

Abstract

In the last years, we assisted to a growing interest in Augmented Reality (AR) in several different fields, such as industry, medicine, gaming, advertising or cultural heritage. But what really is AR? How is it different from Virtual Reality (VR) or Mixed Reality (MR)? This seminar is intended to provide the bases of AR: first a brief history of this technology; then, the theoretical bases; and finally, the future perspectives. During the seminar, the most used AR library, tools and devices will be presented. As case study, the use of AR for Cultural Heritage will be discussed.