Learning checkpoint - constraints with current AR

- Currently AR has a lack of user interface metaphors, meaning that a commonly understood method or language of human interaction has not been established.
- The purpose of the interface metaphor is to give the user instantaneous knowledge about how to interact with the user interface. An example is a QWERTY keyboard or a computer mouse.
- The details of what makes AR challenging from a technical standpoint are complex, but three influential factors are power, heat, and size.
- AR requires high processing power, batteries generate heat, and a current challenge is fitting all the necessary components into a small enough form factor to wear on your face comfortably for extended periods of time.
- Not everything in AR has to be 3D, but the vast majority of assets, applications, and experiences will require at least a little 3D design.
- Currently, there is a limited base of people with 3D design and interaction skills, such as professional animators, graphic designers, mechanical engineers, or video game creators. For AR to grow, the adoption of 3D design theory, skills, and language needs to become much more widespread. Later on in this course, we'll be discussing a few programs that are helping overcome this challenge, like Sceneform or Poly API.
- Computer vision is a blend of artificial intelligence and computer science that aims to enable computers (like smartphones) to visually understand the surrounding world like human vision does. This technology needs to improve in terms of object detection and segmentation to make AR processes more effective.