

Michelle Quan

ART 75

Professor Khatibi

24 February 2020

Invisible Visualities Reflection

Digital Art has taken great leaps and created many subgenres since its origins in the 1950s. Augmented and Virtual Reality are just two of them. Augmented Reality (AR) is a subgenre of visual art where the art is digitally manipulated into our reality whereas Virtual Reality (VR) is immersing oneself into a different completely digital environment or reality.

Augmented Reality's presence in art and everyday life is increasingly relevant. With programming a QR code, its uses ranges from playing mobile games such as Pokemon Go to teaching people how to dance (AR performance Art) to viewing museum artifacts to snapchat filters. Of course, AR is still a new art, yet it has great potential to develop and grow in this reality.