





# PITA PAPER*matters!* 2018 Conference & Exhibition at Lancaster University

**Augmented Reality** 

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## PAPERmatters 2018!

## The Presentations

# George McKeague

George has worked in the paper industry globally for over 37 years in a variety of roles, starting with Wiggins Teape R&D, (now Arjo-Wiggins) and then with ABB, (first with AccuRay). He has worked as a Service Engineer, Control Engineer and in Optimization Services as a Control Consultant before taking up his current role in Sales and Marketing. His specialist areas are Cross Direction control and Color measurement and control.

He holds an Honours degree in Applied Physics and is a member of the Institute of Engineers of Ireland. His hobbies include going to the cinema with his wife and children and, after a break of 25 years, badminton. He is qualified as a Level 1 badminton coach and is now passing on his enjoyment of the sport with a local youth organization.



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## Virtual Reality vs. Augmented Reality

#### Virtual Reality

- Virtual Reality (VR) is an artificial, computergenerated simulation or recreation of a real life environment or situation. It stimulates vision and hearing, thus making the user feel like they are experiencing the simulated reality firsthand. In other words, VR is replacing your real world.
- Totally immersive environment
- Visual senses are under control of system



#### Augmented Reality

- Augmented Reality (AR) adds a digital layer on top of the real environment in real-time. It enriches the real world with digital information and media. AR layers detailed information over what we see around us while still allowing us to navigate through the real environment.
- System augments the real world scene
- User maintains a sense of presence in real world
  Needs a mechanism to combine virtual and real worlds



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#### Visualise

Enhance the user's view of the physical world with the overlay of real-world or hypothetical digital information:

- IoT data (value)
- Digital Models
- Third party data
- Business systems information



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#### Instruct/Guide

Train or guide users on how to perform a task through the overlay of digital instructions or real-time expert guidance

- Real-time transfer of knowledge and expertise
- Digital step-by-step instructions to guide
   user



#### Interact

Manipulate digital graphics or extend a product interface through an AR interface

 Enhance physical products with digital experiences



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