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**Information technology - Technical specification of the
augmented reality system for handheld mobile devices**

信息技术 手持式移动设备增强现实系统技术规范

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Foreword

This document is in accordance with the provisions of GB/T 1.1-2020 "Guidelines for standardization work Part 1: Structure and drafting rules for standardization documents" Drafting.

Please note that some of the contents of this document may involve patents. The issuing organization of this document does not assume the responsibility for identifying patents.

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Information technology Handheld mobile devices Augmented reality systems Technical Specifications

1 Scope

This document gives the structure of the augmented reality system for handheld mobile devices, specifies the functional requirements and performance requirements, and describes the corresponding tests method.

This document applies to the design, production, application and maintenance of augmented reality systems for handheld mobile devices.

2 Normative references

GB/T 38247-2019

3 Terms and definitions

The terms and definitions defined in GB/T 38247-2019 and the following apply to this document.

3.1 handheldmobiledevice

A portable terminal device that has a camera, a display screen, network functions, and can detect its position and movement information and can be used handheld.

Note. This includes mobile communication terminals and tablet computers with six-degree-of-freedom positioning function.

3.2 Augmented reality

The environment that uses computer-based modern high-tech means to generate additional information to enhance the real world perceived by users.

The generated information is superimposed on the real scene by integrating physiological senses such as vision, hearing, taste, smell, and touch.

[Source. GB/T 38247-2019, 2.1.2]

3.3

A system that integrates computer-generated virtual information with the real environment

in real time and organically through tracking, registration, display and interaction.

3.4 actualenvironment

The real world containing multiple physical objects that humans can perceive without the help of equipment.

[Source. GB/T 38247-2019, 2.2.4, modified]

3.5 virtualobject

A computer-generated object with a geometric shape, a specific format, or a specific behavior.

Note. The prototype can be a real object or a completely fictional object.

[Source. GB/T 38247-2019, 2.2.1]