

Approaches to a Mixed Reality

Visual System

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ABSTRACT

This paper discusses ongoing research and development leveraging emerging augmented reality, video capture and streaming, and computer graphics technologies to produce a cost-effective, mixed reality visual system. The paper will identify and discuss approaches to building a visual system that has the potential to dramatically change how training is delivered. Finally, it will discuss the results of an early implementation and identify next steps in development planned to produce a viable system.

BIO

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