AUGMENTED REALITY PROGRAMMING



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Augmented reality is not a technology. Augmented reality is a medium. Likewise, a book on augmented reality that only addresses the technology that is required to support the medium of augmented reality falls far short of providing the background that is needed to produce, or critically consume augmented reality applications. http://ebookslibrary.club/download/Understanding-Augmented-Reality--Concepts-and-Applications--.pdf

Augmented Human How Technology Is Shaping the New Reality

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What is Augmented Reality AR Definition from Techopedia

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Infographic History of Augmented Reality Touchstone

Though Augmented Reality might seem new to the scene, it has actually been around for nearly half a century and has continued to shape industries since.

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The Top 10 Companies Working on Education in Virtual

List updated on 9/16/2016. Virtual Reality and Augmented Reality are new technologies which have been making all kinds of waves recently; but VR and AR are not only going to be used for gaming, several companies are exploring applications for VR and AR to be used in education.

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Introduction to Augmented Reality Definition and Scope

In this chapter from Augmented Reality: Principles and Practice, Dieter Schmalstieg and Tobias Hollerer provide an introduction to the research field and practical occurrences of augmented reality, present a brief history of the field, take you on a whirlwind tour of AR application examples, and conclude with a discussion of related fields.

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Razer Inc Wikipedia

Razer Inc. (stylized as R Z R), is a Singaporean global gaming hardware manufacturing company established in 2005 by Singaporean entrepreneur Min-Liang Tan and Robert Krakoff, after securing a huge investment from Hong Kong tycoon Li Ka-shing and Singapore's Temasek Holdings. The company has dual-headquarters in Singapore and San Francisco, California and has been listed in the Hong Kong

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How Augmented Reality and Apple Will Transform Retail

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Animation Wikipedia

Animation is a method in which pictures are manipulated to appear as moving images. In traditional animation, images are drawn or painted by hand on transparent celluloid sheets to be photographed and exhibited on film. Today, most animations are made with computer-generated imagery (CGI). Computer animation can be very detailed 3D animation, while 2D computer animation can be used for

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50 Virtual Reality Technologies in Architecture and

Translating CAD or BIM models into virtual reality experiences used to take considerable time and programming know how. With the advent of the Unity gaming engine, bringing Revit/3D models into a virtual reality space becomes much easier.

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Full Tilt When 100 of Cars Are Autonomous The New York

Marshall Brown, an associate professor of architecture at the Illinois Institute of Technology, recently traveled to Ann Arbor, Mich., to visit the Mcity Test Facility, the University of Michigan

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