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Understanding

**Understanding**

**g Augmented**

**Reality**

**Concepts**

**And**

**Applications**

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How Augmented  
Reality Works // A  
Beginner's Guide to  
AR Understanding  
Virtual Reality and  
Augmented Reality  
Little Hippo  
Augmented Reality  
Books Big Bad Wolf  
Book Sale 2019~~

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## **Tutorial 2- Different Types Of**

### **Augmented Reality**

GeoAR - Interactive

Book of Geometry

with Augmented

Reality (subtitles in

english) *Introducing*

*Wonderscope: an*

*augmented reality iOS*

*app for kids*

*Augmented Reality*

*Tutorial - An*

*Introduction to*

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*Augmented Reality*

~~Augmented Reality~~

~~Explained by~~

~~Common Craft~~

~~Augmented Reality~~

~~Books~~ *The Code Hub:*

*Augmented Reality at*

*Home, Some Tips for*

*Image Anchors*

*HYPER-REALITY*

**Create and Share**

**Your First AR**

**Experience // Reality**

**Composer Tutorial 5**

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~~BEST AUGMENTED  
REALITY TECH 2018~~

~~Digital Book:~~

~~Augmented \u0026~~

~~Virtual Reality (AR/VR)~~

~~Based Interactive~~

~~Engineering Training~~

~~Aircards \u2013 Augmented~~

~~Reality Business~~

~~Cards How~~

~~Augmented Reality~~

~~Works? Hindi | ft. Last~~

~~Moment Tutions How~~

~~to create an~~



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~~Augmented Reality  
App~~ *The 10 best  
augmented reality  
apps for iPhone* Lets  
~~Make an Augmented  
Reality App in 6  
MINUTES!!!!~~

~~DONALD TRUMP  
EDITION~~ What are  
Virtual and  
Augmented Realities?

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The Future of  
Augmented Reality

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4D Science  
Augmented Reality  
Science Lab from  
Spice Box Books

**Realar  
Demonstration -  
Walk inside your  
new virtual home in  
augmented reality**

*What is Augmented  
Reality and How Does  
it Work? | Mashable  
Explains Augmented  
Reality Physics Book*

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*by ARLOOPA How to  
create an Augmented  
Reality Book Review  
using Reality*

*Composer on iPad  
Augmented Reality |  
John Werner |*

*TEDxAsburyPark  
Augmented Reality  
Book Cover - iamlove*

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Understanding  
Augmented Reality  
Concepts And  
Understanding

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Augmented Reality addresses core conceptual issues regarding the medium of augmented reality as well as the technology required to support compelling augmented reality. By addressing AR as a medium at the conceptual level in addition to the technological level,

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the reader will learn to  
conceive of AR  
applications that are  
not limited by today's  
technology.

---

Understanding  
Augmented Reality:  
Concepts and  
Applications ...  
Understanding  
Augmented Reality  
addresses the

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elements that are required to create augmented reality experiences. The technology that supports augmented reality will come and go, evolve and change. The underlying principles for creating exciting, useful augmented reality experiences are timeless.

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Augmented reality  
designed from a  
purely technological  
perspective will lead  
to an AR experience

...

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Understanding  
Augmented Reality:  
Concepts and  
Applications ...  
Understanding  
Augmented Reality:

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Concepts and  
Applications eBook:  
Craig, Alan B.:  
Amazon.co.uk: Kindle

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how customers use  
our services so we



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Understanding  
Augmented  
Reality  
Concepts And  
Applications

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Understanding  
Augmented Reality:  
Concepts and  
Applications ...  
Understanding  
Augmented Reality  
addresses core  
conceptual issues  
regarding the medium

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of augmented reality as well as the technology required to support compelling augmented reality. By addressing AR as a medium at the conceptual level in addition to the technological level, the reader will learn to conceive of AR applications that are not limited by today's

# File Type PDF Understanding technology. Reality

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Understanding  
Augmented Reality |  
ScienceDirect  
understanding  
augmented reality  
concepts and  
applications craig alan  
b chapter 1 introduces  
the idea that  
augmented reality ar  
is a medium although

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Augmented Reality  
Concepts And  
Applications

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10+ Understanding  
Augmented Reality  
Concepts And ...  
by Alan B. Craig  
(Author) Augmented  
reality is one of the  
newest innovations in  
the electronics  
industry. It is the

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superimposing of graphics, audio and other sense enhancements onto real-time environments - combining the physical and virtual worlds. Recent examples include the following: on TV, you have the super-imposed first down line in football games;

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Understanding  
Augmented Reality:  
Concepts and  
Applications ...  
Understanding  
Augmented Reality  
addresses the  
elements that are  
required to create  
augmented reality  
experiences. The

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Understanding  
technology that  
supports augmented  
reality will come and  
go, evolve and  
change....

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Augmented Reality:  
Concepts and  
Applications ...  
Understanding  
Augmented Reality:  
Concepts and

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Applications - Ebook  
written by Alan B.  
Craig. Read this book  
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Augmented Reality:  
Concepts and  
Applications.



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Understanding  
Augmented Reality:  
Concepts and  
Applications ...

This chapter introduces the idea of augmented reality (AR) and defines what is meant by the term augmented reality in the context of this book. It also

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Understanding  
distinguishes  
augmented reality  
from other related  
media and  
technologies, as well  
as introduces some  
terms that will aid in  
understanding the  
chapters that

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Understanding  
Augmented Reality.  
Concepts and

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Applications ...

Understanding  
augmented reality  
concepts and  
applications pdf For a  
technology founder,  
working in the health  
and fitness industry is  
extremely  
challenging, but the  
rewards far outweigh  
the challenges. This is  
not a place where  
easy money is made,

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but it is one where  
you can influence the  
lives of so many  
people and change  
them for the better. ...

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Augmented  
Reality  
Concepts And  
Applications  
concepts and  
applications. [Alan B  
Craig] -- Augmented  
reality is not a  
technology.

Augmented reality is a  
medium. Likewise, a  
book on augmented  
reality that only  
addresses the  
technology that is  
required to support  
the medium of  
augmented ...

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concepts and ...

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Augmented reality :  
concepts and ...

--Augmented Reality

--The Physical World

Is Augmented by

Digital Information

That Is Superimposed

on a View of the

Physical World --The

Information Is

Displayed in

Registration with the

Physical World --The

Information Displayed

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Understanding

Is Dependent on the  
Geographic Location  
of the Real World and  
the Physical

Perspective of the  
Person in the Physical  
World --The  
Relationship Between  
Augmented Reality  
and Other

Technologies --Media  
--Technologies  
--Other Ideas Related  
to the Spectrum



# File Type PDF Understanding Between Real ... Reality

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Understanding  
augmented reality :  
concepts and ...

Understanding  
Augmented Reality  
addresses the  
elements that are  
required to create  
augmented reality  
experiences. The  
technology that

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supports augmented reality will come and go, evolve and change. The underlying principles for creating exciting, useful augmented reality experiences are timeless.

Augmented reality designed from a purely technological perspective will lead to an AR experience

# File Type PDF Understanding Augmented Reality Concepts And Applications

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Understanding  
Augmented Reality -  
1st Edition

Understanding  
Augmented Reality  
addresses core  
conceptual issues  
regarding the medium

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of augmented reality as well as the technology required to support compelling augmented reality. By addressing AR as a medium at the conceptual level in addition to the technological level, the reader will learn to conceive of AR applications that are not limited by today's

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Guide books  
understanding  
augmented reality  
addresses the  
elements that are  
required to  
create compelling  
augmented reality  
experiences the

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technology that supports augmented reality will come and go evolve and change the underlying principles for creating exciting useful augmented reality experiences are timeless augmented reality designed from a purely technological perspective will lead to an ar

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Understanding  
Augmented  
Reality

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TextBook

Understanding  
Augmented Reality  
Concepts And ...

~ Understanding  
Augmented Reality  
Concepts And  
Applications ~

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Smith, understanding  
augmented reality  
addresses core

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conceptual issues  
regarding the medium  
of augmented reality  
as well as the  
technology required to  
support compelling  
augmented reality by  
addressing ar as a  
medium at the  
conceptual

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Understanding

Augmented Reality

*Page 40/99*



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## Concepts And Applications

The underlying principles for creating exciting, useful augmented reality experiences are timeless. Augmented reality designed from a purely technological perspective will lead t. Understanding Augmented Reality addresses the

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Augmented Reality Concepts And Applications  
elements that are required to create augmented reality experiences. The technology that supports augmented reality will come and go, evolve and change.

Understanding  
Augmented Reality

# File Type PDF Understanding

Addresses the elements that are required to create augmented reality experiences. The technology that supports augmented reality will come and go, evolve and change. The underlying principles for creating exciting, useful augmented reality experiences

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are timeless.

Augmented reality designed from a purely technological perspective will lead to an AR experience that is novel and fun for one-time consumption - but is no more than a toy. Imagine a filmmaking book that discussed cameras and special effects software, but

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Augmented  
cinematography and  
storytelling! In order to  
create compelling  
augmented reality  
experiences that  
stand the test of time  
and cause the  
participant in the AR  
experience to focus  
on the content of the  
experience - rather  
than the technology -  
one must consider

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how to maximally  
exploit the  
affordances of the  
medium.

Understanding  
Augmented Reality  
addresses core  
conceptual issues  
regarding the medium  
of augmented reality  
as well as the  
technology required to  
support compelling  
augmented reality. By

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Addressing AR as a medium at the conceptual level in addition to the technological level, the reader will learn to conceive of AR applications that are not limited by today's technology. At the same time, ample examples are provided that show what is possible with

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current technology.

Explore the different techniques,

technologies and approaches used in

developing AR

applications Learn

from the author's

deep experience in

virtual reality and

augmented reality

applications to

succeed right off the

bat, and avoid many



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Understanding

of the traps that catch new developers and users of augmented reality experiences

Some AR examples can be experienced from within the book using downloadable software

Understanding  
Augmented Reality  
addresses the  
elements that are

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Augmented reality  
Reality Concepts And Applications  
required to create  
augmented reality  
experiences. The  
technology that  
supports augmented  
reality will come and  
go, evolve and  
change. The  
underlying principles  
for creating exciting,  
useful augmented  
reality experiences  
are timeless.

Augmented reality

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Augmented Reality Concepts And Applications  
designed from a purely technological perspective will lead to an AR experience that is novel and fun for one-time consumption - but is no more than a toy. Imagine a filmmaking book that discussed cameras and special effects software, but ignored cinematography and

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storytelling! In order to create compelling augmented reality experiences that stand the test of time and cause the participant in the AR experience to focus on the content of the experience - rather than the technology - one must consider how to maximally exploit the

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Affordances of the  
medium.

Understanding  
Augmented Reality  
addresses core  
conceptual issues  
regarding the medium  
of augmented reality  
as well as the  
technology required to  
support compelling  
augmented reality. By  
addressing AR as a  
medium at the

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Augmented Reality Concepts And Applications

conceptual level in addition to the technological level, the reader will learn to conceive of AR applications that are not limited by today's technology. At the same time, ample examples are provided that show what is possible with current technology. Explore the different

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techniques,  
technologies and  
approaches used in  
developing AR  
applications Learn  
from the author's  
deep experience in  
virtual reality and  
augmented reality  
applications to  
succeed right off the  
bat, and avoid many  
of the traps that catch  
new developers and

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users of augmented reality experiences

Some AR examples can be experienced from within the book using downloadable software.

With the explosive growth in mobile phone usage and rapid rise in search engine technologies over the last decade,



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Augmented reality (AR) is poised to be one of this decade's most disruptive technologies, as the information that is constantly flowing around us is brought into view, in real-time, through augmented reality. In this cutting-edge book, the authors outline and discuss never-before-

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published information about augmented reality and its capabilities. With coverage of mobile, desktop, developers, security, challenges, and gaming, this book gives you a comprehensive understanding of what augmented reality is, what it can do, what is in store for the future

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Understanding

Augmented Reality  
Concepts And Applications  
and most importantly:  
how to benefit from  
using AR in our lives  
and careers.

Educates readers  
how best to use  
augmented reality  
regardless of industry  
Provides an in-depth  
understanding of AR  
and ideas ranging  
from new business  
applications to new  
crime fighting

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Understanding  
Methods Includes  
actual examples and  
case studies from  
both private and  
government  
application

Augmented Reality  
(AR) has many  
advantages that  
include increased  
engagement and  
interaction as well as  
enhanced innovation

# File Type PDF Understanding

Augmented Reality  
and responsiveness.

AR technology has applications in almost all domains such as medical training, retail, repair and maintenance of complex equipment, interior design in architecture and construction, business logistics, tourism, and classroom education.

Innovating with

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Augmented Reality: Applications in Education and Industry explains the concepts behind AR, explores some of its application areas, and gives an in-depth look at how this technology aligns with Education 4.0. Due to the rapid advancements in technology, future education systems

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Augmented Reality Concepts And Applications

must prepare students to work with the latest technologies by enabling them to learn virtually in augmented ways in varied platforms. By providing an illusion of physical objects, which takes the students to a new world of imagination, AR and Virtual Reality

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(VR) create virtual and interactive environments for better learning and understanding. AR applications in education are covered in four chapters of this book, including a chapter on how gamification can be made use of in the teaching and learning process. The book



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also covers other application areas of AR and VR. One such application area is the food and beverage industry with case studies on virtual 3D food, employee training, product–customer interaction, restaurant entertainment, restaurant tours, and product packaging.

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The application of AR in the healthcare sector, medical education, and related devices and software are examined in the book's final chapter. The book also provides an overview of the game development software, Unity, a real-time development platform for 2D and

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### 3D AR and VR, as well as the software tools and techniques used in developing AR-based apps.

Augmented Reality (AR) refers to the merging of a live view of the physical, real world with context-sensitive, computer-generated images to create a mixed reality.

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Through this augmented vision, a user can digitally interact with and adjust information about their surrounding environment on-the-fly. Handbook of Augmented Reality provides an extensive overview of the current and future trends in Augmented

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Reality, and chronicles the dramatic growth in this field. The book includes contributions from world expert s in the field of AR from academia, research laboratories and private industry. Case studies and examples throughout the handbook help introduce the basic

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Augmented Reality Concepts And Applications  
concepts of AR, as well as outline the Computer Vision and Multimedia techniques most commonly used today. The book is intended for a wide variety of readers including academicians, designers, developers, educators, engineers,

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practitioners,  
researchers, and  
graduate students.

This book can also be  
beneficial for business  
managers,  
entrepreneurs, and  
investors.

This book has an aim  
to present latest  
applications, trends  
and developments of  
virtual reality

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technologies in three  
humanities

disciplines: in  
medicine, psychology  
and pedagogy.

Studies show that  
people in both  
educational as well as  
in the medical  
therapeutic range  
expect more and  
more that modern  
media are included in  
the corresponding



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demand and supply structures. For the Internet and various mobile media, associated research and application projects now have fixed key words such as "E-learning" and "E-Mental Health" or "M-Learning", "M-Mental Health". This book aims to contribute to the current state of

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the corresponding  
efforts in the area of  
??further promising  
technology - the  
Virtual Reality -  
designed to give an  
overview and  
secondly to provide a  
stimulus on specific  
projects, associated  
with the hope of  
giving to scientists  
and practitioners from  
the humanities an

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impulse for their own  
(further-)  
development,  
evaluation and  
implementation of  
various VR scenarios  
in the education and  
health sectors.

Augmented reality  
(AR) is one of today's  
most fascinating and  
future-oriented areas  
of computer science

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Augmented Reality Concepts And Applications  
and technology. By overlaying computer-generated information on views of the real world, AR amplifies human perception and cognition in remarkable new ways. Do you like the virtual first-down line in football games on TV? That's AR. And AR apps are rapidly coming to billions of

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Smartphones, too.

Working in AR requires knowledge from diverse disciplines, including computer vision, computer graphics, and human-computer interaction (HCI).

Augmented Reality: Principles and Practice integrates all this knowledge into a single-source

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reference, presenting  
the most significant  
AR work with  
scrupulous accuracy.

Dieter Schmalstieg, a  
pioneer of both AR  
foundation and  
application, is drawing  
from his two decades  
of AR experience to  
clearly present the  
field. Together with  
mobile AR pioneer  
and research

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colleague Tobias Höllerer, the authors address all aspects of the field, illuminating AR from both technical and HCI perspectives. The authors review AR's technical foundations, including display and tracking technologies, show how AR emerges from the symbiosis of

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Reality  
Concepts And  
Applications  
computer vision and  
computer graphics,  
introduce AR-specific  
visualization and 3D  
interaction  
techniques, and  
showcase  
applications from  
diverse industries.  
They conclude with  
an outlook on trends  
and emerging  
technologies,  
including practical



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Augmented Reality Concepts And Applications  
pointers for beginning practitioners. This book is an indispensable resource for everyone interested in AR, including software and app developers, engineers, students and instructors, researchers, and hobbyists. For use in educational environments, the

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Authors will provide a companion website containing slides, code examples, and other source materials.

The most comprehensive and up-to-date guide to the technologies, applications and human factors considerations of

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Understanding  
Augmented Reality  
(AR) and Virtual  
Reality (VR) systems  
and wearable  
computing devices.  
Practical Augmented  
Reality is ideal for  
practitioners and  
students concerned  
with any application,  
from gaming to  
medicine. It brings  
together  
comprehensive

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Augmented Reality Concepts And Applications  
coverage of both theory and practice, emphasizing leading-edge displays, sensors, and DIY tools that are already available commercially or will be soon. Beginning with a Foreword by NASA research scientist Victor Luo, this guide begins by explaining the

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mechanics of human sight, hearing and touch, showing how these perceptual mechanisms (and their performance ranges) directly dictate the design and use of wearable displays, 3-D audio systems, and tactile/force feedback devices. Steve Aukstakalnis presents

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Augmented Reality Concepts And Applications  
revealing case studies  
of real-world  
applications from  
gaming,  
entertainment,  
science, engineering,  
aeronautics and  
aerospace, defense,  
medicine,  
telerobotics,  
architecture, law  
enforcement, and  
geophysics. Readers  
will find clear, easy-to-

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Understanding

Augmented

Reality  
understand  
explanations, photos,  
and illustrations of  
devices including the

Concepts And  
Applications  
Atheer AiR, HTC

Vive, DAQRI Smart  
Helmet, Oculus

(Facebook) CV1,

Sony PlayStation VR,

Vuzix M300, Google

Glass, and many

more. Functional

diagrams and

photographs clearly

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explain how these devices operate, and link directly to relevant theoretical and practical content.

Practical Augmented Reality thoroughly considers the human factors of these systems, including sensory and motor physiology constraints, monocular and



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binocular depth cues, elements contributing to visually-induced motion sickness and nausea, and vergence–accommodation conflicts. It concludes by assessing both the legal and societal implications of new and emerging AR, VR, and wearable technologies as well as provides a look

# File Type PDF Understanding next generation systems.

Data will not help you if you can't see it where you need it. Or can't collect it where you need it. Upon these principles, wearable technology was born. And although smart watches and fitness trackers have become

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almost ubiquitous, with in-body sensors on the horizon, the future applications of wearable computers hold so much more. A trusted reference for almost 15 years, *Fundamentals of Wearable Computers and Augmented Reality* goes beyond smart clothing to explore user interface

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design issues specific to wearable tech and areas in which it can be applied. Upon its initial publication, the first edition almost instantly became a trusted reference, setting the stage for the coming decade, in which the explosion in research and applications of wearable computers

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Augmented reality

occurred. Written by

expert researchers

and teachers, each

chapter in the second

edition has been

revised and updated

to reflect advances in

the field and provide

fundamental

knowledge on each

topic, solidifying the

book's reputation as

a valuable technical

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Augmented Reality  
Concepts And  
Applications  
Resource as well as a  
textbook for  
augmented reality and  
ubiquitous computing  
courses. New

Chapters in the  
Second Edition

Explore: Haptics

Visual displays Use of  
augmented reality for  
surgery and  
manufacturing

Technical issues of  
image registration and

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tracking Augmenting  
the environment with  
wearable audio  
interfaces Use of  
augmented reality in  
preserving cultural  
heritage Human-  
computer interaction  
and augmented reality  
technology  
Spatialized sound and  
augmented reality  
Augmented reality  
and robotics

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Computational  
clothing From a  
technology  
perspective, much of  
what is happening  
now with wearables  
and augmented reality  
would not have been  
possible even five  
years ago. In the  
fourteen years since  
the first edition burst  
on the scene, the  
capabilities and



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Applications of both technologies are orders of magnitude faster, smaller, and cheaper. Yet the book's overarching mission remains the same: to supply the fundamental information and basic knowledge about the design and use of wearable computers and augmented reality

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with the goal of  
enhancing people's  
lives.

## Concepts And

Like virtual reality,  
augmented reality is  
becoming an  
emerging platform in  
new application areas  
for museums,  
edutainment, home  
entertainment,  
research, industry,  
and the art

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Communities using novel approaches which have taken augmented reality beyond traditional eye-worn or hand-held displays. In this book, the authors discuss spatial augmented r

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