(S.S.G.M.C.E.SHEGAON)

Expt. No. 5

Aim :- Study application area, future and trend of Augmented Reality.

Theory :- Augmented Reality is type of immersive technology. Augmented Reality is the overlay of digital content on the real world environment. virtual object can be in various forms: images, videos or interactive data.

Augmented reality is defined as the technology in which virtual objects are blended with real world and also interact with each other Although AR application are used in many areas the most important of these areas is the field of education. AR technology allows the combination of real objects and virtual information in order to increase students interaction with Physical environment and facilitate their learning.

AR technologies can also be implemented in industries and practical Program such as design, manufacturing, entertainment and healthcare. Despite that the Construction industries is one of the least digitized industries, it is increasingly moving towards embracing more and more Computer based Technologies to Provide better Performance in various Stage of Construction Project & visualization is one of the main application area.

• Trends in Augmented Reality
In almost all cases in AR, the mantra 'faster, better, cheaper' applies.

Expt. No.

Date :

• Trend towards mobile Augmented Reality application
The improvements in mobile technology will support the needs of AR applications. Some of the more important are that we can expect mobile devices to have more onboard memory as well as higher bandwidth & lower latency network connections.

• A Trend Towards higher Fidelity representations and displays
The regular match of technology will lead to higher quality higher fidelity displays & sensors for all senses. Along with an increase in fidelity comes the possibility of an increase toward realism if desired.

• A Trend Towards display to more senses with augmented reality systems.
The Area that is being explored is the use of AR with 'emotional senses'. That is AR applications conducive to building empathy, self-realization and other less tangible sensory experiences.

Conclusion :- we have studied the application area, future and trend of Augmented Reality.