

Final research report for project Development of Indoor Software Targeted Primarily for Cycling – Rouvy AR

Customer: **Virtual Training, s.r.o.**

Developer: **Brno University of Technology**

Responsible researcher: **Adam Herout**

Project start date: **January 1st, 2018**

Project end date:

Project specification

The goal is to do research on individual algorithms of computer vision, augmented reality and related user interfaces. The target software solution is a cycling simulator. The goal of the project is to develop a new generation of the simulator, that would use features of augmented reality for better immersion of the user into the environment and for their better engagement.

Project delivery

The project solution as specified above was completed in multiple milestones and accepted by Petr Samek (CEO of Virtual Training, s.r.o.) as offered and specified in general beforehand and according to specific requirements given during the period.

In Brno, February 28th, 2019

Adam Herout