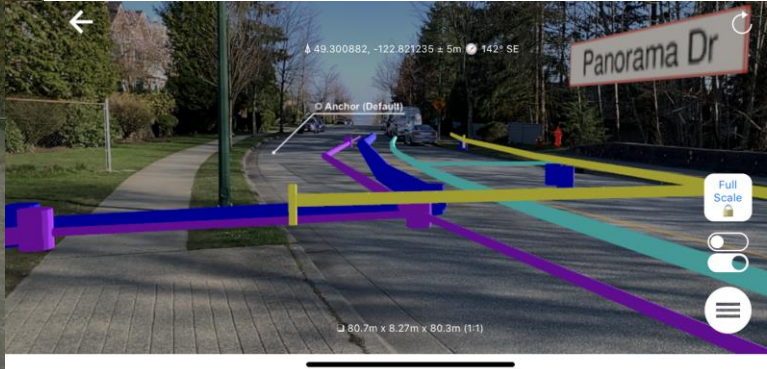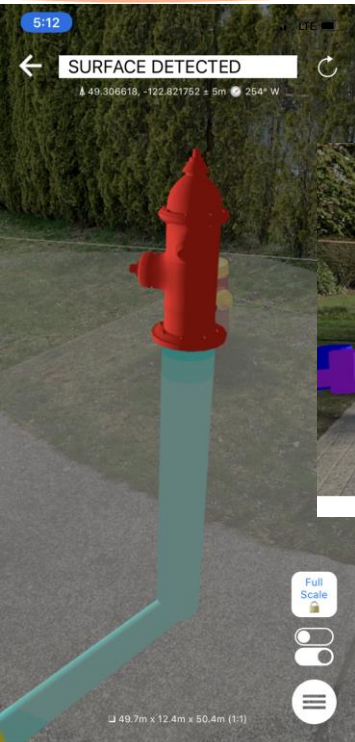# How to show invisible objects in AR

Two cases

- Things that are hidden
  (e.g. under the ground)

- Things that do not exist
  (destroyed,
  not built yet,
  not things at all)
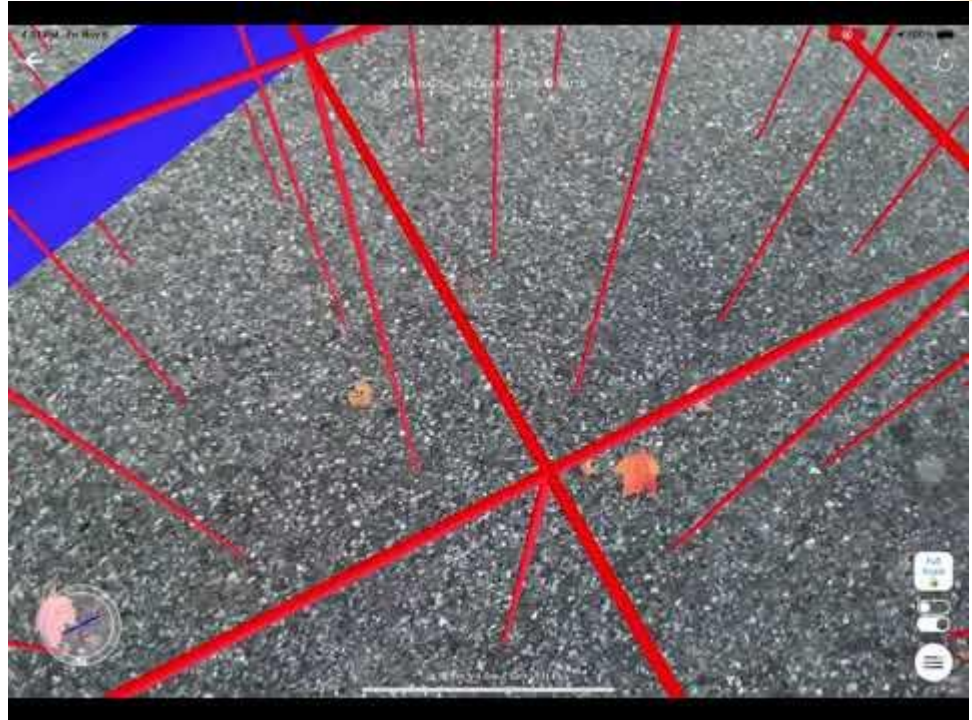
Evolution of underground utility visualization

Watch the video   https://www.youtube.com/watch?v=WeswzgoqB1g&ab_channel=DmitriBagh

Last Friday test

"We'll never see things under the surface"

Dmitri on Friday

https://www.youtube.com/watch?v=r_BaEhE9K7A&feature=youtu.be

Last Saturday test

"We just
need to hide
the surface!"
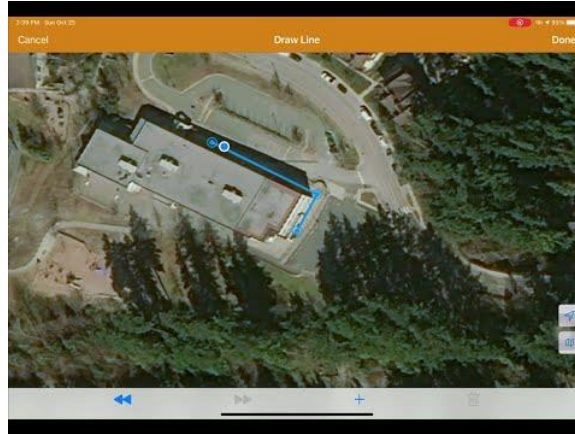
Dmitri on Saturday

https://www.youtube.com/watch?v=5r5k9-JC-GE

Supply data for AR from where you ARE

Draw simple geometries or submit location and get back AR models

https://www.youtube.com/watch?v=2t-AkFClLA4

https://www.youtube.com/watch?v=_ypf0rjYt3A

Thank you!

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