

AUGMENTED REALITY

presentation by Elvin Akkan

1// What does it mean?

2// Where do we use this technology?

3// How can we do it?

What do we mean by
Augmented Reality?

$AR = \text{Real World} + \text{Virtual Layer}$

$\text{Virtual Reality} = \text{Virtual World} + \text{Real Inputs}$

- Augmented reality is a term for a live direct or an indirect view of a physical, real-world environment whose elements are *augmented by computer-generated sensory input*, such as sound or graphics
- Augmented Reality is a relatively new technology that blends real-world footage and *computer-generated graphics* in real time

-We call ' Desteklenmiş Gerçeklik' in Turkish.

-What augmented reality does is provide you with an information overlay for your daily life.

-Blurring the line between reality and virtual by enhancing what we perceive.

AUGMENTED REALITY



Retrieved from;
[http://www.boardsmag.com/
articles/magazine/20090601/
creative.html?page=2](http://www.boardsmag.com/articles/magazine/20090601/creative.html?page=2)

Where do we use this
technology?

AUGMENTED REALITY

It opens a whole lot of possibilities in many fields, from medical to engineering, including entertainment

// entertainment

// engineering design

// robotics and telerobotics

// manufacturing, maintenance
and repair

// consumer design

// military training

some examples from
advertisements;

BMW Z4

http://www.youtube.com/watch?v=cTUJKvXIkSU&feature=player_embedded#at=53

Ford C-Max

http://www.youtube.com/watch?v=bl8T9oYO5vY&feature=player_embedded

How does it help us in our daily life?

For Address& Phone

<http://www.youtube.com/watch?v=hWC9gax7SCA>

Layar giving you a sleek Google Maps-esque interface over your local area.

http://www.youtube.com/watch?v=b64_16K2e08&feature=player_embedded#at=82

AUGMENTED REALITY

How can we do it?

Software we need:

// Adobe Flash

*// ARToolkit calculate the real
camera position and orientation
relative to square physical markers
in real time.*

*// FlarToolkit is an open source
code library for Augmented Real-
ity in Flash*

// Maya

// A camera

Also you need

// Marker File The marker file is a pattern that Flar will look for from your webcam.

1. Design a marker, you can put whatever you want in the middle of the square.

2. Print out the marker open up the air app and point the marker at your webcam. When you get a red square around your marker hit "Save Pattern" and you're done.

Your fantasy world will become an overlay on reality.

If you really interested in
augmented reality visit:

<http://augmentedblog.wordpress.com>

Thanks for listening!

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