

Augmented/Virtual reality and future direction towards publications

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There is no doubt that augmented reality (AR) and virtual reality (VR) have the potential to become a fascinating widespread technology not only in computer graphics but also in many other subjects. In about two decades, AR or in general, mixed reality (MR) has turned into one of the most attractive topics in computer graphics with many researchers attempting to obtain satisfactory results. Realism and robust AR system is the open issue yet. In this speech author is going to reveal what he has done so far in realism, robustness and interaction of AR systems and discuss the possibility directions toward this enhancement. Moreover, interaction between real and virtual objects will be discussed in details. At the end some points will be highlighted to enhance current research using new technologies towards our publications.



Biography

Hoshang Kolivand is an Assistant Professor in Computer Graphics. He received his MS degree in Applied Mathematics and Computer from Amirkabir University of Technology, Iran, in 1999, and his PhD from Media and Games Innovation Centre of Excellence (MaGIC-X) in Universiti Teknologi Malaysia (UTM) in 2013. He has completed a Post-Doctoral in Augmented Reality in UTM. Previously he worked as a Lecturer in Shahid Beheshti University, Iran and then as a Senior Lecturer in UTM. Currently he is a Senior Lecturer in Liverpool John Moores University. He has published numerous articles in international journals, conference proceedings and technical papers, including chapters in books. He is an active member of many conference and international journals. He has also published many books in Object-Oriented Programming and Mathematics. His research interests include Computer Graphics, Virtual Reality and Augmented Reality.

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