

BRIEF HISTORY OF AUGMENTED REALITY

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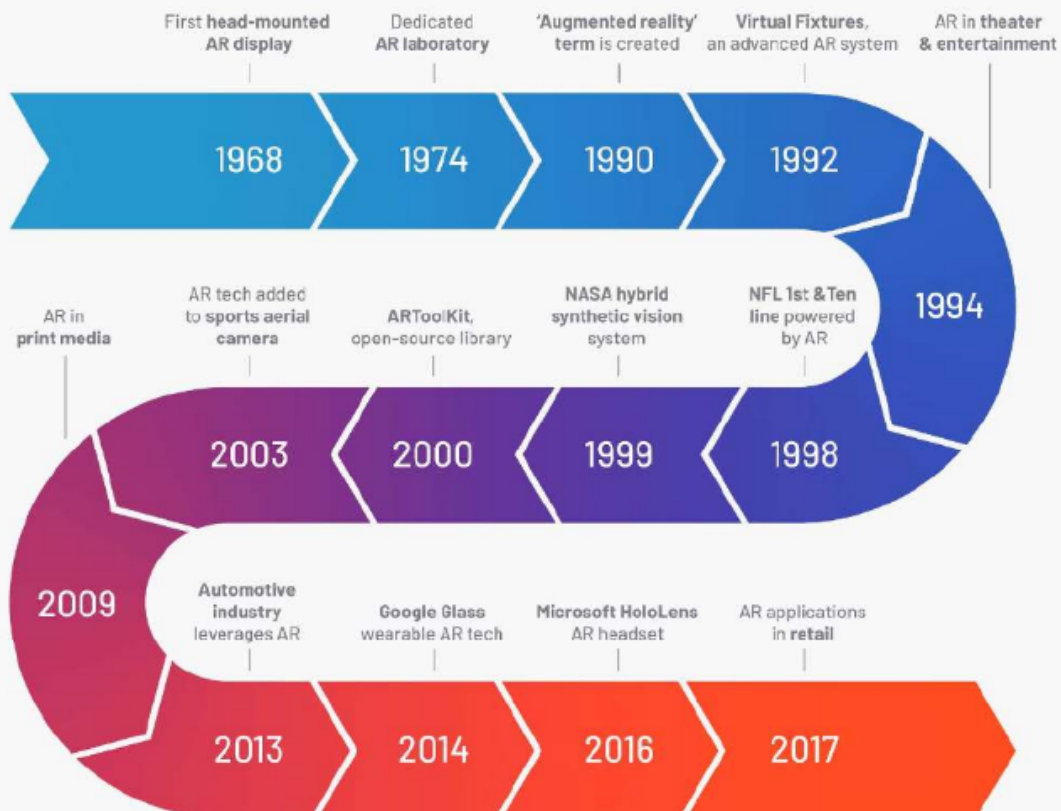
REALITY

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History of Augmented Reality



When was augmented reality invented?

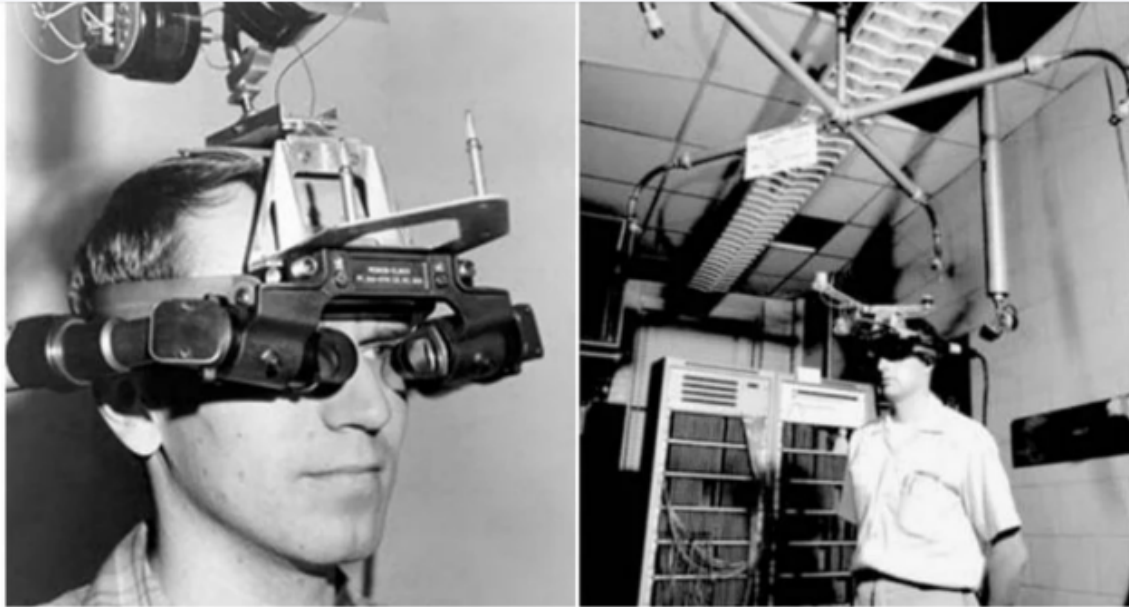
Augmented reality technology was invented in 1968, with Ivan Sutherland's development of the first head-mounted display system. However, the term 'augmented reality' wasn't coined until 1990 by Boeing researcher Tim Caudell.

The technology has come a long way with a growing list of **use cases for AR**. From NASA simulations to immersive marketing experiences, augmented reality makes tasks easier – and definitely more fun!

Augmented reality in the 60s & 70s

Let's take a look back to see how AR technology was created in the first place.

1968: Ivan Sutherland, a Harvard professor and computer scientist, created the first head-mounted display called 'The Sword of Damocles'.



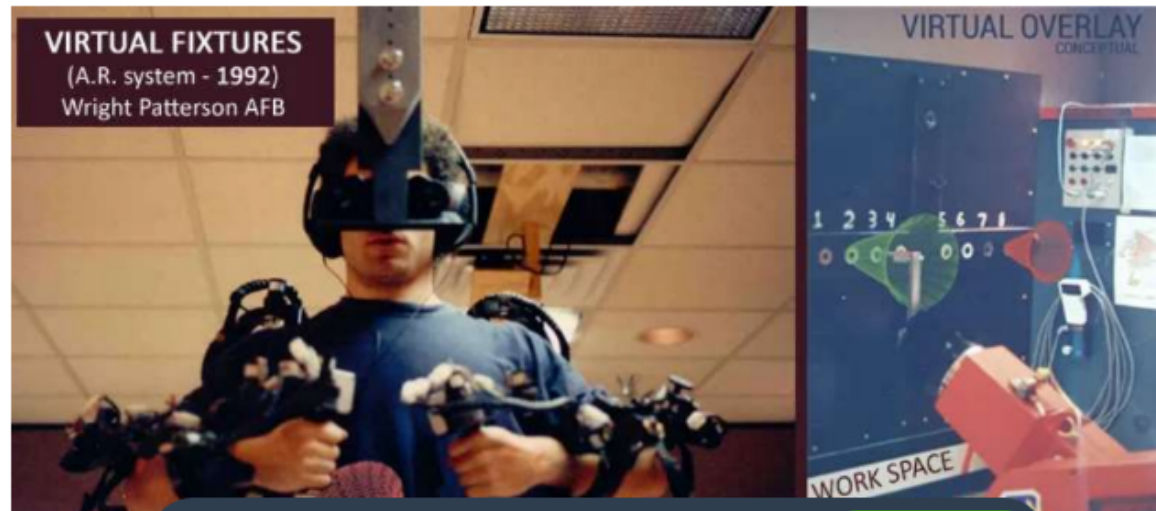
The user experienced computer-generated graphics that enhanced their sensory perception of the world.

Augmented reality in the 80s & 90s

Now, let's learn how AR transitioned out of the lab and into various industries and business applications.

1990: Tom Caudell, a Boeing researcher, coined the term 'augmented reality'.

1992: Louis Rosenberg, a researcher in the USAF Armstrong's Research Lab, created 'Virtual Fixtures', which was one of the first fully functional augmented reality systems.



The system allowed military personnel to virtually control and guide machinery to perform tasks like training their US Air Force pilots on safer flying practices.

1994: Julie Martin, a writer and producer, brought augmented reality to the entertainment industry for the first time with the theater production titled Dancing in Cyberspace.



The show featured acrobats dancing alongside projected virtual objects on the physical stage.

1999: NASA created a hybrid synthetic vision system of their X-38 spacecraft. The system leveraged AR technology to assist in providing better navigation during their test flights.

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The augmented reality component displayed map data right on the pilot's screen.

Augmented reality in the 2000s & today

By now, AR has a foothold in the fast-paced tech landscape. Let's see how its eventually rolled out to everyday consumers.

2000: Hirokazu Kato developed an open-source software library called the **ARToolKit**. This package helps other developers build augmented reality software programs. The library uses video tracking to overlay virtual graphics on top of the real world.

2003: Sportvision enhanced the 1st & Ten graphic to include the feature on the new Skycam system – providing viewers with an aerial shot of the field with graphics overlaid on top of it.

2009: Esquire Magazine used augmented reality in print media for the first time in an attempt to make the pages come alive.

When readers scanned the cover, the augmented reality equipped magazine featured Robert Downey Jr. speaking to readers.

AR in the next decade

The opening of the decade maintains AR hardware to be heavy, hot and relatively expensive. Enters Microsoft HoloLens 2 – a significantly more versatile and comfortable headset than what we've so far been exposed to. Further, Elon Musk's Neuralink promises a brain-to-computer interface to be ready for mass adoption in a few years.

Amidst today's software, devices, and invisible contacts; over the next decade, we're likely to witness an immersive device so compelling, it will be everywhere and everyone will have one. AR will find itself applying the vast knowledge of science and humanity in a meaningful context.