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Learning checkpoint - the basics of augmented reality

- Humankind's first foray into immersive reality through a head-mounted display was the "Sword of Damocles," created by Ivan Sutherland in 1968.
- HMD is the acronym for "head-mounted display."
- The term "Augmented Reality" was coined by two Boeing researchers in 1992.
- A standalone headset is a VR or AR headset that does not require external processors, memory, or power.
- Through the combination of their hardware and software, many smartphones can view AR experiences that are less immersive than HMDs.
- Many of the components in smartphones—gyroscopes, cameras, accelerometers, miniaturized high-resolution displays—are also necessary for AR and VR headsets.
- The high demand for smartphones has driven the mass production of these components, resulting in greater hardware innovations and decreases in costs.
- Project Tango was an early AR experiment from Google, utilizing a combination of custom software and hardware innovations that lead to a phone with depth-sensing cameras and powerful processors to enable high fidelity AR.
- An evolution of Project Tango, ARCore is Google's platform for building augmented reality experiences.

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