



**Press Enter to Start**



"Reality is merely an  
illusion, albeit a very  
persistent one."

~ Albert Einstein

# A Brief History of Virtual Reality

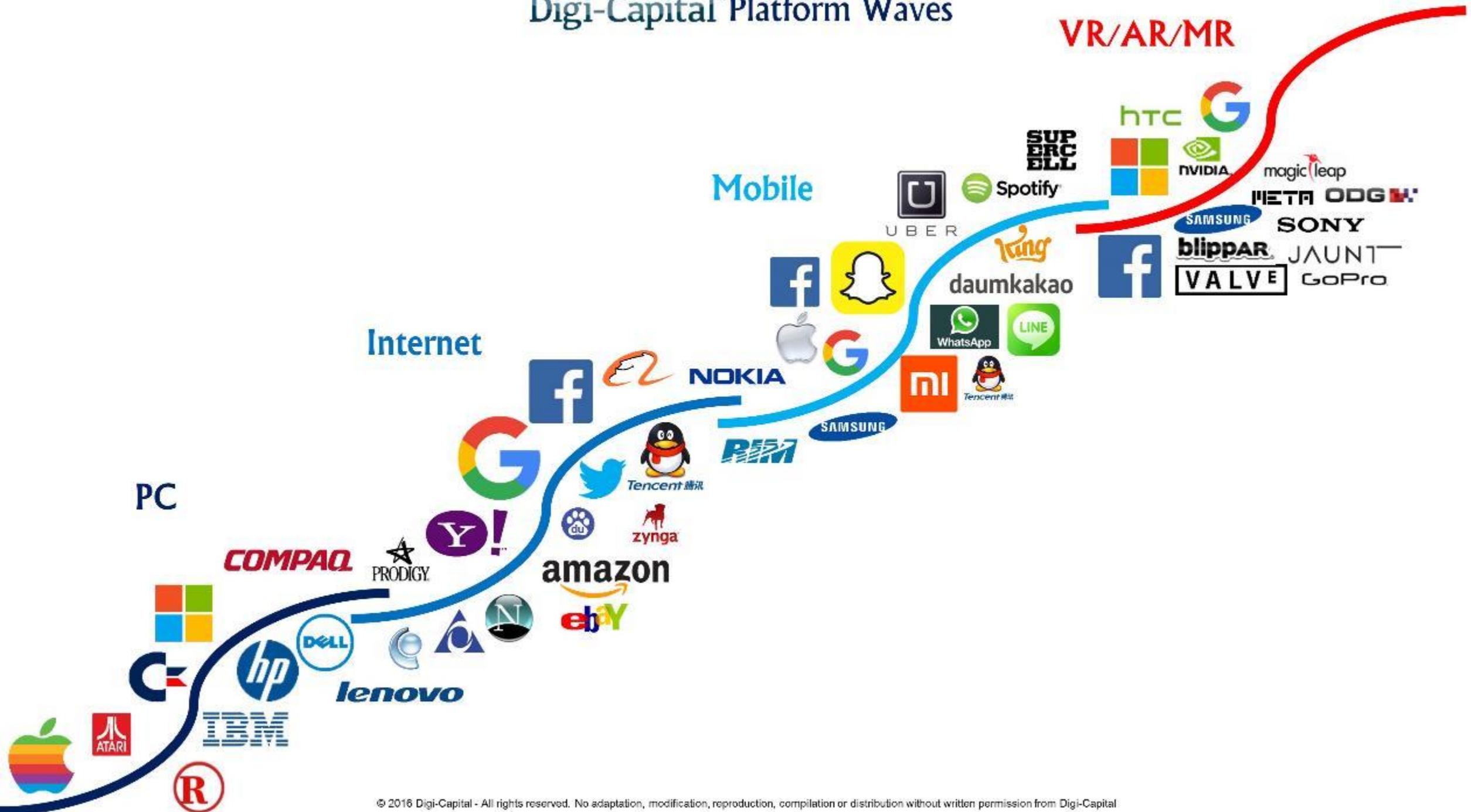


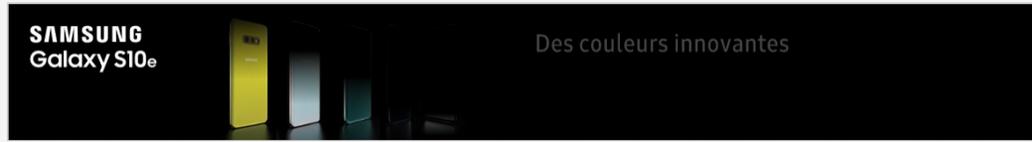
## A BRIEF HISTORY OF AUGMENTED REALITY

Augmented Reality (AR) is not as new as you might think, with references to the concept going back to the early 1900's. Check out this brief history and discover how far AR has come.

- 1901** First recorded reference to AR by the author **L. Frank Baum** when he describes the 'Character Marker' in the novel *The Master Key*.
- 1952** Cinematographer, **Morton Heilig** creates the world's first virtual reality (VR) machine – the **Sensorama Machine**.
- 1962** Morton Heilig, patents the Sensorama Machine.
- 1968** **Ivan Sutherland** creates first head-mounted display system **'The Sword of Damocles'**
- 1974** Myron Krueger, builds **Videoplace** an 'artificial reality' lab.
- 1982** AR is seen on TV for the first time, thanks to **Dan Reitan's** interactive AR system for weather broadcasters.
- 1990** **Tom Caudell**, coins the term 'augmented reality'
- 1992** **Louis Rosenberg** develops the first fully immersive AR systems, **Virtual Fixtures**.
- 1993** **KARMA**, a system which used knowledge-based AR, is introduced by **Steve Feiner**
- 1994** Julie Martin uses AR in her theatre production 'Dancing in Cyberspace'.
- 1996** **CyberCode** is created, the first AR system using 2D markers
- 1998** **NFL** debuts AR during a live game, created by **Sportvision**.
- 1999** **Nasa** utilises a special **AR dashboard** for navigating the X-38.
- 2000** The **ARToolKit**, the world's first open-source software library, is created by **Hirokazu Kato**.
- 2008** The world's first outdoor AR game, **ARQuake**, is launched.
- 2009** **FLARToolKit** is born and developers can now display AR content on web browsers
- 2008** AR starts being used for **commercial purposes**, such as magazine ad for BMW Mini
- 2012** **Google Glass** launches to mixed reviews
- 2016** **Pokemon Go** launches and the world goes mad for AR reaching a peak of **45 million daily users**.
- 2017** Apple announces **ARKit** and Google launches **ARCore**. AR-based apps sky-rocket.

# Digi-Capital™ Platform Waves





2,062 views | May 7, 2019, 08:30pm

# Samsung Confirms Shock New Galaxy Smartphone Cancellation



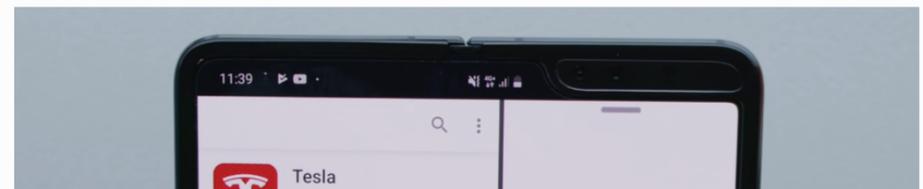
**Gordon Kelly** Senior Contributor

Consumer Tech

*I write about technology's biggest companies*

-  Samsung's Galaxy Note 10 is looking like the smartphone to beat in 2019, with [next-gen tech](#) which has the potential to genuinely excite users. But
-  elsewhere, Samsung is blowing it.

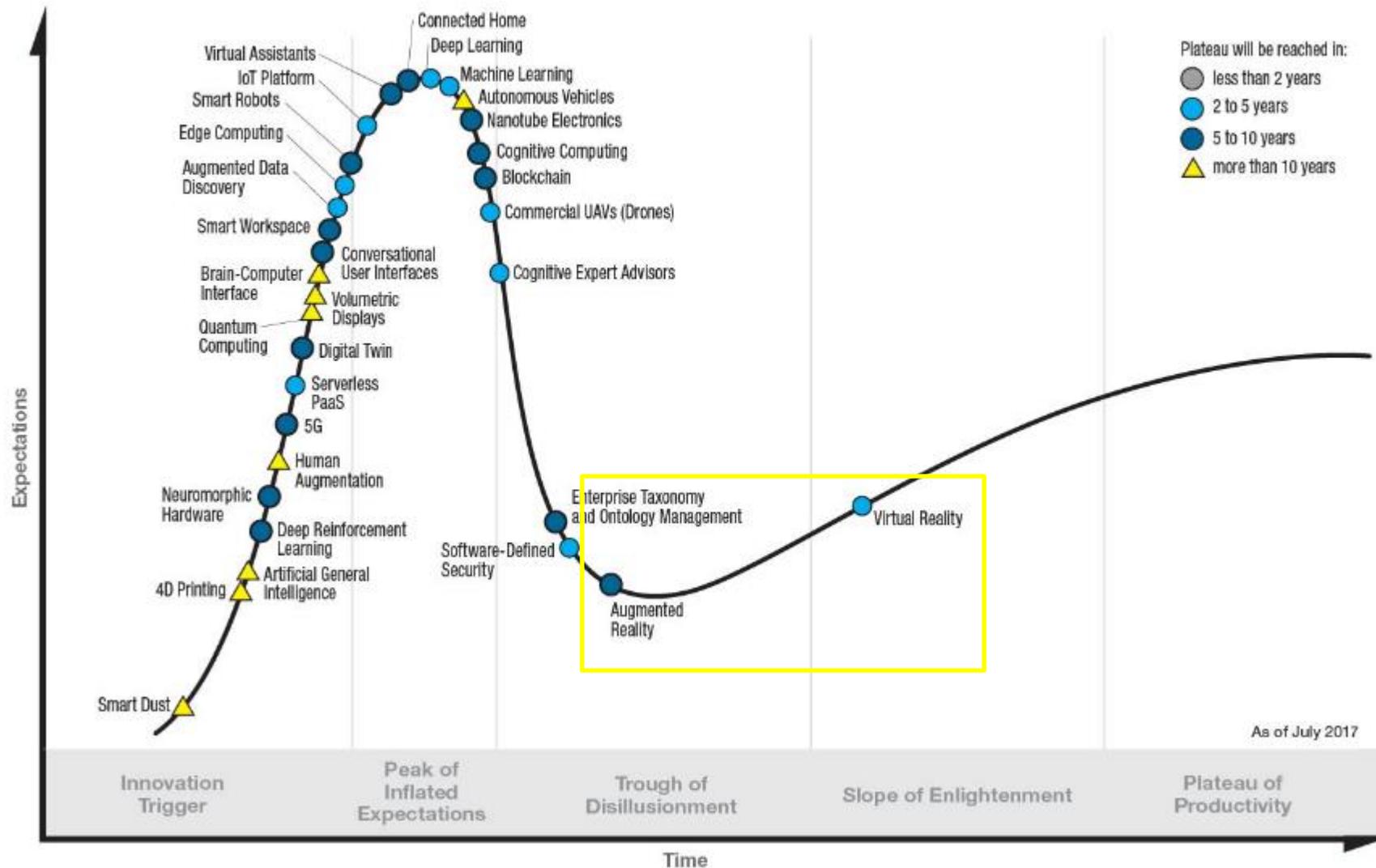
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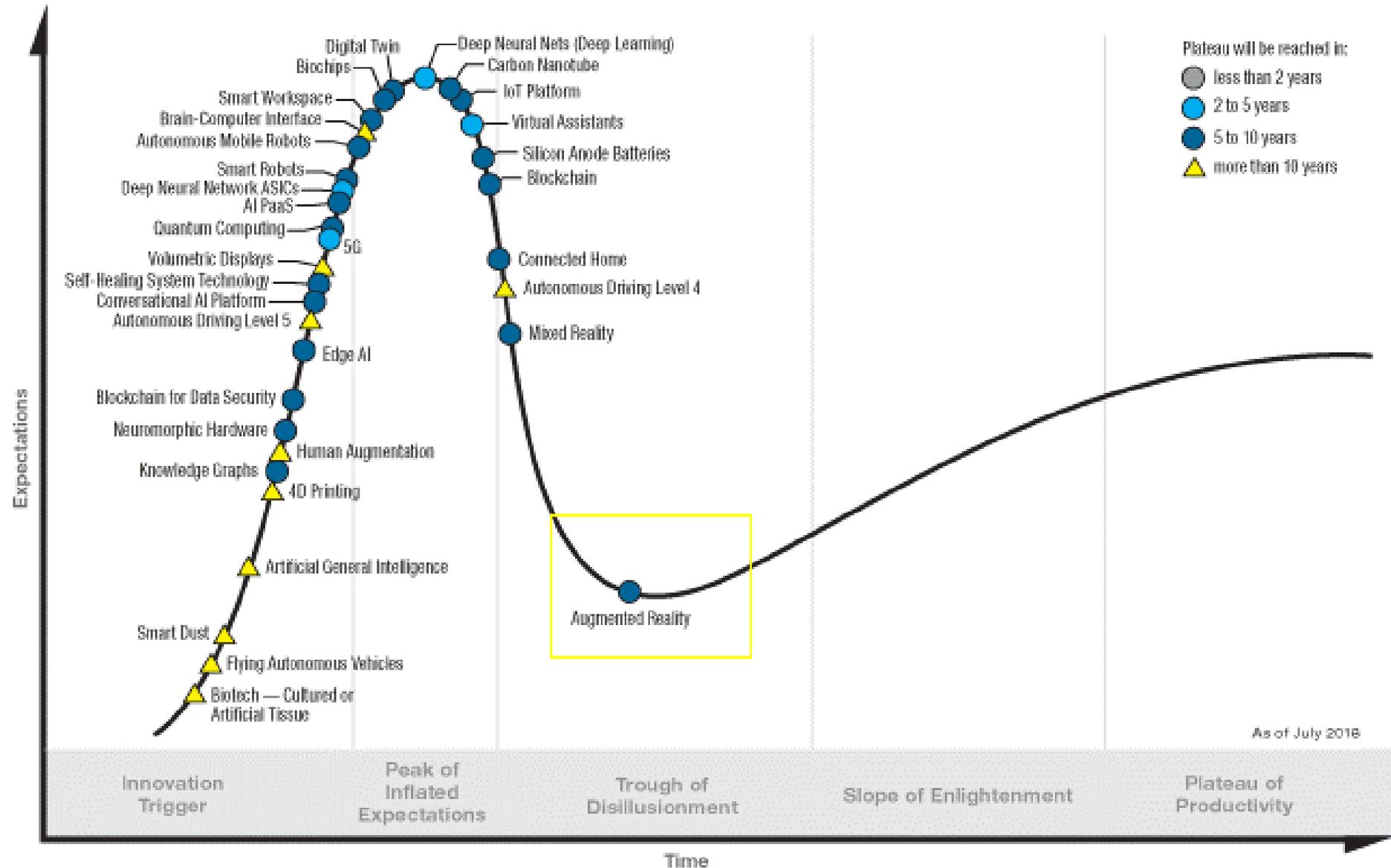
SAMSUNG



# Gartner **Hype Cycle** for Emerging Technologies, 2017



# Hype Cycle for Emerging Technologies, 2018







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05.21.19

# The iPod of VR is here, and you should try it

Never before have I seen a single technology improve so quickly.



A 3D rendered character, resembling a boxer, stands in a boxing ring with arms raised in celebration. The character is wearing a white crop top, a dark jacket, dark pants with a yellow waistband, white socks, and white shoes. The background shows the ropes of the boxing ring and a dark, moody atmosphere.

# DEFY REALITY

 oculus quest



# Oculus Expected to Sell 1.3 Million Quest Units in 2019, SuperData Believes

By STEFANIE FOGEL



## VR NEWS

# Oculus has sold through its first week of Quest pre-orders

You might have to wait an extra week for your Quest

Besoin d'un ordinateur portable ? Nous vous aidons à choisir.



Voir le Choix Coolblue



## [Update] Valve's \$1,000 Index Bundle is Now Backlogged Until August

By Scott Hayden - May 2, 2019 280

Image courtesy Valve

Mijn droomjob?

Die vond ik dankzij een gratis Cevora-opleiding.

ontdek alle opleidingen

CEVORA Leer bij ga vooruit

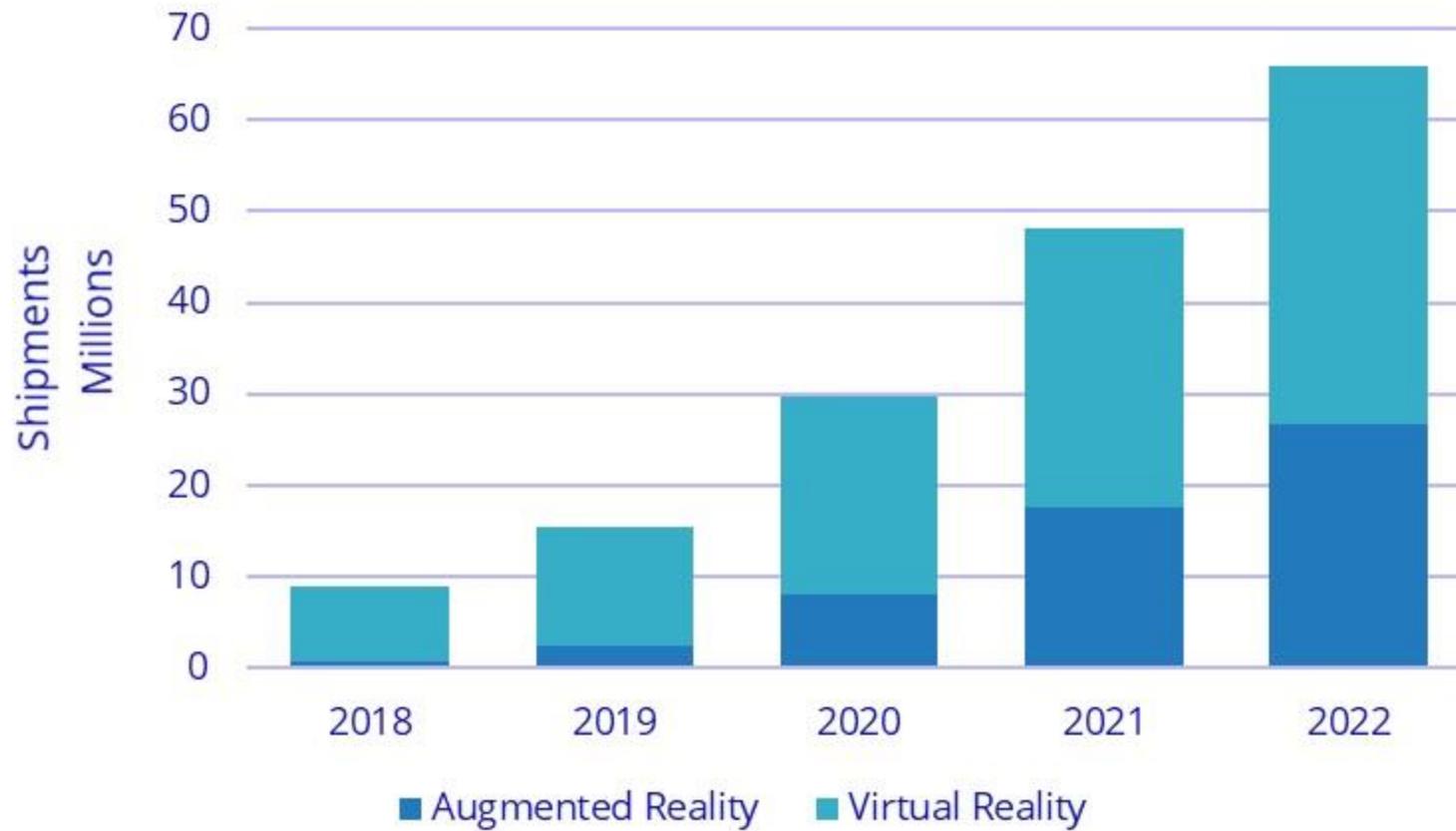


## Location-based VR Attraction 'Hologate' Celebrates 2 Million Player Milestone

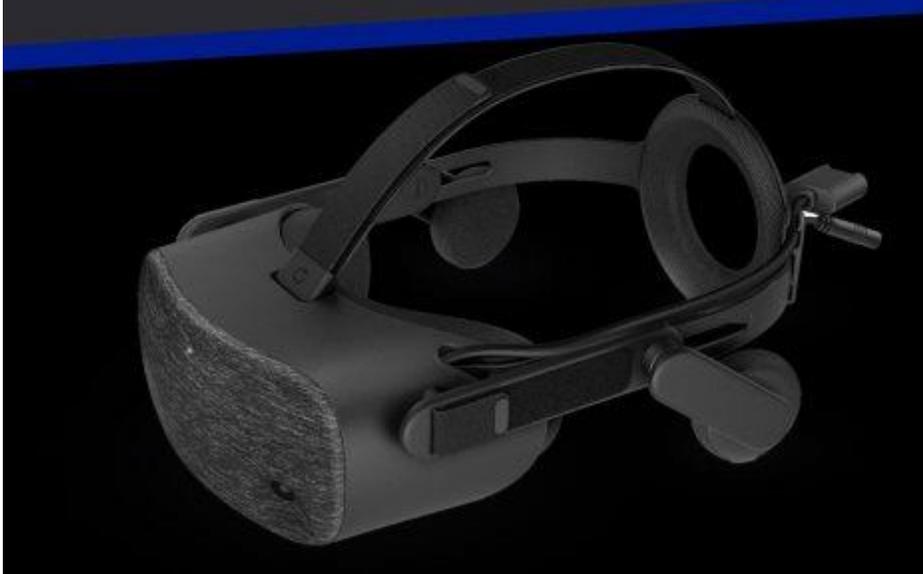
By Scott Hayden - May 7, 2019 8

Image courtesy Hologate

## Worldwide AR/VR Headsets Forecast, 2018Q1



Source: IDC 2018



# Evolution of the Mobile Phone



Motorola  
8900X-2



Nokia  
2146



Nokia  
3210



Nokia  
6210



Ericsson  
T39



Alcatel  
OT511



Samsung  
E250



Apple  
iPhone



BlackBerry  
Curve 8900



Samsung  
Galaxy S2



Samsung  
Galaxy S4



Sony Xperia  
Z Ultra

# Evolution of the Mobile Phone



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Samsung  
E250



Apple  
iPhone



BlackBerry  
Curve 8900



Samsung  
Galaxy S2



Samsung  
Galaxy S4



Sony Xperia  
Z Ultra

VR/AR

# A glimpse into the future – everyday AR glasses

Bone conduction transducers

Directional speakers

Tracking and recording cameras

Inertial, haptic,  
and health sensors

Multiple high sensitivity  
audio microphones

Multimode connectivity  
(4G, 5G, etc.)

Many passive and active cameras  
with fisheye and telephoto lenses  
Optoelectronic night vision  
and thermal imaging sensors

Ambient light sensors

Eye tracking cameras

New optics and projection  
technologies within a durable,  
semitransparent display

# facebook

10 YEAR ROADMAP

*"Facebook's mission is to give people the power to share and make the world more open and connected"*

