

Augmented reality is one of the most versatile technologies out there, being suitable for a [variety of use cases](#). Reconstruction of objects and scenes is one popular application of AR. It allows users to have a realistic digital version of everyday items, recreate scenes and even turn back time allowing users to visit [ancient civilizations](#) in historical cities like Rome.

Thinking of that, the Wikitude team developed a MEAN Stack application for REPLICATE, to use reconstructed models in AR. The user can deploy reconstructed models as “augmentations” so that the interactive content can be displayed in a given scene.

The example below shows how a Mandrill, is overlaid on the user’s screen when he/she points the device at a 2D target image, in this case, a Safari Park Plan.



The same process can be taken one step further and, instead of using a 2D image to initiate the augmented reality experiences, one could use object recognition to do that. In this case, the augmented 3D model could be initialized by, for example, scanning the statue of a Mandrill.

The process of recognizing objects is far more complex than simply using a 2D target image for starting an AR experience. Objects can come on all types, shapes and sizes, making it harder to create a recognition algorithm which is able to accommodate all this variety. On Wikitude’s next blog post, we will cover the topic of object recognition, how it works, main challenges and use cases.

We hope you enjoyed this blog post. If you have any questions or feedback feel free to drop us a line below. Spread the good news on Facebook, Twitter and LinkedIn.