# UNIT – V
# AUGMENTED REALITY

Introduction to Augmented Reality-Computer vision for AR-Interaction-Modelling and Annotation-
Navigation-Wearable devices.

5.3)NAVIGATION IN AR:

Navigation in AR involves guiding users through the augmented environment. This includes:

1. Wayfinding:

- AR can provide real-time navigation information, guiding users to specific locations using

digital overlays on the real-world scene.

2. POI (Points of Interest) Identification:

- AR applications can highlight points of interest in the user's field of view, providing additional

information about landmarks, buildings, or objects.

3. Indoor Navigation:

- AR is used for indoor navigation, helping users navigate through large buildings, airports, or

shopping malls with the assistance of digital way finding markers.

Wearable Devices in AR:

Wearable devices play a crucial role in delivering AR experiences, providing a hands-free and

immersive way to interact with digital content. Some examples include:

1. Smart Glasses:

- AR-enabled smart glasses overlay digital information onto the user's field of view. They often

include built-in cameras and sensors for a seamless AR experience.

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2. Headsets:

- AR headsets, such as Microsoft HoloLens, provide immersive AR experiences by projecting

holographic images into the user's environment.

3. Ar-Enabled Smartphones:

- Most modern smartphones support AR applications, allowing users to experience AR through

their device's camera and screen.

4. Wearable Sensors:

- Devices with sensors, such as accelerometers and gyroscopes, enhance AR interactions by

capturing users' movements and providing input for spatial tracking.