VR and Context Capture / Reality Mapping Workshop

Duration: 1 Day

INTRODUCTION

Augmented Reality is a technology that superimposes a computer-generated image on top of a user's view of the real world, resulting in a composite view. The information about the user's surrounding real world becomes interactive and digitally manipulable with the help of advanced AR technology. This information can be virtual or real, for example, seeing other real sensed or measured data, such as electromagnetic radio waves, overlaid in exact alignment with where they are in space. Traditionally, augmentation occurs in real-time and in semantic context with environmental elements. The information about the user's surrounding real world becomes interactive and digitally manipulable with the help of advanced AR technology (e.g., adding computer vision and object recognition). The real world can be overlaid with artificial information about the environment and its objects.

SUGGESTED PREREQUISITES

- Basic understanding of VR concepts and technology.
- Familiarity with data capture techniques for reality mapping.
- Proficiency in computer skills and software usage.

COURSE OUTLINE

- Workflow - Understanding workflow for integrating VR and context capture/reality mapping into projects.
- Software - identify and evaluate suitable software tools for VR and context capture/reality mapping.
- Hardware - Identify and assess the necessary hardware equipment for VR and context capture/reality mapping.