

# Augmented Reality at Mount Vernon

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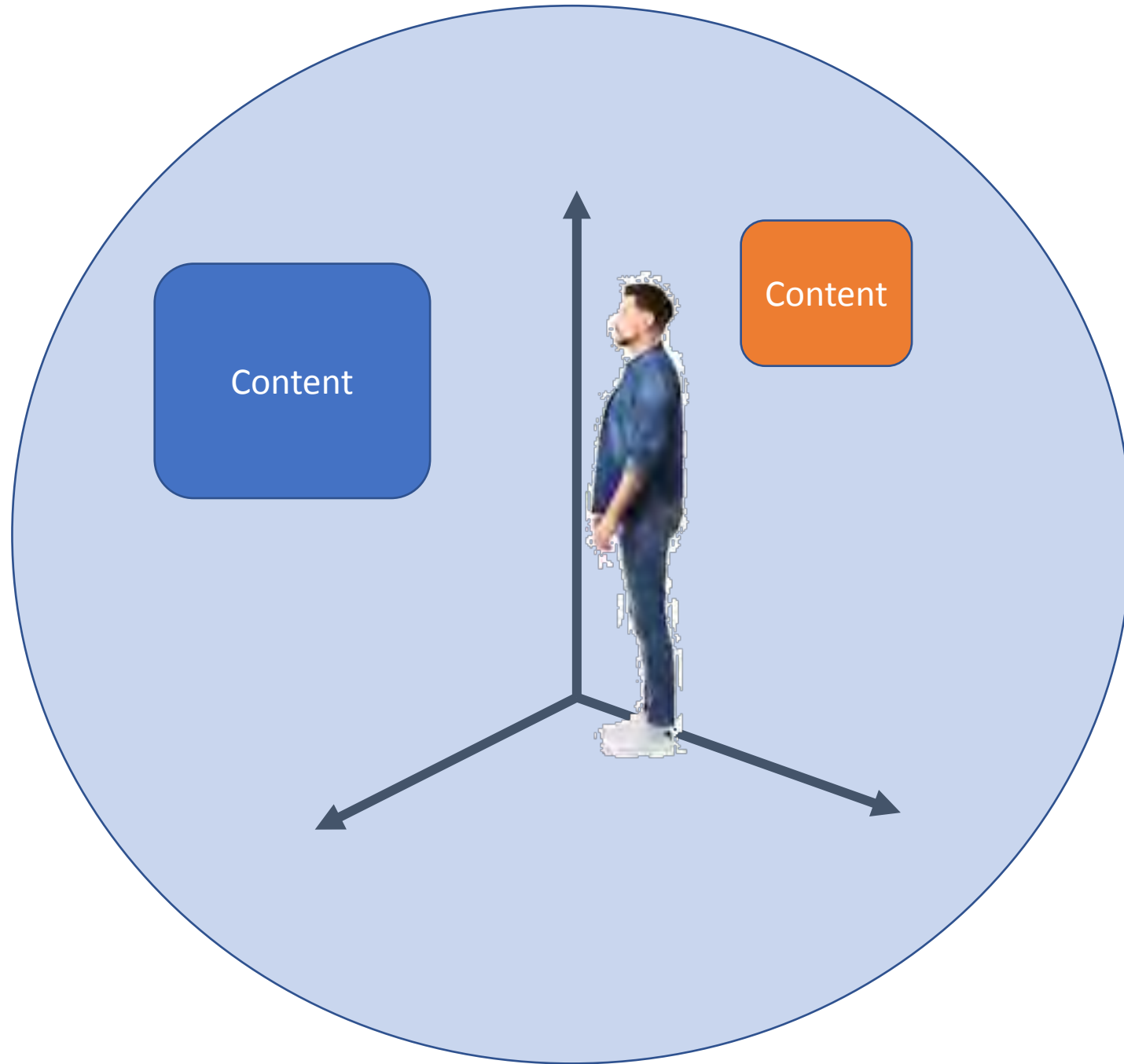


# ART Glass

Wearable Augmented Reality for Cultural Sites









HOLOGRAM VISIBLE

HOLOGRAM NOT VISIBLE

# Challenges

- Unfamiliar technology / experience
- Works better indoors than outside
- Wearable tech still in early stages
- AR tracking not quite to the consumer's expectations

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**BYOD**



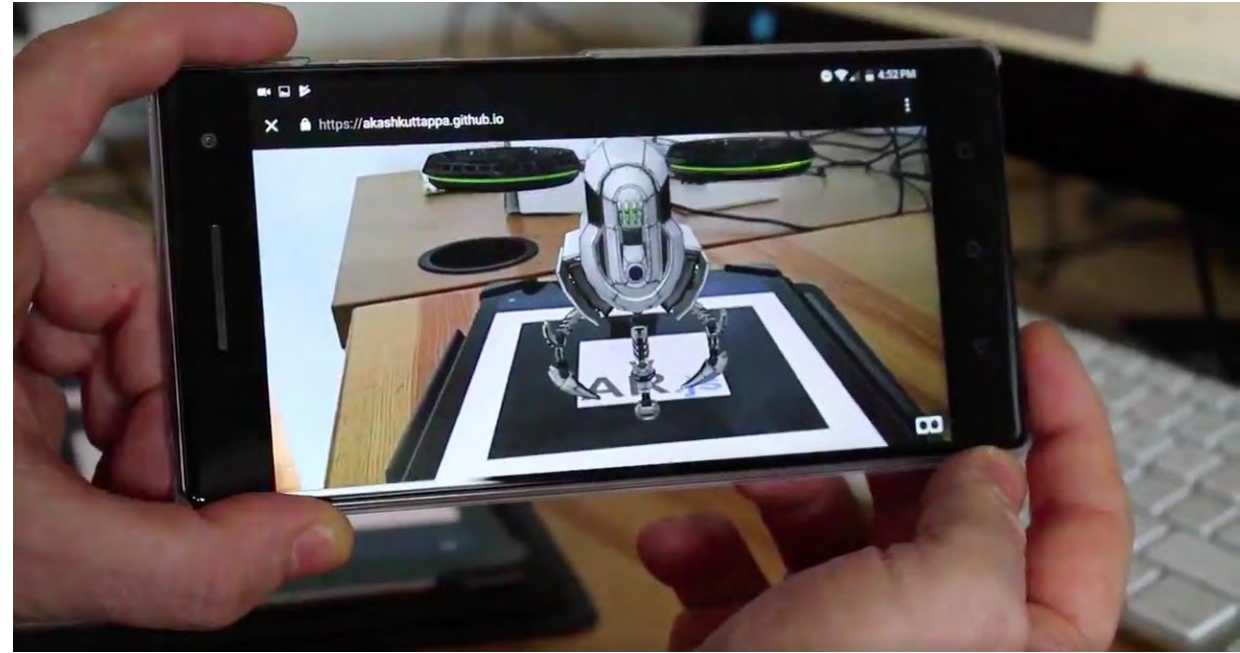
**Rental**



**Wearable**



AR.js



# Union Mills: Early Industry Comes Alive

Using Augmented Reality to bring history to life





# Virtual Reality

Fully immersive,  
computer-generated  
environment

Phone, console, and PC  
based platforms



# Augmented Reality

Overlays 2D or 3D digital content onto the real world

Accessed via mobile devices and apps or AR headsets



Photo credit: Bosch

# Virtual Reality Roadshows



# Outreach with VR



# The Future is Here - Virtual Reality

Virtual Field Trips



DIY & Job Training



Pain & Anxiety Management



# The Future is Here - Augmented Reality



# Access to Technology

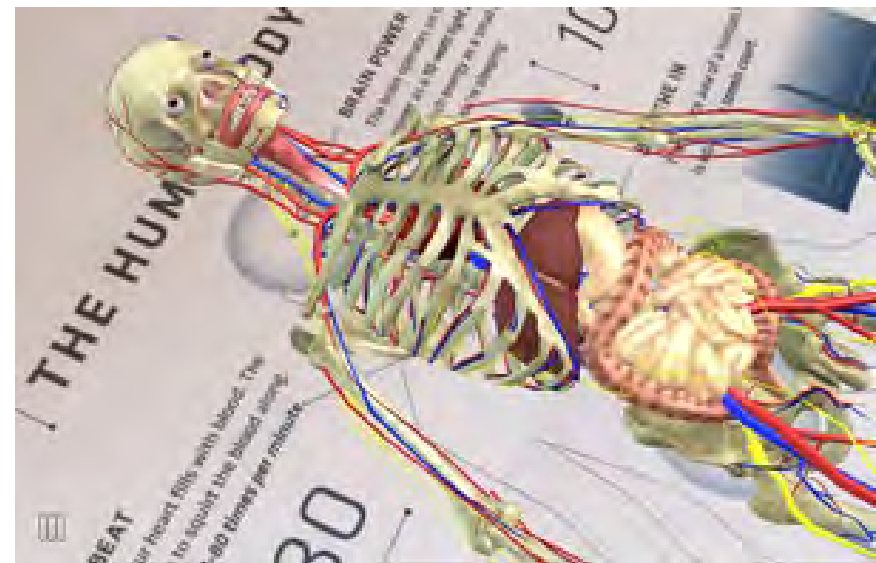
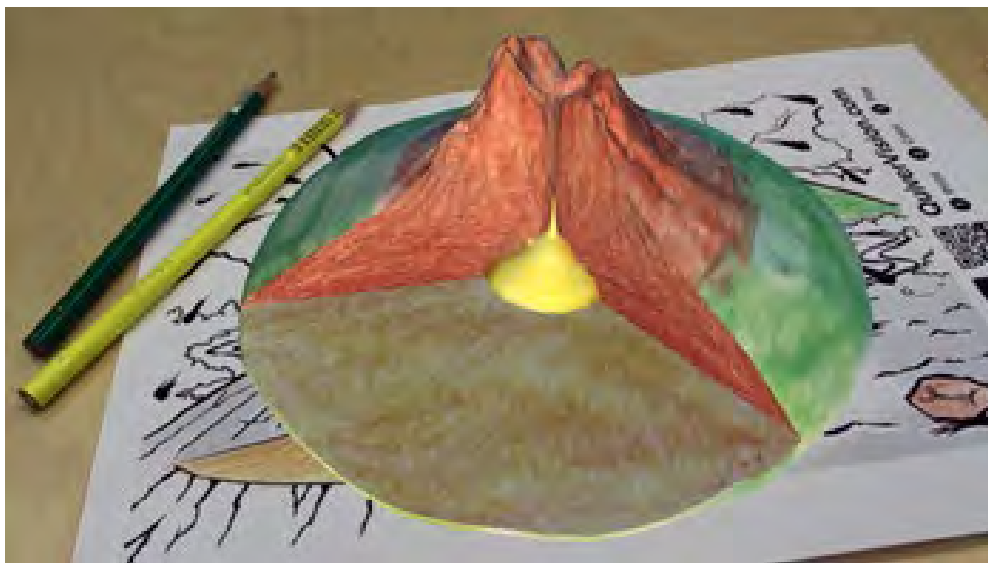
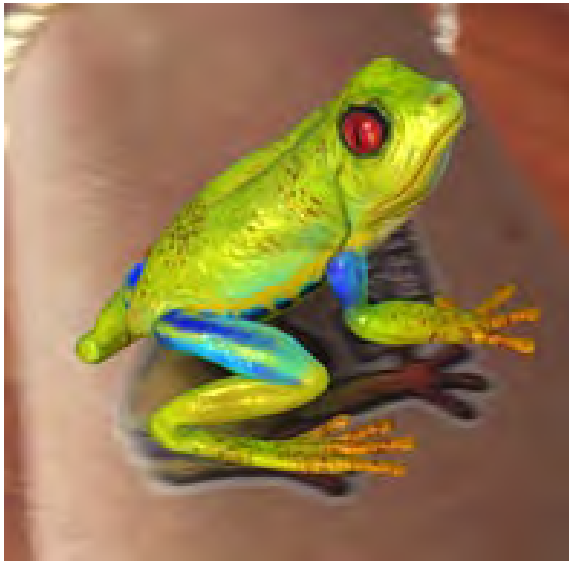


# Create in VR & 3D Print- MageWorks



# Introducing Augmented Reality

AR experiences using HoloTats, Quiver, & DAQRI





CARROLL COUNTY  
PUBLIC LIBRARY

*Infinite Possibilities*



*The Union Mills Homestead*  
*Built 1797*



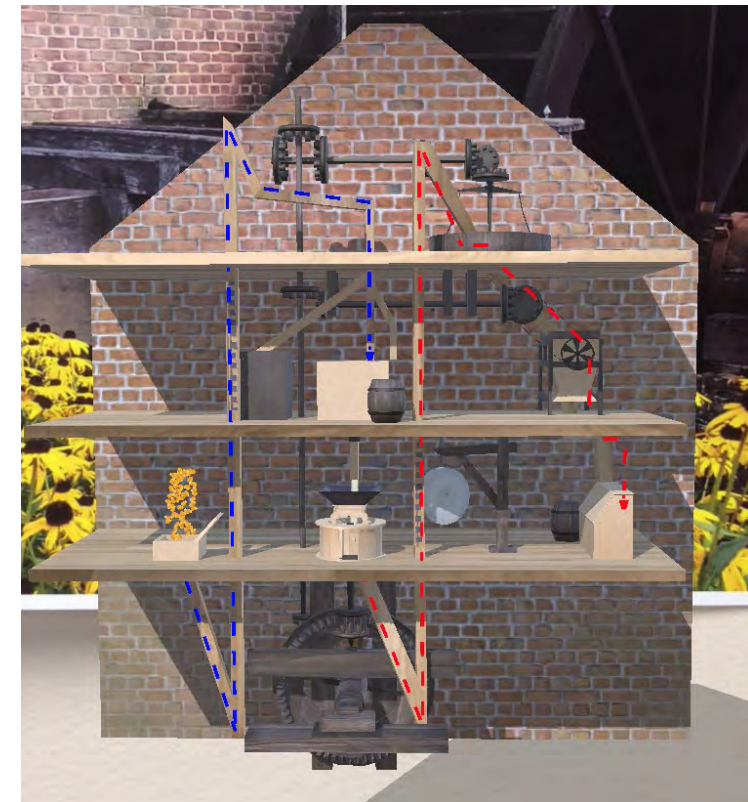
[baltivirtual.com](http://baltivirtual.com)

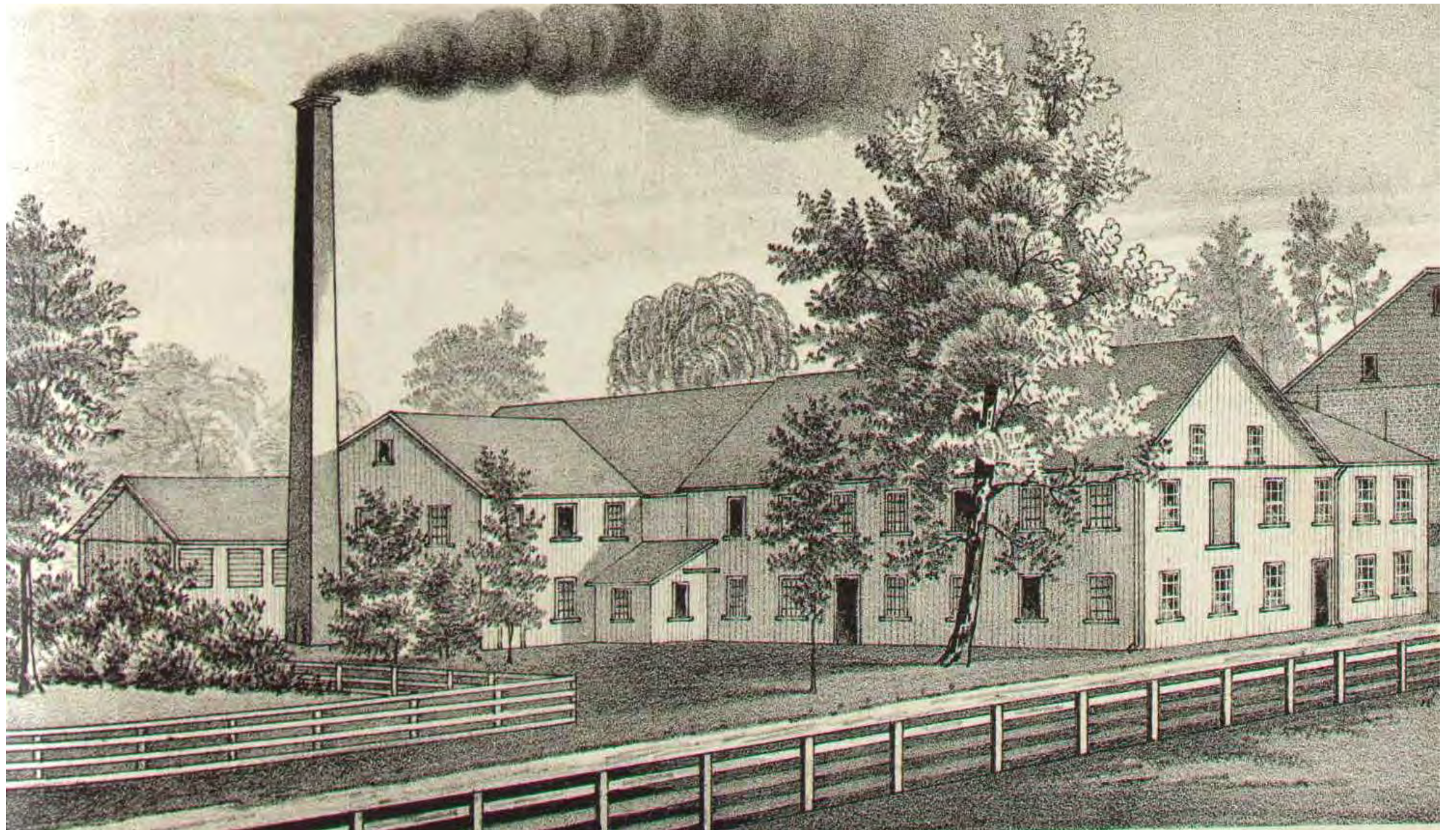




# Union Mills: Early Industry Comes Alive Exhibit

Using Augmented Reality to bring history to life















EXIT



<https://www.youtube.com/watch?v=Zfv4F957nps&feature=youtu.be>

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