

PRE-MEET

- 1) Whenever we go to a tourist spot or something, suppose we see a sculpture or a dome, what is directly visible to us is the front view and sometimes the side view. But what we lack most often is the top view and the bottom view too (though that might not be significant enough). Well obviously, it is not always possible to elevate them in order to give them the experience. However, a computer generated image or a computer enhanced image could give a better experience.
 - a) Maps to be displayed on vision whenever the holder wishes to (say when he looks at the sky and says show map)
 - b) Calculating the live count of the number of people in the que (say a particular ride in a theme park)
- 2) Also, not everyone can read and understand. So, audio devices (like headphones and mic) could enhance the overall touring experience. Another advantage is to provide the language of their choice!

These two could be merged together along with the device that is to be provided to each of the individuals in order to implement the AR part.

MEET NOTES

- 1) Distance; angle (but difficult-technical); so we use multiple satellites.
- 2) For larger distances, error in intensity measurements is quite high; difficult to use; measurement based on time is preferred (by the prof.) and we try to get it. 3 beacons for a 2-d plane localization.
- 3) Approach 1: based on phone; but not all phones might support the required form of EM waves.
Approach 2: audio devices (like headphones and mic)!!! (leasing them out). Obstacles can miscalculate the distance! Headphones, placed above on head at a reasonable height so minimizes the obstruction.
- 4) Ultraviolet bands and band devices; Track IO;
- 5) Voice control; push control/touch sensing
- 6) GESTURE control!! (Tilt your head away and the system understands that you are not interested in it!)