780.411
ADVANCED TOPICS IN COMPUTER GRAPHICS

AUGMENTED REALITY

UNIVERSITÄT KLAGENFURT

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Augmented Reality (AR) is an interactive experience of a real-world environment together with computer-generated (augmented) perceptual information. A key measure of AR systems is how realistically they integrate augmentations with the real world. With the help of advanced AR technologies like Computer Vision and Object Recognition the surrounding real world becomes interactive and digitally manipulable. The implementation of AR requires the design of applications with the constraints of the AR technology platform. AR can be used in a number of applications fields like Architecture, Commerce, Education, Medicine, Military, Workplace and Sports.

A rich mix of theory and practice is complemented with methodology and hands-on development and evaluation. Insights into specialist application areas and job perspectives will help sharpen your skill set.

This course presents an introduction to Augmented Reality, with emphasis on designing and developing Augmented Reality applications.

LEARNING OUTCOME:

The course covers all you need to know about
- AR History
- AR Hardware and Software
- Spatial Computing (Geometric Algebra, Markers, Spatial Understanding, Spatial Sound)
- Human Computer Interaction (HCI Methodologies, AR UI/UX Modelling)
- Perception (Gaze, Gestures, Voice)
- Design Thinking (Design Inspiration, Storytelling, 3D Scan, Animation)
- AR Application Development (Software Engineering, AR Toolkits)

SCHEDULE

Block course from
June 12-14, 2019
June 17-19, 2019

LOGIN @ aau.at for detailed information and registration!