CPSC 599/601
Head-Mounted Displays

Slides by
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Today's Agenda

- A2 Reminders
- HMD Overview
- HoloLens
  - Play time! Exciting!
- Discussion
- HoloLens 2
  - :O

A2 Reminders.

Assignment 2

- Due Friday, March 1 end of day
  - The deadline is firm
- See the course website for assignment instructions
- Submissions: **by email**
  - jtstark@ucalgary.ca
  - Include a link to your github repo
  - Include a video. My device may have different sensors than yours. You're not expected to make your assignment compatible across devices.

HMD Overview.

Head-Mounted Displays

- Displays that are mounted on one's head (duh)
- Can be
  - Video see-through
  - Optical see-through
  - Not see-through at all
- Each have different types of interaction modalities

Head-Mounted Displays

Video See-Through

Optical See-Through

Not See-Through

Interaction Modalities

- On-board sensors

Interaction Modalities

- On-board sensors

- Mid-air gestures
- Voice

Interaction Modalities

- On-board sensors

- Mid-air gestures
- Voice

- Handheld controllers
- Movement

HoloLens.

My thoughts about development…

- Unity makes development for the HoloLens simple
- Unity makes development for the HoloLens slow
- Unity projects are often too computationally expensive for the HoloLens to handle
  - Keep it simple simple simple

- It's a *really cool* example to showcase what mixed reality *could be* in the future

What is your experience with the HoloLens like?

Play time!

- Learn the interaction
- Robot game

Discussion.

Start with the positive. What’s cool about the HoloLens?

Be constructive. What could be improved about the visuals?

What could be improved about the interactions?

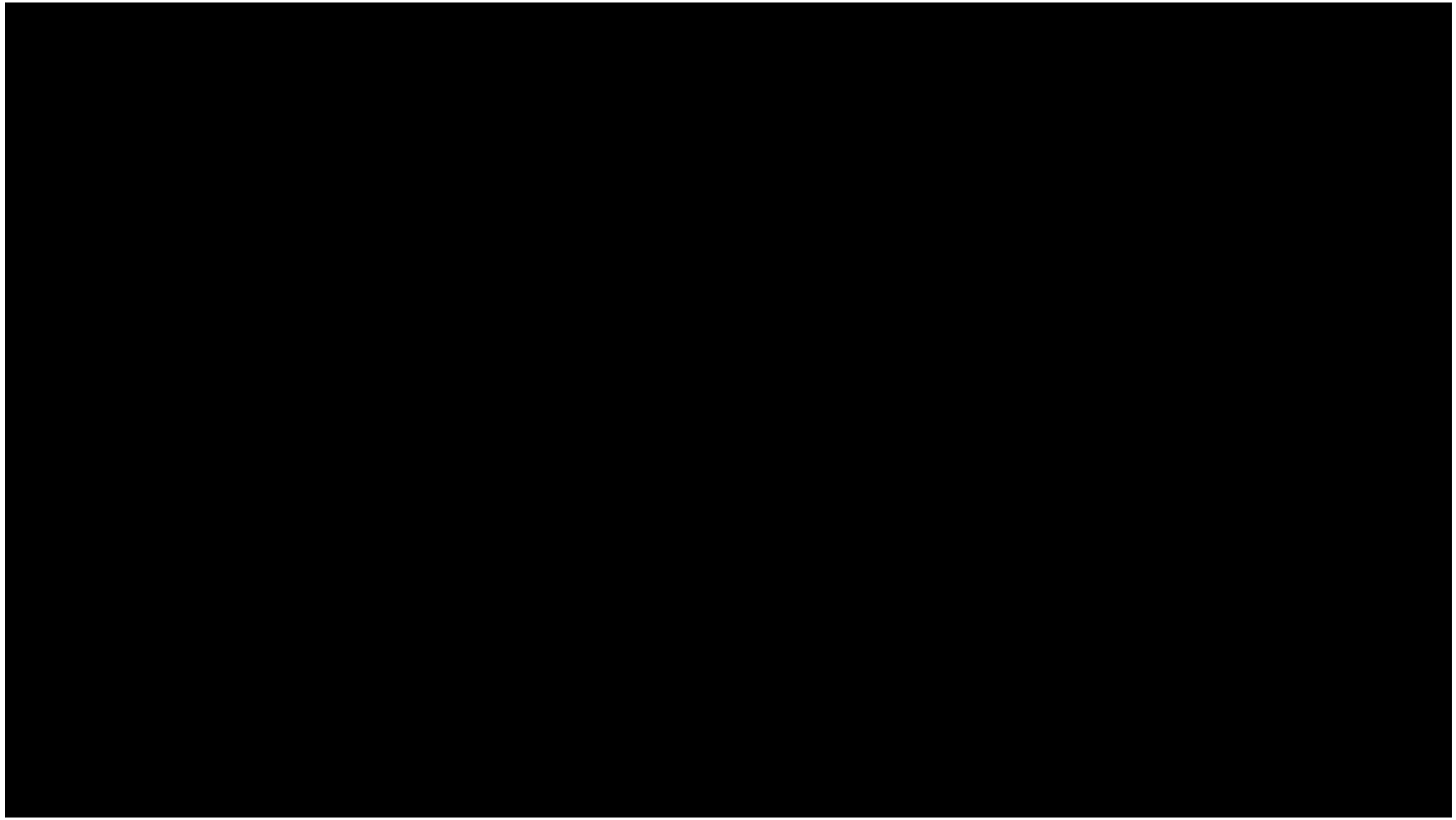
What could this technology be used for today?

What could this technology be used for in the future?

HoloLens 2.

Or, “Microsoft seems to know what it’s doing this time.”

HoloLens 2



Last real lab.

A2 due Friday. Ask me stuff.