What are Types for Augmented Reality?

The first type of AR technology is location-based AR. Location-based AR is backed by the availability of smartphones. For this type of AR location is tracked to provide information or animations for the particular location.

Another type of AR is recognition-based. It recognizes an object and activates a response. Most types of AR use recognition systems, excluding location-based AR. What use for recognition-based AR is to provide information about a particular object or place. It can also replace or change a piece of the visual world. A common use that most are familiar with is translating words quickly. Using applications on a phone, words can change right on the screen. Another use is for architects and animators, they can use three dimensional applications to plan and create without having to actually create a model.

The third type of AR technology is projection-based AR. It projects the imagery onto a three dimensional object or scene. One way to do this is through projecting light onto a surface, by touching this surface and going through other reactions a response is generated. Many implementations of AR technology are noninteractive and meant for a visual interaction rather than a physical interaction.

An additional type of AR is superimposition. An example of this type is for a doctor to place an x-ray over a patient’s body. Another use is through history, superimposition can overlay an older version of a place or object on the current version. Additionally, it can be used as an educational tool. For example, to project bone structure on an arm.

The last type of AR technology is outlining AR. The human eye has limitations and outlining AR can help. Recognition AR provides support for this AR category, like many other kinds of AR. By using this recognition a road can be outlined to show where to go in a fog or a building can be outlined to show framework and history.