

# UNIT – V

## AUGMENTED REALITY

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



## 5.2) INTERACTION MODELING AND ANNOTATION:

Interaction modeling in AR involves defining how users interact with digital elements overlaid on the real world. This includes:

### 1. Gesture-Based Interaction:

- Users can interact with AR content using gestures, such as swiping, tapping, or specific hand movements. Gesture recognition systems interpret these actions and trigger corresponding responses.

### 2. Voice Commands:

- AR applications often support voice commands, allowing users to control and interact with digital content using spoken instructions.

### 3. Touch and Tap Interactions:

- Touchscreens on devices like smartphones and tablets enable users to interact with AR content through tapping, pinching, and dragging.

### 4. Spatial Interaction:

- AR devices equipped with spatial sensors can detect the physical space around users. This enables interactions like placing virtual objects on surfaces or navigating based on physical movements.

