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MART 391

Markers that are useful when using Augmented Reality devices, especially on your phone, are often things like frame markers, such as QR codes, or GPS functionality, such as in Pokemon Go or Minecraft Earth. QR codes were used with the 3ds when it was first released to create minigames and avatars in your own living room. Frame markers are pretty consistent and seem to work well, but are very basic and can only do so much with them. GPS is fun not only because it emphasizes exploring the real world, but it also allows you to play with and see what other players have been up to. Image recognition is also really cool as that is what they used when I was visiting an art exhibit in Atlanta. You pointed the phone camera towards a painting, and it would stretch it outwards towards you as a 3d landscape. I would say object and marker-less have a ton of potential, but the technology is still developing in those areas. These are the markers that seem to cause issues such as the AR object floating or the program struggling to find a visible spot to orientate itself at all.

VR Experiences:

<https://www.youtube.com/watch?v=mBfq_yETafc>

<https://www.youtube.com/watch?v=9j1Y4RBLWLA>