

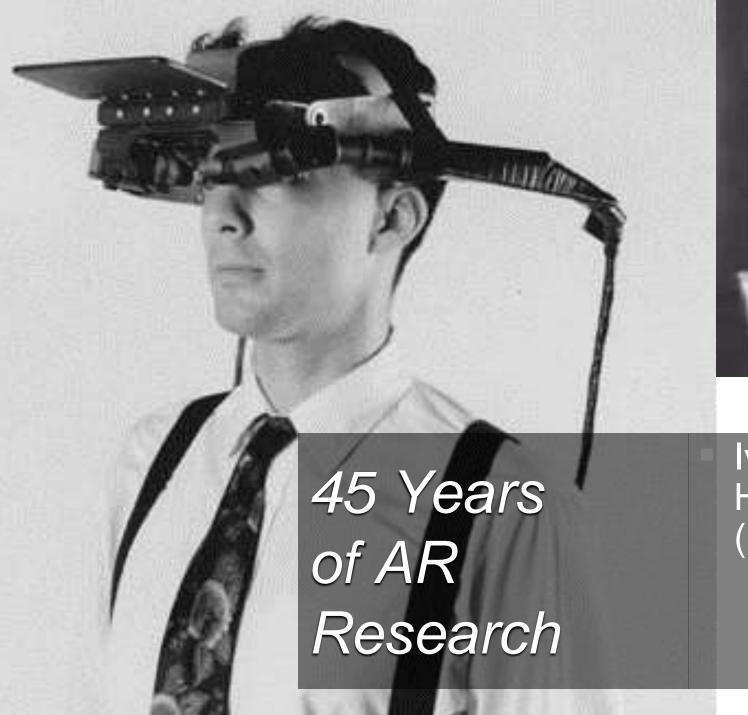
# Seeing Through AR (AR Longa, VR Brevis)

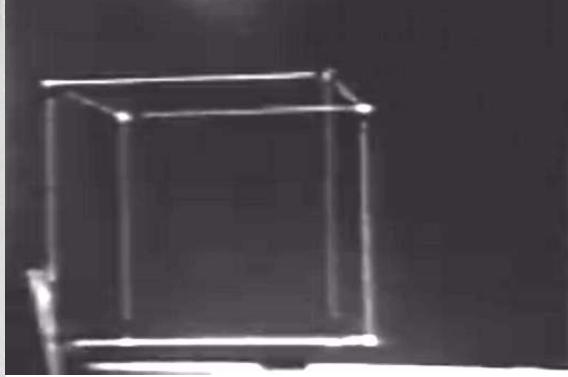
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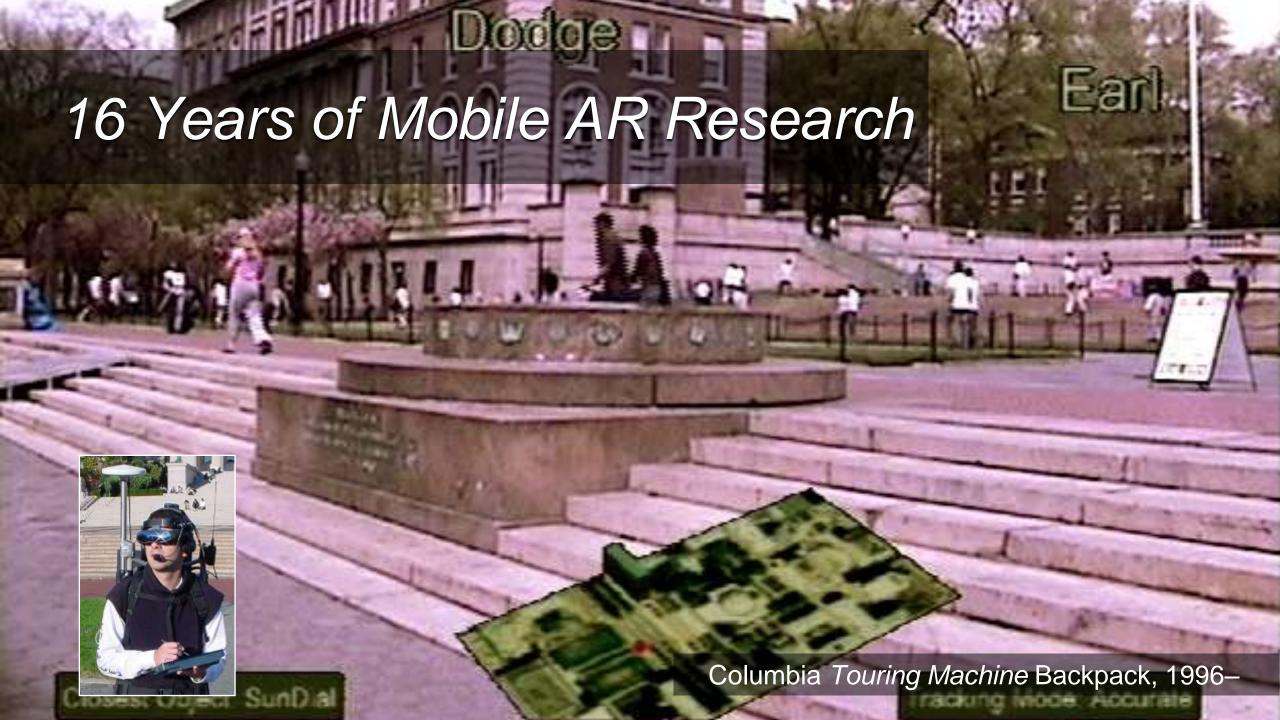




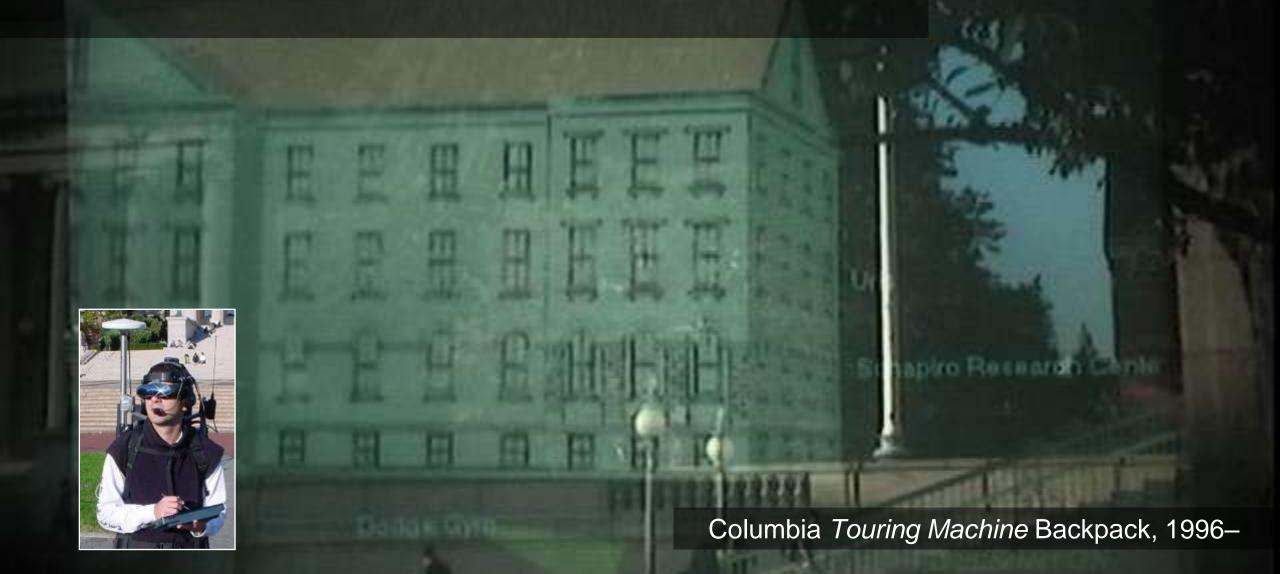
Ivan Sutherland, Head-tracked VR/AR (Late 60s-early 70s)

- Stereo, head-tracked, optical see-through, head-worn display
- Graphics overlaid on real world





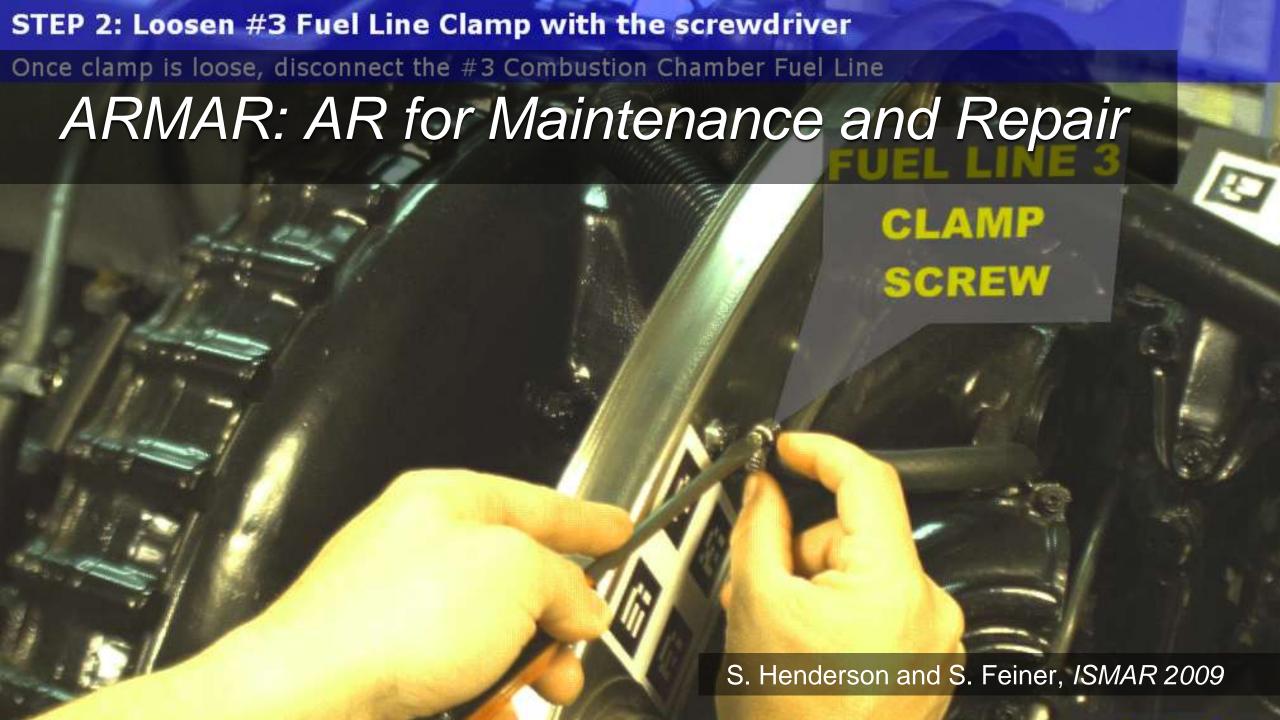












- Is AR better than conventional (computer) documentation?
  - · Assemble aircraft engine combustion chamber
  - · Select bottom and top, align correctly, pin













- Within-subject
- Counterbalanced start condition: AR, LCD
- Randomized chamber bottom/top, pairs of holes





**AR Condition** 

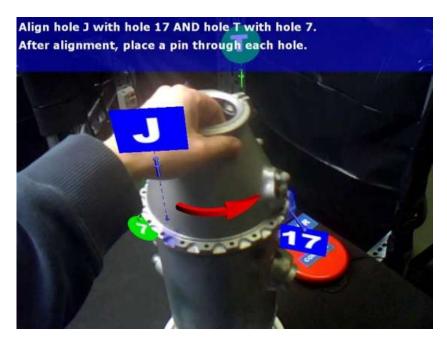
LCD Condition

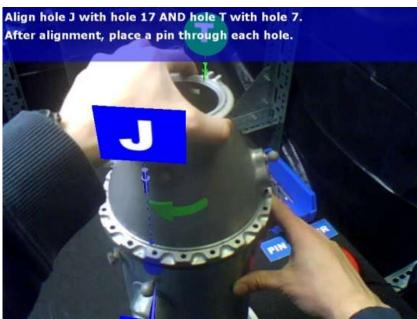
- Source/destination bin highlights
- Motion paths





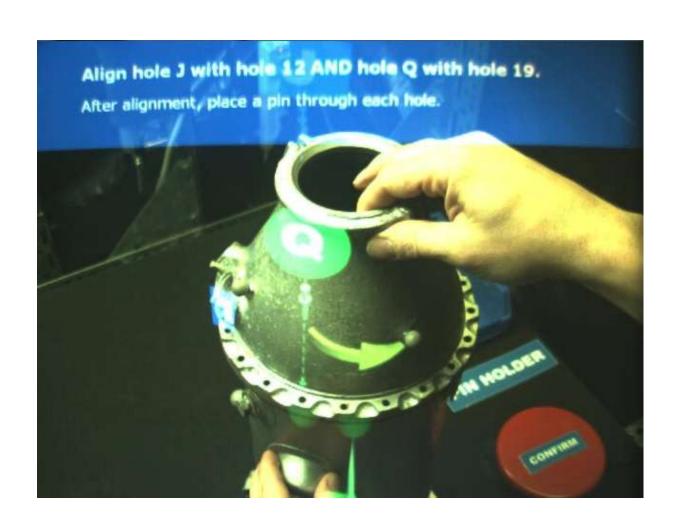
- Prescriptive 3D arrows
- Billboarded labels





Alignment highlights





- Results of 22-participant formal study ( $\alpha = .05$ ):
  - · H1: AR faster for alignment/pinning (24.2s vs. 45.5s)
  - · H2: AR more accurate [aligned within .5 hole width] (95% vs. 62%)
  - · H3: AR preferred [ranked higher in questionnaire] (20 of 22)
  - · H4: AR more intuitive [ranked higher in questionnaire] (19 of 22)



#### Research Directions

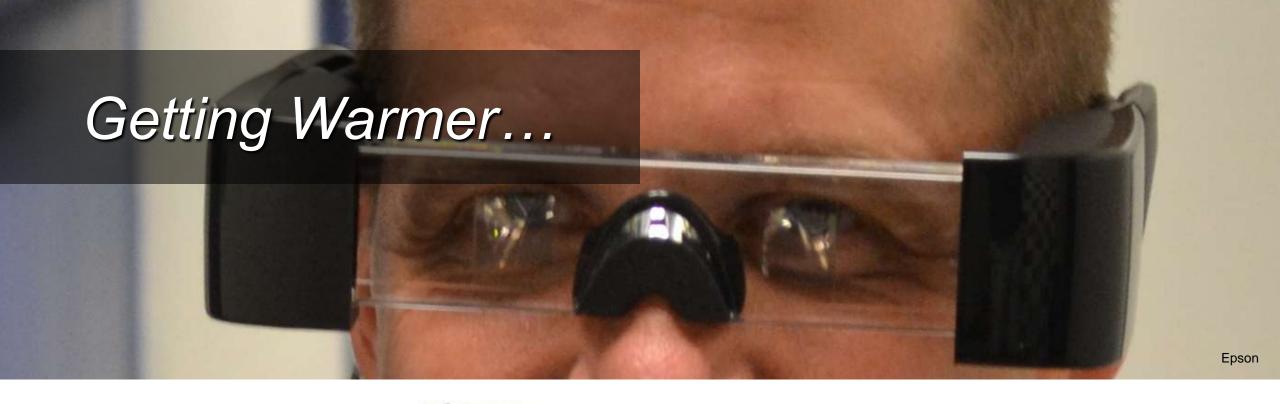


## Eyewear





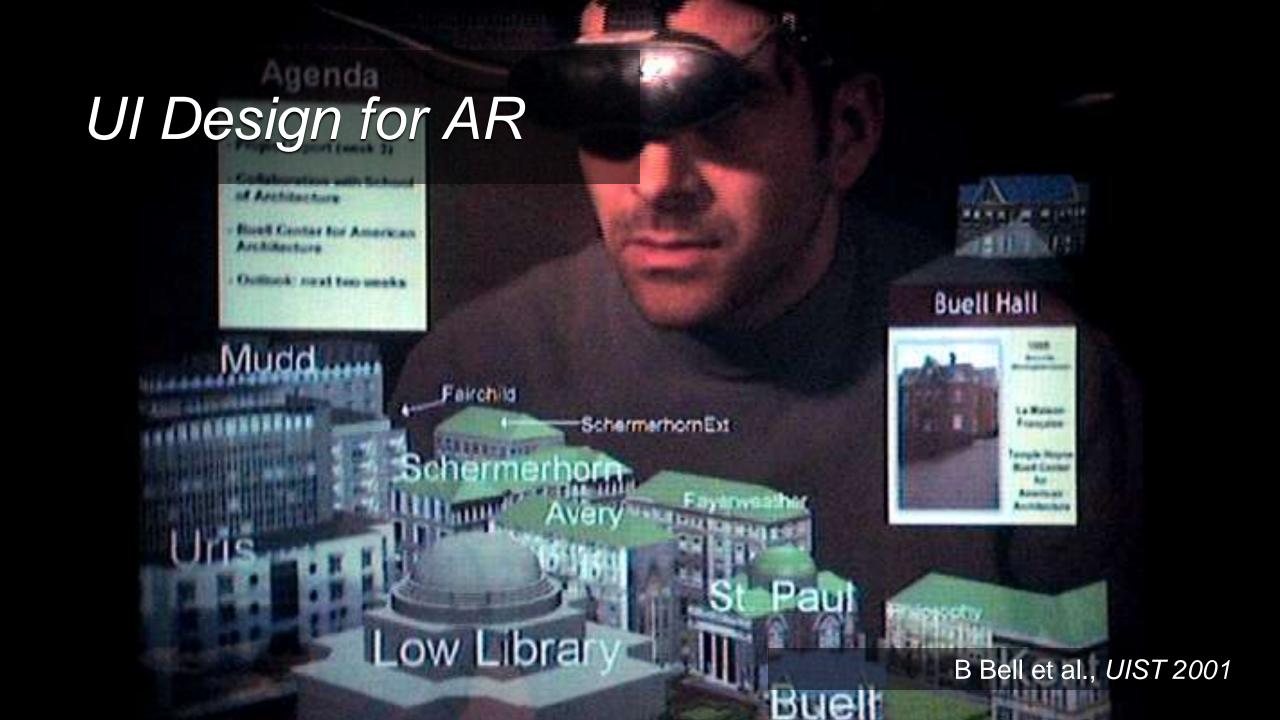
















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