

1.	Record Nr.	UNICAMPANIASUN0042630
	Titolo	Il rinnovo urbano : programmi integrati, di riqualificazione e di recupero urbano : valutazioni e prospettive / Francesco Karrer ... [et al.]
	Pubbl/distr/stampa	Roma : Carocci, 1998
	ISBN	88-430-1156-1
	Descrizione fisica	329 p. ; 24 cm.
	Lingua di pubblicazione	Italiano
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
2.	Record Nr.	UNINA9910785915703321
	Autore	Kipper Gregory
	Titolo	Augmented reality [[electronic resource]] : an emerging technologies guide to AR / / Gregory Kipper, Joseph Rampolla
	Pubbl/distr/stampa	Waltham, Mass., : Syngress, 2012
	ISBN	1-283-81064-6 1-59749-734-7
	Edizione	[1st ed.]
	Descrizione fisica	1 online resource (177 p.)
	Altri autori (Persone)	RampollaJoseph
	Disciplina	006.8
	Soggetti	Augmented reality Human-computer interaction Real-time data processing Computer graphics Three-dimensional display systems Interactive multimedia
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Description based upon print version of record.
	Nota di bibliografia	Includes bibliographical references and index.
	Nota di contenuto	Half Title; Title page; Copyright; Dedication; Contents; Acknowledgments; About the Authors; Foreword; 1 What Is Augmented

Reality?; The Definition of Augmented Reality; What AR is Not; The Components of Augmented Reality; Augmented Reality Platforms; A Brief History of Augmented Reality; 1962; 1968; 1975; 1992; 1996; 1997; 1999; 2000; 2001; 2004; 2006; 2008; 2009; Augmented Reality Today: 2012; Advertising; Task Support; Navigation; Home and Industrial; Art; Sightseeing; Entertainment and Games; Social Networking; Education; Translation

The Differences Between Augmented Reality and Virtual RealityWhat is Virtual Reality?; Similarities and Differences Between VR and AR; The Difference Between AR and QR Codes; Challenges with AR; Technical Challenges of Augmented Reality; Social Challenges of Augmented Reality; The Opportunities for Augmented Reality; Summary; 2 The Types of Augmented Reality; How Augmented Reality Works; AR Systems and Functionality; AR Functions; The Augmented Perception of Reality; The Creation of an Artificial Environment; The Basic Process of Augmenting Reality; Recognition and Tracking Challenges

Augmented Reality MethodsPattern; Outline; Location; Surface; AR Display Technology; Mobile Handheld Displays; Video Spatial Displays and Spatial Augmented Reality; Wearable Displays; Interaction in AR Applications; Tangible User Interface; Collaborative AR Interface; Hybrid AR Interface; Multimodal AR Interfaces; Summary; 3 The Value of Augmented Reality; The Next User Interface; The Command Line Interface: The First Dimension; The Graphical User Interface: The Second Dimension; Augmented Reality: The Third Dimension; Mobile Browsing: Eliminating the Need for Searching

Advancing Computer InterfacesMinority Report and Mezzanine; Augmented Reality LEAP; The Uses of Augmented Reality; Sports, Gaming, and Entertainment; Sports; Gaming; AR and Location Information; AR and The Kinect; Holograms and 3D Video Conferencing; AR and Virtual Worlds; AR and Social Networking; AR Flash Mob; Mobile Social Networking; Facial Recognition; Recognizr; Social Camera; Movies; The "Outernet"; Virtual Sets; Augmented Television; The MetaMirror; Travel; Language Translation; Directions; An Expanded Experience; Augmented History; HistoryPin; TagWhat; Education

Augmented Reality BooksCollaborative Learning; Construct3D; The Augmented Reality Education Group; Maintenance and Repair; Augmented Manuals; Medicine; Business and Commerce; Advertising, Public Relations, and Marketing; QR Codes and AR; Billboards and Posters; Movie Ads; Car Ads; Retail and Shopping; Moosejaw; Augmented Reality Windshields; Summary; 4 The Value of Augmented Reality: Public Safety, The Military, and The Law; Public Safety, The Military, and The Law; AR and Law Enforcement; Drone Technology and AR; Collaborative Crime Scene Investigation; AR for Firefighters

AR and The Military

Sommario/riassunto

With the explosive growth in mobile phone usage and rapid rise in search engine technologies over the last decade, augmented reality (AR) is poised to be one of this decade's most disruptive technologies, as the information that is constantly flowing around us is brought into view, in real-time, through augmented reality. In this cutting-edge book, the authors outline and discuss never-before-published information about augmented reality and its capabilities. With coverage of mobile, desktop, developers, security, challenges, and gaming, this book gives you a comprehensive understanding of