



**TECH 421 - Future of Digital Media**

**TECH 3706 - AR/VR in Architectural Environments**

# Most Up-to-date Syllabus:

<https://github.com/ivaylopg/Tech421Tech3706>



# Contact Me

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**What is AR/VR/MR?**

*Inducing targeted behavior in an organism by using artificial sensory stimulation, while the organism has little or no awareness of the interference.*





Predominantly  
Real World

## AR Augmented Reality

Blends virtual worlds  
with the real world by  
overlaying generated  
graphics and audio  
onto the real world

### FR Flat Reality



### TR Transparent Reality



### MR Mixed Reality



Predominantly  
Computer Generated

## VR Virtual Reality

Closed computer  
generated environment  
with no direct input  
from or interaction with  
the real world



JASS  
Just Another  
Smartphone  
Screen



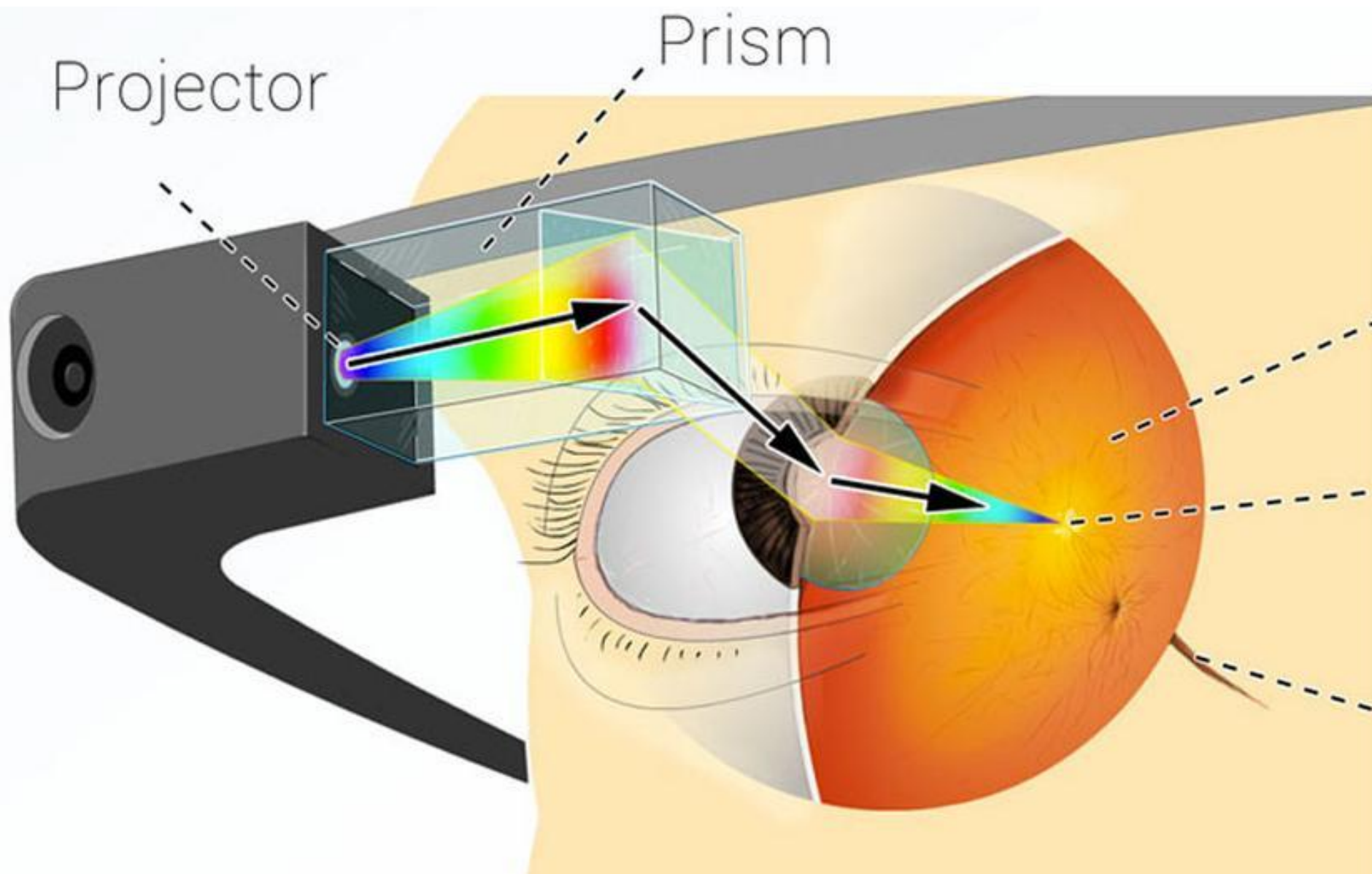
**What is AR/VR/MR?**





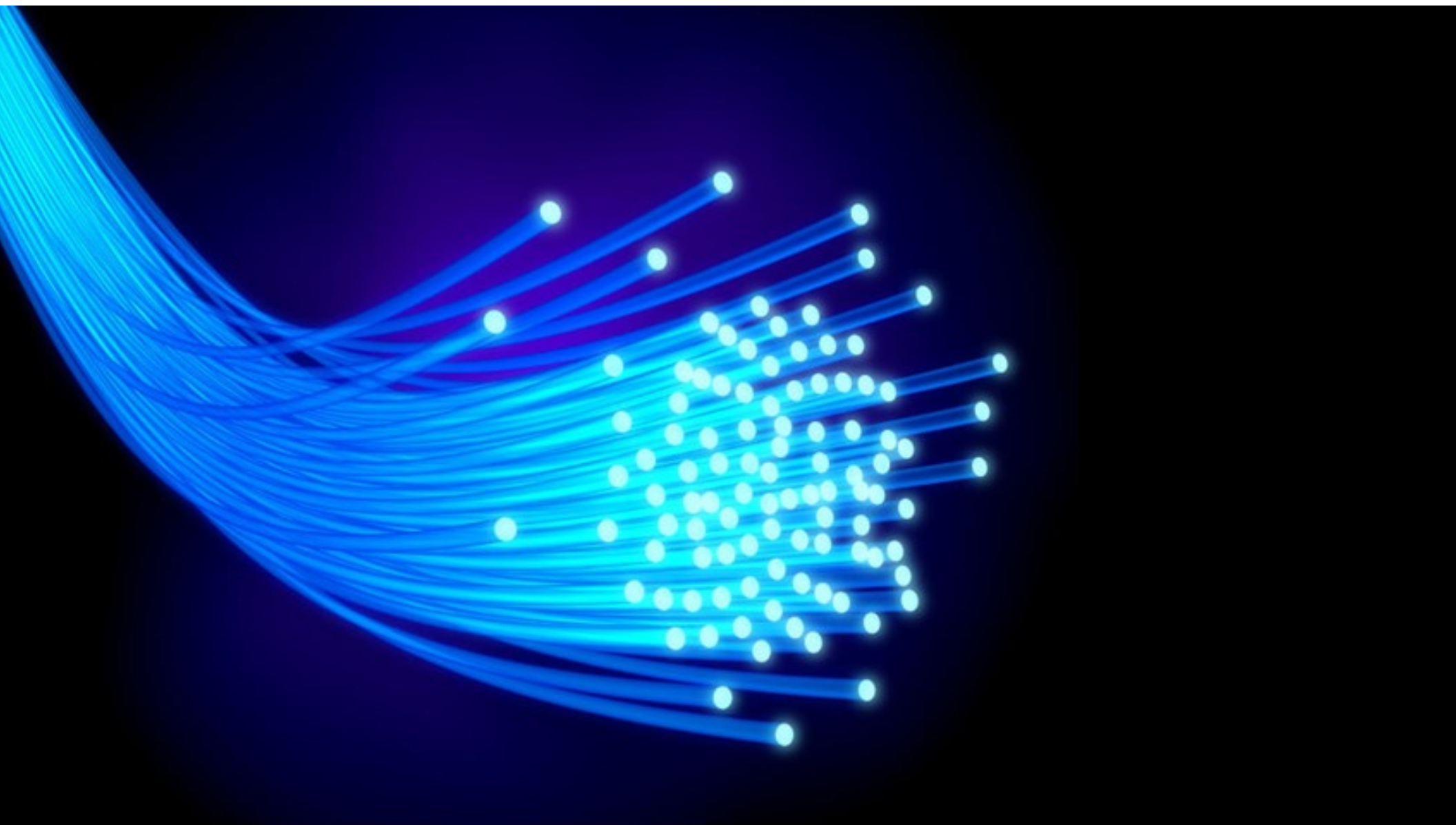


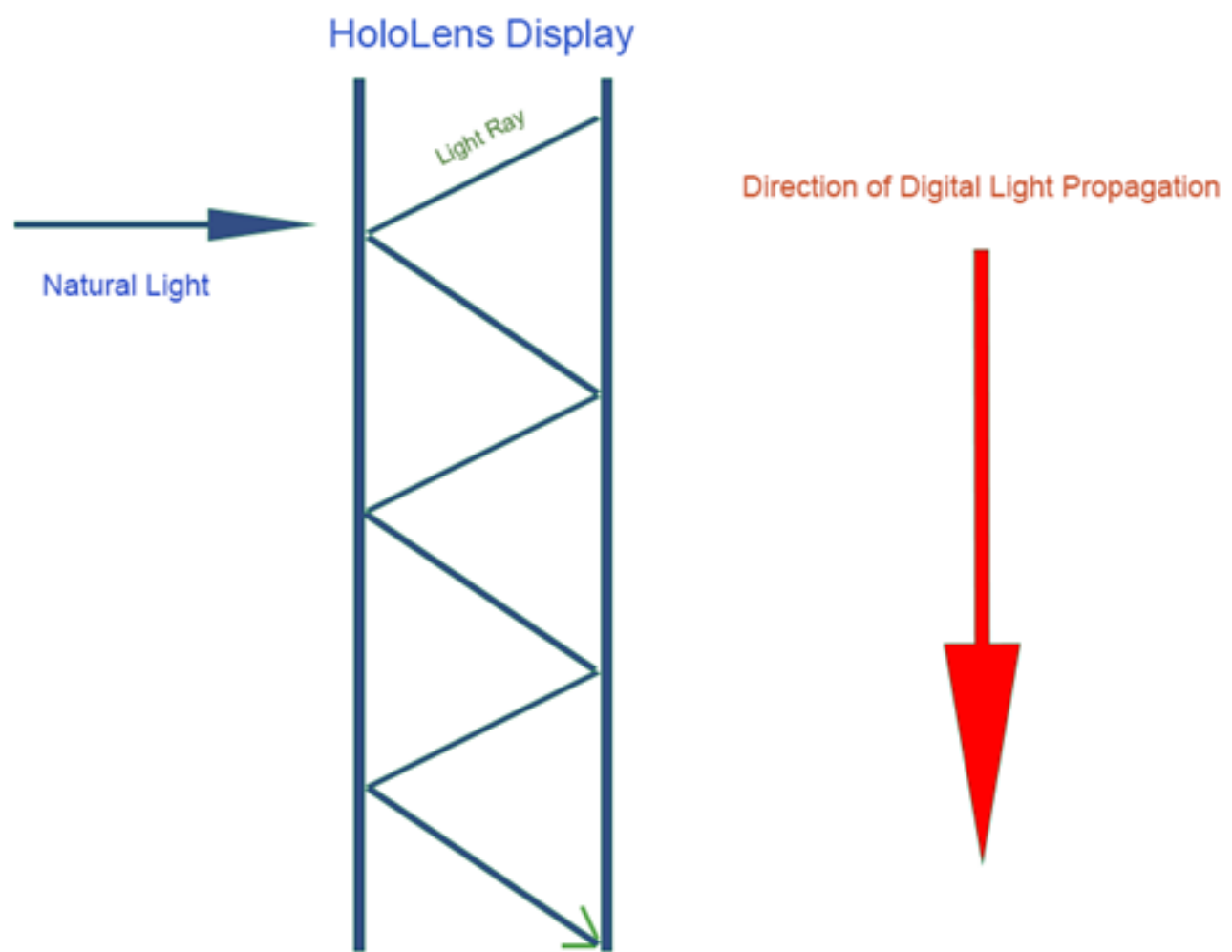


















# THE 1990s

# THE FUTURE









**<http://www.creativeapplications.net>**

**<http://prostheticknowledge.tumblr.com/>**



<http://bit.ly/2w1vcX7>

# Virtual Reality (LaValle) - Chapter 1

<http://vr.cs.uiuc.edu/>

Set up Unity!

Find examples of AR/VR that interest you on the creative coding websites linked earlier





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