Augmented Reality: A Practical Guide

Stephen Cawood, Mark Fiala

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Augmented Reality is a natural way to explore 3D objects and data, as it brings virtual objects into the real world where we live, rather than forcing us to learn how to navigate inside the computer. With video-see-through technology, AR handheld devices such as tablet PC ™s, PDA ™s, or camera cell phones, (or in many cases just a webcam and our standard computer monitor), you hold the device up and see through the display to view both the real world and the superimposed virtual object. You can move around and see the virtual object, model, animation, or game from different views as the AR system performs alignment of the real and virtual cameras automatically.

This book will introduce you to Augmented Reality (AR), provide detailed explanations of how the technology works, and provide samples for you to try on your own. Code samples using the freely downloadable ARTag software SDK in C++ and C# are included; all you need is a computer, printer, and a webcam.

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