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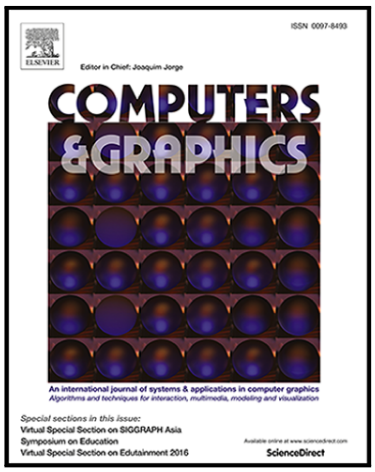

Combining Traditional and Indirect Augmented Reality for Indoor Crowded Environments. A Case Study on the Casa Batlló Museum

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highlights

- We address the problems of AR in museums: crowded rooms and markers not allowed.
- We present a novel solution that combines traditional and indirect AR.
- Blending static and dynamic content in real time results in high quality graphics.
- Our solution is currently being used by the museums visitors, ca. 3,000 per day.

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