







its current position and orientations and starts the tracking loop. The client downloads the media content through the hyperlinks defined in the augmentation data automatically. Once the media arrives, the client uploads the media to the GPU (graphics processing unit) and renders the augmentations over the camera view. In the current implementation, the client does not use any native (OS dependent) pushing mechanism but simply pulls the Web content at the defined update frequencies.



**Figure 2:** Select the mashup image (top); select the surface (2nd); define Web mashup and position to the surface (3rd), and demonstrate the AR view (bottom)

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