

Augmented Reality (AR):
Spatial Computing

AR: Spatial Computing

- Magic Leap
- Hololens
- Apple (?)





Telepresence: Message in a Bottle



Telepresence:
MS
Holoportation

- <https://youtu.be/nTkFO2xNkIk>

Telepresence: Remote Presence



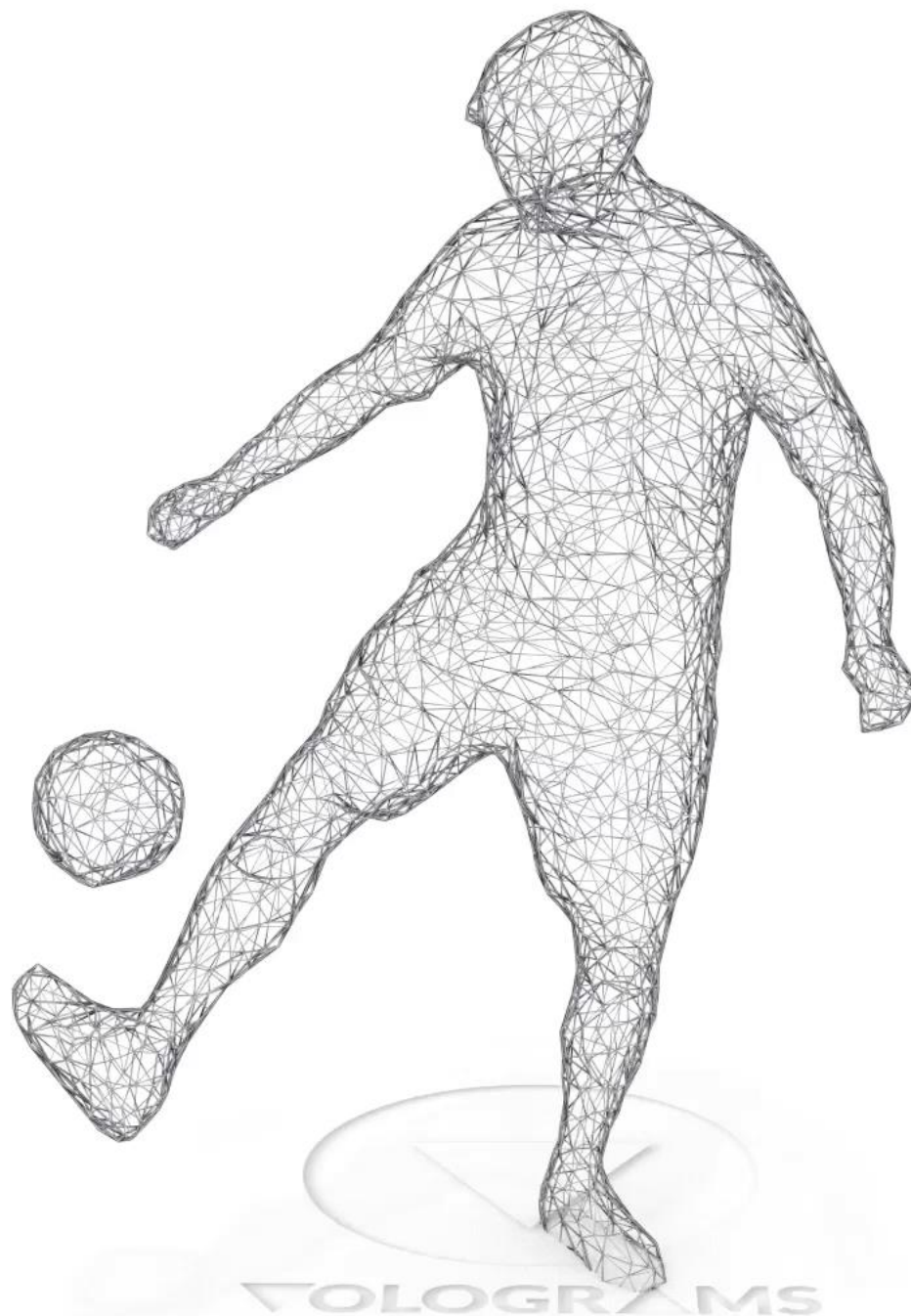




<https://www.volograms.com/>







VOLOGRAMS



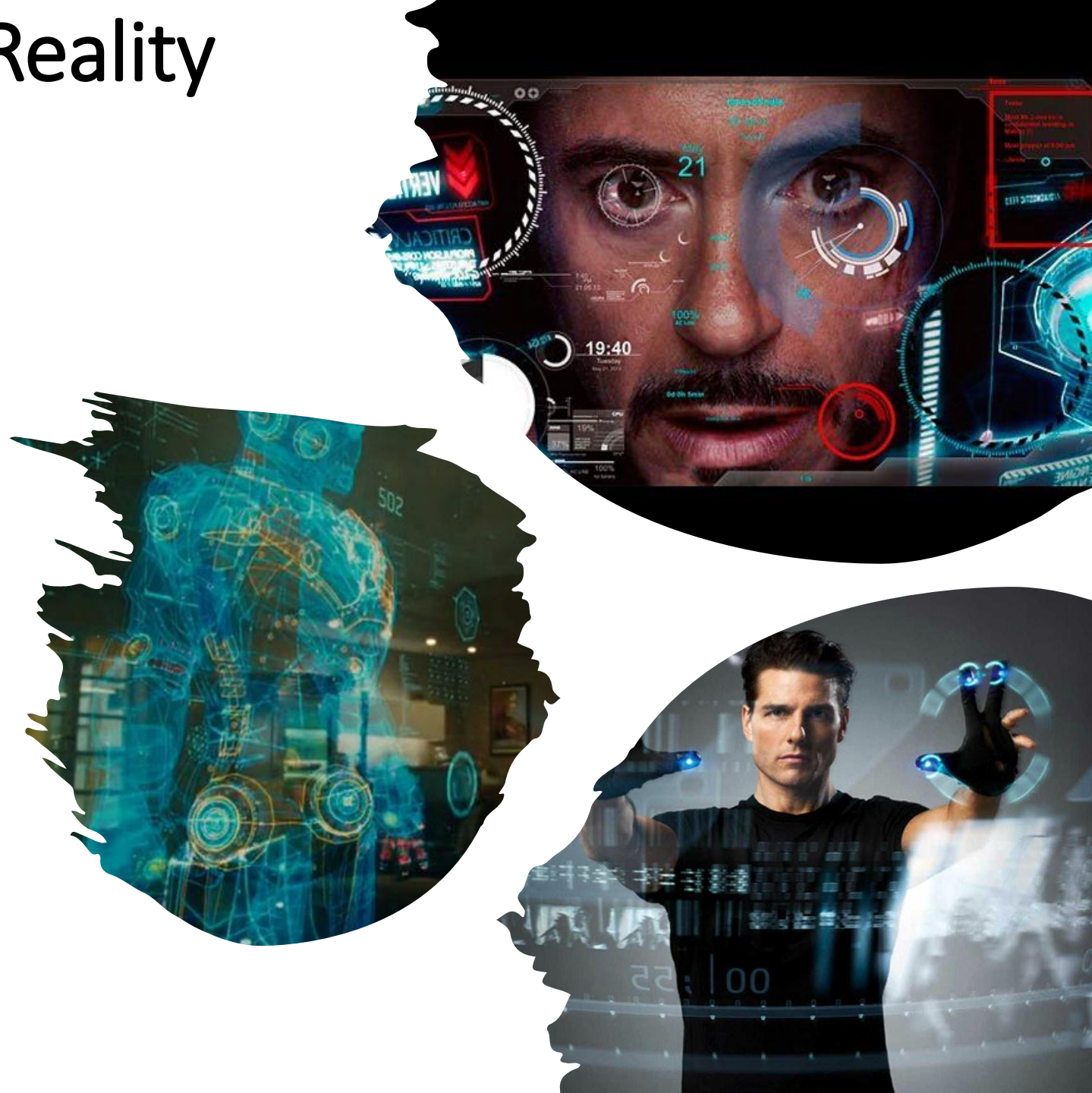




VOLOGRAMS

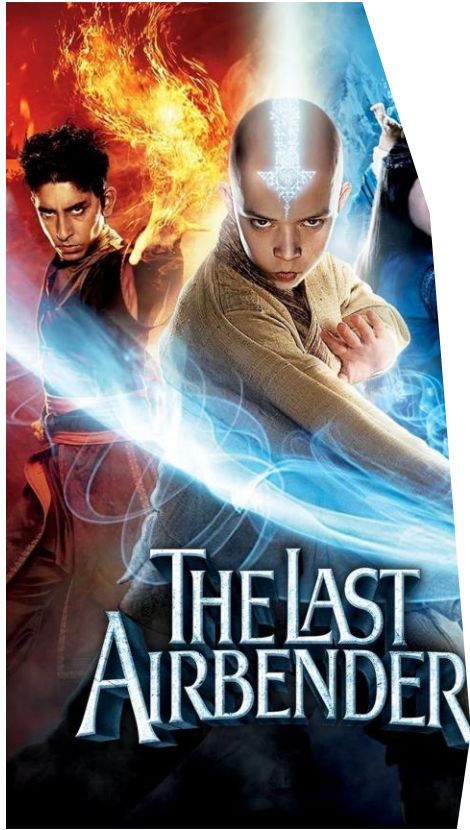
Definition: Augmented Reality

- Integration of virtual objects into real world views
- See-through:
 - Virtual content is directly displayed into real world
 - Real world is visible directly, plus something digital spatially anchored and integrated
 - Via glasses, invisible displays, holographic projection systems
- Video-based:
 - Virtual content is integrated into real-time video
 - Real world is indirectly visible as video, plus something integrated into the scene
 - Via mobile device or any other conventional display



What is XR?

- Directed Experience:
 - The user has some technology mediated “experience” that is designed by a creator, for example, flying, walking, exploring, watching a movie, socializing
- Users:
 - You, the person sat next to you, or even an animal (VR for chickens and cows)
- Artificial Sensory Stimulation:
 - The technology is used to stimulate the senses completely (or partially)
- Awareness:
 - While having the experience, the user is unaware of the technology and is “fooled” into believing they are present somewhere else.
 - This *sense of presence* is a well know phenomenon that we will dig into later.



Bad Avatars



Good Avatars?

Classroom Avatars

This week's tutorial is about creating your own avatar for telepresence communications.

