



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**

INTRODUCTION TO ARVR

I YEAR/ II SEMESTER

UNIT – I

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Who invented AR?

- **William Stephen George Mann** (born 8 June 1962) is a Canadian engineer, professor, and inventor who works in **augmented reality**, **computational photography**, particularly **wearable computing**, and **high-dynamic-range imaging**.

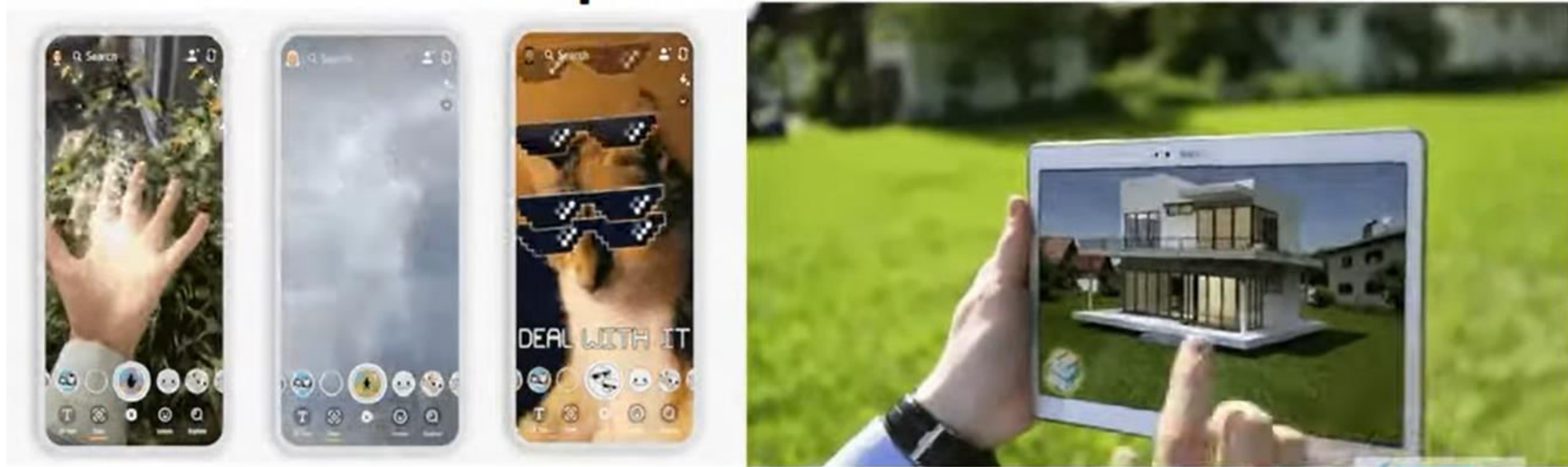


INTRODUCTION

- In layman's terms, **Augmented Reality** is a technology that enhances the real world by affixing layers of digital elements onto it.
- These elements include **computer-generated graphics, sound or video effects, haptic feedback, or sensory projects.**
- **Augmented reality (AR)** is an interactive experience that combines the real world and computer-generated
- An Augmented Reality system generates a composite view for the user.
- It's a **combination of real scene viewed by the user and the virtual scene generated by the computer that augments the scene with additional information.**

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A digital layer is superimposed on the real physical world and it mix real world with virtual world to enhance user experience



Real World + Virtual World = Augumted Reality

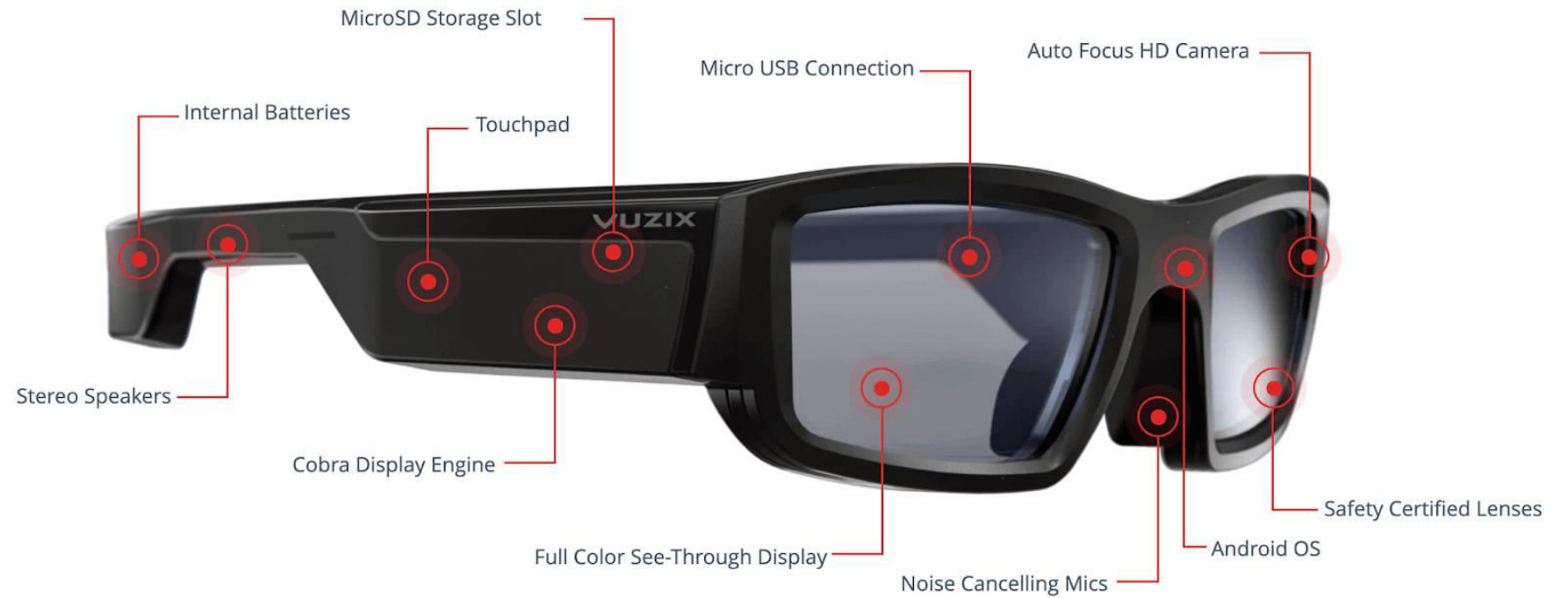




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- AR can be defined as a system that incorporates **three basic features**:
 - 1.a combination of real and virtual worlds,
 2. real-time interaction,
 - 3.and accurate 3D registration of virtual and real objects.[↓](#)

- AURASMA APP
- POWERPOINT



Applications of AR

- According to the **latest report** by **Marketsandmarkets**, the Augmented Reality market will be showcasing an upward projection by reaching an estimated **growth of 72.7 billion dollars** by **2024**.
- All this is possible as companies or colleges are interested in making investments in applications supporting the notions of Augmented Reality

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1. Use of AR Glasses

- **AR Smart Glasses** are another form of wearable transparent device. They **vary in designs, sizes, and shapes** but serve a common purpose – reality enhancement.
- **From 2017 onwards**, the market for AR Smart Glasses has depicted a compound annual **growth rate of 13 percent**
- The **prime reason** for such an increase in demand is that these glasses combine virtual information (like **three-dimensional images**, animations, videos, etc) with real-world scenes entering the view-fields of users of varying age groups. Eg. **Google Glass Enterprise**

- 8-megapixel camera
- 32 GB internal storage
- Qualcomm XR1 process
- 640 pixel x 360 pixel RGB display
- 1080p video
- 8 hours of battery life
- Blink and wink sensor
- USB-C port

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2. AR in the Medical Field

- **AR** is successful in offering numerous approaches which can **handle complex medical situations** of patients and classify the data of various types of surgery.
- Such an **example of AR** in the medical field is **medical imaging**. In this, various types of diagnosis are performed by the **surgeons, neurologists, or chemotherapists** so that they may offer medical benefits to their patients by examining their body parts well.
- they use AR applications for determining the end-to-end structure, margins, or shapes of the disease, like tumor or cancer.

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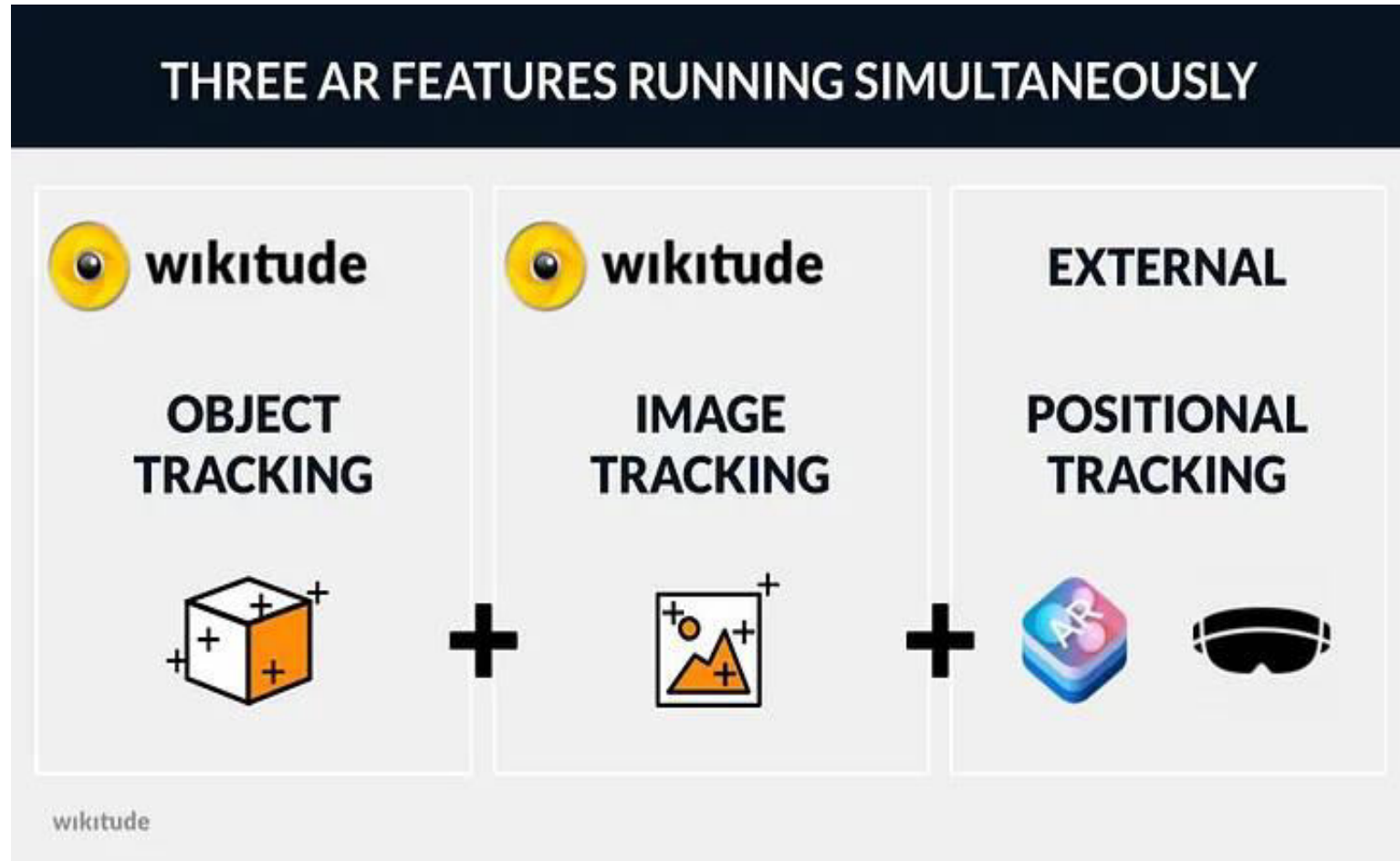
3. AR in Your Mobiles

- One of the famous **AR-based** mobile apps of 2021 is the **Ruler App (5 Million Plus downloads)**. This is compatible with Android, iPads, and iPhones and can be used as an on-screen ruler tool for measuring the dimensions of real-time entities like sofas, pillows, tables, vases, and so on.
- **Other mobile apps like DecorateAR, Dulux Visualizer, and Paint Tester** which **use augmented reality technology** for generating home decoration ideas like placing the furniture, resizing the variety of household entities.

Tracking for Augmented Reality

- Tracking is the process **measuring the interactions and movements of a digital object in the real world.**
- An augmented reality (AR) tracker is a specific pattern or image that an **augmented reality app** can recognise.
- Once the app finds the pattern, it constantly **'tracks'** the position of the pattern in real world space so the app can accurately place a virtual object onto the tracker.

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Object Tracking

- This AR feature is used to recognize and **track smaller arbitrary** objects, superimposing digital content to produce augmented reality experiences.
- Objects that can be pre-mapped as AR targets include but are not limited to:
 - Toys
 - Monuments and statues
 - Industrial objects
 - Tools
 - Household supplies

Cont...

- **Scene Tracking**

- This AR feature is used to recognize and track **larger structures** that go beyond small-sized objects as well as area targets and machinery.
- Digital content can be added in the form of, **annotations, videos, step-by-step instructions, links, directions, text, 3D augmentations, and more.**
- <https://youtu.be/IdnA1xXZe2M>

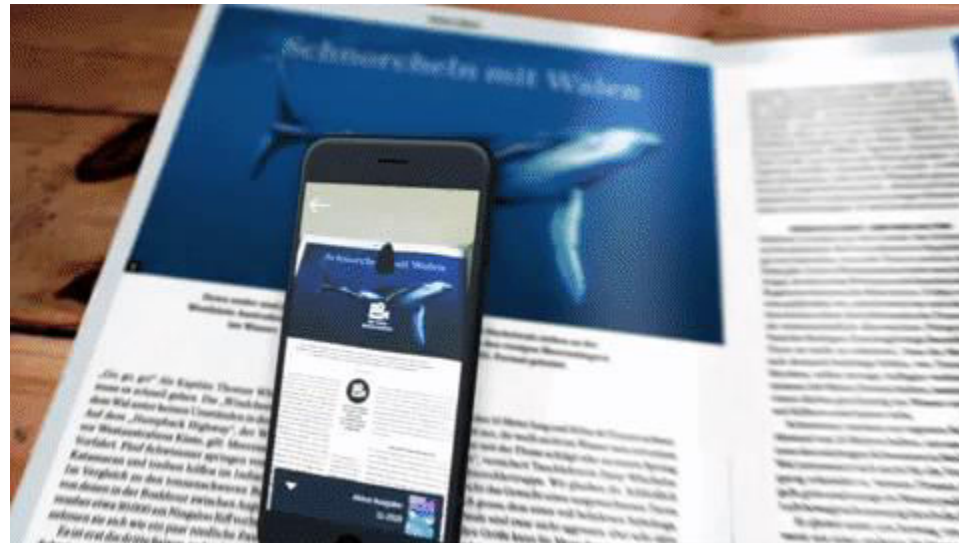
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Image Tracking

- **Image Recognition and Tracking** is the AR feature that enables apps to recognize and track specific images to properly superimpose digital content onto them.
- Image Tracking relies on **advanced Computer Vision technology** to detect and augment images.
- To implement this functionality, developers must **first predetermine** which images they would like to use as **AR triggers – also known as Image Targets**.

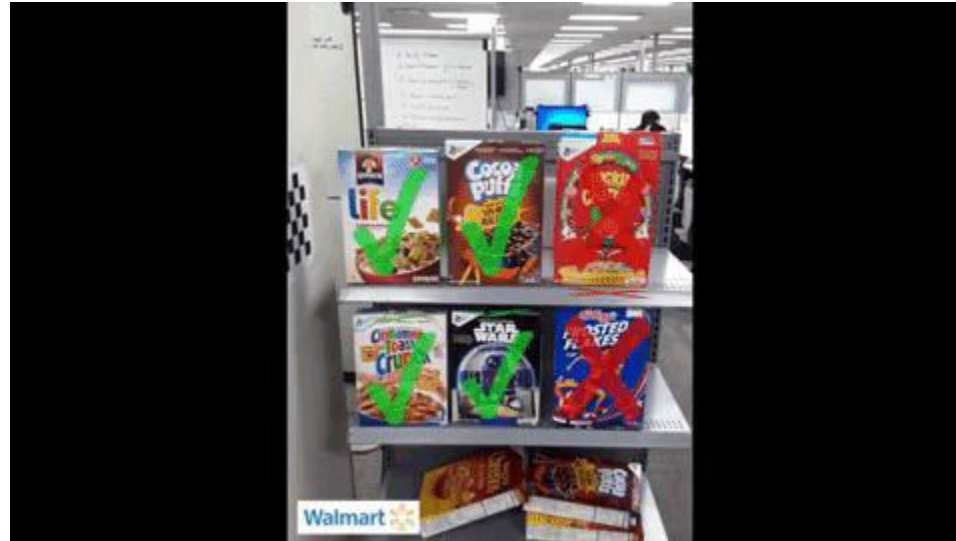
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Multiple Image Recognition and Tracking

- AR developers can use [Multiple Image Recognition and Tracking](#) to simultaneously recognize and **track several different or identical image targets**.
- The augmentations can be **static or interactive**, being possible to adjust distance and transformation (translation and rotation) settings in the development phase.

Multiple Image Targets shelving solution in retail



Extended Recognition

- This Extended Image Recognition functionality is ideal for digitally projecting subsurface utilities, like **underground pipelines to avoid during excavations or tubulation systems behind walls.**
- It can also be used for **displaying augmented instructions and path guides**, adding digital continuation to paintings, and more.

Cont...

target is no longer in sight. That is when [Extended Tracking](#) steps in. Developers can activate this function for each target individually when needed.

Extended Tracking showing augmentations beyond the Target