



# Augmented Reality Study

Tutorial

# Sections

- What is AR?
- Devices
- Interactions
- Fitting



# What is Augmented Reality?

- The mixing of **virtual** and **real** objects, environments, and processes in **real-time** via computational techniques
- In this study, there will be considerable emphasis on **your ability to move around**, and engage your body and hands with visual and audio elements.



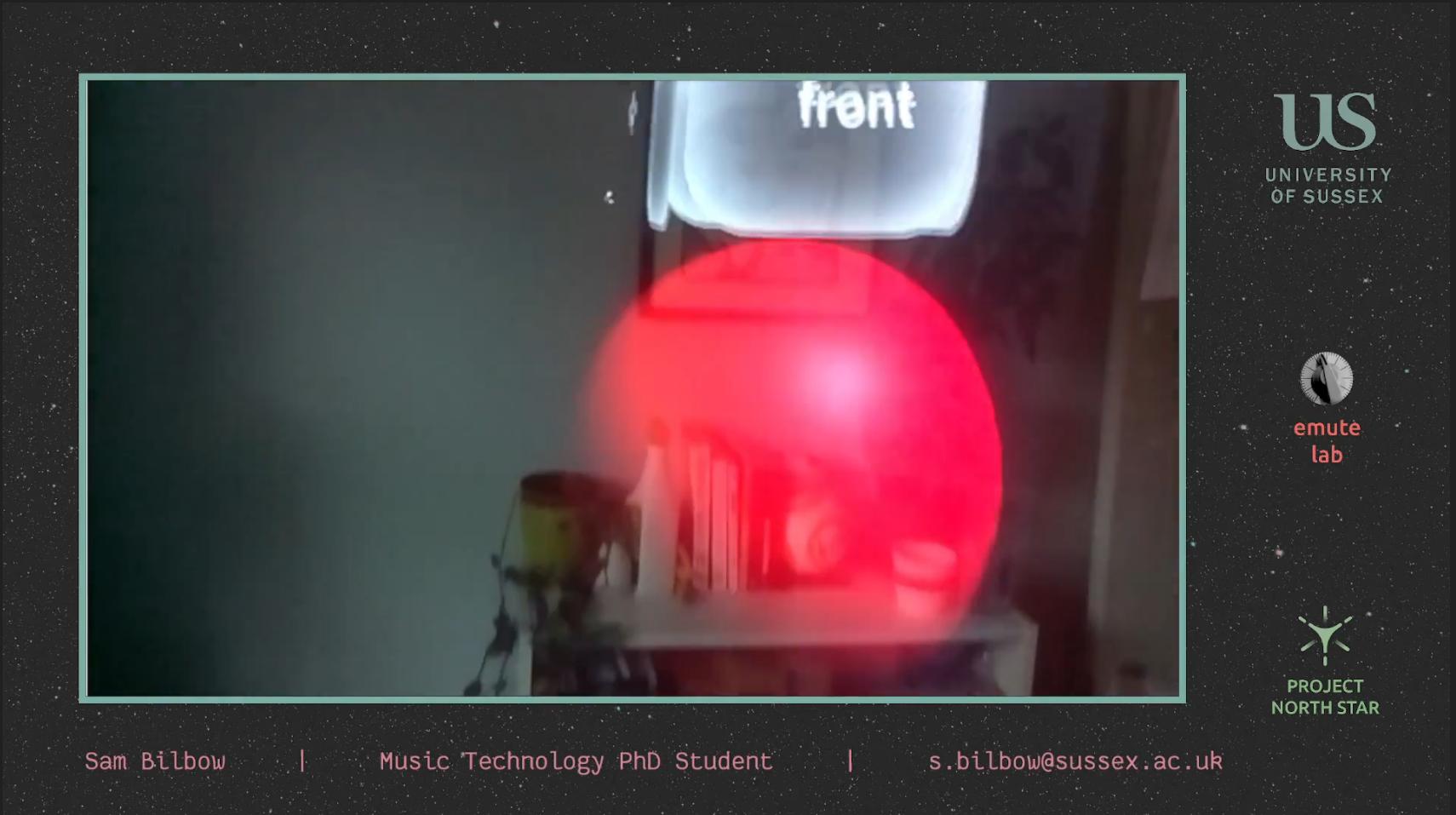
# Devices

- Augmented Reality Headset
  - 3D Graphics
  - Hand Tracking
  - Body Tracking
- Bone Conduction Headphones
  - 3D Sounds



# Interactions

Moving around



US  
UNIVERSITY  
OF SUSSEX

emute  
lab

PROJECT  
NORTH STAR

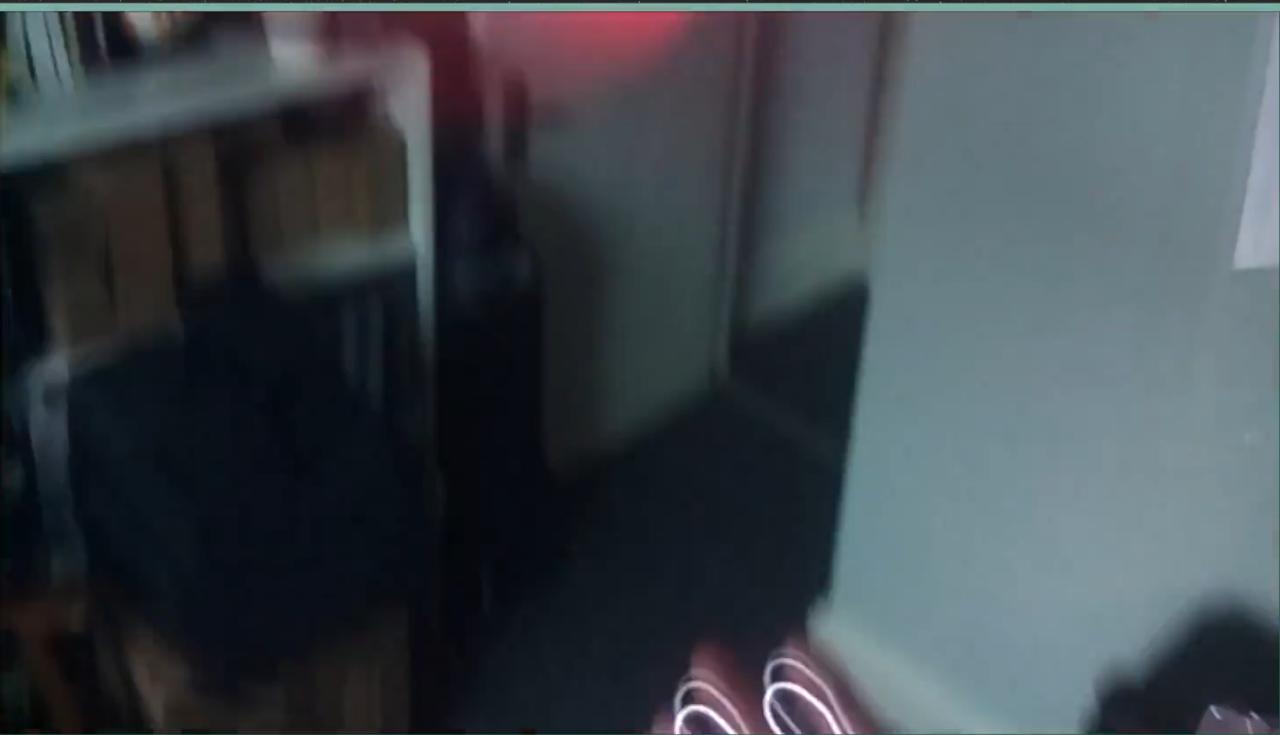
Sam Bilbow

| Music Technology PhD Student

| s.bilbow@sussex.ac.uk

# Interactions

## Hands



The image shows a blurred, close-up photograph of hands interacting with a glowing, translucent interface, likely a haptic or multi-sensory display. The interface appears to be a complex, organic shape with glowing edges, possibly representing a neural network or a complex signal. The background is dark, making the glowing elements stand out.

Sam Bilbow | Music Technology PhD Student | s.bilbow@sussex.ac.uk

UNIVERSITY OF SUSSEX

emute lab

PROJECT NORTH STAR

# Fitting Headset



# Fitting Headphones



A photograph of a man with a beard and dark hair, wearing a black VR headset. He is standing in a room with light-colored walls. To his left is a window with a blue frame, showing a view of greenery outside. Above him hangs a yellow lampshade. In the background, there's a white shelving unit with various items, a potted plant, and some framed pictures on the wall. The overall lighting is warm.

Sam Bilbow | Music Technology PhD Student | s.bilbow@sussex.ac.uk

UNIVERSITY OF SUSSEX

emute lab

PROJECT NORTH STAR