

Mixed Reality

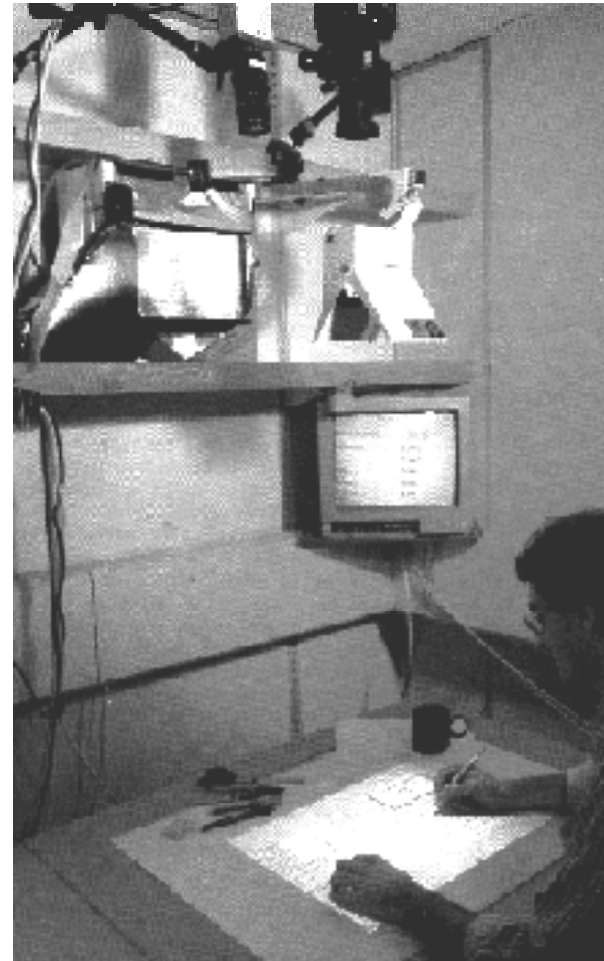
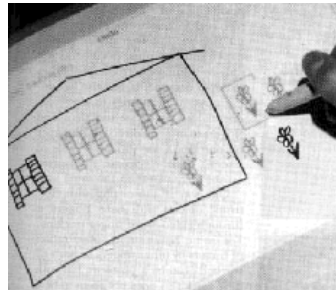
Milgram's Continuum (1994)



The Digital Desk

[Wellner 1991]

- seamless integration of electronic and physical documents



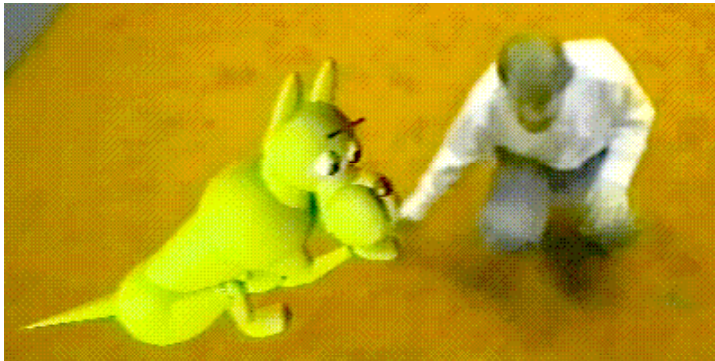
HandHeld AR

- Chameleon [Fitzmaurice 1994]
- Navicam [Rekimoto, 1994]



Games

- Smart Room, ALIVE, Silas [MIT Media Lab, 1994-95]
- KidsRoom [Bobick 1996]



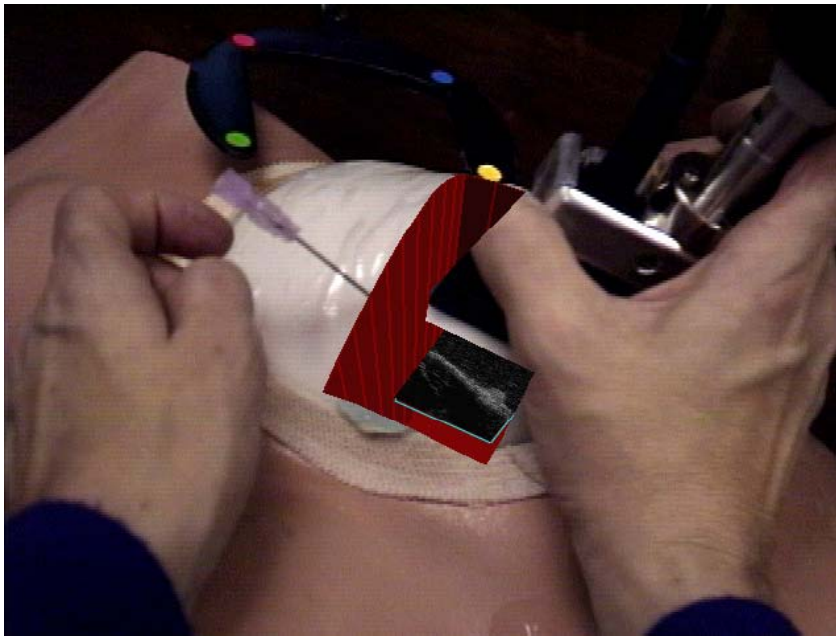
Hyper-dragging

[Rekimoto 1999]



Surgical Applications

Augmented Reality Aided Surgery



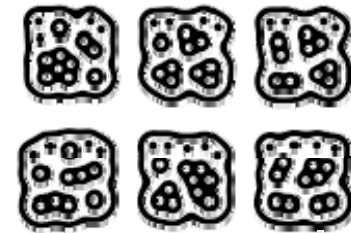
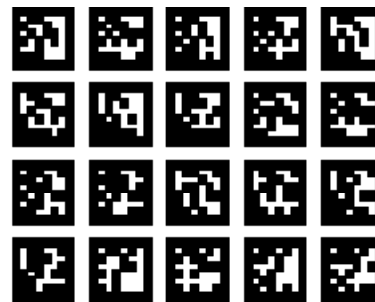
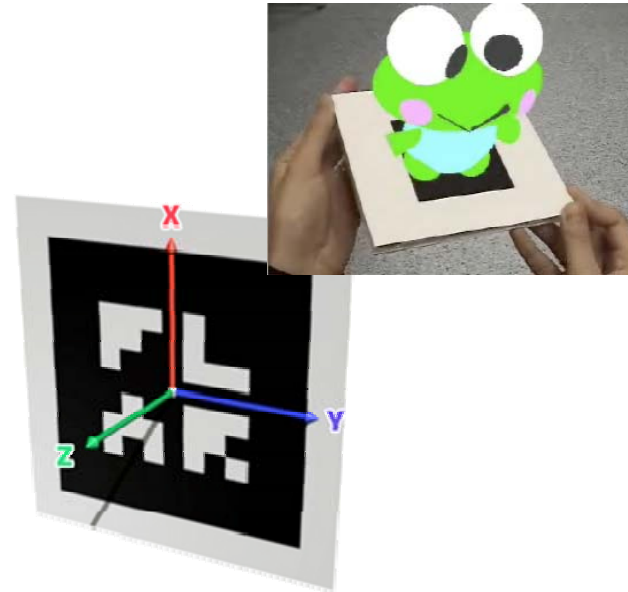
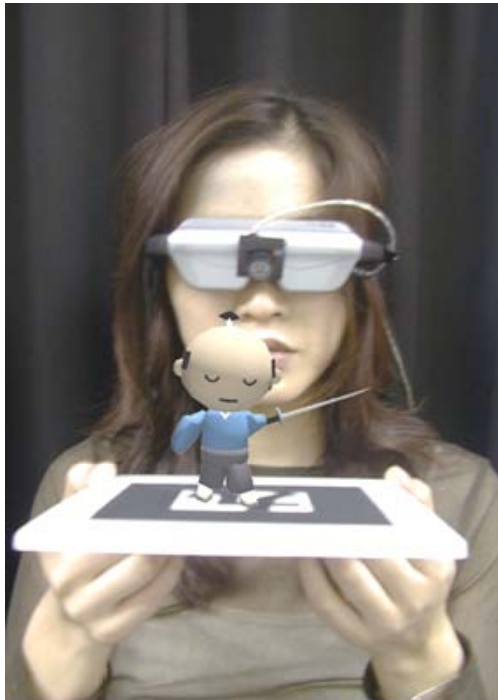
The Virtual HumVee

[D'Fusion 2004]



Fiduciary Markers

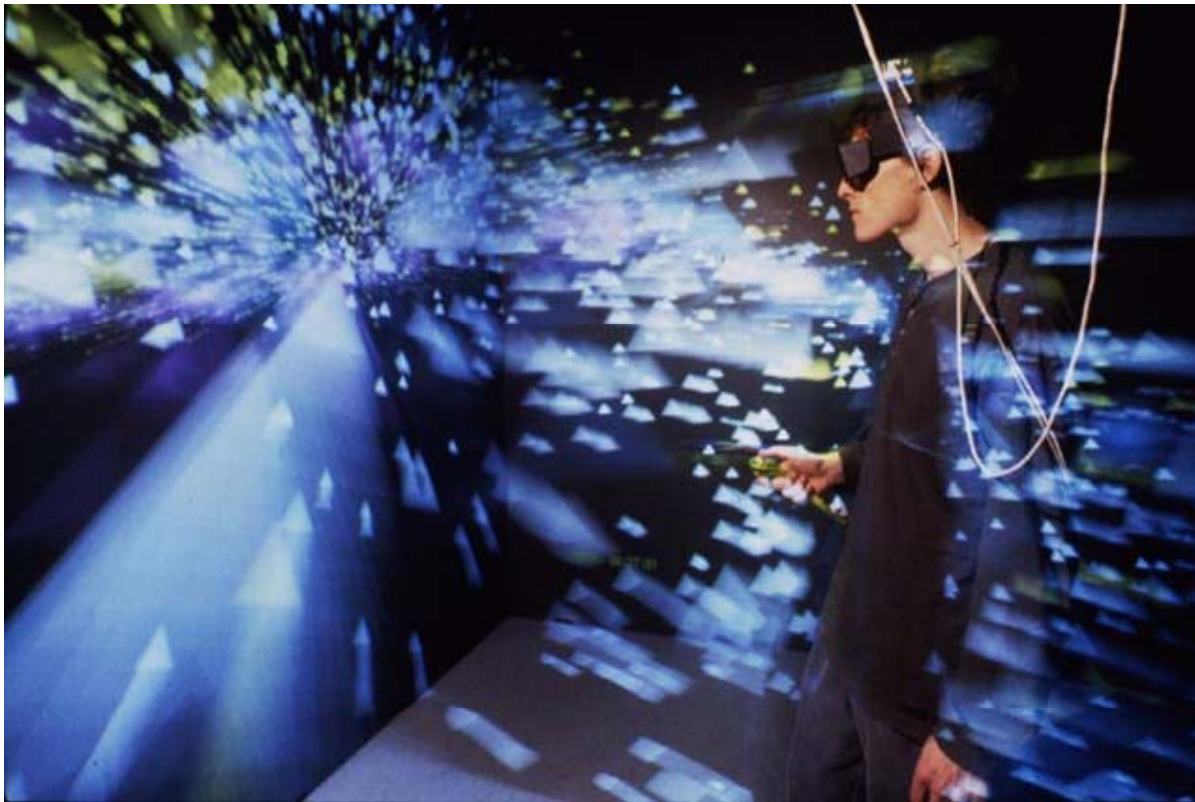
ARToolkit (HIT Lab)



Mixed Reality Examples (videos)

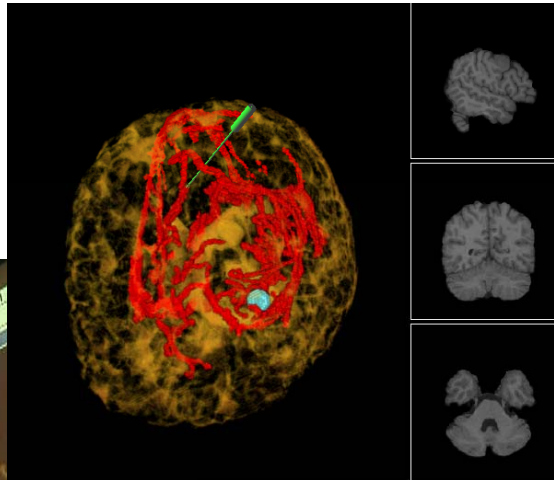


Virtual Reality



<http://archive.ncsa.uiuc.edu/Cyberia/VETopLevels/Images/1619.evl.cave.jpg>

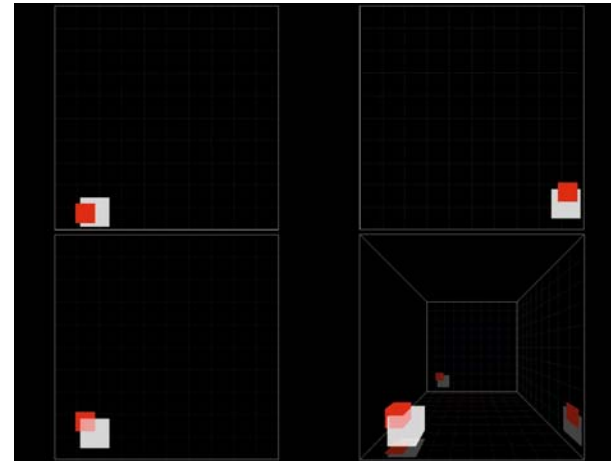
3D Visualization & Gestural Interaction



The ideal input technology?
(Or did Minority Report get it wrong?)



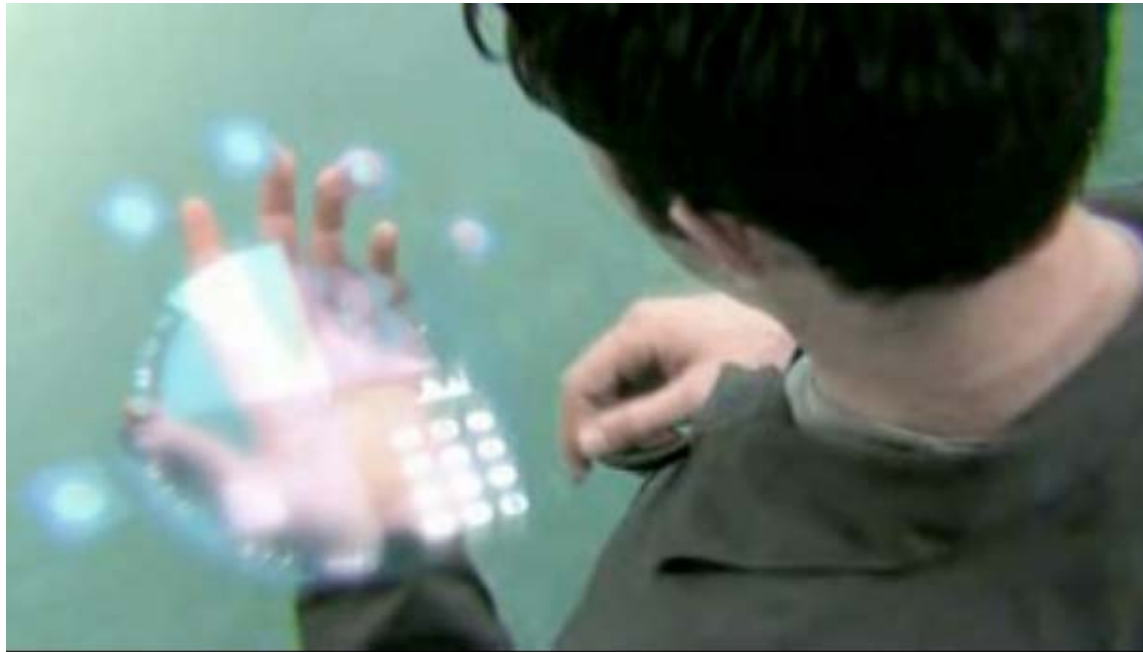
Which input device is best?



Sixth Sense



And where is it going...?



Bruce Branit's "World Builder"