

Augmented Reality for Fun and Profit

By Sean T. McBeth

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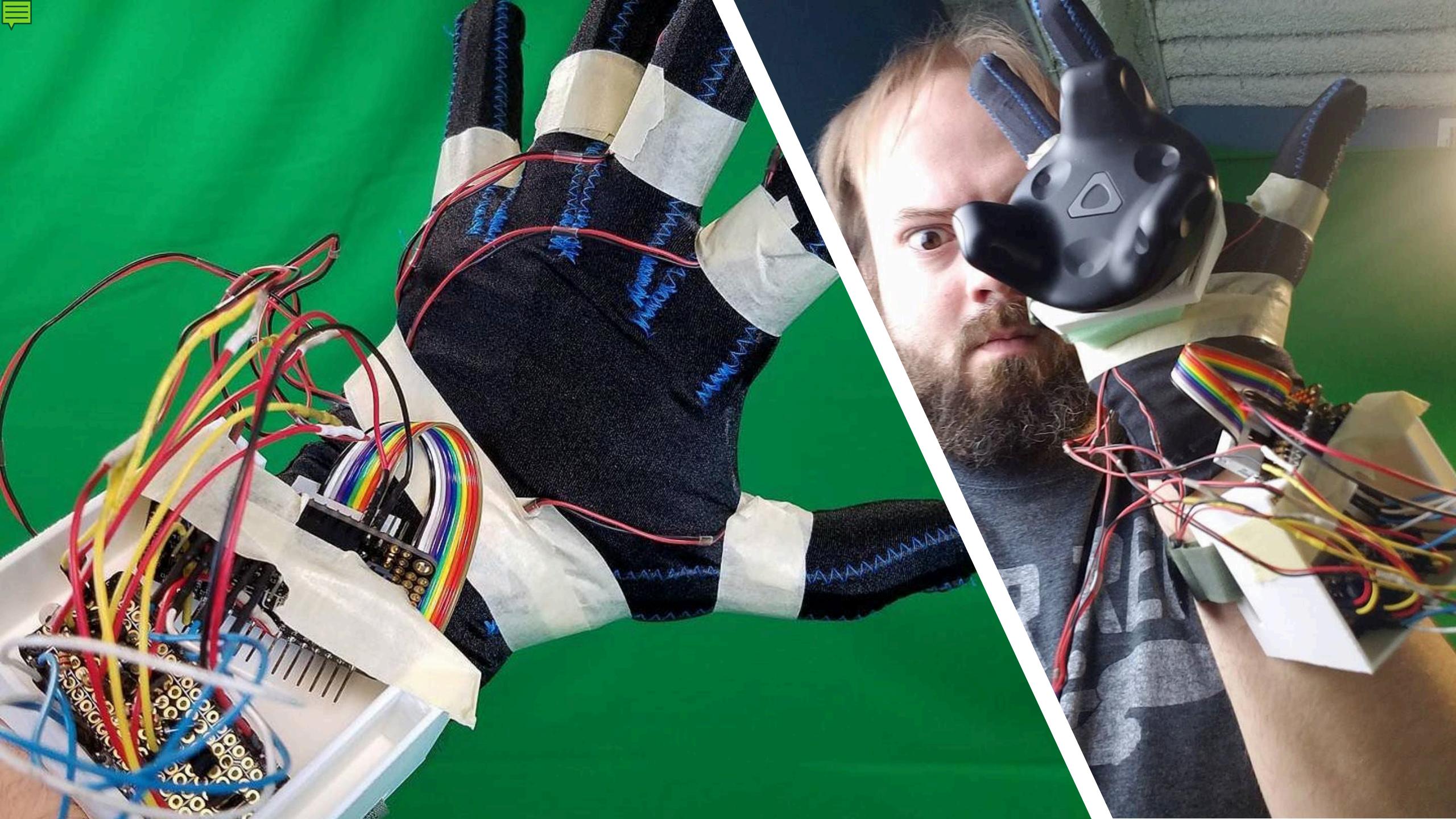
Sean T. McBeth

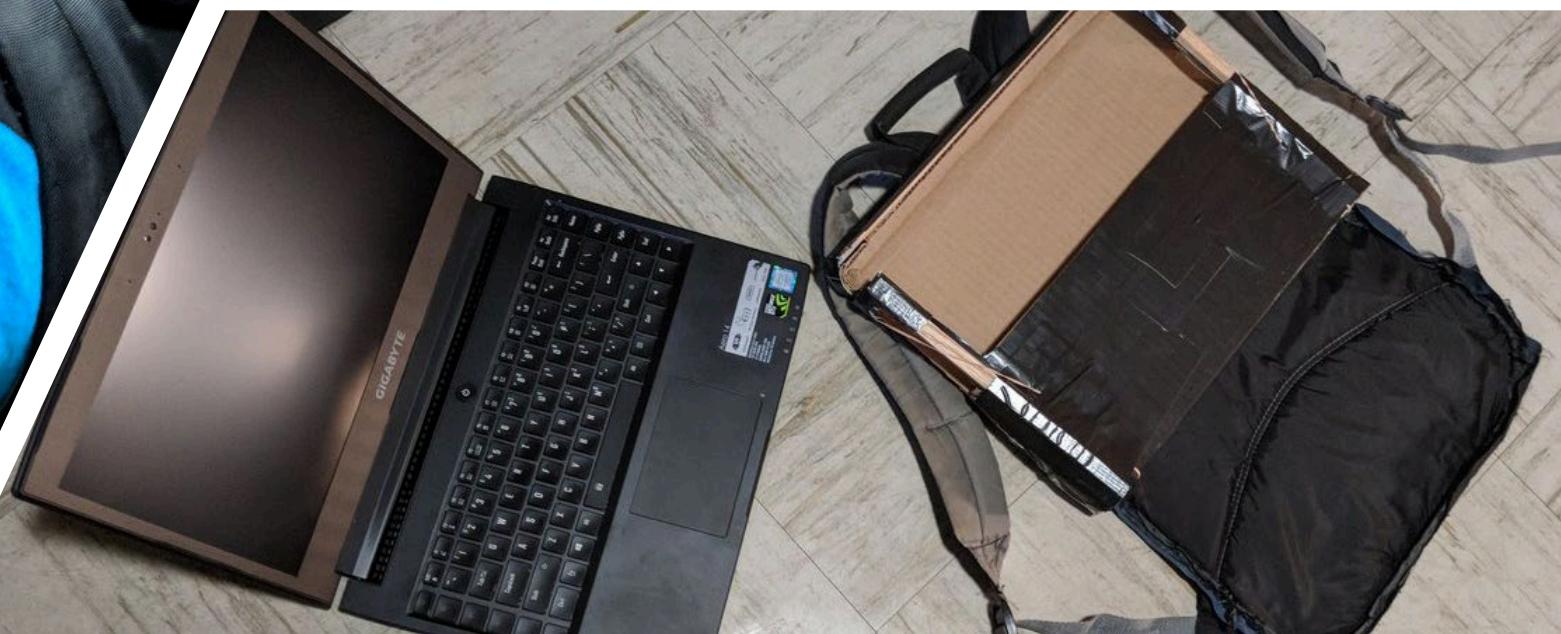


- 20 years of programming experience
 - (literal grey beard)
- Worked in lots of different industries
 - Geographic Information Systems
 - Internet of Things
 - Machine Vision
 - Augmented Reality
 - Virtual Reality
- Forgotten/forcefully suppressed knowing more languages than I can count
- Not necessarily a duck
- Pretty sure nobody is reading this far















What exactly is Augmented Reality?





Let's get it out of the way...



But...





CODE:

23 4654
65 4334
24 5261
45 3685
38 2856
35 6878
66 4217



IDENT POSITIVE

MATCH CRITERIA

NETFILE 342-589
MISSION PROFILE: ABSOLUTE
CONNOR, JOHN *****
HGHT 234654
WGHT 654334
HAIR 245261
EYES 453665
GEND 38285
DIST 35687
FACI 6642
BILD 2547
POST 453

PERCENT

99.4503%

538904

ALATION

234654

356878

ALL MI

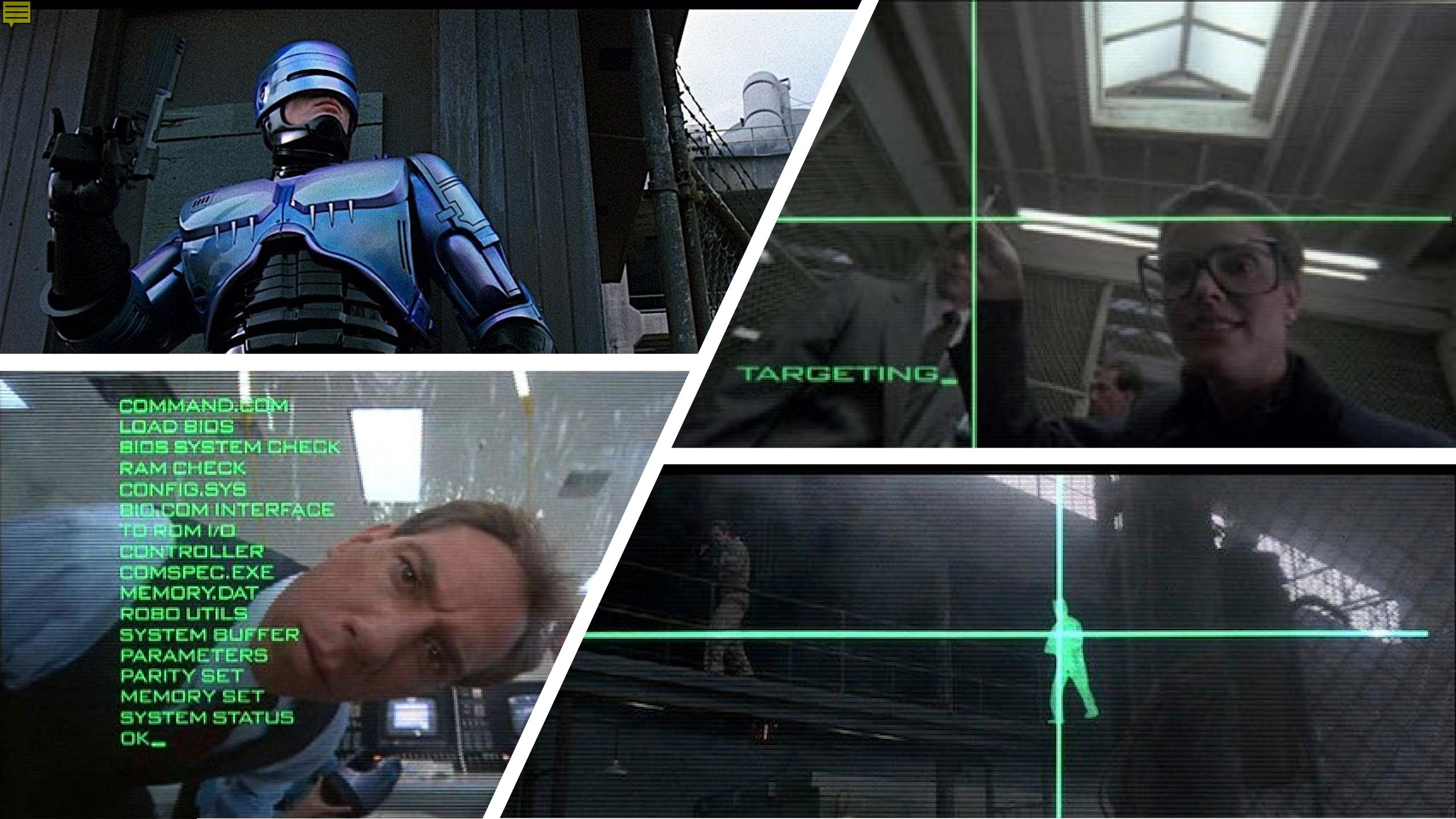


ASSESSMENT COMPLETE

FIT PROBABILITY 0.99

RESET TO ACQUISITION
MODE SPEECH LEVEL 78

PRIVACY LEVEL 100%



But...

GO HUB





Newburgh / Stewart (C&H)
New Windsor, NY



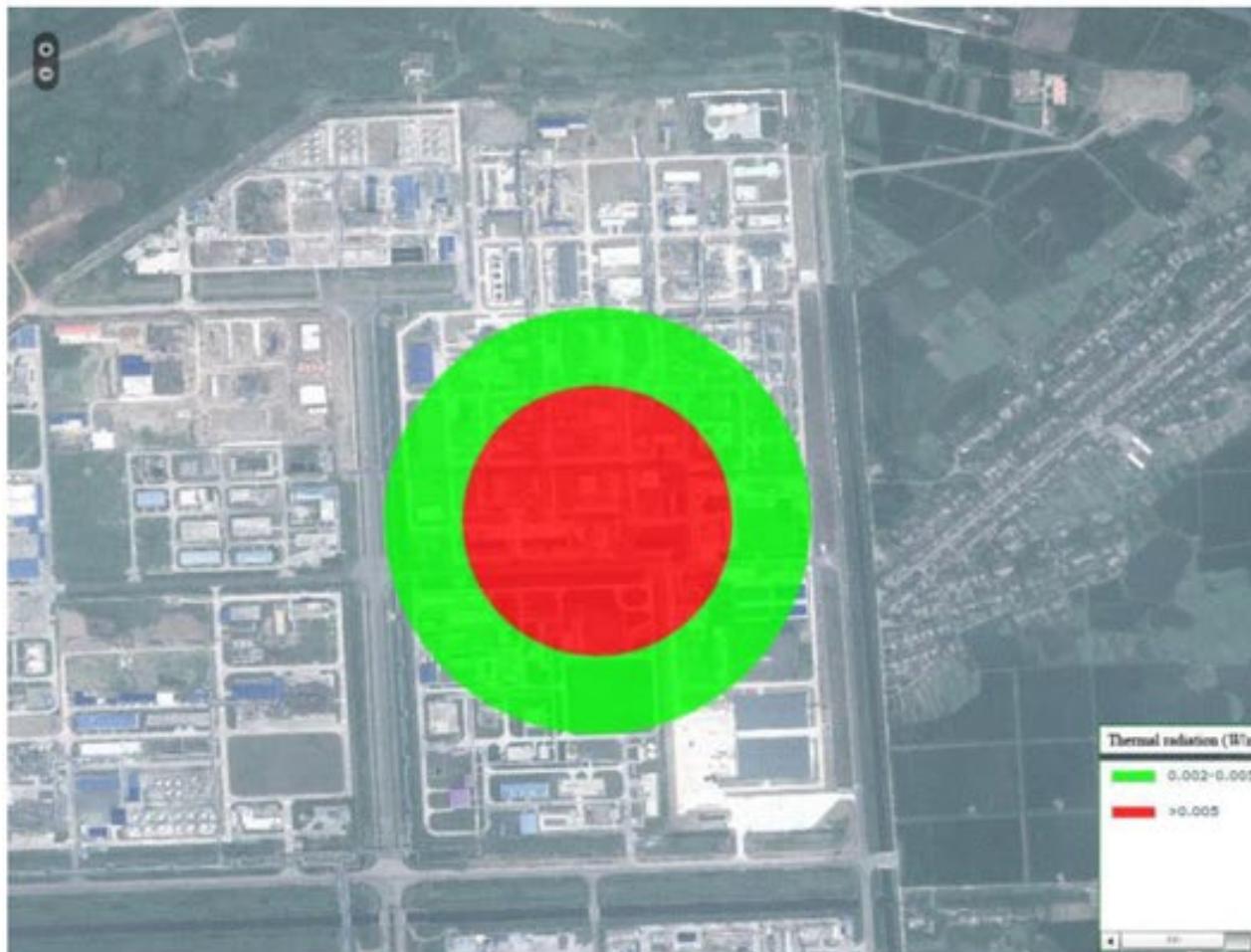
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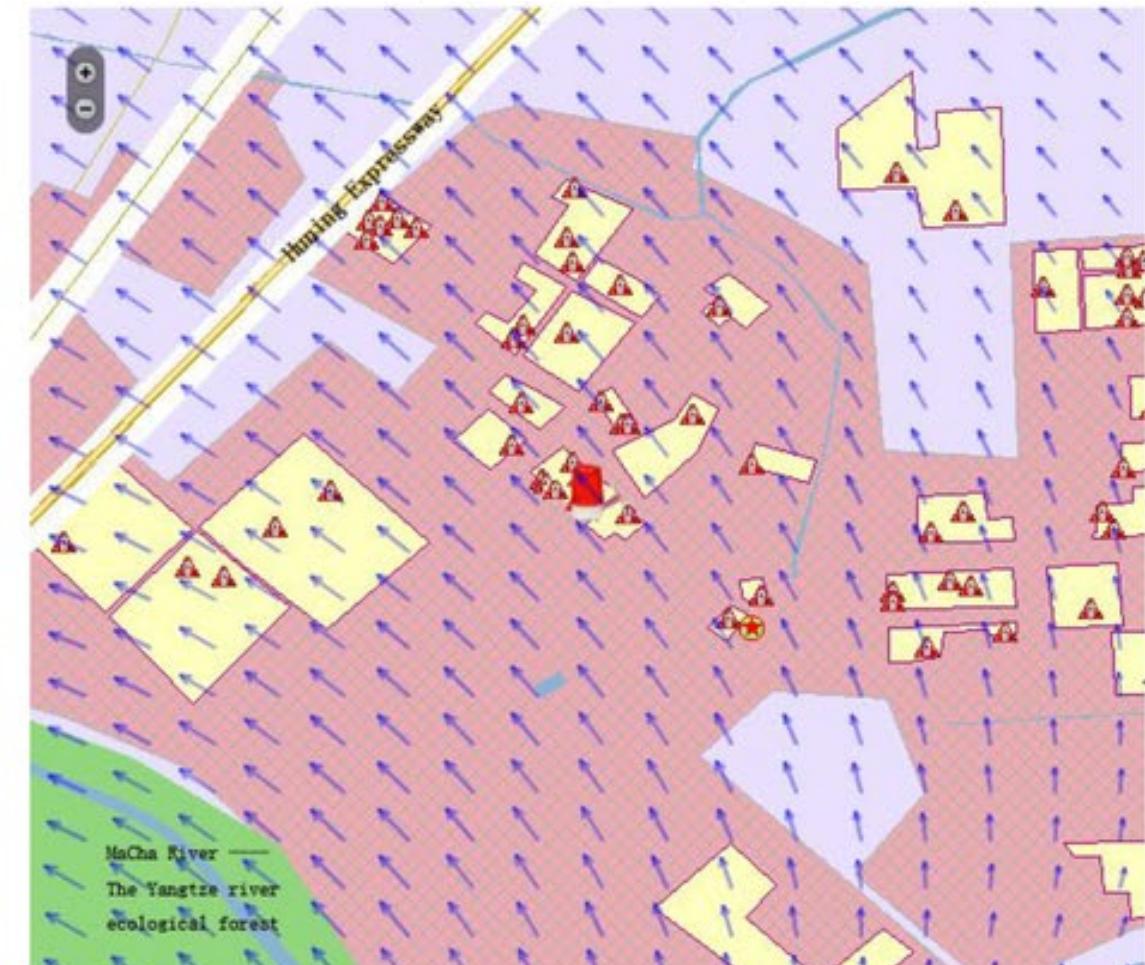
Add Weather Badge Extension

Radar | -25m -15m -5m Start Precipitation Forecast

1



(a)



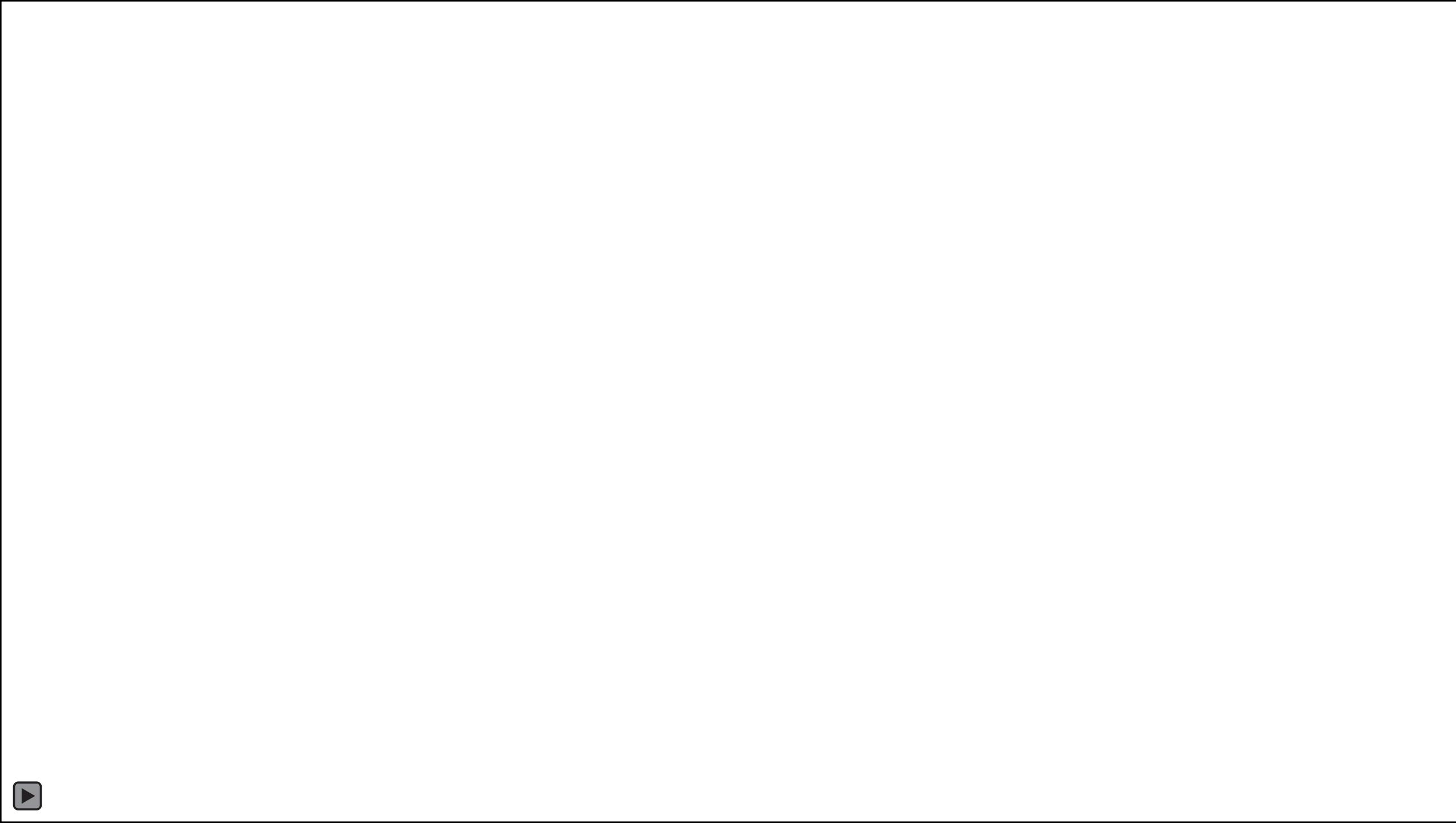
(b)



But also...











RACKED == EXTENDED_TRACKED

Please continue to
the next experience



vufind





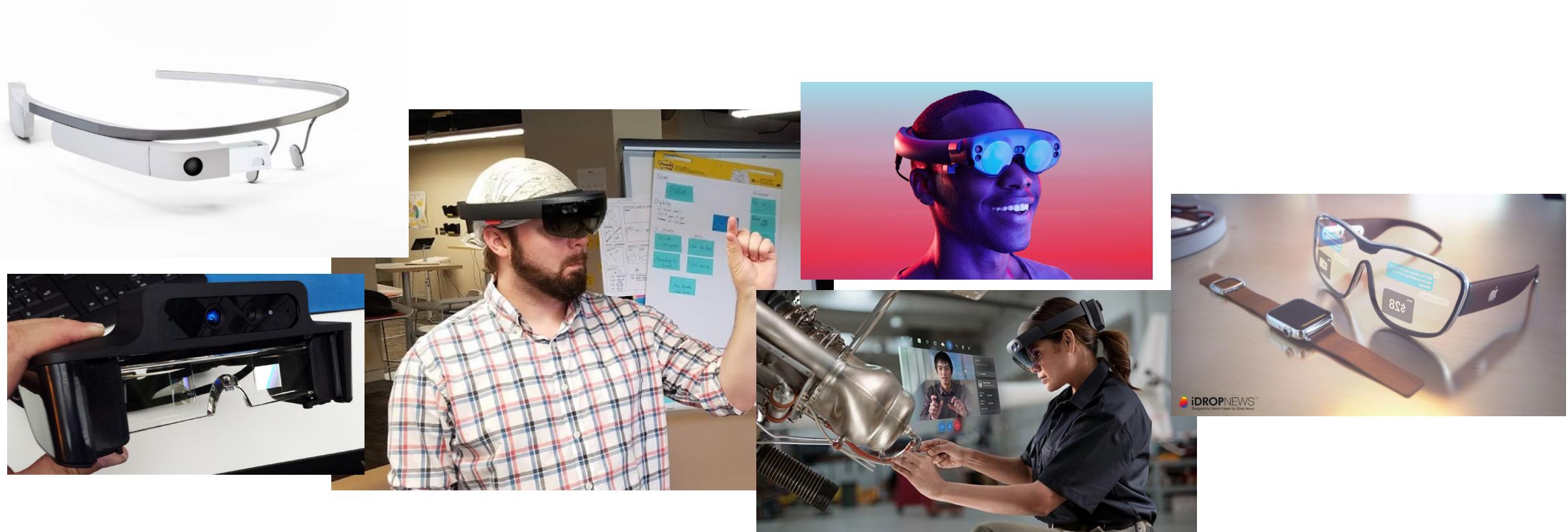
Why?

- Availability
- Context
- Communication



Why?

- Availability
- Context
- Communication
- AKA why we have Smartphones



2013

2015

2019

2021?

Maybeeee???



How? Lot's of ways

- Microsoft Windows Mixed Reality
- Magic Leap
- Vuforia
- Google ARCore
- Apple ARKit

Windows Mixed Reality - <https://www.microsoft.com/en-us/hololens>

Pros

- Support for both VR and AR
- Free to develop
- Excellent tracking with no external hardware
- Excellent documentation
- Wearable, keeping hands free for work
- Hand-tracking built-in
- Voice recognition built-in
- Solid surface detection
- Huge Windows API for lots of other advanced functionality
- Desktop metaphor for running standard 2D apps

Cons

- Expensive (US \$3500)
- HoloLens 1 – short battery life
- HoloLens 2 – limited availability
- Hand gestures provide no haptic feedback



Magic Leap - <https://www.magicleap.com/>

Pros

- Free to develop
- Wearable, keeping hands free for work
- Hand-tracking built-in
- Controller with haptic feedback available
- Excellent battery life

Cons

- Expensive (US \$2300)
- “Compute Pack” worn on hip
- No voice recognition (yet)
- Documentation is limited
- Updates are slow
- Company is in trouble



Vuforia - <https://vuforia.com/>

Pros

- Popular in mobile AR market
- Excellent Unity integration
- 3D model recognition
- 2D image target recognition
- Supports most smartphones
(both Android and iOS)

Cons

- Somewhat expensive at scale
- Not at all open source
- Requires use of their services
- Smartphones and tablets need to be held



Google ARCore - <https://developers.google.com/ar/>

Pros

- Free to develop
- Excellent Unity integration
- Solid surface detection, no markers required
- 2D image detection
- Supports most *modern* smartphones
- Lots of new features released regularly

Cons

- Smartphones and tablets need to be held
- Doesn't support older phones
- Documentation is limited



ARCore

Apple ARKit - <https://developer.apple.com/arkit/>

Pros

- Very similar to ARCore
- Excellent Unity integration
- Solid surface detection, no markers required
- 2D image detection
- Supports most iPhones and iPads
- Lots of new features released regularly

Cons

- Costs \$100/yr to develop
- Requires Apple computer to develop
- Apple devices only
- Apps must be deployed through App Store
- Smartphones and tablets need to be held



How to choose?

- Windows Mixed Reality
 - You need best-in-class tracking
 - You need advanced application features like voice recognition
 - You need the user's hands to be free
- Magic Leap
 - You can't quite afford a HoloLens
 - You need the user's hands to be free
 - You don't mind carrying a brick on your hip
- Vuforia
 - You don't need hands to be free
 - You need to support lots of devices that users already own
 - You want to augment images or complex 3D models
- Google ARCore
 - You don't need hands to be free
 - You want to support devices users already own
- Apple ARKit
 - You like ARCore's features and you don't mind being locked into Apple's ecosystem



Thanks!