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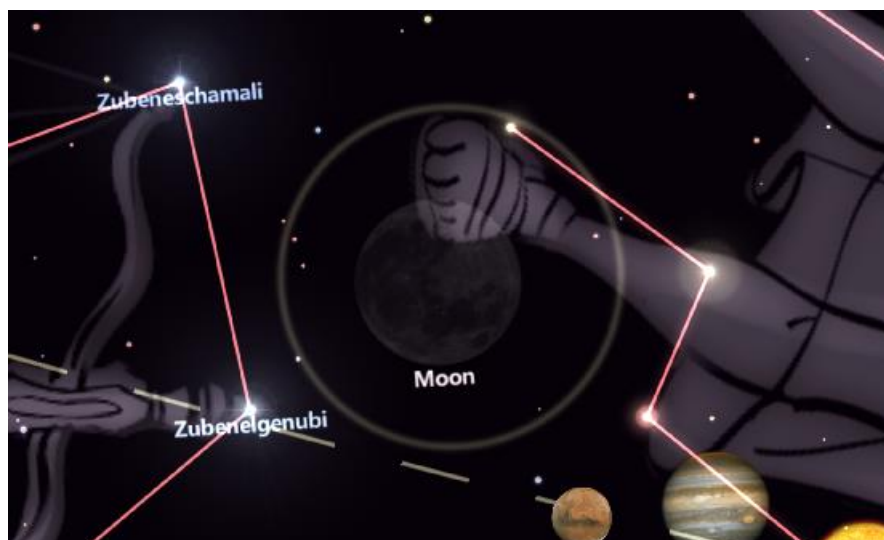
CS 491 – VR

Week 8 Homework – 6, Augmented Constellations



In regards to learning astronomy, augmented reality brings much to the table when anybody with a smartphone can view their surroundings as if they had the best astronomy equipment. Obviously when using an app such as SkyView or Star Tracker, there's also information that is lost when you're not actually looking at the sky. However, when you do find yourself peering into the night sky, and just have the curiosity to know the location of a particular constellation, then these AR tools come quite handy.

The usage of these AR tools is not meant to be a true immersion, unlike some AR which utilizes itself to be in a form of a game. When inspecting the app shallowly, all we are really needing from it – as in when we use this app purposefully – we see into this app mainly for two things: a) the position of the object (in some stored database), b) statistics on the object (the moon, Saturn, etc). Think of this AR tool as your trusty AR encyclopedia of the skies!





Ideas for similar concepts for integration of AR such as this would be, and probably marketed through sports – are sport lenses. I can imagine having a Soccer, Hockey, or even a Baseball game implementing the use of these glasses. These glasses are to be put into the audience, and whoever uses them can see the current location of the ball, or even the stats of certain players – how many points they have scored, their bio, etc. – all while watching the game in real time. These are low interaction but high information usages of the AR which requires little to no interaction.

