
Contents

1	Introduction	1
1.1	Introduction.....	1
1.2	The Promise of Augmented Reality	5
1.3	The Dangers of Augmented Reality	5
1.4	Augmented Reality Skills	7
1.5	Seeing Augmented Reality	7
1.6	The Realities	9
1.7	Augmented Reality's Place in the Metaverse	10
1.7.1	Translating the World.....	10
1.7.2	Consumers vs. Industrial, Military, and Scientific	11
1.7.3	Movie Metaphors and Predictors	12
1.7.4	The Code of Ethics on Human Augmentation	16
1.7.5	Laws of Mixed Reality	17
1.7.6	Augmented Reality Can Help and Monitor.....	18
1.7.7	Augmented Reality in Games.....	18
1.7.8	Auditory Augmented Reality	19
1.8	Definitions.....	20
1.8.1	What Is Augmented Reality?	20
1.8.2	Internet of Things	22
1.8.3	Types of Augmented Reality.....	23
1.8.4	Difference Between Virtual Reality and Augmented Reality	24
1.8.5	AR Preferred over VR if Forced to Choose	26
1.9	Summary.....	27
	References.....	27
2	Types of Augmented Reality	29
2.1	Types of Augmented Reality Systems.....	29
2.2	The Taxonomy of Augmented Reality.....	30
2.3	Contact Lens	33
2.4	Helmet.....	33
2.5	Head-Up Display	34
2.6	Smart-Glasses	36

2.6.1	Integrated Smart-Glasses.....	36
2.6.2	Add-On Smart-Glasses.....	39
2.7	Projection.....	39
2.7.1	Spatial Augmented Reality.....	42
2.7.2	CAVE.....	43
2.8	Specialized and Other.....	45
2.8.1	Watermarking Augmented Reality.....	45
	References.....	46
3	We'll All Be Experts Now.....	47
3.1	Augmented Reality: We'll All Be Experts Now.....	47
	References.....	51
4	Overview of Augmented Reality System Organization.....	53
4.1	Overview of Augmented Reality System Organization.....	54
4.1.1	What to See, What Not to See.....	55
4.1.2	A Few Words About Convergence Conflict.....	55
4.2	The Problem with Technology.....	58
5	Historical Overview.....	59
5.1	Historical Overview: Ghosts to Real AR to DARPA.....	59
5.1.1	Trend Spotting.....	80
5.1.2	Real Time Content in Context.....	82
	References.....	85
6	Key Applications.....	87
6.1	Key Applications.....	88
6.1.1	Scientific, Industrial and Government.....	89
6.1.2	Commercial and Enterprise.....	122
6.1.3	Consumer.....	128
6.1.4	Summary.....	159
	References.....	162
7	Software Tools and Technologies.....	165
7.1	Khronos Group.....	168
7.1.1	OpenCV.....	170
7.2	ARToolkit.....	170
7.2.1	Vuforia.....	172
7.2.2	Augment.....	173
7.2.3	Infinity AR.....	174
7.2.4	Intel RealSense.....	176
7.2.5	Kudan.....	176
7.2.6	GoogleTango.....	177
7.2.7	Hololens.....	177
7.2.8	Scope AR.....	178
7.2.9	ViewAR.....	179

7.3	An Augmented Reality Operating System	179
7.4	The Role of Augmented Reality Interfaces	180
7.4.1	Who Will Define Augmented Reality?.....	181
7.5	Summary: Players and Platforms.....	181
	Reference	182
8	Technology Issues	183
8.1	Our Amazing Eyes.....	184
8.1.1	Rods, Cones, and Fovea	185
8.1.2	Resolution.....	185
8.2	What We See.....	186
8.2.1	Blind Spot.....	186
8.2.2	Eye Movement.....	187
8.2.3	Interlaced TV and Motion Perception	187
8.3	Latency Issues in Augmented Reality Displays	189
8.3.1	Field-Sequential Color System and Latency	190
8.3.2	Display Issues.....	192
8.4	Eye-Box	194
8.4.1	Head Motion Box	195
8.5	Field of View	195
8.5.1	Pixel Pitch.....	198
8.6	Displays	200
8.6.1	Proximity	200
8.6.2	Close.....	200
8.6.3	Virtual Reality	200
8.6.4	Augmented Reality.....	201
8.6.5	Mixed.....	201
8.6.6	Ambient Light	202
8.6.7	Color Depth	202
8.6.8	Refresh Rate	202
8.6.9	Summary	203
8.7	Augmented Reality Displays	204
8.7.1	Transparency	205
8.7.2	Technology	205
8.7.3	Direct Emissive and Modulated Displays	207
8.7.4	Optical Routing	220
8.7.5	Transparent Direct-Emissive Displays	239
8.8	Sensors.....	254
8.8.1	Cameras	254
8.8.2	Localization, Tracking, and Navigation Sensors.....	258
8.8.3	Inertial Measurement Unit.....	258
8.8.4	Haptic Feedback	259
8.8.5	Earthquake Prediction Sensor	261

8.9	Augmented Reality—Marker vs. Markerless	262
8.9.1	Markers and Fiducials	264
8.9.2	Natural Feature Tracking Using Markers.....	265
8.9.3	SLAM—Markerless Location.....	265
8.10	User Interfaces in Augmented Reality Systems	270
8.10.1	Voice Control.....	271
8.10.2	Gesture Control	273
8.10.3	Eye-Tracking	278
8.10.4	Brain Waves.....	284
8.10.5	Summary	285
	References.....	285
9	Suppliers	291
9.1	Augmented Reality Devices and Suppliers	291
9.1.1	Suppliers.....	292
10	Conclusions and Future Possibilities	297
10.1	Privacy—Is There Such a Thing Today?	297
10.2	Social Issues.....	298
10.3	Nano-Scale Technology	299
10.4	What the Future May Hold	301
	References.....	302
	Appendix	303
	Prototype WWI Augmented Reality Glasses?.....	303
	Standards.....	303
	Reference	305
	Glossary	307
	Reference	313
	Index	315