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Disciplina	000
Soggetti	Computer science Computer graphics User interfaces (Computer systems) Human-computer interaction Computer-aided engineering Computer Science Computer Graphics User Interfaces and Human Computer Interaction Computer-Aided Engineering (CAD, CAE) and Design
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Preface -- Introduction -- Types of Augmented Reality Systems -- Augmented Reality—We'll All Be Experts Now -- Overview of Augmented Reality System Organization -- Historical Overview: Ghosts to Real AR to DARPA -- Key Applications -- Software Tools and Technologies -- Technology Issues -- Augmented Reality Devices and Suppliers -- Conclusions and Future Possibilities -- Appendix.
Sommario/riassunto	This book provides an in-depth exploration of the field of augmented reality (AR) in its entirety and sets out to distinguish AR from other inter-related technologies like virtual reality (VR) and mixed reality (MR). The author presents AR from its initial philosophies and early developments, to its current technologies and its impact on our modern society, to its possible future developments; providing readers with the tools to understand issues relating to defining, building, and

using our perception of what is represented in our perceived reality, and ultimately how we assimilate and react to this information. *Augmented Reality: Where We Will All Live* can be used as a comprehensive guide to the field of AR and provides valuable insights for technologists, marketers, business managers, educators and academics who are interested in the field of augmented reality; its concepts, history, practices and the science behind this rapidly advancing field of research and development.
