



≡ Item Navigation

Learning checkpoint - AR functionality

- In order to seem real, an AR object has to act like its equivalent in the real world. Immersion is the sense that digital objects belong in the real world.
- Breaking immersion means that the sense of realism has been broken; in AR this is usually by an object behaving in a way that does not match our expectations.
- Placing is when the tracking of a digital object is fixed, or anchored, to a certain point in the real world.
- Scaling is when a placed AR object changes size and/or dimension relative to the AR device's position. For example, when a user moves away or towards an AR object, it feels like the object is getting larger or smaller depending on the distance of the phone in relation to the object. AR objects further away from the phone look smaller and objects that are closer look larger. This should mimic the depth perception of human eyes.
- Occlusion occurs when one object blocks another object from view.
- AR software and hardware need to maintain “context awareness” by tracking the physical objects in any given space and understanding their relationships to each other -- i.e. which ones are taller, shorter, further away, etc.

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