Augmented Reality: What, how and why?

Presented in reduced reality by António Lima





This is not a workshop, a tutorial, or a code along.



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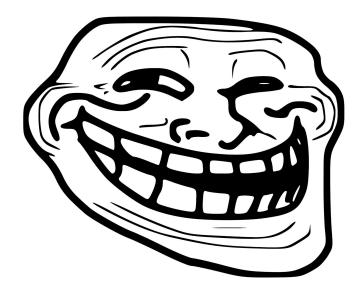
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Let's play a game.





Which of these are AR? Why (not)?



Which of these are AR? Why (not)?



Telescopic contact lenses



Which of these are AR? Why (not)?



Telescopic contact lenses



Projection on pool table



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Parking assistant



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Beat Saber



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Snapchat Spectacles



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Measuring App



Think you got everything right?





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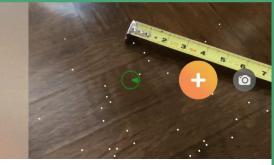




Beat Saber

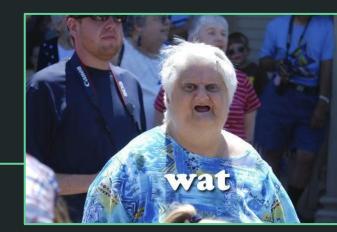


Snapchat Spectacles



Measuring App

Augmented Reality: What?





What's the difference?

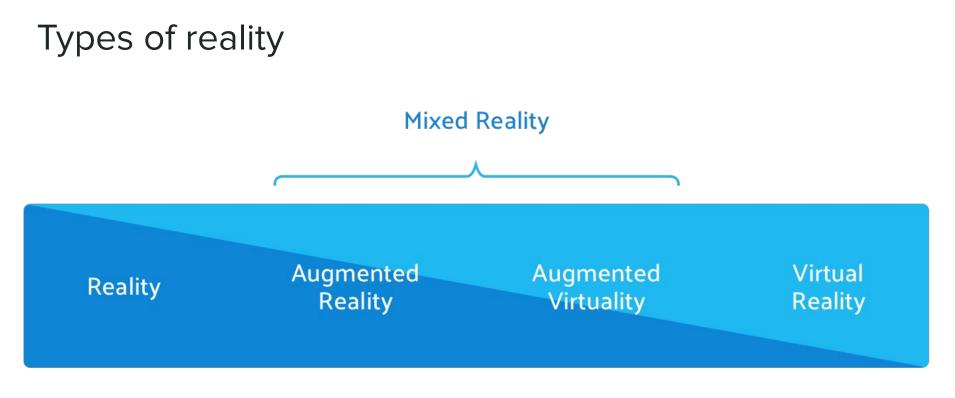




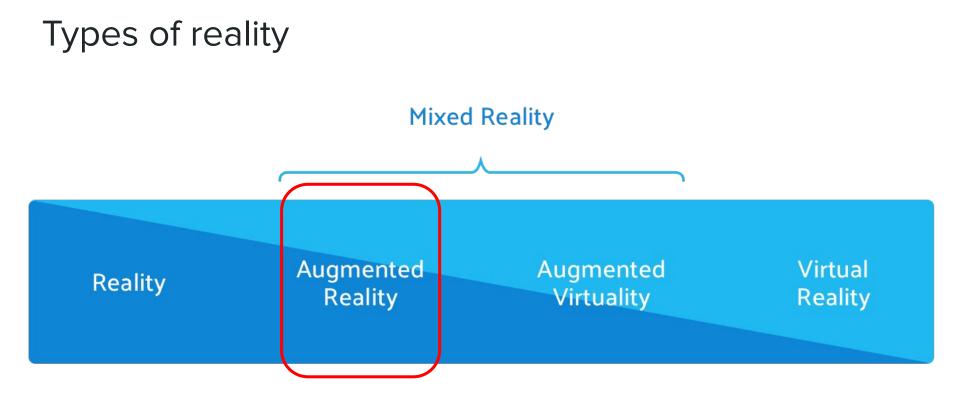
Types of reality



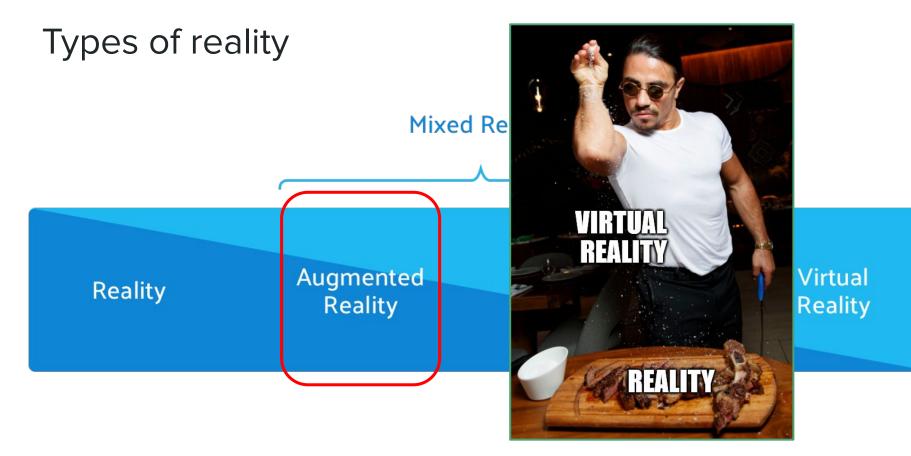




What?











 Combine virtual and real information, with the real world as the primary place of action.



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- 2. Interactive with real-time updates.



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Other types of AR?



Other types of AR?

- Auditory
- Haptic (Kinesthetic, Tactile)
- Olfactory
- Gustatory



What?

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What about other senses?



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What about other senses?

- Proprioception
- Chronoception
- Direction
- etc.



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What about other senses?

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- etc. —





OPEN

9:41 AM Meg Callahan

Notify Me

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Absentant Let

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<

What?

Takeaways

- 1. AR is an extension of reality using virtual elements.
- 2. AR responds to changes in real-time.
- AR isn't limited to vision.
 Enhance the world around you.

Augmented Reality: How?



How?

Platform & Technology

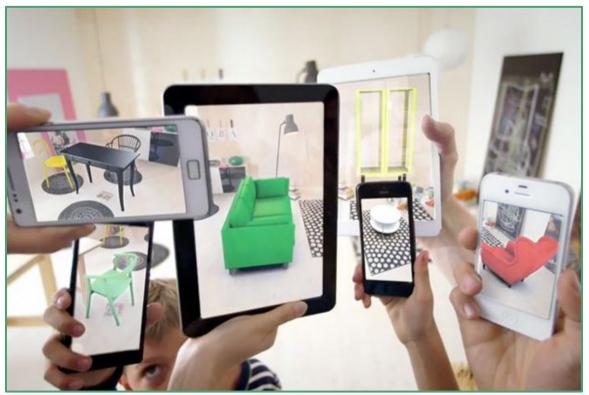


How? Platform

Handheld & Head Mounted Display



Handheld Display

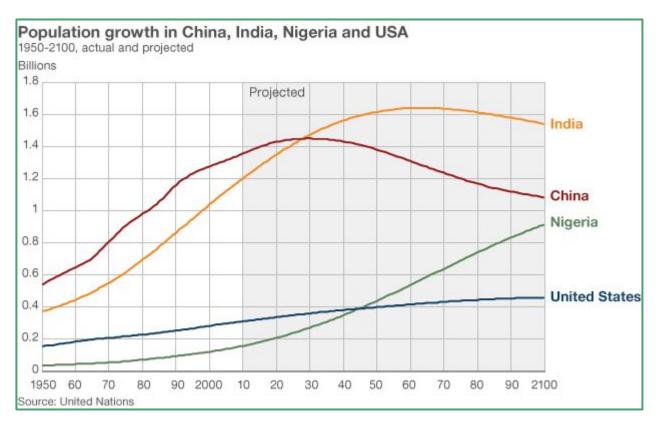


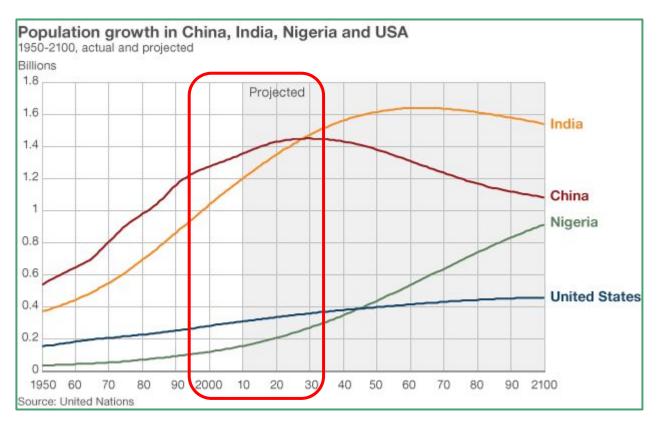
How? Platform

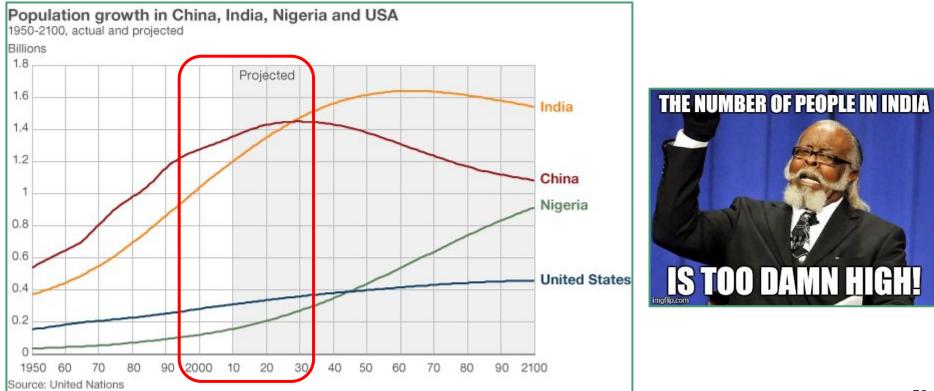
Head Mounted Display



How? Platform



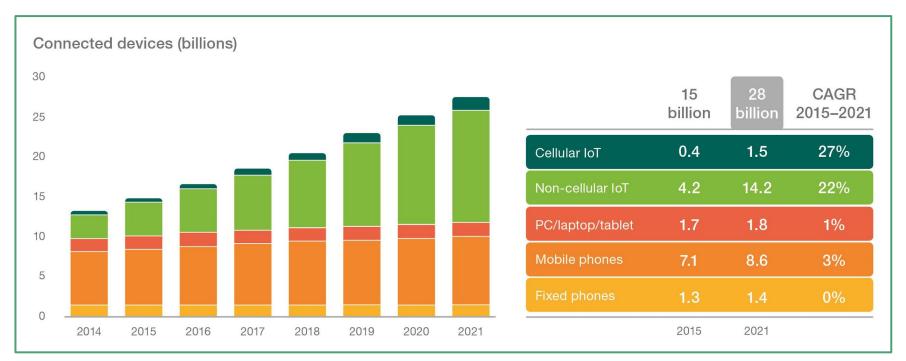




How? Platform

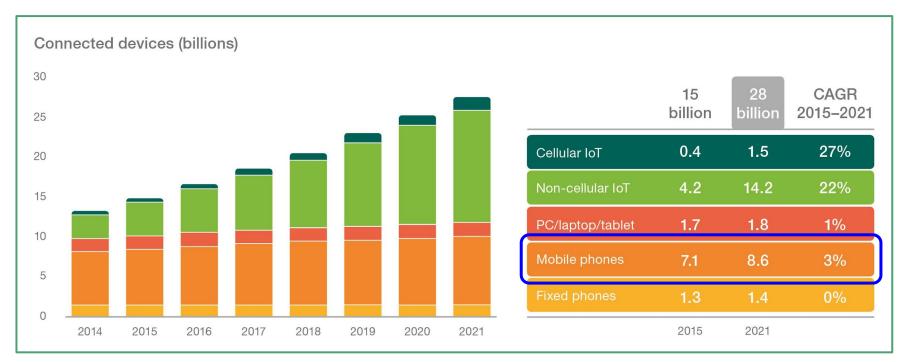
Handheld Display - Mobile Device Boom





Source: Ericsson Mobility Report, Jun 1, 2016





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In 2017, an estimated 66% of the world population already owned a mobile device.

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In **2019** the number of **mobile phone users** is forecast to reach **5 billion**. Current global population: **7.7 billion**.

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Almost everyone has a handheld device.



Handheld Display - Mobile Device Boom



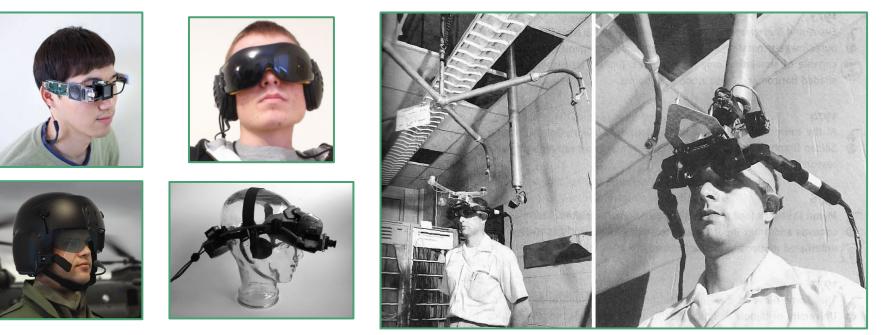
How? Platform

Head Mounted Display



Head Mounted Display

Thinking of these intrusive aberrations?





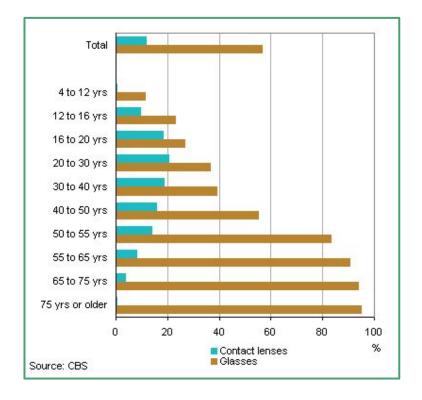
Head Mounted Display

You're being too short-sighted...

How? Platform

Head Mounted Display

You're being too short-sighted... literally!

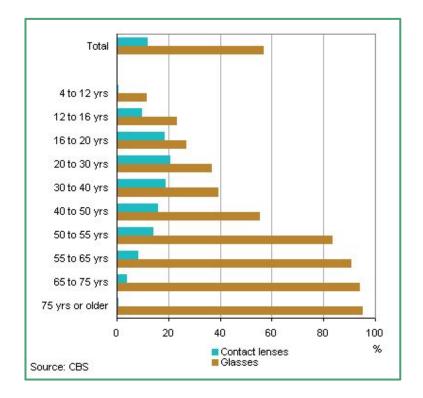


Head Mounted Display

You're being too short-sighted... literally!

Many people already wear glasses or contact lenses.

A vast majority of people end up wearing glasses!



How? Platform

Head Mounted Display



VS



How? Platform

Head Mounted Display



Amount of information? Screen size? Wireless? Battery life on device? Passive or active experience? Consumers?



How? Platform

Head Mounted Display







How? Platform

Takeaways

1. Handheld Display, check your pocket.

- 2. Head Mounted Display
 - a. Eyewear
 - b. Headwear
- 3. Know your use case and target audience.

How?

Technology

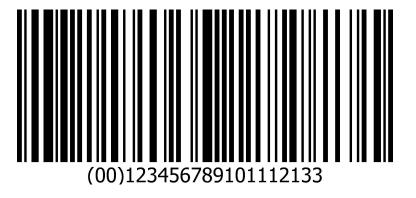


How? Technology

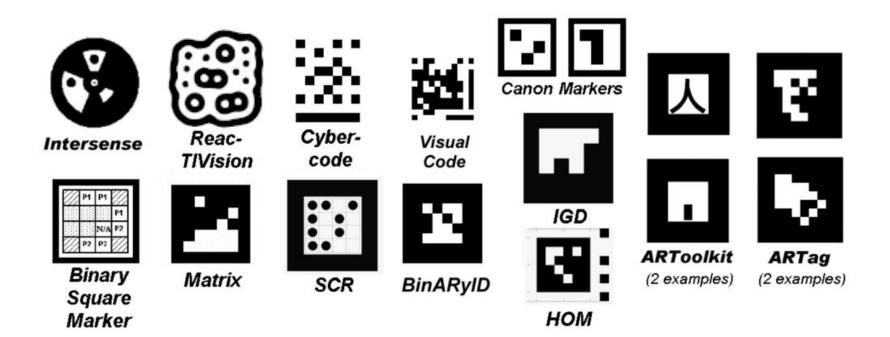
Fiducials & Spatial Mapping

How? Technology

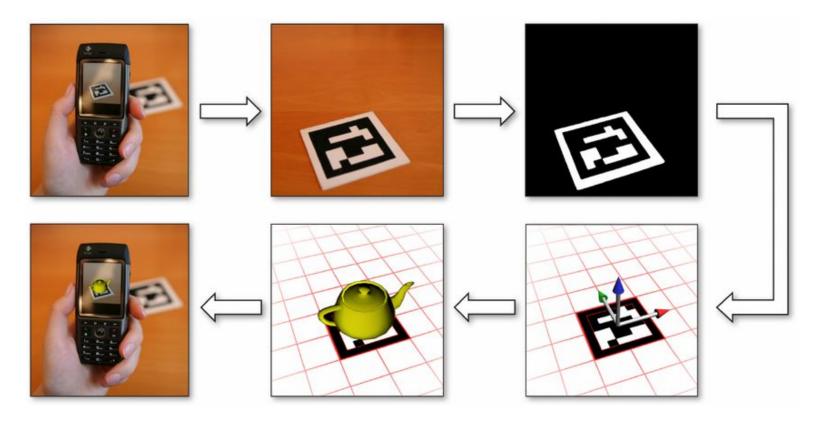
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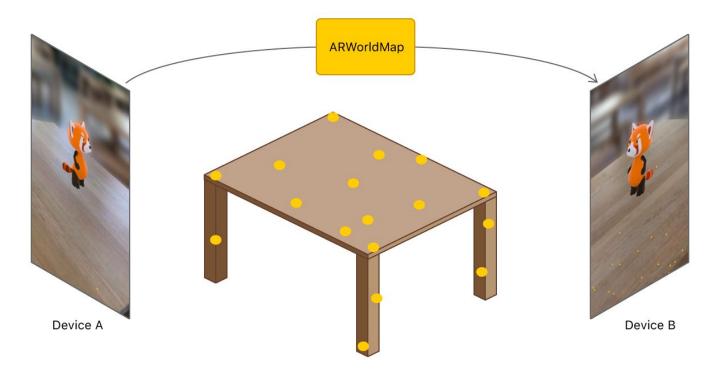




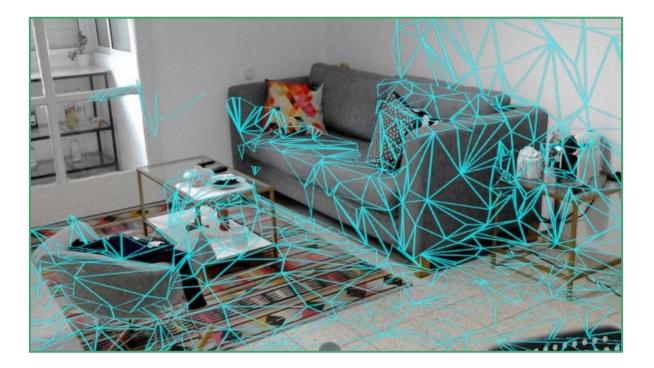


How? Technology

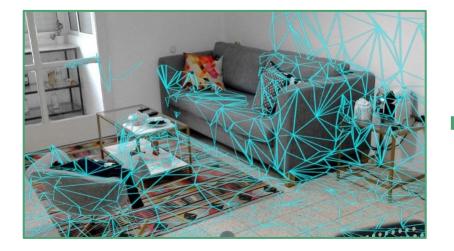




How? Technology



How? Technology





How? Technology

Popular tools & frameworks

How? Technology

Popular tools & frameworks

ARTOOLKIT

How? Technology

Popular tools & frameworks



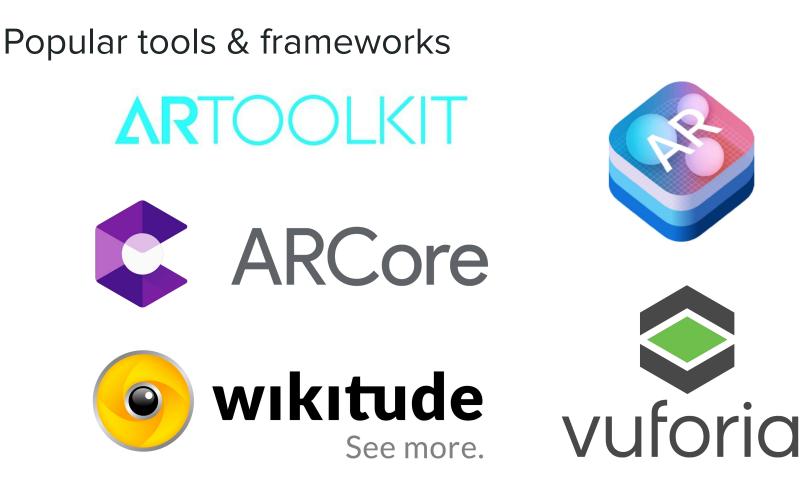
How? Technology

Popular tools & frameworks





How? Technology



et al.

How? Technology

Takeaways

- 1. There are distinct ways of interpreting the world for AR.
- 2. There are many tools and frameworks to develop for AR.

Augmented Reality: Why?







We got the internet 30 years ago.



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We embraced social media in the last 15 years.



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We witnessed the rise of smartphones, smartwatches, smart fridges and smart toasters in the last 10 years.



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Smart assistants and autonomous vehicles are taking over as we speak.

We depend on them. They changed our lives.



We've achieved so much





So much to be done



So much to be done

No one imagined that facebook and reddit would come about from the internet.







So much to be done

No one imagined that facebook and reddit would come about from the internet.

No one imagined that ride sharing, uber or tinder would come about from mobile phones.





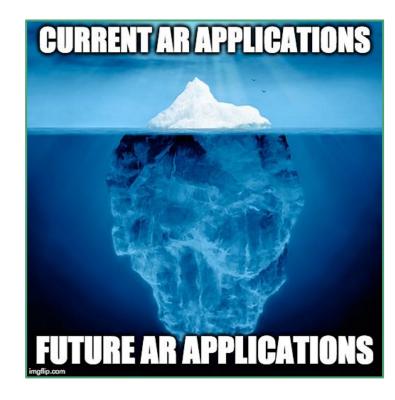
Why?

So much to be done

No one imagined that facebook and reddit would come about from the internet.

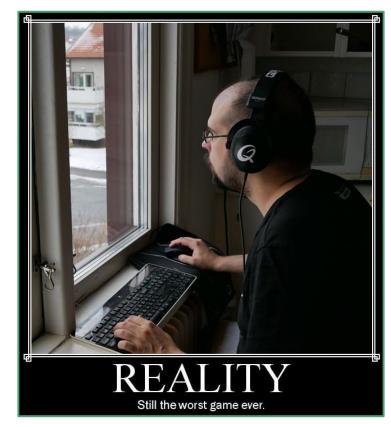
No one imagined that ride sharing, uber or tinder would come about from mobile phones.

Who's to say what will come about from AR?





Reality is meh...





... most of the time. We could/should create a better man-made reality[™] !



... most of the time. We could/should create a better man-made reality[™] !

However...

(dramatic pause)



... most of the time. We could/should create a better man-made reality[™] !

However...

Reality is bound by physical limitations

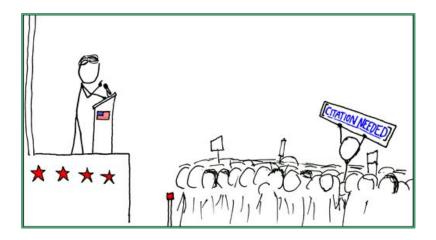


... most of the time. We could/should create a better man-made reality[™] !

However...

Reality is bound by physical limitations.

Augmented Reality is boundless.











Practical applications







Why?



Practical applications



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Practical applications



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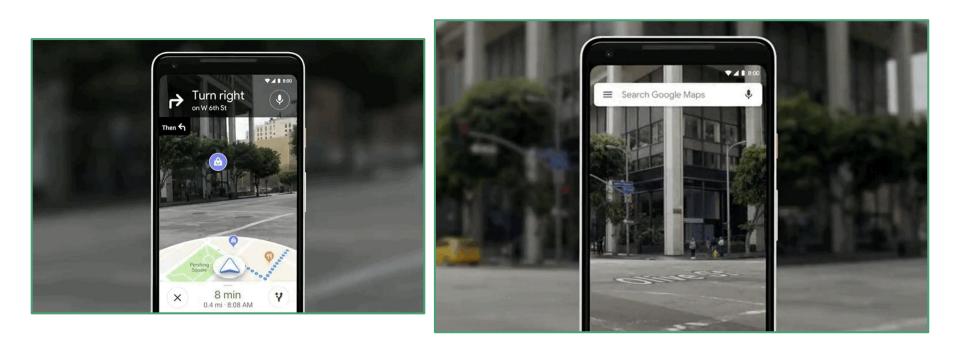
Practical applications



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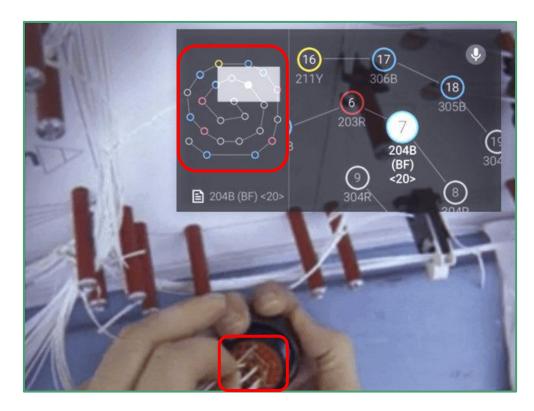








Practical applications

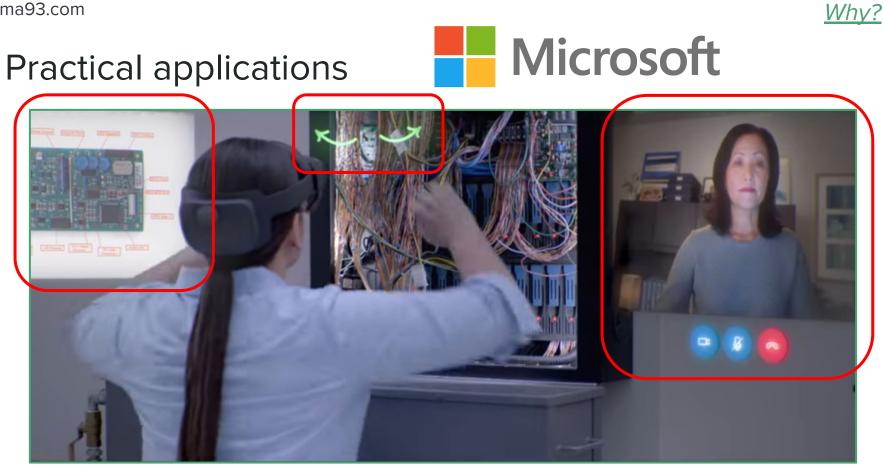


Why?





















Practical applications



beep Beep Beep BEEEEEEEP





So many practical applications!

Drawing

Storytelling

Gaming

Measurements

etc.





Why?

Takeaways

aclima93.com

- 1. Technology progresses quickly.
- 2. Technology progresses unpredictably.
- 3. Reality has room for improvement.
- 4. AR can be useful, it's not just a gimmick.

Thank you for coming!

See you around in the real world.

Questions?

