

# The MORGAN Framework:

Enabling Dynamic Multi-User AR and VR Projects

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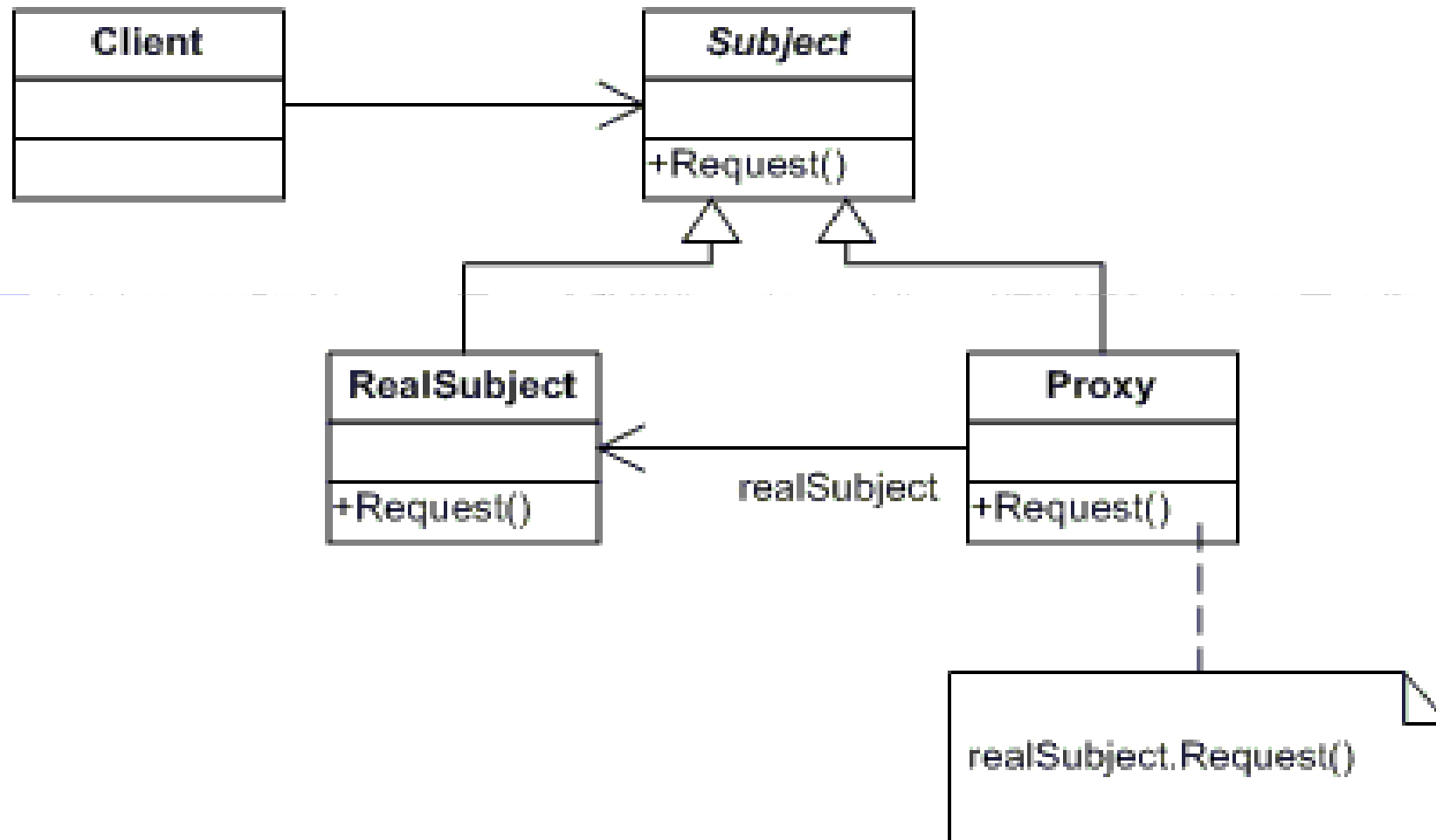
# ABSTRACT

- Framework
- Render engine
- Distributed system design
- Tracking

# RELATED WORK

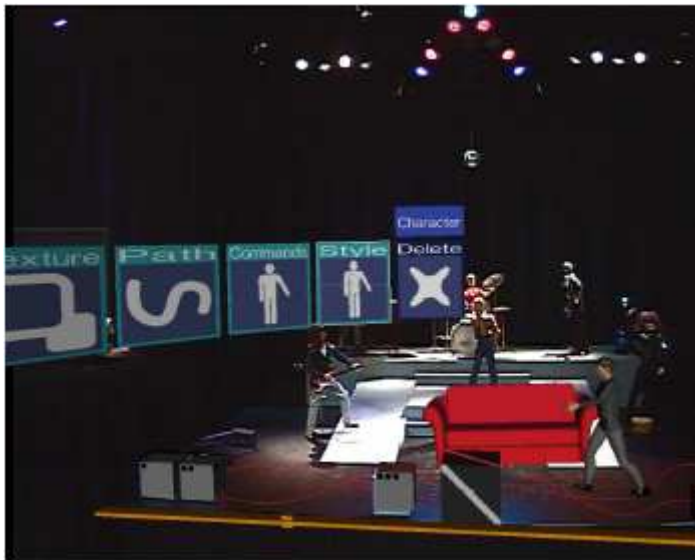
- *DWARF*
- *ARToolKit*
- *OpenSceneGraph*
- *OpenSG*

# THE MORGAN FRAMEWORK



# CASE STUDIES

- The Mixed Reality Stage
- ARTHUR



# CONCLUSIONS AND FUTUREWORK

- In our future work we will investigate into the concept of making framework components replicable and self-replicable. Thus replicated copies of components may be used for load balancing to increase the overall system performance