

AUGMENTED REALITY & VIRTUAL REALITY

Course Code	23CS4701C	Year	IV	Semester	I
Course Category	Professional Elective-IV	Branch	CSE	Course Type	Theory
Credits	3	L – T – P	3-0-0	Prerequisites	
Continuous Evaluation:	30	Semester End Evaluation:	70	Total Marks:	100

Course Outcomes		
Upon successful completion of the course, the student will be able to:		
CO1	Understand the fundamental concepts, history, display technologies, tracking methods, and coordinate systems involved in Augmented Reality and Virtual Reality systems.	L2
CO2	Apply computer vision techniques, interaction methods, and software architectures to design and develop basic AR/VR applications.	L3
CO3	Analyze geometric modeling, visual perception, human physiology, and rendering techniques to improve realism and user experience in virtual and augmented environments	L4
CO4	Analyze motion, interaction, audio rendering, and human sensory responses to design immersive, efficient, and user-centered AR/VR systems for real-world applications.	L4

Syllabus		
Unit No.	CONTENTS	Mapped CO
I	Introduction to Augmented Reality: Augmented Reality - Defining augmented reality, history of augmented reality, Examples, Related fields Displays: Multimodal Displays, Visual Perception, Requirements and Characteristics, Spatial Display Model, Visual Displays Tracking: Tracking, Calibration, and Registration, Coordinate Systems, Characteristics of Tracking Technology, Stationary Tracking Systems, Mobile Sensors	CO1
II	Computer Vision for Augmented Reality: Marker Tracking, Multiple-Camera Infrared Tracking, Natural Feature Tracking by Detection, Outdoor Tracking. Interaction: Output Modalities, Input Modalities, Tangible Interfaces, Virtual User Interfaces on Real Surfaces, Augmented Paper, Multi-view Interfaces, Haptic Interaction Software Architectures: AR Application Requirements, Software Engineering Requirements, Distributed Object Systems, Dataflow, Scene Graphs	CO2

III	Introduction to Virtual Reality: Defining Virtual Reality, History of VR, Human Physiology and Perception The Geometry of Virtual Worlds: Geometric Models, Axis-Angle Representations of Rotation, Viewing Transformations Light and Optics: Basic Behavior of Light, Lenses, Optical Aberrations, The Human Eye, Cameras, Displays	CO1,CO3
IV	The Physiology of Human Vision: From the Cornea to Photoreceptors, From Photoreceptors to the Visual Cortex, Eye Movements, Implications for VR Visual Perception: Visual Perception - Perception of Depth, Perception of Motion, Perception of Color Visual Rendering: Visual Rendering -Ray Tracing and Shading Models, Rasterization, Correcting Optical Distortions, Improving Latency and Frame Rates, Immersive Photos and Videos	CO3
V	Motion in Real and Virtual Worlds: Velocities and Accelerations, The Vestibular System, Physics in the Virtual World, Mismatched Motion and Vection Interaction: Motor Programs and Remapping, Locomotion, Social Interaction Audio: The Physics of Sound, The Physiology of Human Hearing, Auditory Perception, Auditory Rendering	CO4

Text Books:

1. Augmented Reality: Principles & Practice by Schmalstieg / Hollerer, Pearson Education India;First edition (12 October 2016),ISBN-10: 9332578494
2. Virtual Reality, Steven M. LaValle, Cambridge University Press, 2016

Reference Books:

1. Allan Fowler-AR Game Developmentll, 1st Edition, A press Publications, 2018, ISBN 978-1484236178
2. Understanding Virtual Reality: Interface, Application and Design, William R Sherman and Alan B Craig, (The Morgan Kaufmann Series in Computer Graphics)". Morgan Kaufmann Publishers, San Francisco, CA, 2002
3. Developing Virtual Reality Applications: Foundations of Effective Design, Alan B Craig, William R Sherman and Jeffrey D Will, Morgan Kaufmann, 2009
4. Designing for Mixed Reality, Kharis O'Connell Published by O'Reilly Media, Inc., 2016, ISBN:9781491962381
5. Sanni Siltanen- Theory and applications of marker-based augmented reality. Julkaisija – Utgivare Publisher. 2012. ISBN 978-951-38-7449-0
6. Gerard Jounghyun Kim, "Designing Virtual Systems: The Structured Approach", 2005

