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Nota di contenuto	Prototyping Augmented Reality; Acknowledgments; About the Author; About the Technical Editor; Introduction; Chapter 1: Getting Started with Augmented Reality; What Is Augmented Reality?; Tools and Technologies; AR Necessities; Chapter 2: Introduction to Processing; The Processing Programming Environment; Drawing in Processing; Working with Classes; Chapter 3: Blender Modeling and Texturing Basics; Modeling with Blender; Baking a Smooth AO Texture; Creating a Finished Texture with GIMP; Chapter 4: Creating a Low-Poly Animated Character; Texturing Your Low-Poly Alien; Rigging the Model Keying a Simple Walk CycleChapter 5: 3D Programming in Processing; The P3D and OpenGL Environments; Working with OBJ files; Simple Animation with OBJ Arrays; Chapter 6: Augmented Reality with Processing; The NyAR4psg Library; Digging into the Sample Code; Controlling Transformations with Multiple Markers; Chapter 7: Interacting with the Physical World; Physical Computing with Arduino; Sensors and Circuits; Communicating Between Arduino and Processing; Chapter 8: Browser-Based AR with ActionScript and FLARManager; The FLARManager AR Toolset for ActionScript; Getting FLARManager Up and

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Creating Your Own ProjectsChapter 9: Prototyping AR with jMonkeyEngine; Introducing jMonkeyEngine and ARMonkeyKit; Exploring ARMonkeyKit; Thoughts from the Developer; Chapter 10: Setting Up NyARToolkit for Android; Android and the Android SDK; NyARToolkit for Android; Going Further with Android; Appendix A: From Blender 2.49 to Blender 2.58; Basics and Views; Mesh Modeling; Texturing, Baking, and Materials; Rigging and Animation; Appendix B: File Formats and Exporting; Development Environments and File Formats; Exporting from Blender; Index

Sommario/riassunto

Learn to create augmented reality apps using Processing open-source programming language Augmented reality (AR) is used all over, and you may not even realize it. Smartphones overlay data onto live camera views to show homes for sale, restaurants, or historical sites. American football broadcasts use AR to show the invisible first-down line on the field to TV viewers. Nike and Budweiser, among others, have used AR in ads. Now, you can learn to create AR prototypes using 3D data, Processing open-source programming language, and other languages. This unique book is an easy-to-follow gui
