### SkillfUL tech workshops

# **UNC**

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## **Introduction to XR Technologies**

#### Welcome to the Media & Design Center

#### Lynn Eades

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#### Getting help with XR Technologies

• Visit the Media & Design Center in the lower level of the Undergraduate Library

- Schedule a one-on-one consultation with us at mediadc@unc.edu
- Visit our website at tarheels.live/skillful

#### Augmented Reality (AR)

AR superimposes objects on top of real world objects. Using items like the MERGE cube or ordinary pictures, AR can place a video, 3D animation or another image over the top of the real world object.



#### Virtual Reality (VR)

VR is often referred to as "box on the face." It creates a virtual world that shuts out the real world and transfers the viewer into a new space/time.



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Visit our website at https://library.unc.edu/house/mdc Schedule a one-on-one consultation with us at mediadc@unc.edu





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#### Mixed Reality (MR)

Virtual objects interact with real objects and spaces. Can give an overlay of a computer screen on a real piece of equipment and show how to fix that equipment while the person actually does the work.



https://www.microsoft.com/en-us/hololens/apps

#### Equipment



AR: Merge Cube



**VR:** Oculus Quest



**MR:** Microsoft HoloLens



The XR Faculty Learning Community at UNC Chapel Hill is a group of faculty members from many different disciplines who explore the use of immersive technologies such as Augmented and Virtual Reality for research and pedagogy.



The Carolina Augmented Reality and Virtual Reality club (CARVR) is a student organization that promotes student development in XR technologies. Students work on XR projects and connect to clients to create real-world applications.



The UNC Augmented and Virtual Reality Interest Group's goal is to promote innovative teaching and learning, research, training, clinical care, and entrepreneurship through the use of immersive technologies.



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