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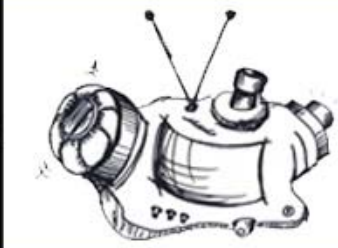
ISMAR 2009

Jobs

# Games Alfresco

in pursuit of the ultimate augmented reality experience

"The leading Augmented Reality news blog"  
- The New York Times



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## Magic Vision Lab will Melt, Distort, X-Ray and then Augment your Reality

Posted on **January 29, 2010** by Ori Inbar

[Chris Sandor](#), a veteran AR researcher, who worked with some of the most distinguished AR labs and researchers in the world such as Graz University, Columbia University, TU Munich, and Canon Research – is now is the **Director of the Magic Vision Lab** at the [University of South Australia](#).

Chris and team have recently revamped the lab's [website](#) which is a good opportunity to revisit some of their work previously covered during [ISMAR](#).



First a word on the lab's name.

In his "[Sermon on the flatlands](#)", augmented reality prophet Bruce Sterling cautioned the AR community to stay away from terms like "magic": "Magic is cheezy and deceitful. Practicing a leisure domain is a problem" he argued.

Chris brings to his defense a no lesser sci-fi luminary, Arthur C. Clarke, which famously coined the third law: "Any sufficiently advanced technology is indistinguishable from magic".

\*\*\*

What do you think about the usage of the term "Magic" in conjunction with AR?

\*\*\*

Now to substance in the revamped site:

Humans perceive their environment primarily through vision. Our goal is to enhance human vision with computer-generated graphics in order to amplify human intelligence on a world-wide scale. Our vision is shared by a large and growing community that is investigating Augmented Reality.

The lab focuses on 2 key areas:

### Mobile Augmented Reality Visualizations (melting, distorting, xray)

The following X-ray Vision is one of the more inspiring videos in AR

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## Ori's twit

Review of ScavegAR and Junaio at SxSW by Augmented Planet  
<http://bit.ly/bEsg1Q>  
5 days ago

## AR News

### (AugmentedPlanet)

[Eye-Tracking Will Be The New Click-Throughs](#) March 23, 2010 *Tom Carpenter*

[Microsoft Tag: Torino pensa agli e-tourist](#) March 22, 2010 *Gianmarco*

[Da GM il parabrezza a realtà aumentata](#) March 21, 2010 *Gianmarco*

[Samsung i5700 Spica: arriva l'aggiornamento con Android 2.1](#) March 20, 2010 *Gianmarco*

[Augmented Reality lenti a contatto copre il tuo occhio con centinaia di LED](#) March 19, 2010 *Gianmarco*

## 1. Vision

[AR on Wikipedia](#)

[Bruce Branit](#)

# and Cellphones

[head up display](#) [HIT Lab NZ](#)

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## Categories

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The next video depicts a technique called "melt vision" which is useful when a user wants to see points of interest hidden from view (occluded) and could also double as a simulation of a building demolition:)

\*\*\*

The second area of the lab's focus is dubbed:

### Visuo-haptic augmented reality systems

In laymen's terms, it's about combining visual and touch.

In this video a user, wearing a head-worn display, can **see** the virtual car and **feel** the car with his right hand through a haptic device called Phantom.

[Demo by Total Immersion](#)

[Denno Coil \(TV\)](#)

[Economist Article about AR](#)

[Singapore 2015](#)

[spinfocalypse](#)

[The future of education](#)

[They Live \(The Movie\)](#)

[Vernor Vinge About AR](#)

## 2. History

[10 years of AR](#)

[AR Archive](#)

[By Eva Kaplan-Leiserson](#)

[NEW! History of Mobile AR](#)

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## 3. NEW!

### Applications

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## 3.5 Demos

This technology has huge potential in training newbies and experienced professionals in many fields such as healthcare, design, manufacturing, and many more.

### To wrap up this AR Lab review -

Here is a classic: **AR Weather**, received our tongue-in-cheek award of the “[most down-under demo](#)” during ISMAR 2008. All I have to show is this image that depicts an AR application that overlays snow on a sunny day in Australia.



If you would like to showcase your work in augmented reality labs – let us know!

### Possibly related posts: (automatically generated)

- [Magic, Games, Education, and Live Coding at the Augmented Reality Meetup in...](#)
- [geoPaste – AR Publishing for Everybody](#)
- [AR Reading List for the Weekend](#)
- [Holographic Thom Yorke a Vision of Things to Come?](#)

Filed under: [AR Tracking](#), [augmented reality](#) | Tagged: [AR Weather](#), [Chris Sandor](#), [Distort Vision](#), [Magic Vision Lab](#), [Melt Vision](#), [Wearable Computer Laboratory](#), [X-ray](#)

« [Apple's iPad Camera Fail Weekly Linkfest](#) »

## 2 Responses

**Thomas Wrobel**, on [January 30, 2010 at 3:52 am](#) Said:

Very very cool stuff.

The SPIDER thing impressed me most though, despite being an interface rather than AR itself.



**Bruce Sterling**, on [January 30, 2010 at 2:40 pm](#) Said:

Leisure domains are no problem! It's \*legerdemain\* that's a problem — conjuring by doing sleight of hand.



### Leave a Reply

Name (required)

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[AR at Picnic '07](#)

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[Filled II \(Art\)](#)

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[Gizmondo Catapult](#)

[Human Pacman](#)

[iain tait](#)

[Intel's CES '08 demo](#)

[iPhone as AR device](#)

[Kobito Virtual Brownies](#)

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#### 5. Hardware

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## 7. Books

[AR: A Practical Guide](#)

[Augmented Learning](#)

[Augmented Reality](#)

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[Halting State](#)

[Rainbows End](#)

[Spatial AR](#)

[The End Of Hardware](#)

[Visual Tracking for AR](#)

## 8. People

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[Oliver Bimber](#)

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