Virtual Reality (VR)
Augmented Reality (AG)
& Mixed Reality (MR)
Virtual Reality (VR)

- Fully immersed – you do not see the real world around you
- Completely simulated environment where you are taken to a different place – perhaps a different time!
- You can control what you’re looking at and where you’re going
Virtual Reality (cont’d)

• Still emerging / developing
  • Can be expensive
  • Can make some people feel nauseous
  • More content and experiences are needed
  • But $millions$ being poured into VR by companies with deep pockets
  • We’re just getting started!
VIRTUAL REALITY
Oculus Experiences

Endless worlds await.

Explore Now
Virtual Reality (cont’d)

- Very useful in education
- Visit ancient Rome for example
- Or virtually visit a museum
Classroom Technology Brings Virtual Field Trips to K-12 Students
Virtual Reality (cont’d)

- Also very useful in architecture and in the construction industry
- Can better design and envision a space
Virtual Reality (cont’d)

- Meet other people in virtual rooms
- Share displays/screens with others
Virtual Reality (cont’d)

- New tools continue to be developed that help people use VR to be creative
Augmented Reality (VR)

• Unlike in VR, you can see the real world around you, but with graphic overlays, 3D models, and videos on it

• AR superimposes computer-generated images on a user's view of the real world
Augmented Reality (cont’d)

• Applications in technical support and in troubleshooting
• Fixing engines, elevators, and more
• Even bring in remote experts
• More educationally-related applications to arrive as AR goes mainstream
ENHANCING HUMAN CAPABILITIES.

DAQRI is focused on delivering technologies that redefine what is technically possible. Our powerful computer vision delivers best-in-class AR in the toughest & industrial environments.

DAQRI SMART GLASSES™

The DAQRI Ecosystem gets a new form factor that is forward-thinking and forward-looking.
Mixed Reality (MR)

• Very similar to AR, but a device can scan the real-world environment around you and can interact with that environment
• Additional technologies and affordances are involved
• Best example is Microsoft’s HoloLens device
Mixed Reality (cont’d)

- Microsoft is working with Case Western Reserve U. and the Cleveland Clinic
- Developing new ways to learn about human anatomy
Mixed Reality (cont’d)

- Also useful in technical support, troubleshooting, fixing things
- Can bring in remote experts
- More educationally-related applications to arrive as MR goes mainstream