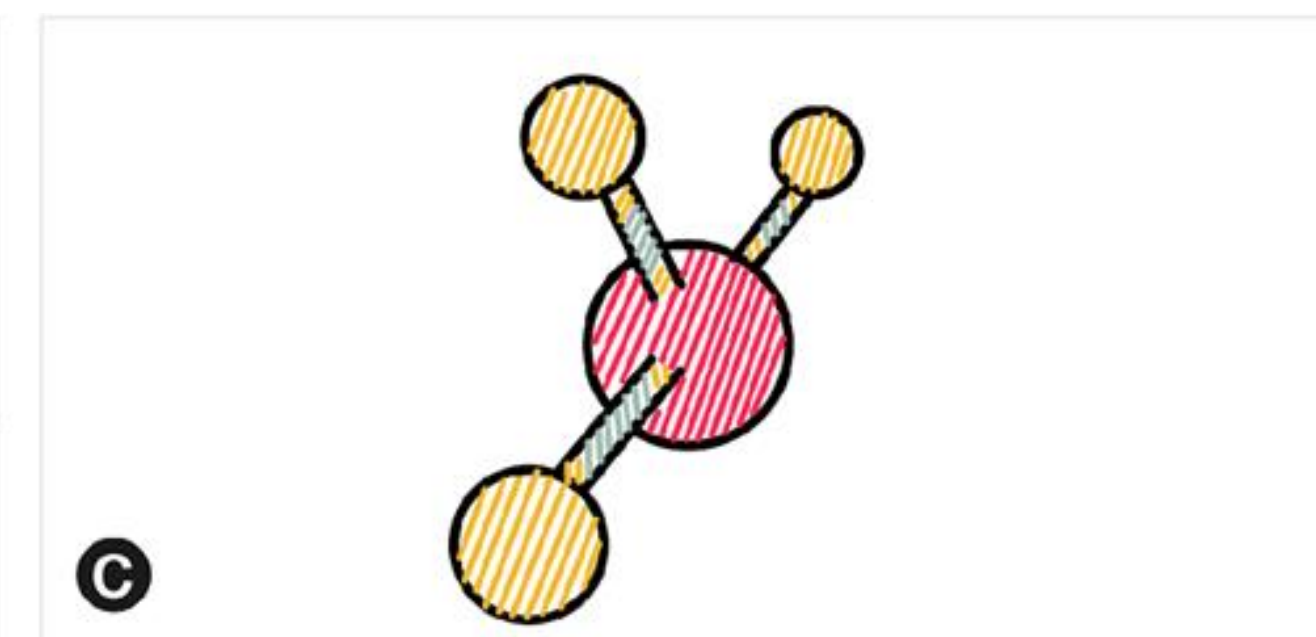
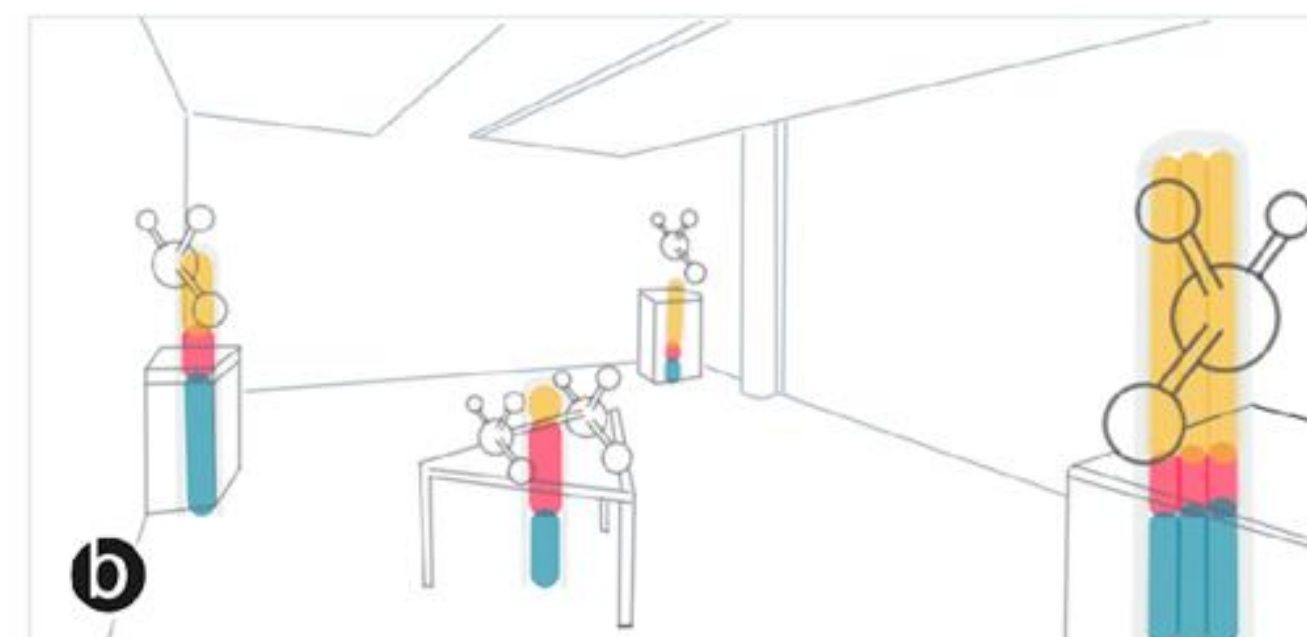
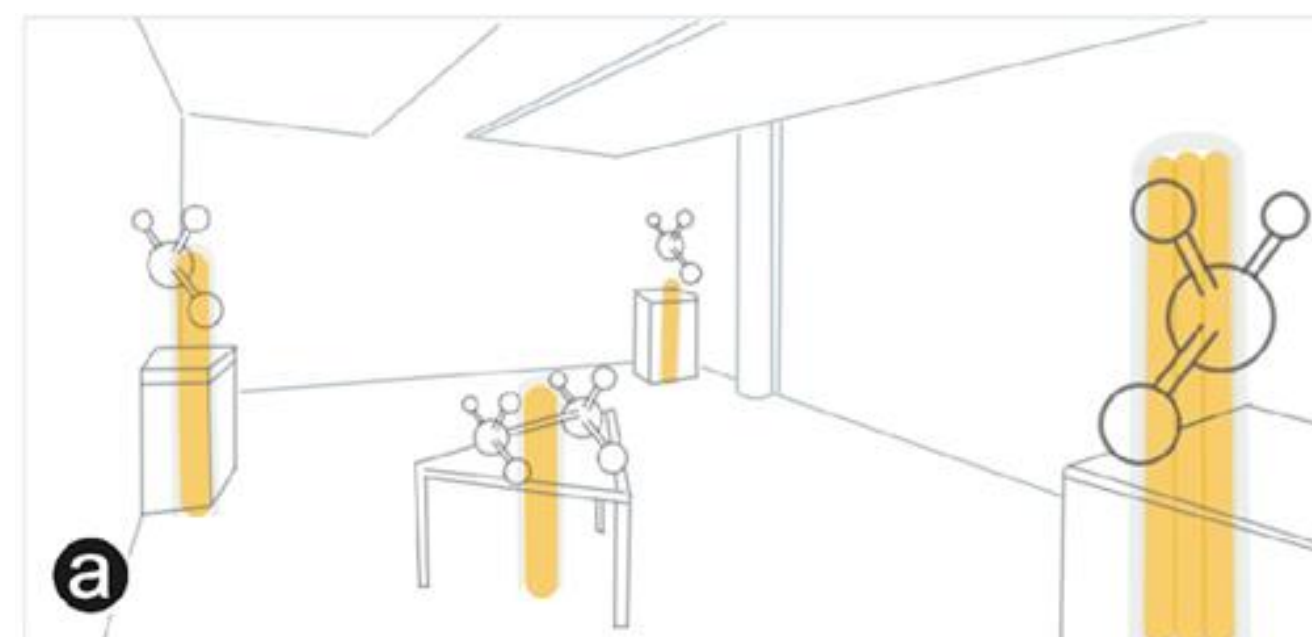




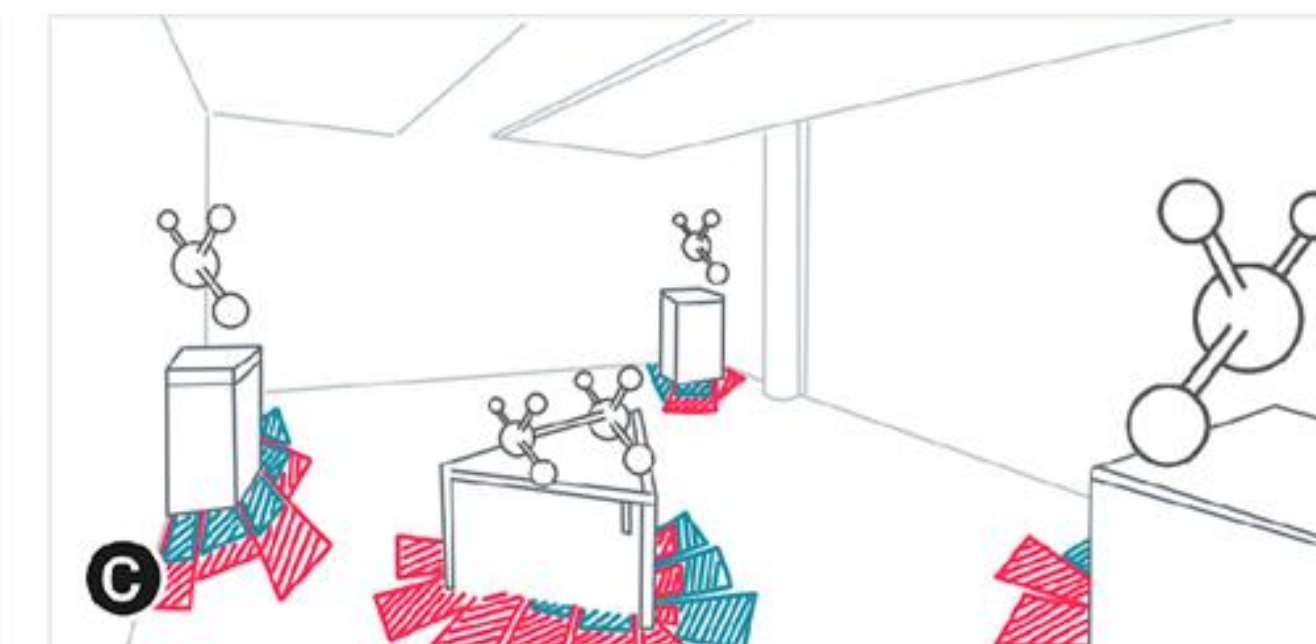
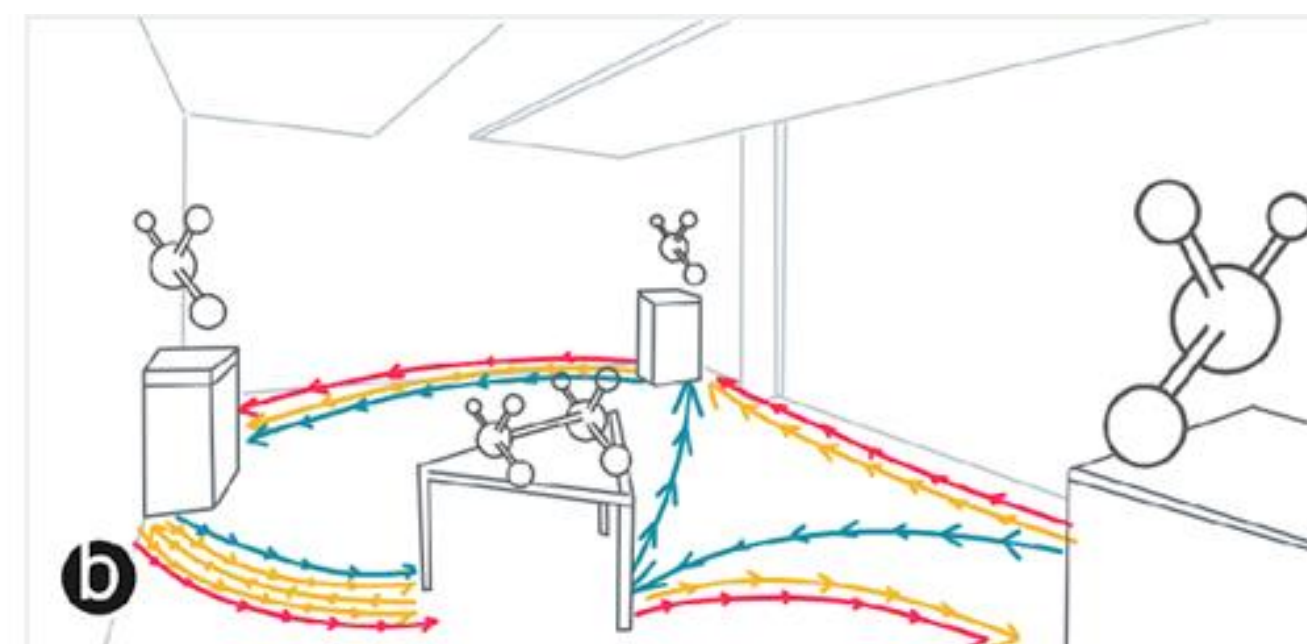
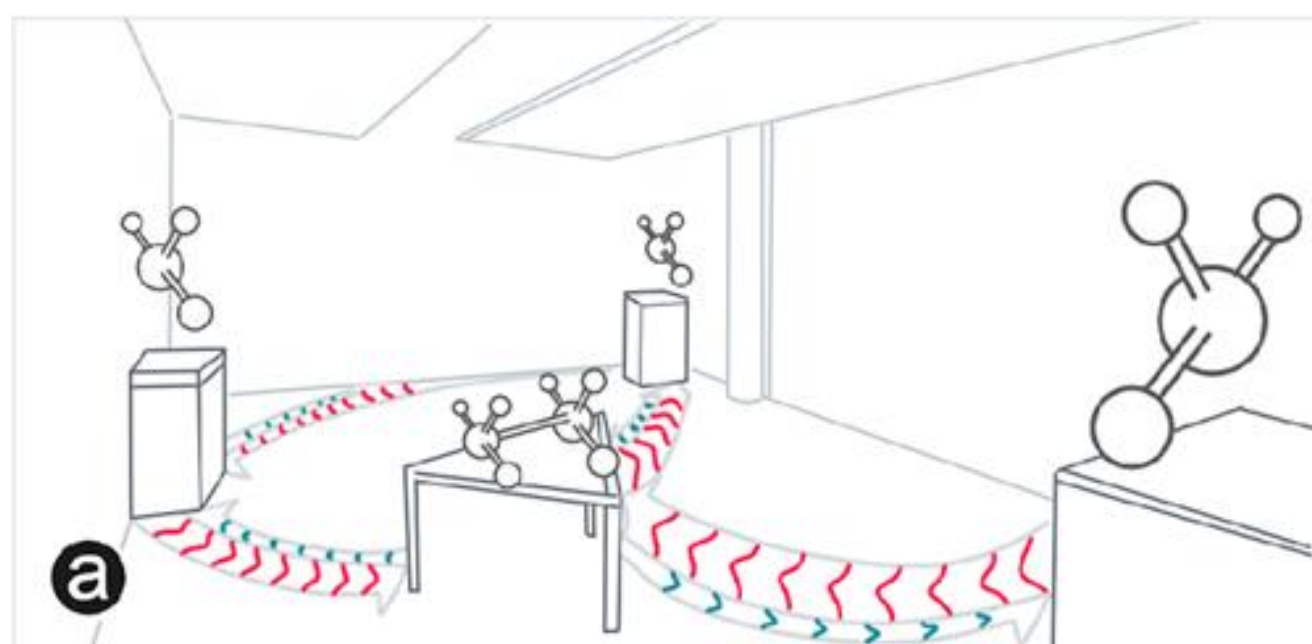
Visualizer



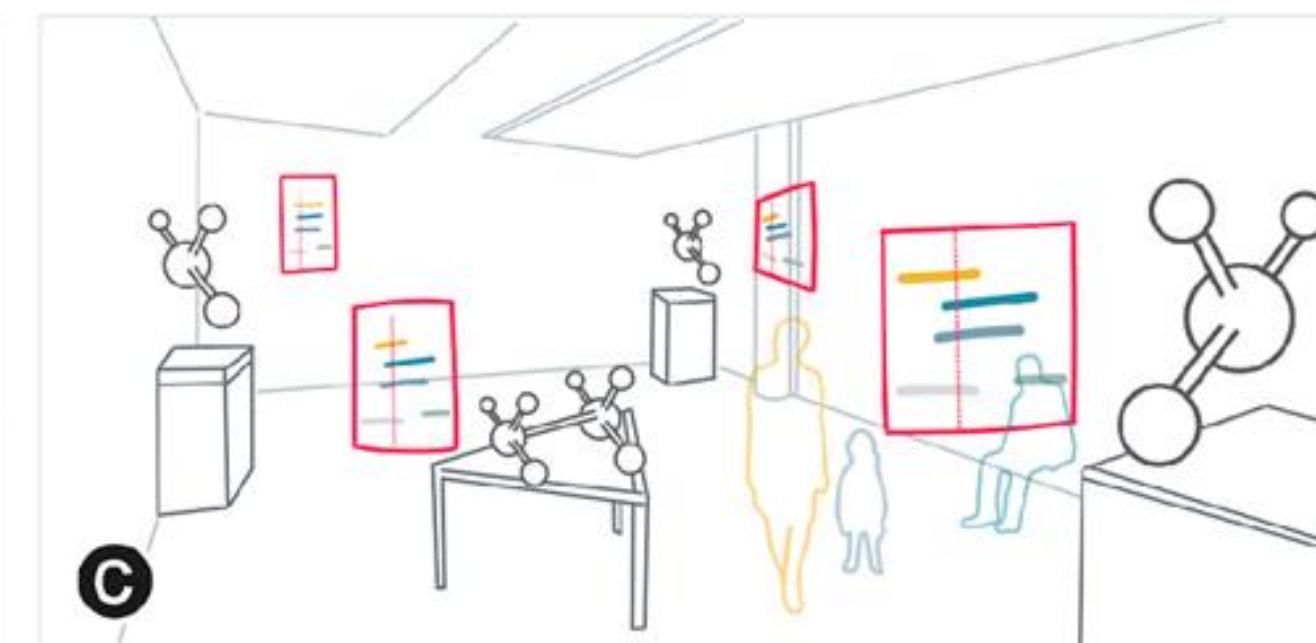
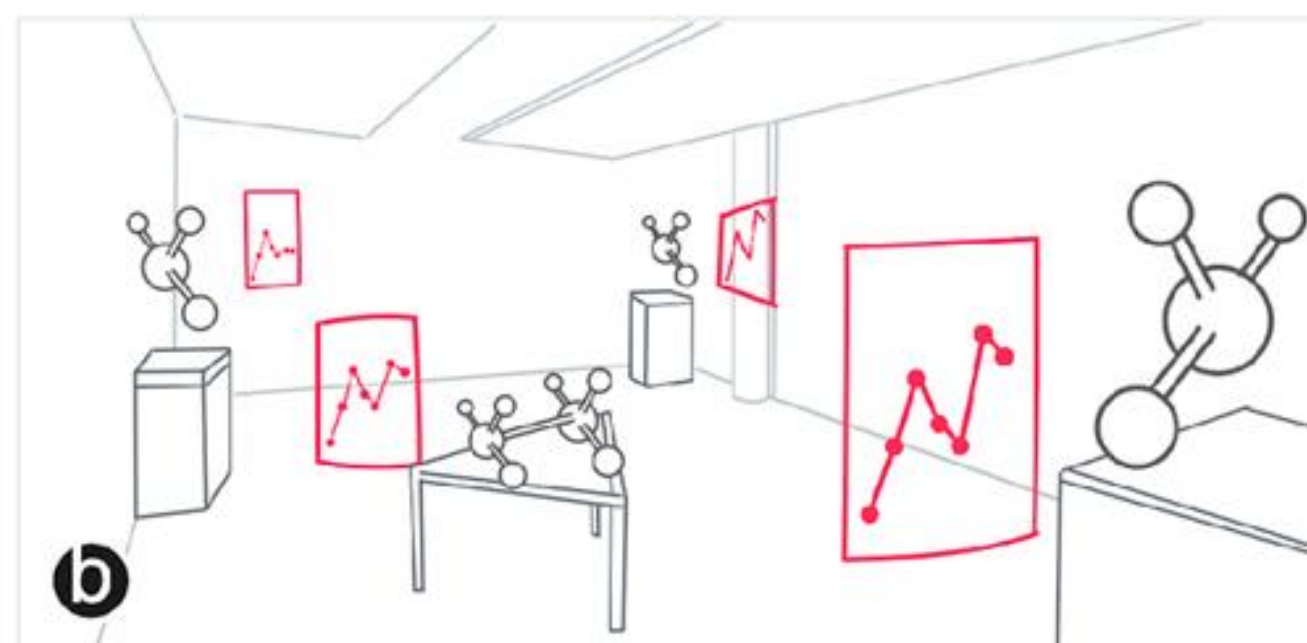
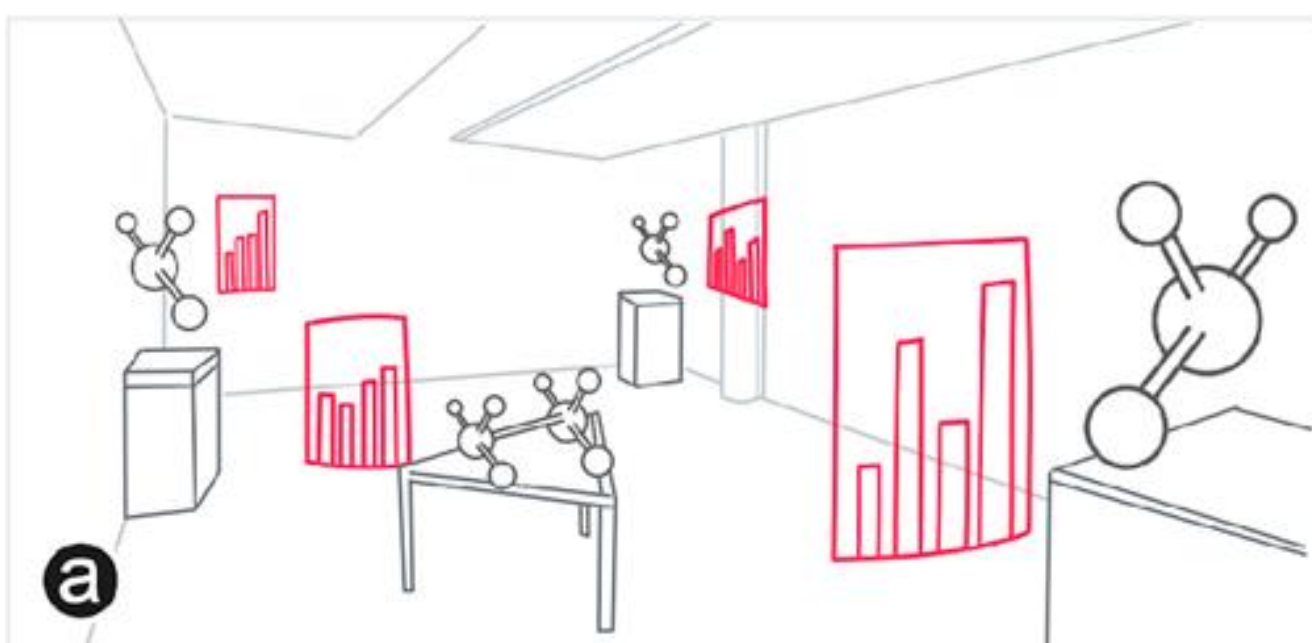
Superimposed Embedded



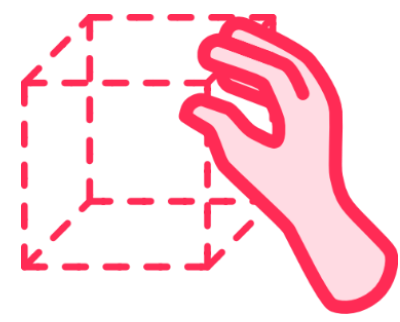
Floor Embedded



Situated InfoVis



Prototype Snapshots



Selector



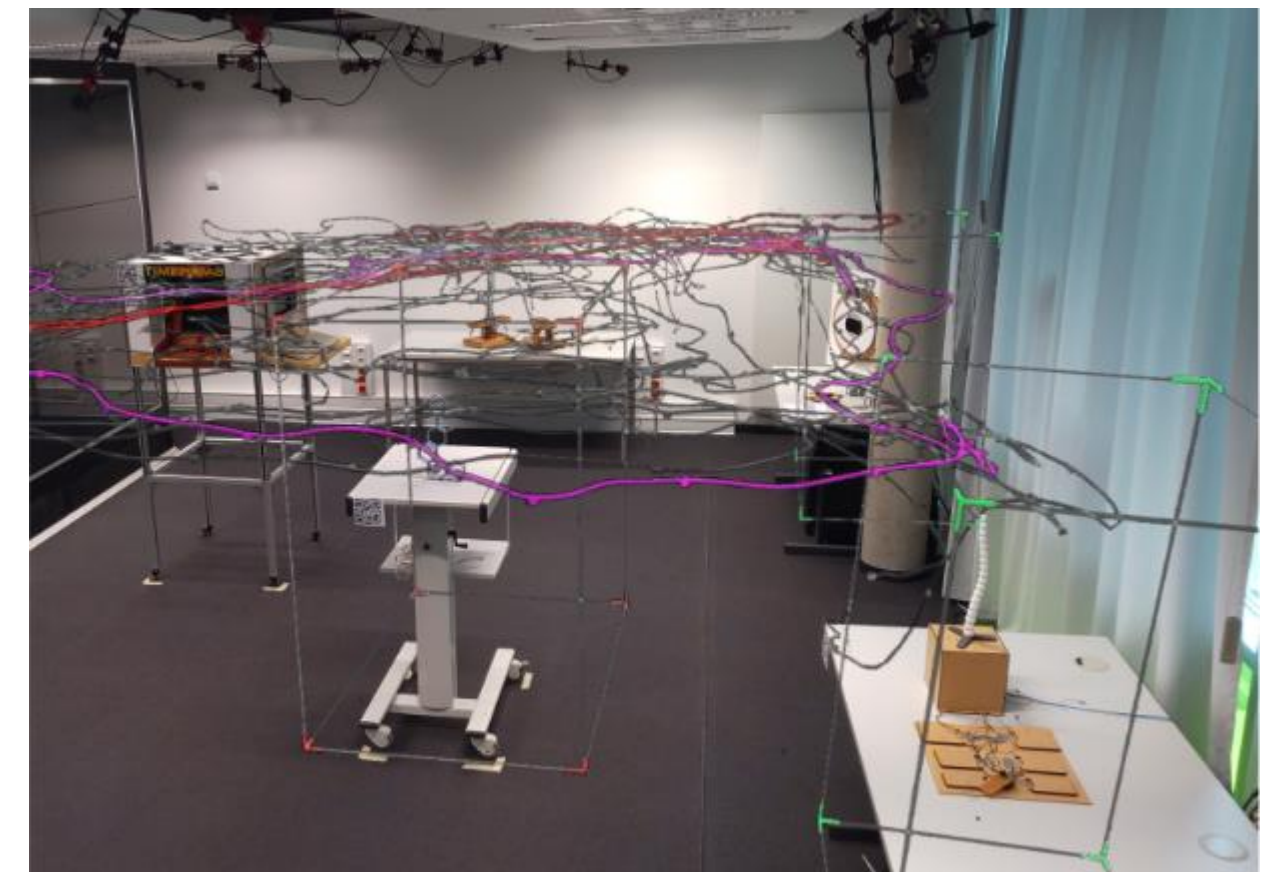
Modification with Body



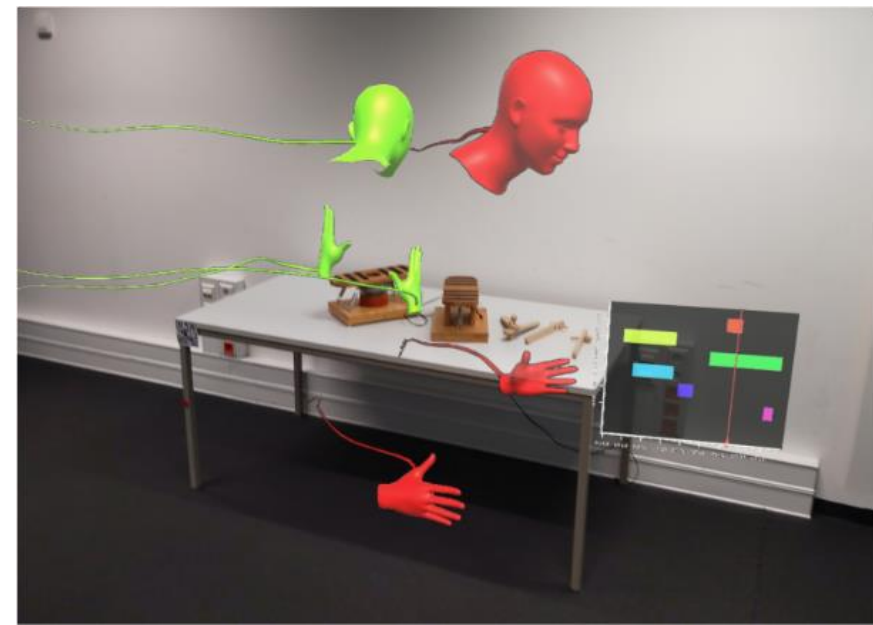
Filter



Positive - Data-Level - Filter



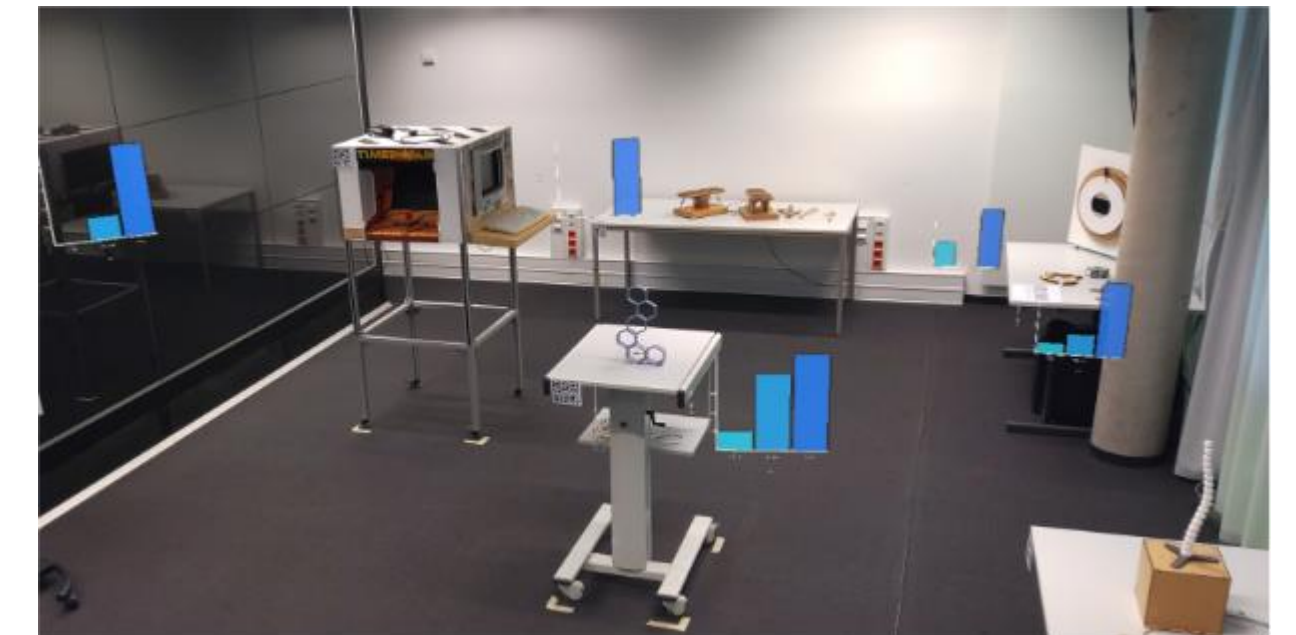
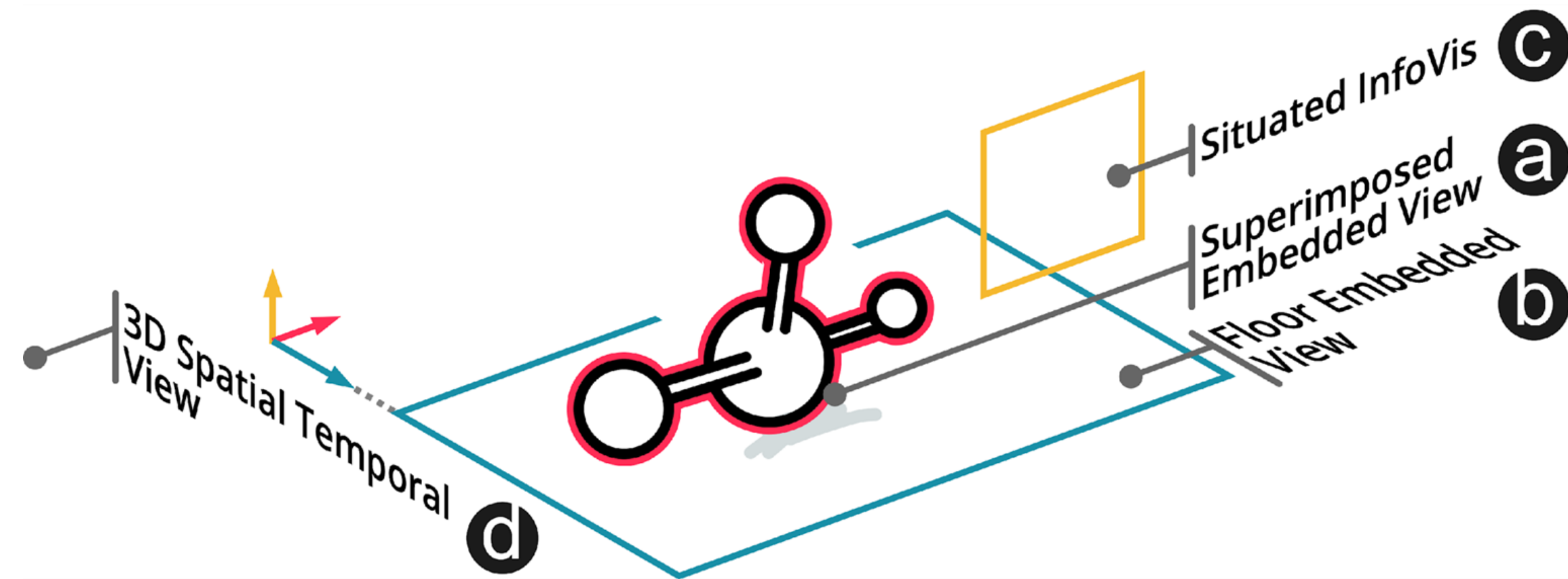
Positive - Data-Level - Filter



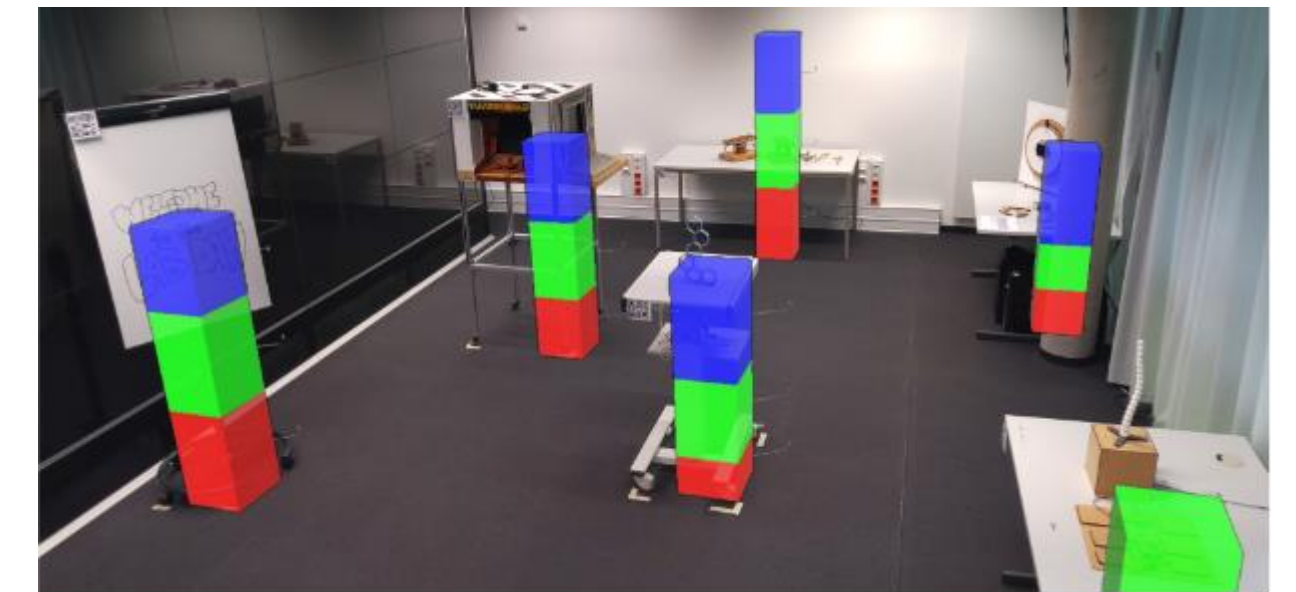
3D Trails + Avatar with Situated Vis



3D Avatar with Trajectory



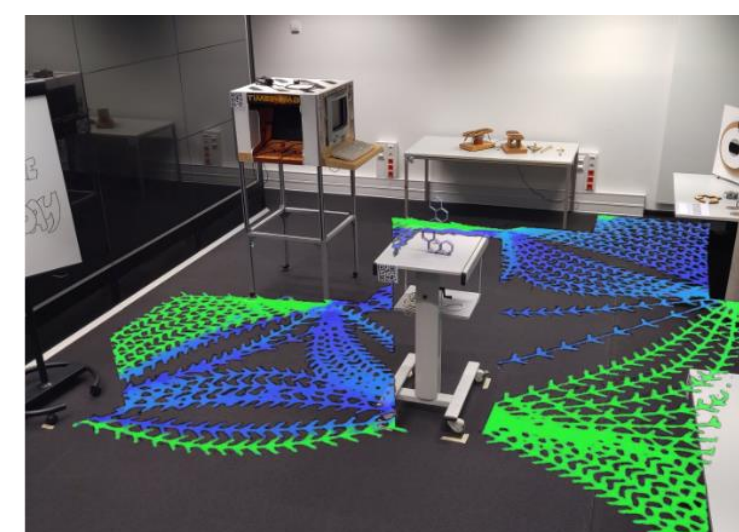
Situated InfoVis



Superimposed Embedded View



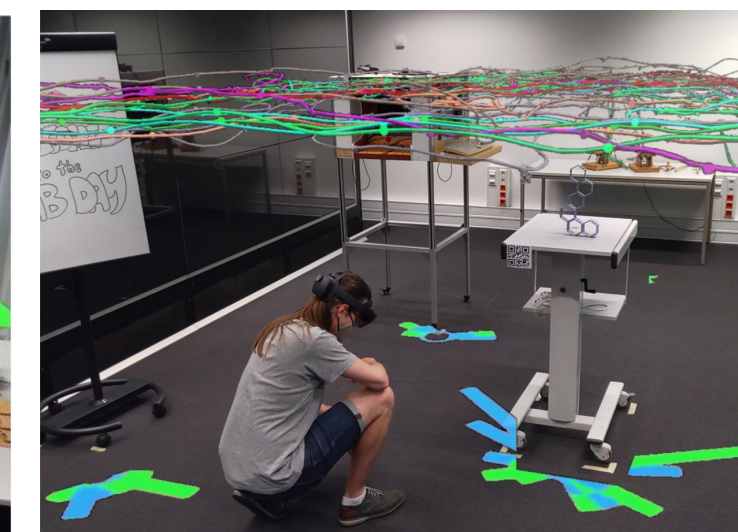
Flow View



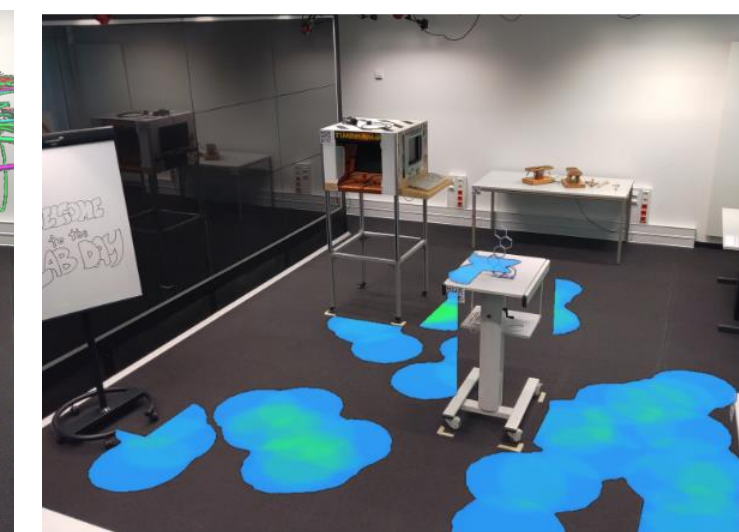
Sequence View



Pace View



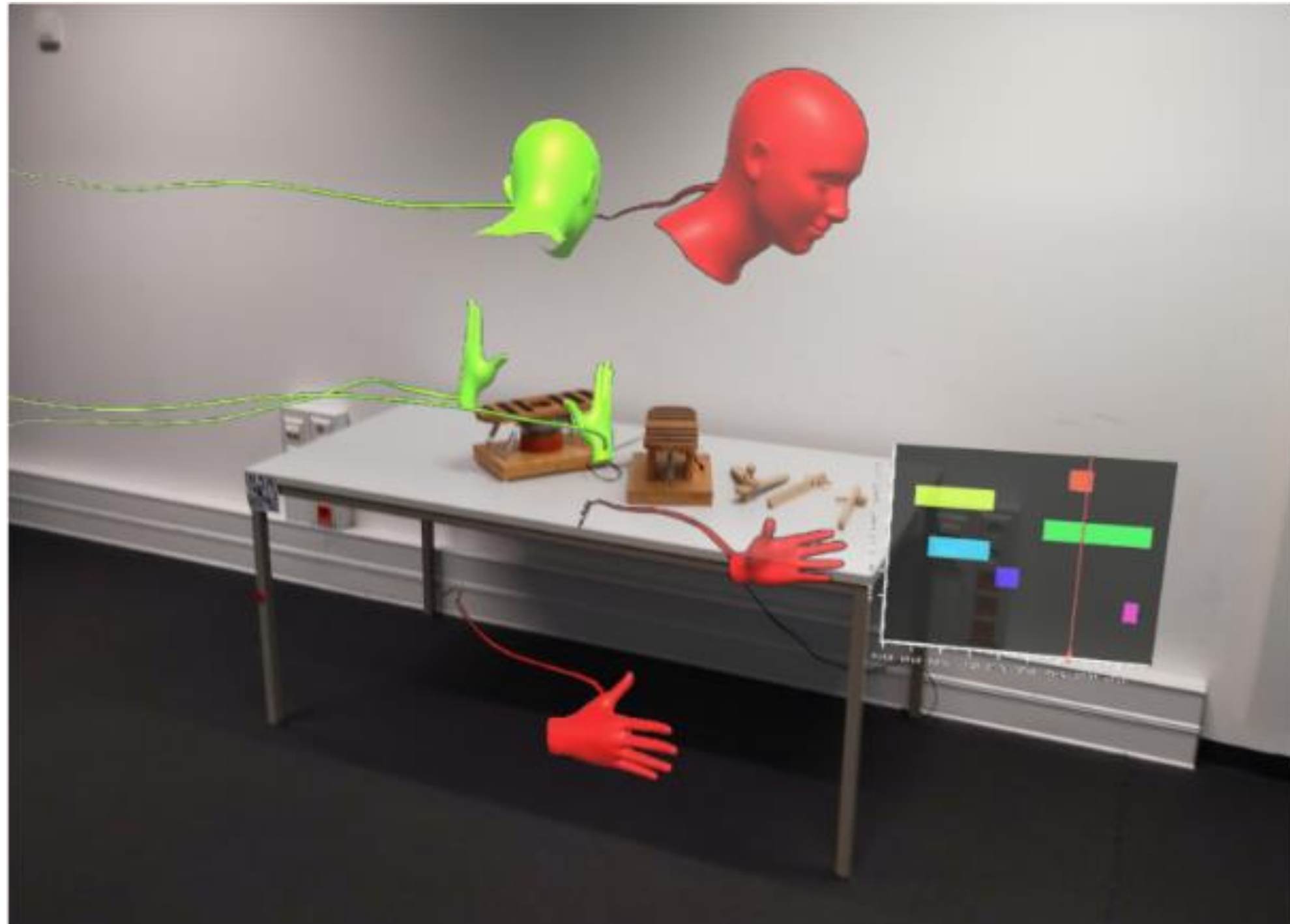
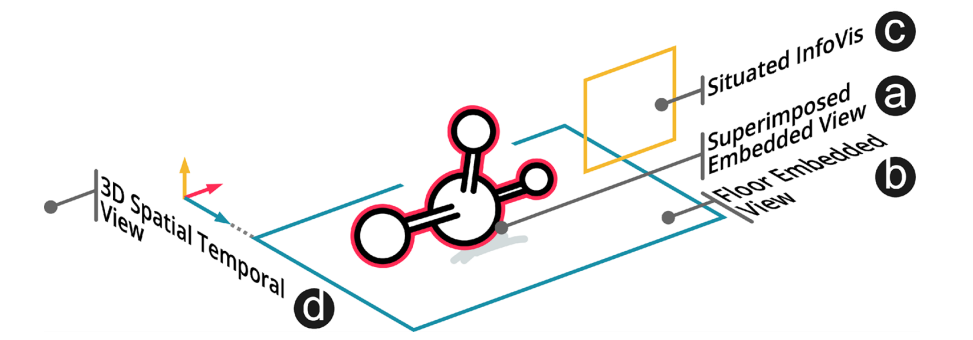
Approaching View



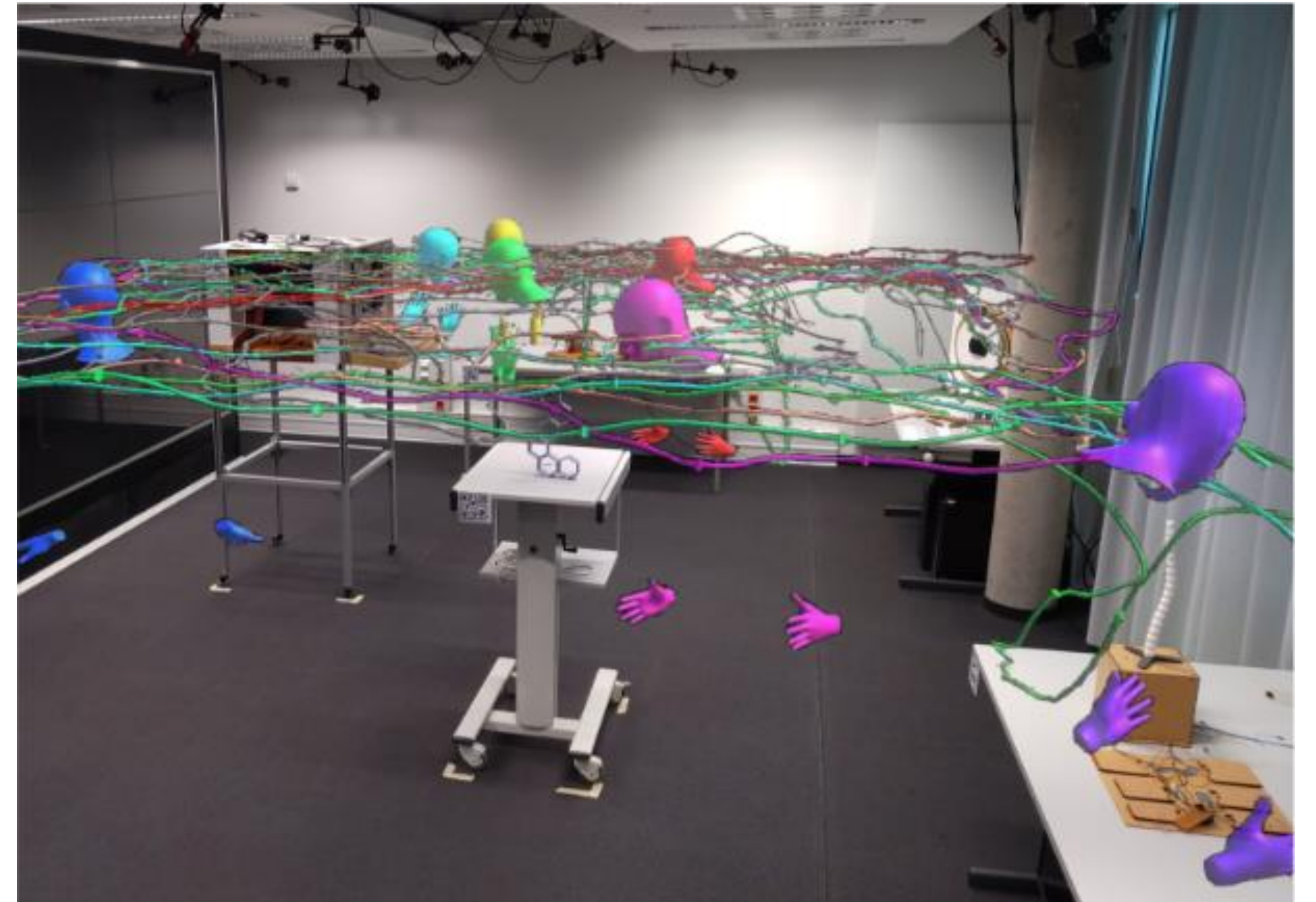
Heatmap View



Visualizer



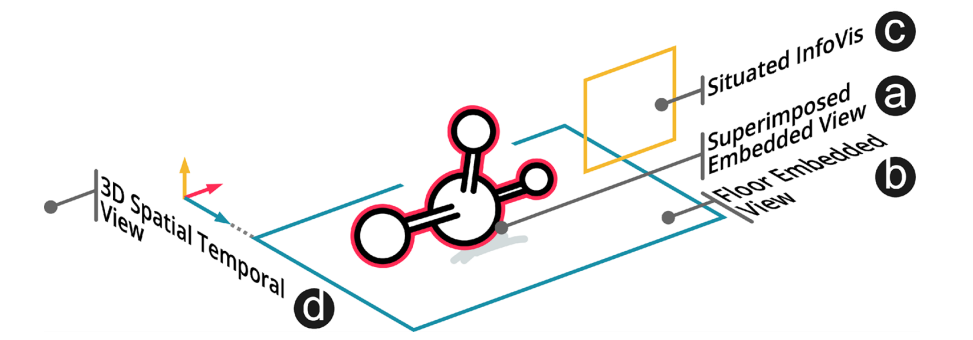
3D Trails + Avatar with
Situated Vis



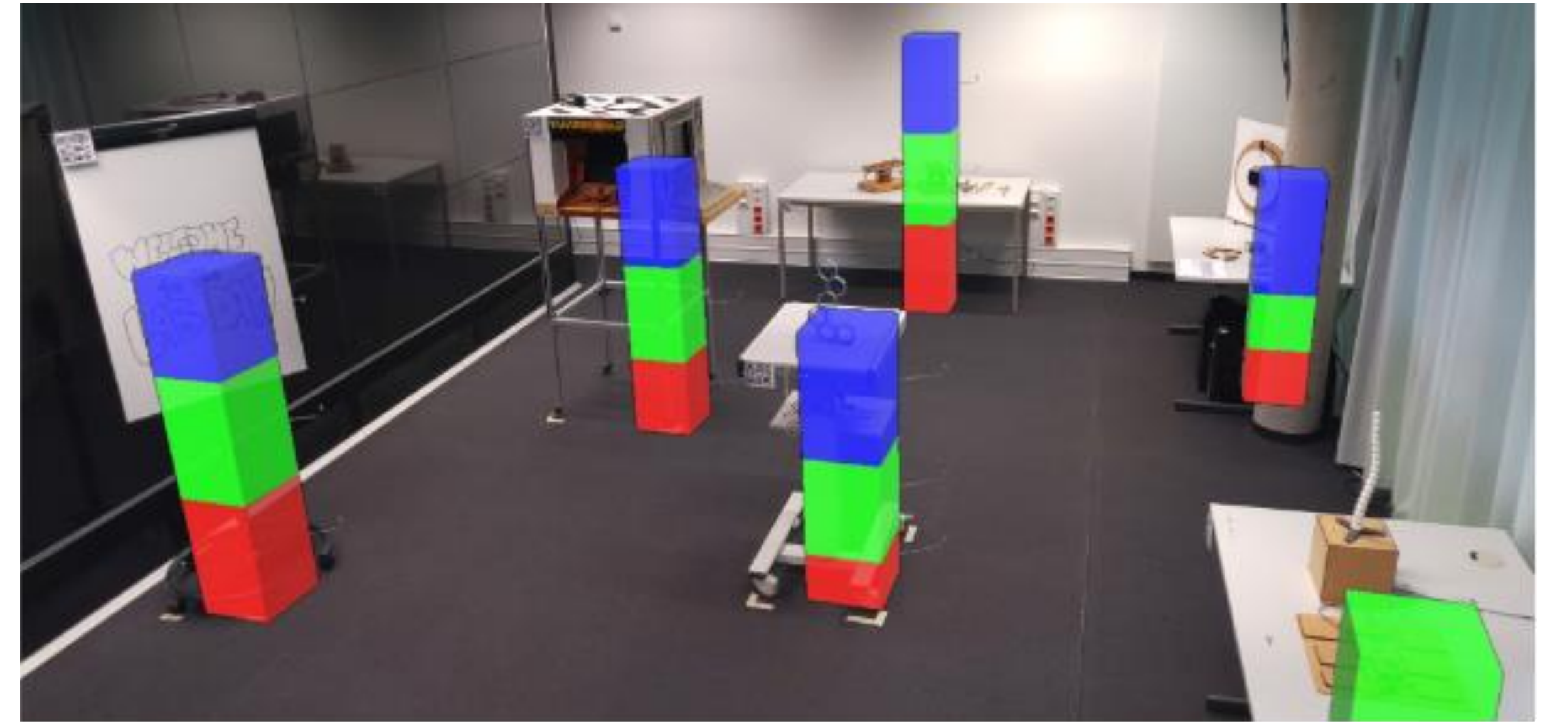
3D Avatar with Trajectory



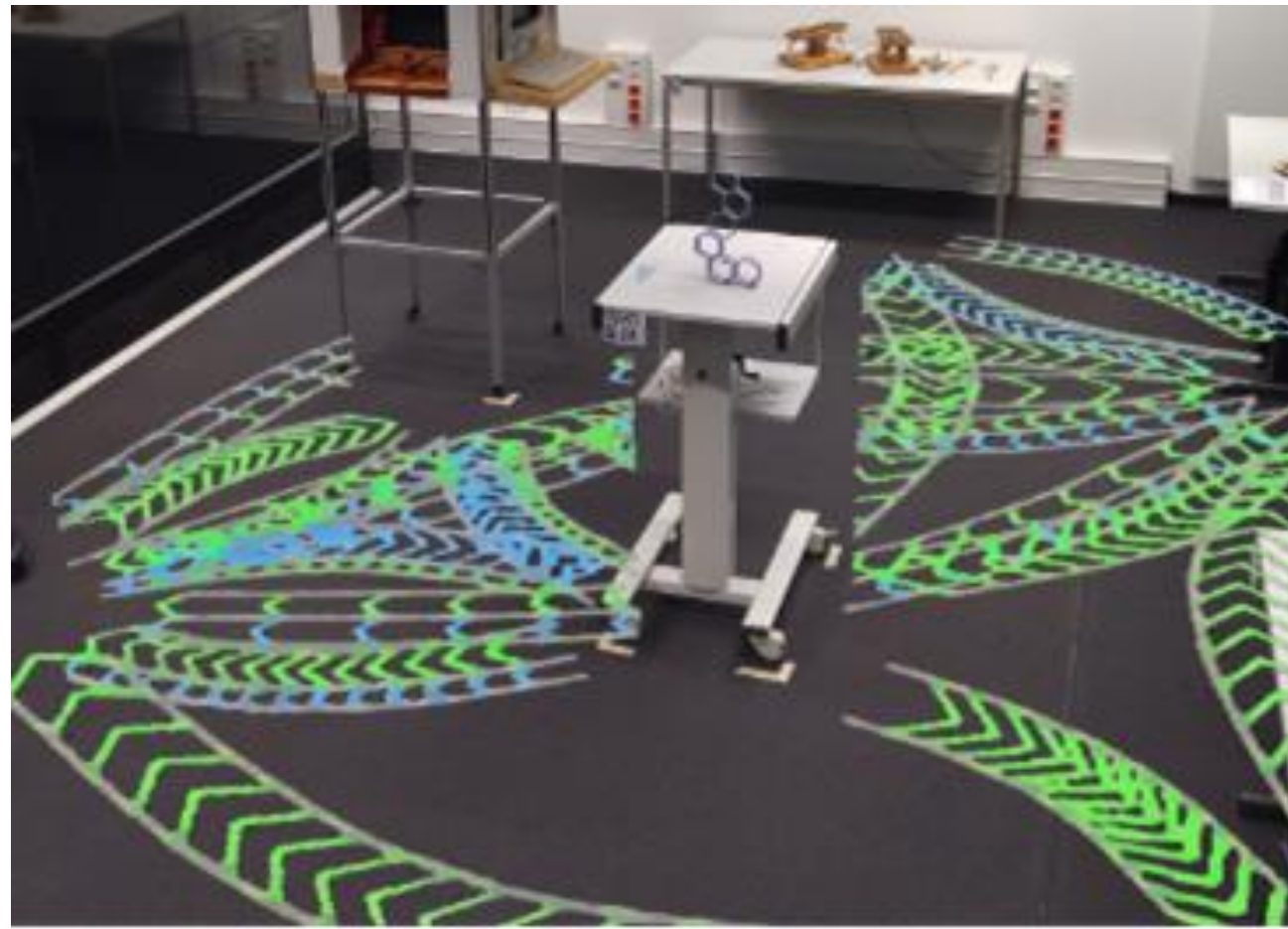
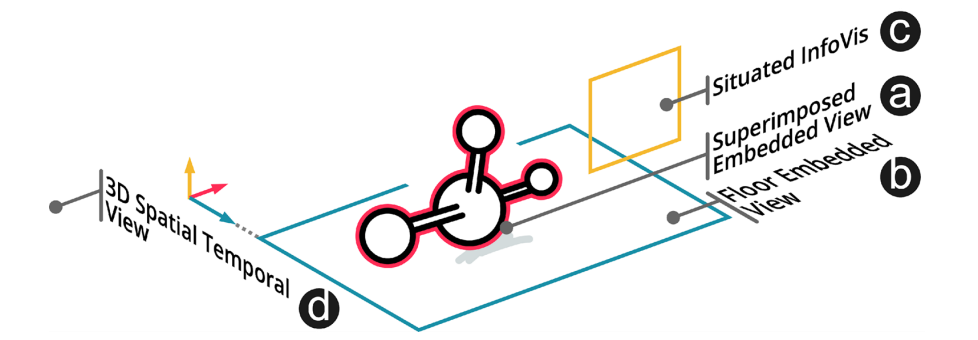
Visualizer



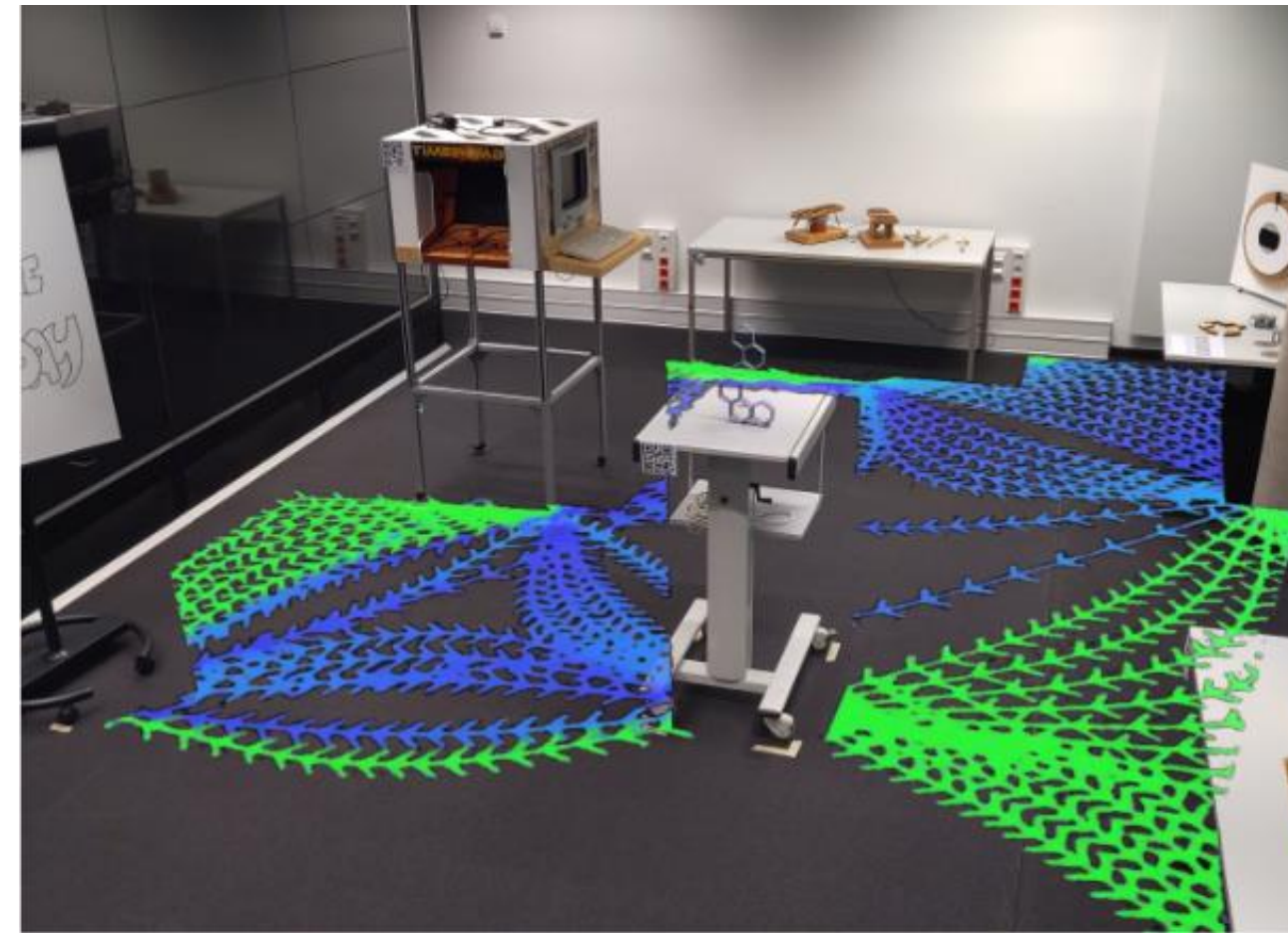
Situating InfoVis



Superimposed Embedded View



Flow View



Sequence View



Pace View



Approaching View



Heatmap View