SNS COLLEGE OF TECHNOLOGY

Coimbatore-35
An Autonomous Institution

Accredited by NBA – AICTE and Accredited by NAAC – UGC with 'A+' Grade
Approved by AICTE, New Delhi & Affiliated to Anna University, Chennai

DEPARTMENT OF INFORMATION TECHNOLOGY

16IT AUGMENTED REALITY AND VIRTUAL REALITY

III YEAR – V SEM

UNIT 1 –INTRODUCTION TO AUGMENTED REALITY

TOPIC 1 – Augmented Reality

UNIT – 1
INTRODUCTION TO AUGMENTED REALITY

•Augmented Reality – Relationship between Augmented Reality and Other Technologies – Augmented Reality Concepts – Working of Augmented Reality – Concepts Related to Augmented Reality – Ingredients of Augmented Reality Experience.

What is Augmented Reality?

- A combination of a real scene viewed by a user and a virtual scene generated by a computer that augments the scene with additional information.

An AR system adds virtual computer-generated objects, audio and other sense enhancements to a real-world enviornment in real time.

What is the Goal of AR?

- To enhance a person's performance and perception of the world
- But, what is the ultimate goal????

The Ultimate Goal of AR

- **Create a system such that a user CANNOT tell the difference between the real world and the virtual augmentation of it.**

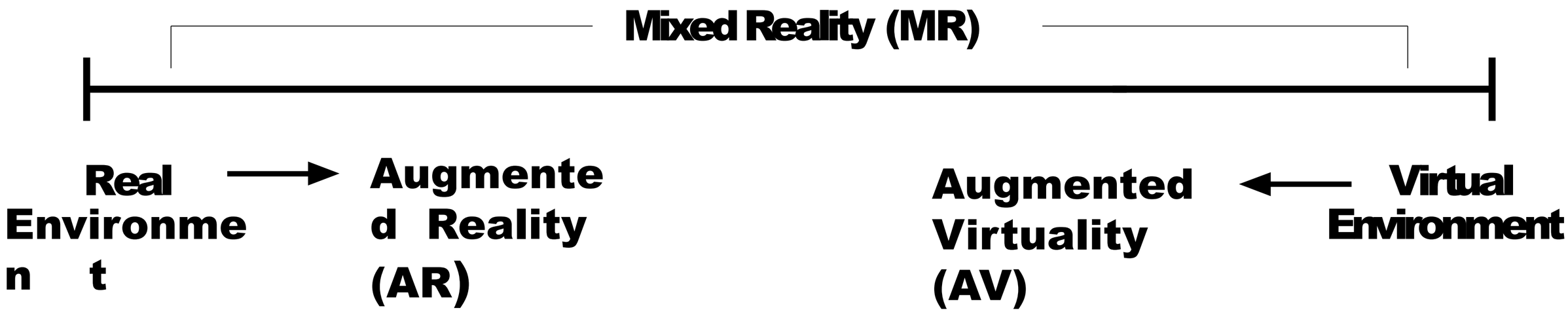
Augmented Reality vs. Virtual Reality

Augmented Reality

- System augments the real world scene
- User maintains a sense of presence in real world
- Needs a mechanism to combine virtual and real worlds

- **Virtual Reality:**
- Totally immersive environment
- Visual senses are under control of system (sometimes aural and proprioceptive senses too)

Miligram's Reality-Virtuality Continuum



Miligram coined the term "Augmented Virtuality" to identify systems which are mostly synthetic with some real world imagery added such as texture mapping video onto virtual objects.

This is how AR works

- Pick A Real World Scene
- Add your Virtual Objects
- in it. Delete Real World
- Objects

DISPLAY

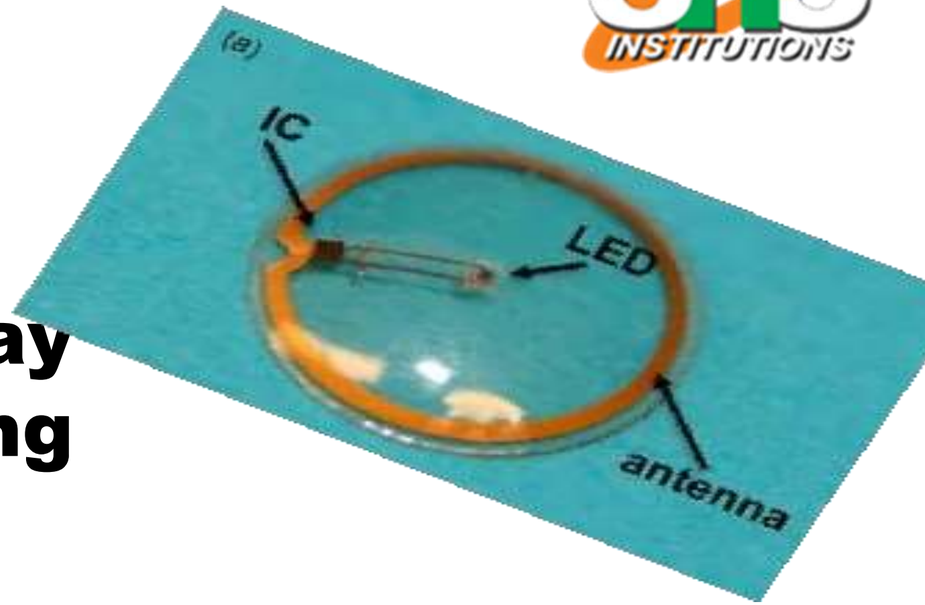
- Head-mounted Display(HMD)
  - device paired to a headset such as a harness or helmet

- Eye Glasses
  - eye wear that employs cameras to intercept the real world view and re-display it's augmented view through the eye pieces

DISPLAY(cont..)

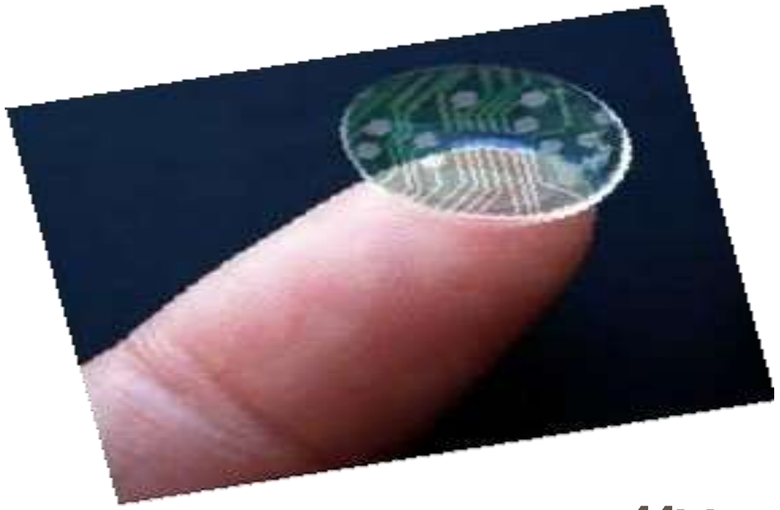
Contact Lenses

- **– Contain the elements for display embedded into the lens including integrated circuitry, LEDs and an antenna for wireless communication.**
- **–Under development**



Virtual Retina Display

- **–A personal display device under development .**
- **–A display is scanned directly onto the retina of a viewer's eye.**



DISPLAY(cont..)

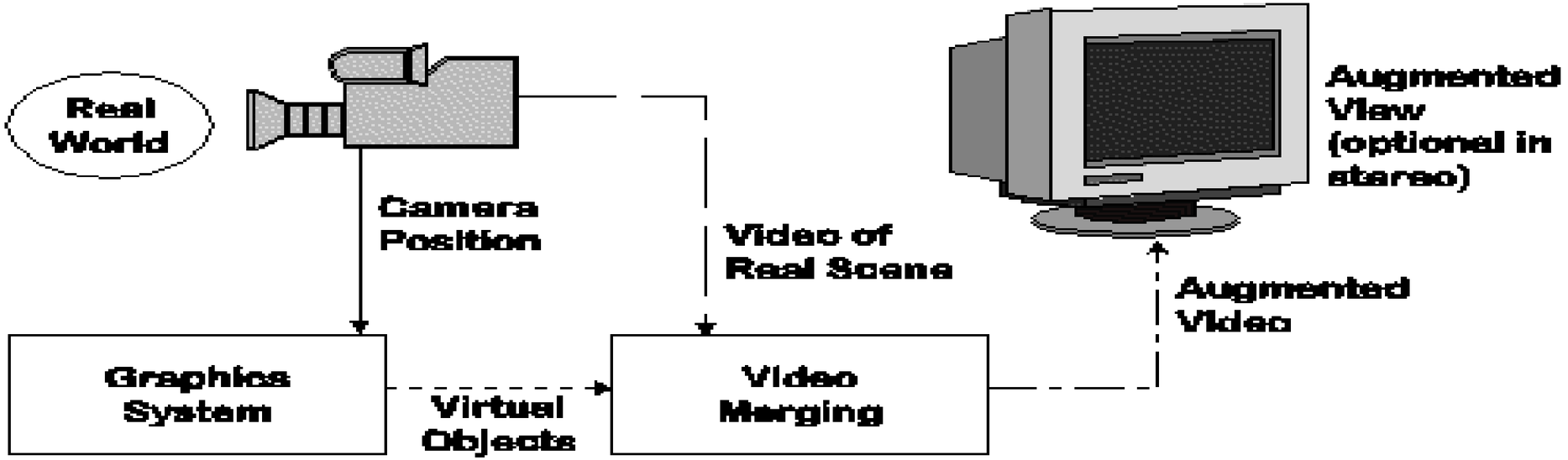
- Handheld
  - a small display that fits in a user's hand. Portable
  - Ubiquitous
  - Physical constraints of the user having to hold the
  - device Distorting effect
  -
- Spatial
  - makes use of digital projectors to display graphical information.
  - user is not required to carry equipment or wear the display over their eyes.
  - can be used by multiple people at the same time without each having to wear a head-mounted display.

Display Technologies

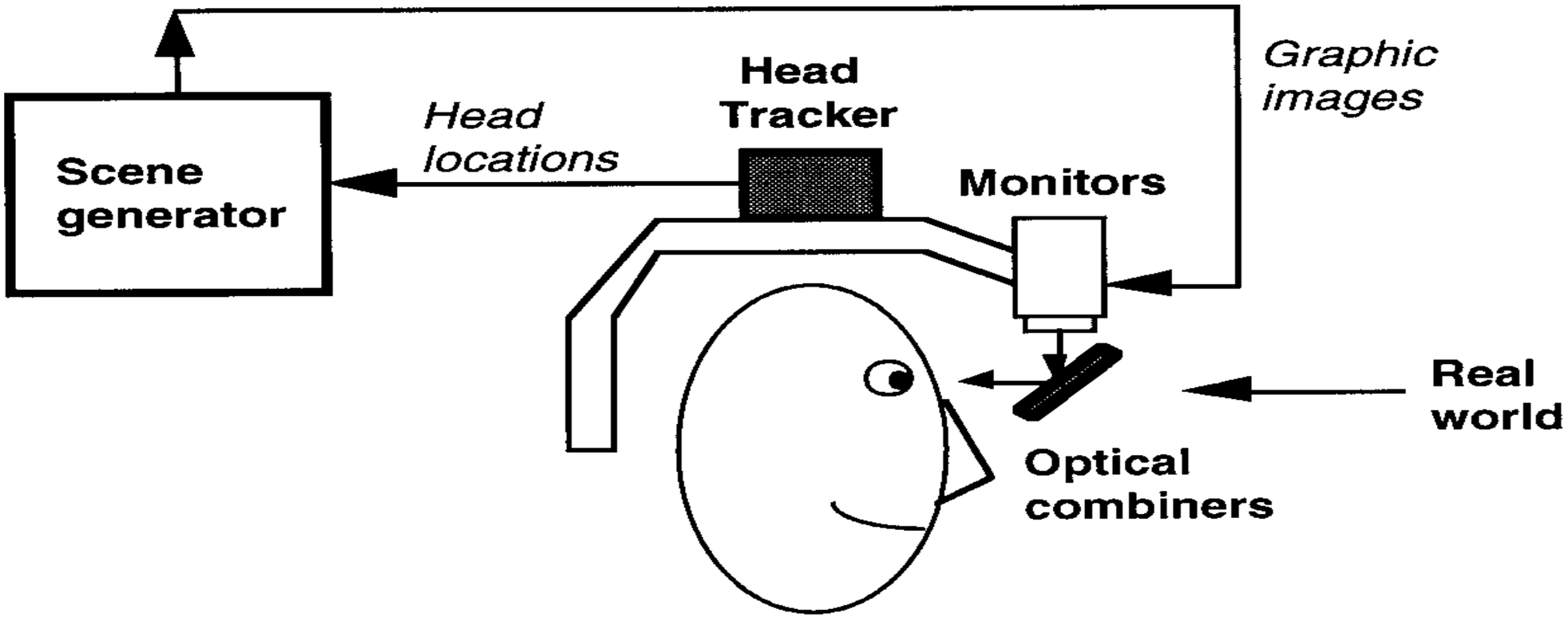
- Monitor Based
- Head Mounted Displays:
  - Video see-through
  - Optical see-through

Monitor Based Augmented Reality

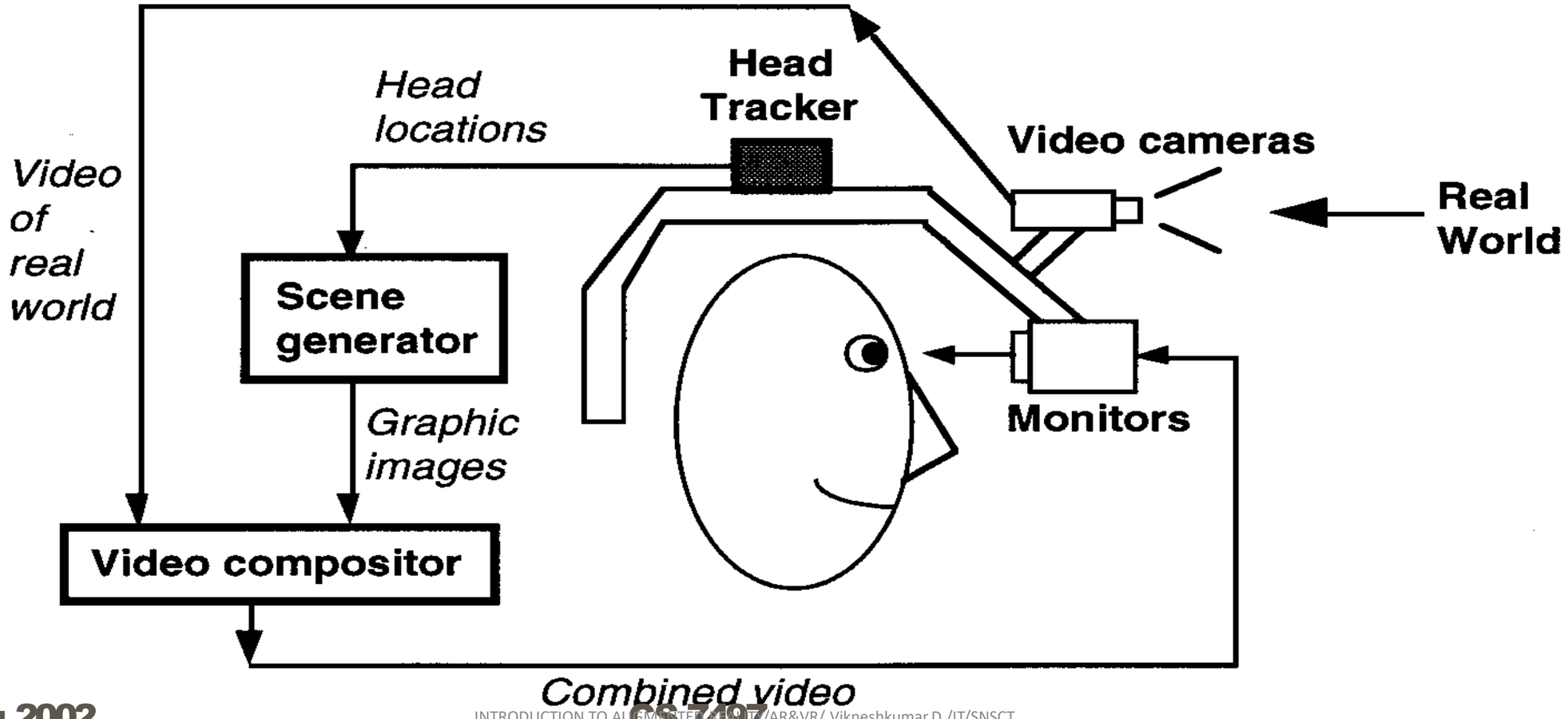
- Simplest available
- Little feeling of being immersed in environment



Optical see-through HMD



Video see-through HMD



Video Composition for Video see-through HMD

Chroma-keying

- Used for special effects
- Background of computer graphics images is set to a specific color
- Combining step replaces all colored areas with corresponding parts from video

Depth Information

- Combine real and virtual images by a pixel- by-pixel depth comparison

Advantages of Video see-through HMD

- Flexibility in composition strategies Wide field of view
- Real and virtual view delays can be matched

Advantages of Optical see-through HMD

- Simplicity
- Resolution
- No eye offset

Applications

- Medical
- Entertainment
- Military
- Training
- Engineering Design
- Robotics and Telerobotics
- Manufacturing, Maintenance, and Repair
- Consumer
- Design Hazard Detection
- Audio

Medical


File Navigation View Window ?
Radius (The radius is the bone of the forearm that extends from the lateral side of the elbow to the thumb side of the wrist. The radius is situated on the lateral side of the ulna, which exceeds it in length and size. It is a long bone, prism-shaped and slightly curved longitudinally. The radius articulates with the capitulum of the humerus.
The word "radius" is Latin for "ray." In the context of the radius bone, a ray can be thought of rotating around an axis line extending diagonally from centre of capitulum to the centre of distal ulna. The purpose of the radius is to connect the elbow to the forearm.
Radius

Entertainment

Defence

Education