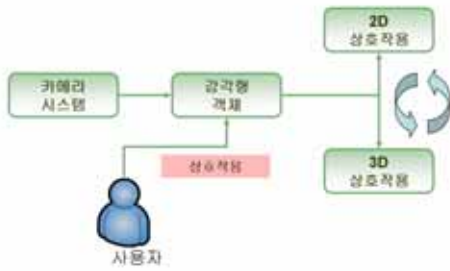




2.

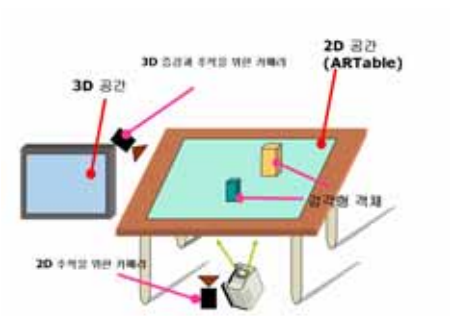
1  
 2D HMD  
 3D  
 3D  
 ]  
 /가  
 가  
 .[5][6]  
 2D 3D  
 가



1.

2

2D 가  
 ARTable[1], HMD 3D 가  
 가 가 가



2.

1 (a) 가 HMD

가  
 3D 1 (b)



(a)



(b)

3. (a) (b)

2.1

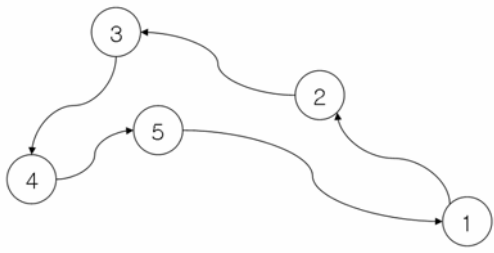
2D  
 가 2D  
 2D

( )

.[9] 가  
 가  
 가  
 가

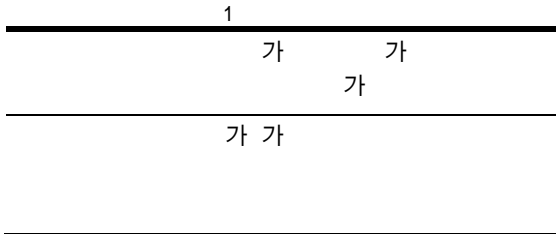
가 .[7]  
 4

Chain code Representation [10]



4.

가



2

가

가

가 가

가



(a)



(b)



(c)



(d)

5.

4가

2.2

2D/3D

2D/3D  
2D  
3D  
2D 3D  
가  
가  
가  
가  
3D  
가  
HMD  
가

2.3 3D

2D  
가  
가  
가  
3D  
[2]  
가  
point  
가  
가  
가  
가

2 3D 가

가

(Push/Pul)

가

(Incline)

가

(Pick up)

(rotation)

(translation)

가



3D  
2 (b) HMD 가

가

가



(a)



(b)

8. (a) 2D (b) 3D

3.4 3D

“ ” “ ” “ ” 가  
x(a) “ ” 가  
x(b) “ ” 가  
가



(a)



(b)



(c)



(d)

8. (a) : 가 가

가

(b) : 가 가

4.

2006 9 COEX

20 가 /

[ ] 가

(depth) , 3D 가

5.

2D/3D  
2D  
3D 2D 3D

가

2D/3D 가

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