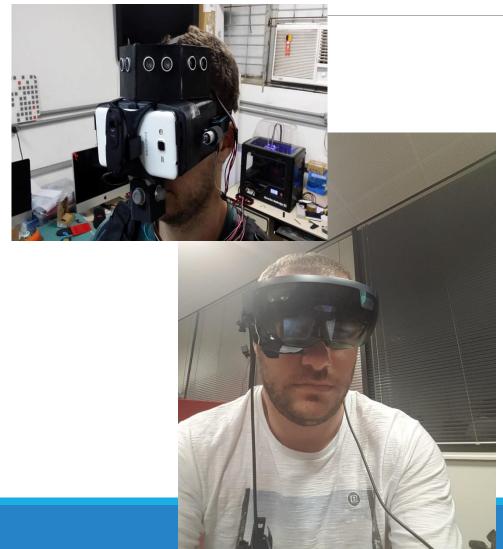
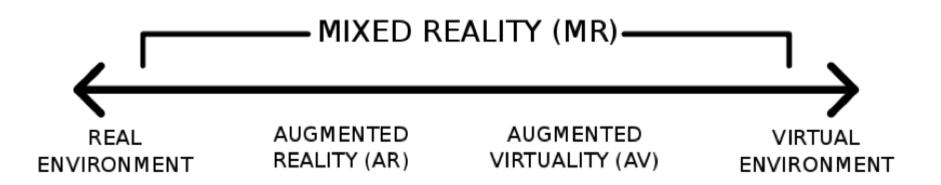
Augmented Reality (AR) and Virtual Reality (VR)

SAUL DELABRIDA

HMD – Head Mounted Display



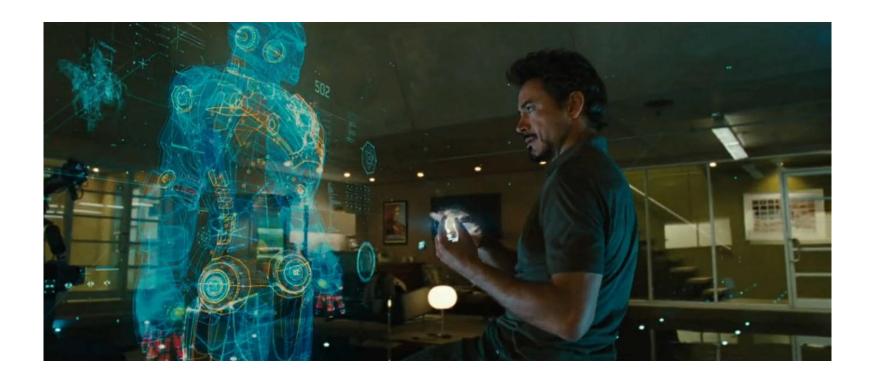




Real Environment



Augmented Reality -

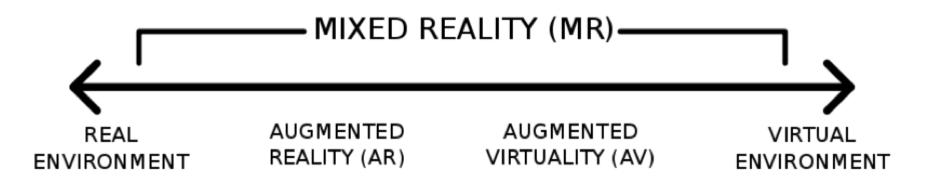


Augmented Virtuality



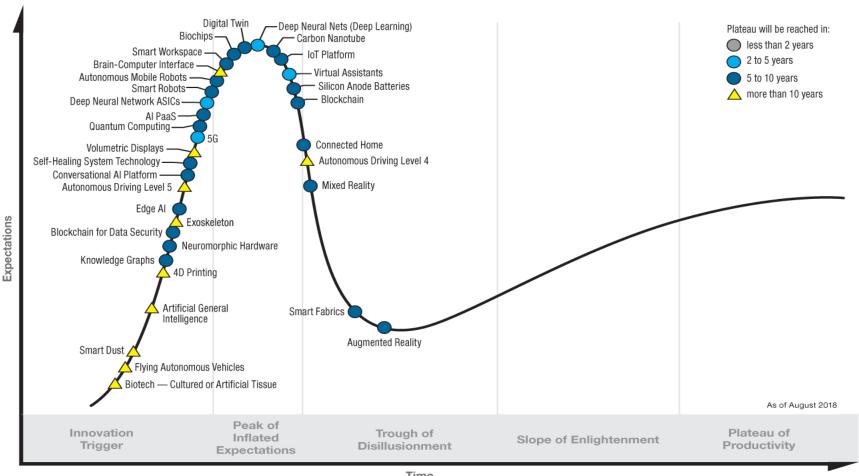
Virtual Reality





Those concepts are not bound by wearable, but wearable can provide us those experiences

Hype Cycle for Emerging Technologies, 2018



Time

gartner.com/SmarterWithGartner

Source: Gartner (August 2018) © 2018 Gartner, Inc. and/or its affiliates. All rights reserved.



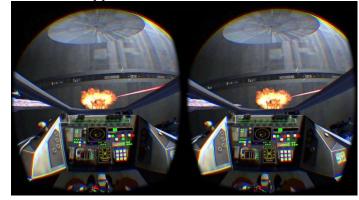
VR Devices

Google Cardboard

Cheap to start

API and SDK is compatible with most available devices

It use a magnetic sensor for UI





https://www.youtube.com/watch?v=ZyJw5Dg4dZ4

Oculus Rift

Can demands a PC for data processing, although we can find mobile extensions

Mature API for development of main commercial platforms such as Unreal and Unity

Motion Track

Example (VIVE)

https://www.youtube.com/watch?v=Khoer5DpQk



HTC VIVE

Solution similar to Oculus Rift

A discussion which is better between HTC VIVE and Oculus Rift is similar to XBox and PSx

Many accessories available

HTC VIVE PRO promotion video

https://www.youtube.com/watch?v=DPMJDXmYwiY&feature=voutu.be



PlayStation VR

Works connected to PS4

Lower quality compared to others

Cheapest compared to others



Google Daydream

Launched on 2016 as a more professional platform

Works with high resolution (and expensive) smartphones

Standalone Lenovo Mirage Solo





Samsung Gear VR

Based on Oculus Platform

Data processing is in smartphone

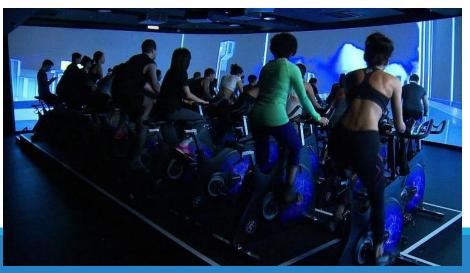
Works only with Samsung's devices

Become an expensive alternative



Non Wearable VR







Advantages Wearable VR

Good choice for immersive experiences

Cheap and safety way for training

Useful for psychological treatment

A new alternative for education

Useful for human behavior studies

Easy to develop

Disadvantages Wearable VR

People felt weakness and malaise after the long time experiencing

Best current players 3D experience are limited to cables

More non-invasive way to tracking

AR Devices

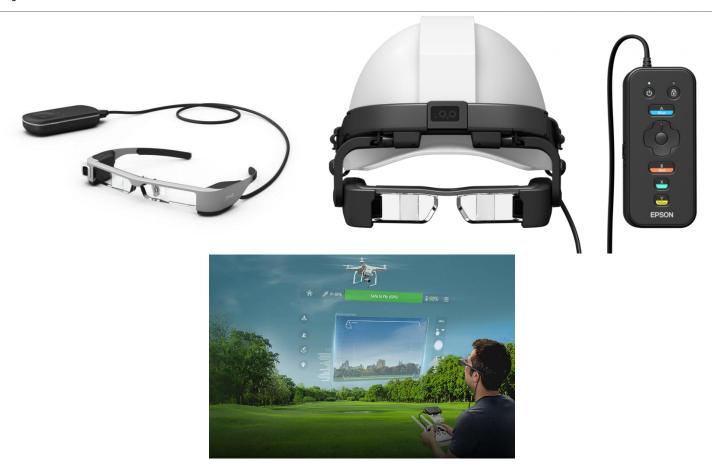
Technologies for Industry 4.0 and HMI

Microsoft Hololens

Depth sensing



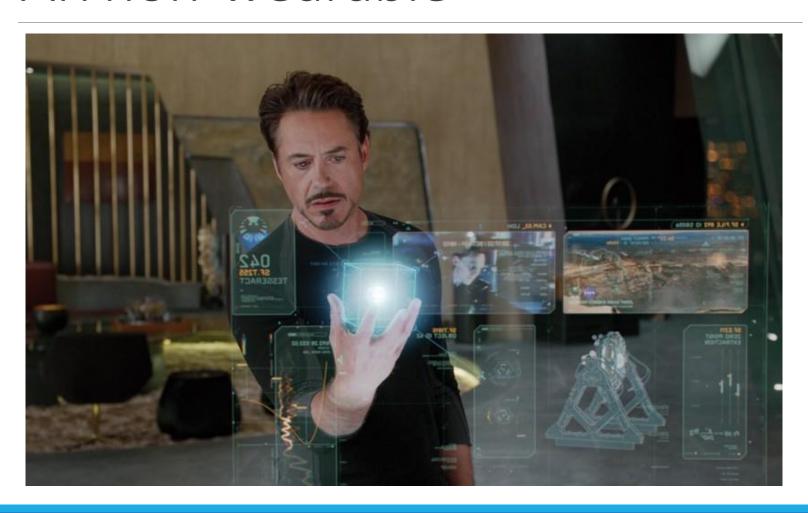
Epson Moverio



Daqri



AR non-wearable



How to Program?

Games Engines

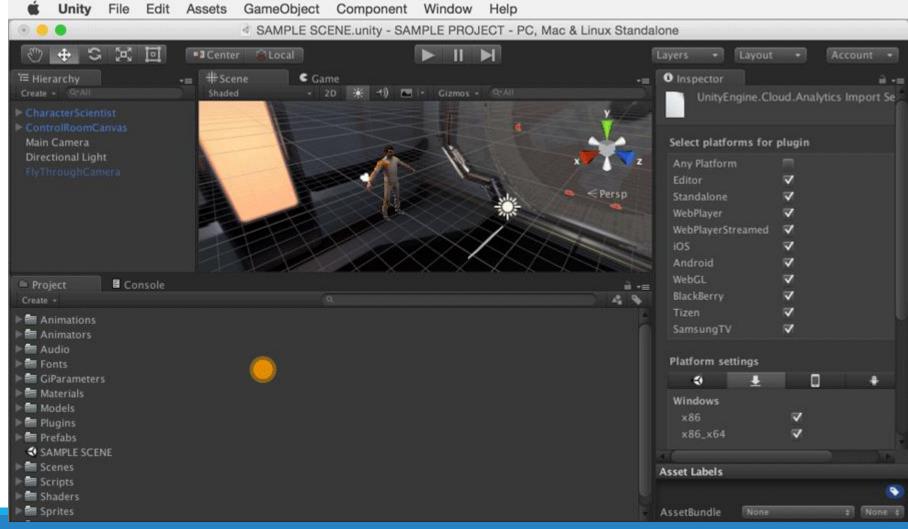
Unity (Cross Platform)

Unreal

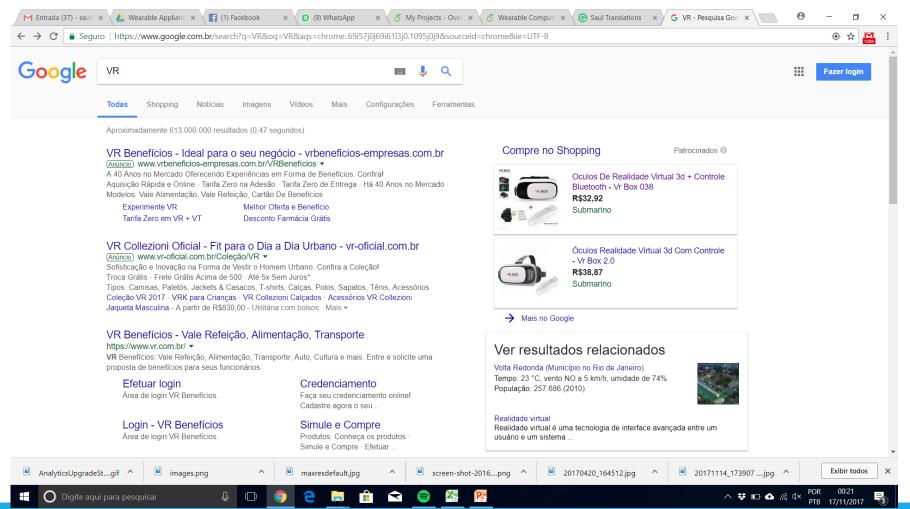
Java (Android)

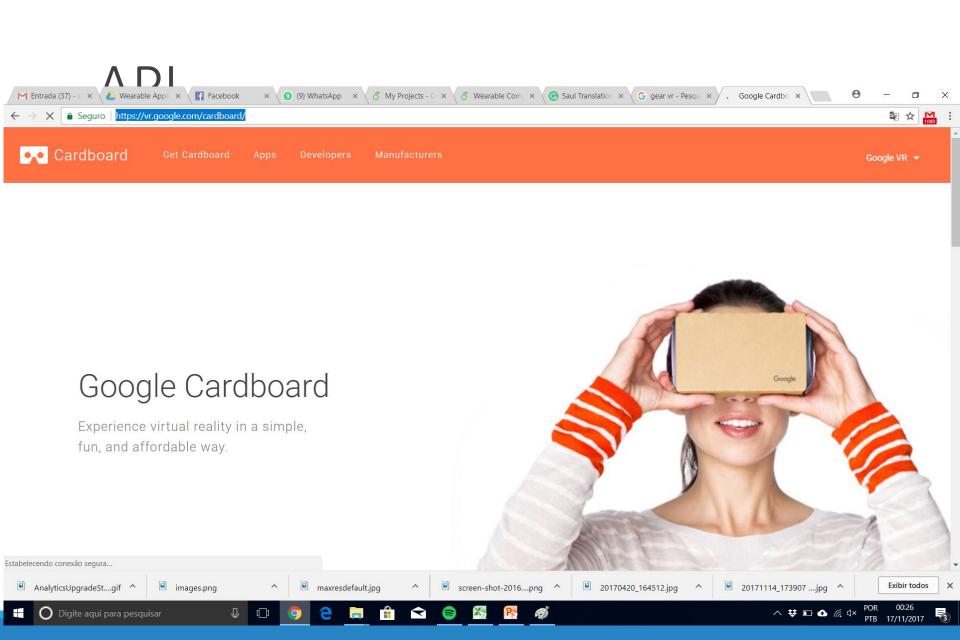
C++





Device





Opportunities and Challenges

Map UX

- User behavior
- User feelings

Games

New hardware

New apps

Real world 3D apps

Other Technologies

3D Camera

Google Tango

AR Toolkits

Wearable x UX

Motion sense

Leap motion

.

Thanks for your attention! saul@sdelabrida.com