

Index

♦ Abstract	1
♦ 摘要	2
♦ Chapter 1 Introduction	3
♦ Chapter 2 Review	7
-2.1 Traditional media: sketching and modeling	7
-2.2 Combination of sketching and modeling	10
-2.3 Evaluation of design	11
-2.4 Augmented reality	14
♦ Chapter 3 Basic platform of the system	16
-3.1 Output and Database	17
-3.2 Threads	20
-3.3 Graphic user interface	23
♦ Chapter 4 Combining media into the system	26
-4.1 Combining models	27
-4.2 Sketches in the system	40
-4.3 Adding new elements on digital models	46
♦ Chapter 5 Demonstrating the system through a design process	52
-5.1 Import and set the digital site model	52
-5.2 Sketches with augmented information	56
-5.3 Making physical models with digital sketches	57
-5.4 Inspect and modify different physical models using sketch	58
-5.5 Export	61
♦ Chapter 6 Conclusion	62
♦ Reference	64

