КИМ по курсу « Introduction to Augmented Reality and ARCore»

1. Introduction to augmented reality (AR).
2. The history of augmented reality.
3. AR today: smartphone vs. Standalone.
4. Google AR.
5. AR for shopping and retail.
6. AR for business.
7. AR for social media.
8. AR for gaming.
9. AR for education.
10. AR for healthcare.
11. AR for nonprofits
12. Different types of AR experiences.
13. The similarities and differences between AR and VR.
14. [Placing and positioning assets](https://www.coursera.org/lecture/ar/placing-and-positioning-assets-2bSFd).
15. Scale and the size of assets.
16. Occlusion. Lighting for increased realism.
17. Solid augmented assets. Context awareness.
18. Tracking in AR. Outside-in tracking. Inside-out tracking. Motion tracking.
19. Environmental understanding: feature points and plane-finding.
20. Light estimation. Anchors. Interface issues and lack of UI metaphors.
21. AR’s technical constraints: size, power, heat.
22. The 3D barrier. Computer vision limitations. Constraints of occlusion and shading.
23. [The Android OS is everywhere](https://www.coursera.org/lecture/ar/the-android-os-is-everywhere-7U5rT). How low-light conditions limit AR on mobile.
24. How simple surfaces challenge.
25. User flow. Working with technical limitations.
26. [Surface detection and creating planes](https://www.coursera.org/lecture/ar/surface-detection-and-creating-planes-XhReS).
27. User interaction: hit-testing and pose. Placing with anchor points.
28. Occlusion between virtual assets. Light estimation: matching virtual light to real light.
29. Multi-plane detection and spatial mapping. Processing needs in mobile AR. Breaking immersion. Framing as a creative device.
30. Tools and platforms used in the AR landscape.
31. What makes AR feel "real".
32. Popular use cases for AR.
33. How AR experiences work.