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**Information technology - Application programming interfaces of
the augmented reality system for mobile devices**

信息技术 移动设备增强现实系统应用程序接口

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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 Mobile Devices Augmented Reality Systems Application
Programming Interface

1 Scope

This document specifies data types and application programming interfaces for the development of augmented reality systems for mobile devices.

This document applies to the design and application of augmented reality systems for 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

A system that integrates computer-generated virtual information with the real environment in real time and organically through tracking, registration, display and interaction.

3.2 reference image

A two-dimensional image that can be recognized in the environment.

[Source. GB/T 38247-2019, 2.2.18]

3.3

Responsible for managing the entire operation process of the augmented reality system.

Note. Includes various processes such as creation, startup, update, shutdown, and destruction.

3.4 node

Specific object information such as planes, images, gestures, etc. recognized during the operation of augmented reality.

3.5 Point cloud

In augmented reality applications, a set of three-dimensional point data on the surface of scene objects is used to restore the three-dimensional scene.

[Source. GB/T 38247-2019, 2.2.47]

3.6 dense mesh

The restored scene triangle mesh during dense 3D reconstruction.