

1. Record Nr.	UNINA9910736003303321
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Titolo	Augmented Reality : Where We Will All Live // by Jon Peddie
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2023
ISBN	3-031-32581-8
Edizione	[2nd ed. 2023.]
Descrizione fisica	1 online resource (429 pages)
Disciplina	006.8
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 contenuto	Foreword by Thomas A. Furness III -- Foreword by Steve Mann -- Preface -- List of Figures -- List of Tables -- 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 -- Index -- Acknowledgements.
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), mixed reality (MR) and extended reality (XR). The author presents AR from its initial philosophies and early developments, and in this updated 2nd edition discusses the latest advances and the ramifications they bring and the

impact they have on modern society. He examines the new companies that have entered the field and those that have failed or were acquired giving a complete history of AR progress. He explores the possible future developments providing readers with the tools to understand issues relating to defining, building, and using their perception of what is represented in their perceived reality, and ultimately how we assimilate and react to this information. In *Augmented Reality: Where We Will All Live 2nd Edition*, Jon Peddie has amassed and integrated a corpus of material that is finally in one place. It will serve as a comprehensive guide and provide 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.

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