

University of Illinois at Urbana-Champaign  
Dept. of Electrical and Computer Engineering

## ECE 101: Computing Technologies and the Internet of Things

### Virtual and Augmented Reality

## Pokemon Really Exist! (in AR phone view)

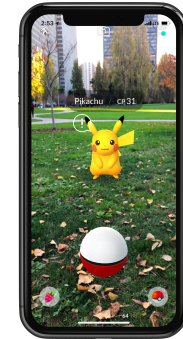
### Have you ever seen a Pokemon?

Pokemon Go

- Captures reality with a camera,
- Augments the scene, and
- Projects the merged image onto the screen.

"It's the first mainstream case of augmented reality applied to the masses."

"... it takes commonplace technologies such as GPS, mapping and satellite services and combines them with location services, landmarks and Nintendo's familiar characters... made it possible for augmented reality to blend into the background and allow the game experience to lead."



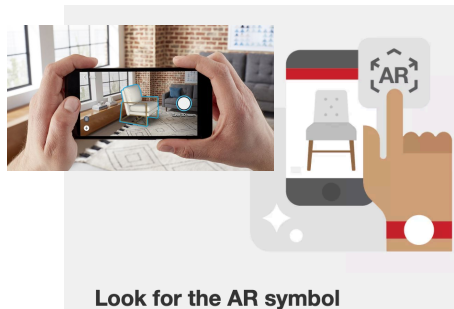
## Shopping with AR

### What companies use augmented reality?

Amazon, Target, Walmart,  
... using AR to help customers.

Thinking of buying a  
new chair?

Why not see how it  
will look in your  
apartment first?



Look for the AR symbol

## How does it Work?

### Start by Building a Model of the Object

In advance,

- Take images from many angles
- Construct a 3D model of object
- Including surface textures.

## Use Position from IMU Sensors

### Add in IMU readings from phone and graphics

User in home environment

- “places” and orients object,
- then moves around (tracked by IMU) and
- phone renders 3D object to produce AR.

In the future,

- lighting and other environmental aspects
- can be extracted in real-time and
- composed onto the virtual object
- to better integrate them into the scene.

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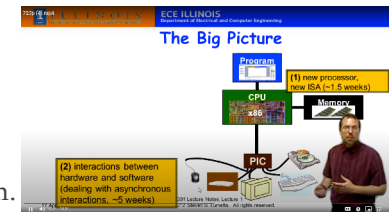
## Teleconferencing with AR

In 2009, Nuvixa\* (later Personify)

- used a depth camera combined with edge detection
- to segment and extract humans from video,
- overlaying them in real-time on other video feeds, slides, and so on.

More than a decade later, such features are now common in many tools.

\*Founded by UIUC ECE faculty.

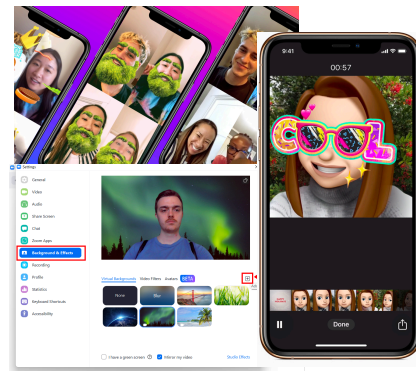


experiment from 2012

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## Teleconferencing with AR

- 2016 Zoom virtual backgrounds
- 2019 Facetime uses face tracking with memoji
- 2020 Skype, Google, Microsoft, Webex, and Facebook have virtual backgrounds
- 2021 Messenger introduces AR Experiences



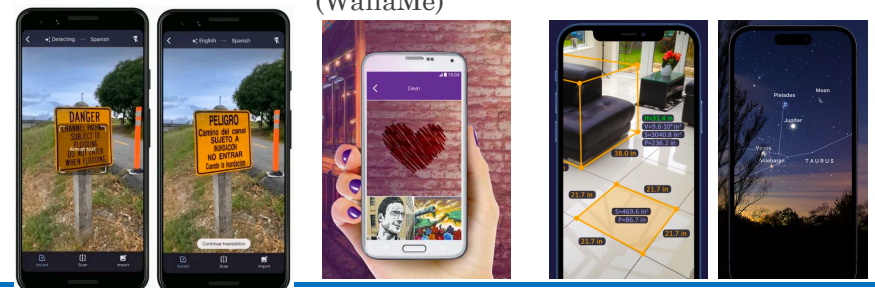
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## Some Other Current AR Applications

Real-time translation overlays (really useful!)

Invisible ink artwork-only exists in the app! (WallaMe)

Rulers, solar path, sky maps, finding your car



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## Some Future AR Applications

Enhanced view of surgical procedures

- based on previously collected patient data
- (example: shape and extent of tumor mass)
- current health indicators—heartbeat, blood pressure, and so forth.

3D preview of meals at restaurants:

- see appearance and portion size
- And how it all fits together before you order!



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## AR, VR, MR and ER

- AR - **Augmented reality**, designed to add digital elements over real-world views with limited interaction.
- VR - **Virtual reality** immersive experiences helping to isolate users from the real world, usually via a headset device and headphones designed for such activities.
- MR - **Mixed reality** combining AR and VR elements so that digital objects can interact with the real world, means businesses can design elements anchored within a real environment.
- ER - **Extended reality (XR)**— covering all types of technologies that enhance our senses, including the three types previously mentioned.

<https://dynamics.microsoft.com/en-us/mixed-reality/guides/what-is-augmented-reality-ar/>

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## The Future with AR/VR - the Metaverse

Virtual desktop for students:

- whether you're at your desk, in the library, or in the classroom,
- everything you've studied
- as well as the entire Internet
- is at your fingertips to peruse and connect
- while you work.



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## Future AR: Your Own Application

Let's hear from you

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## Next Topic: Sensing the Humans

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With the exception of using the IMU, most AR applications don't monitor the user.

Let's take a look at sensing the humans.

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## Motion Capture Records Human and Animal Motion

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**Motion capture**, or **mo-cap**, started in the 1970s.

By the late 1980s and early 1990s, it was used heavily for **computer game animation**.

By mid- to late 1990s, movies started to make use of it for both special effects and to capture more natural **motion for animated characters**.



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## Markers Reduce Image Processing Workload

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**Historically**, most systems have been based on either passive or active **markers**.

Markers

- attached to full body suits
- (you can see them in the photo), and
- motion is **tracked optically**.



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## Mo-Cap Enables Reproduction of Human Expressions

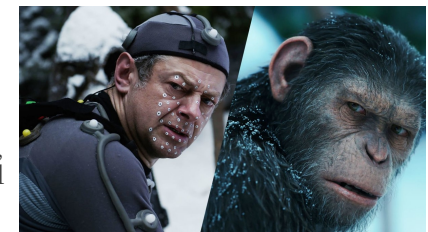
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One **difficult problem** solved with mo-cap

◦ is the ability to record the **relation between human emotion, speech, and facial expressions**.

◦ Actors are recorded, features extracted and then cast onto animated characters.

ML models are becoming able to emulate human expressions, but perhaps not yet to the level needed for movies.



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## Markerless Capture Enabled Home Use

Progress in vision enabled markerless mo-cap.

2006: Nintendo Wii (limited markers)

- fused active markers with IMUs
- to enable capture of game players.

2010: Microsoft Kinect (no markers)

- blended depth detection with feature identification
- to provide wire models (stick figures) of players.

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## Mo-Cap Has Many Commercial Uses

Commercial versions

- with many more cameras and
- much more computing power are
- used frequently today for movies,
- providing advice on golf swings, and so forth.



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## What Happens When We Combine Technologies?

Motion capture studios have been available for decades.

So have audio recording technologies.

**What can we do when we combine them?**

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## Digital Twins Replicate Real Objects, Even People

A **digital twin is a virtual replica**, with properties based on observations of the original.

It could be **as simple**

- **as a 3D model** of an object
- captured with multiple cameras and
- constructed with image textures
- on a polygonal model.

**Or** it could be **as complex as a real person**.

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## Record Your Life ... for a Week

Imagine that, starting tomorrow,

- you spent a week sitting in a motion capture room
- with 50 camera/speaker devices pointed at you.

An interviewer asks you questions

- about everything you've ever done or felt,
- and you answer candidly.

Your answers are all recorded,

- generating a few Terabytes of data
- (high-resolution, high-speed video!).

Big deal. It fits on a \$100 drive.

Buy two in case one goes bad.



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## Now Add in Vision and NLP

Today, in addition to recording video and audio,

- we also have speech recognition
- and parametrized models of speech
- that allow us to capture a person's accent and speaking style
- and natural language processing to build models of how answers fit together and can be queried.

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## Enhance Missing Information by Mining the Internet

Recorded data about your

- background, characteristics, and personality
- can be enhanced with data mined from the Internet,
- adding depth and detail to your comments
- (as well as explanations for any outdated idioms!).

Of course, your digital twin still won't be eating outside of augmented reality.

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## Put It All Together and Voila! A Virtual Human!

In other words,

- if we combine a physical model
  - and a mental model
  - trained with data recorded in natural language,
- we can create a fairly realistic virtual human!



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## Immersion: the Goal of Most Virtual Realities

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As with some games, including computer games, one “goal” is to enable a player **to temporarily forget that the game world is not the real world.**

This property is called “**immersion.**”

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## Traditional Gaming Has Barriers to Immersion

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When a game is played on a small display, with sounds coming from one or two directions, and instructions delivered through a keyboard, mouse, or game controller, achieving immersion requires a significant imaginative effort on the part of the player.

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## Real Physics Can be Simulated to Help Immersion

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In the mid 2000s, a startup called Ageia worked to develop a chip for simulated physics, to enable everything from more destructible environments to more realistic folding of cloth and motion of fog.

Eventually, the idea migrated into software and was acquired by NVIDIA in 2008, which provided access to game developers through the PhysX programming interface.



Sanjay Patel,  
Professor of ECE and  
Chief Architect at Ageia

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## Real Immersion ... in a VR Cave!

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In 1992, researchers at UI Chicago developed a VR cave (a sister installation of the original CAVE operated on the Urbana-Champaign campus from 1995 until the close of the **Illinois Simulator Lab** in 2017)

A room covered with displays and speakers.

A headset allowed distinct images to be delivered to each eye, providing the illusion of a 3D world surrounding the user.

<https://vr.illinois.edu/virtual-reality-at-illinois/>

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## Virtual Immersion—Just Wear the Headset

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Between technological challenges, cost, and other factors, the approach did not become commercially viable until 2016, in which year three separate companies introduced products.

- Oculus Rift
- HTC Vive
- Sony Playstation VR

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## Virtual Reality Headsets

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The top players

- Microsoft [HoloLens](#)
- Apple [Vision Pro](#)
- Meta [Quest 2/3](#)
- Sony PlayStation VR2
- HTC Vive Pro 2

◦ Poll link: <https://app.sli.do/event/a7rYcKuV23shtcU5Hi8KT9>

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## Immersion and the Five Senses

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Humans have five senses:

Sight and hearing are covered fairly well by today's VR.

Smell and taste are chemical in origin and unlikely to be handled directly in the near future.

Touch ... is called haptics. Let's come back to it.

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## Haptics Simulates Touch-Related Experiences

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**Haptics: simulated touch.**

Haptics has made a lot of progress, and is used widely to control robots that need to maneuver around living things, especially humans.

Haptics feedback includes things like vibration and arcade-game mechanical equipment that moves to simulate acceleration in the game world.

But most haptic interfaces for providing a touch sense to humans are still in the research phase.



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## Controlling Touch: Brain-Controlled Prosthetics

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By 2013, it was possible to attach a **prosthetic arm** to a human and have the human **control** it **with** their **brain**.

In other words, **the arm acted as a real arm**.

In 2021, a high school student in Virginia produced such an arm on a 3D printer. DIY prosthetics!



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## Current Prosthetics Do Not Feel

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These arms moved, but did not feel.

In 2020,

- researchers started adding haptics,
- placing touch sensors on the fingers.
- The outputs were then fed into nerves in the upper arm.

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## “Feeling” with Prosthetics Also Here Soon

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The signals produced by the sensors

- are not trained to emulate the original signals
- sent by the absent hand

But the human brain

- is plastic enough (adapts to new input)
- such that the signals eventually “feel” like the original!

At least, once the haptics provide enough information.

In the current versions, they are fairly simplistic.

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## Terminology You Should Know from These Slides

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- augmented reality (AR)
- motion capture (mo-cap)
- digital twin
- virtual reality (VR)
- immersion
- VR cave
- VR headset
- haptics
- brain-machine interfaces (example: prosthetics)

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## Concepts You Should Know from These Slides

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- basic operation and approaches to AR
- uses for AR
- use of markers versus feature identification for mo-cap
- use of mo-cap to capture human expressions
- why immersion is hard with a computer or game console
- need for realism to support immersion