

A GUIDE TO THE TECHNOLOGIES, APPLICATIONS,
AND HUMAN FACTORS FOR AR AND VR

An abstract geometric pattern of white 3D triangles, some pointing up and some down, creating a complex, crystalline structure that fills the upper half of the cover.

Practical **AUGMENTED REALITY**

Steve **AUKSTAKALNIS**

Praise for *Practical Augmented Reality*

"A valuable addition to the library of anyone setting out on their virtual journey."

—**Dr Rab Scott**

Head of VR, Nuclear AMRC

"A well-presented introduction to advanced visualization technologies, which will provide readers with an informed overview of this fast-paced, high-tech industry."

—**Chris Freeman**

Augmented Reality Technical Fellow, University of Sheffield AMRC

"Filled with excellent, imaginative information that will inform both experienced and first-time readers alike. *Practical Augmented Reality* is worth reading not only for its wealth of data and research, but also for its insights into the markets and opportunities ahead of us. If you have an interest in this exciting new technology, this is a must-have resource and an enjoyable exploration into this brave new world."

—**Roy Taylor**

Corporate Vice President for Content and Technology, AMD (Advanced Micro Devices)

"Steven Aukstakalnis stands on the ever-changing edge of the virtual and augmented reality world. Drawing from a rich history in the industry, he is able to share a clear understanding of the technologies, products, and ideas that will reshape the way we work and play. May the knowledge he shares empower you to help create a truly fantastic new future!"

—**Brent Baier**

Creator of the Peregrine Glove

"Mixed or augmented reality is a grand frontier not only for computation, but for how people experience their world and each other. This book sets a frame around that which isn't framed. Read it in order to understand our new world."

—**Jaron Lanier**

Author of *Who Owns the Future* and *You Are Not A Gadget*

Practical Augmented Reality: A Guide to the Technologies, Applications, and Human Factors for AR and VR

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