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Fundamentals of Wearable Computers and Augmented Reality
Fundamentals of Wearable Computers and Augmented Reality presents a broad coverage of the technologies and interface design issues associated with wearable computers and augmented reality displays both rapidly developing fields in computer science, engineering, and human interface design. This book presents concepts related to the use and underlying technologies of augmented reality and wearable computer systems. There are many application areas for this technology, such as medicine, manufacturing, training, and recreation. Wearable computers will allow a much closer association of information with the user than is possible with traditional desktop computers.

This book addresses an important aspect of wearable computers and augmented reality, either from the conceptual or from an application framework. Given the wide coverage of topics on issues related to the display of computer-generated images in the environment, this book can be used as a text for computer science, computer engineering, and interface design courses.

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