



Smart Glass –Argument Reality

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Abstract

Due to rapid advancement in information technology, digital revolution creates a new era & scope in smart based e-devices. New portable and electronic devices take place of old devices. In this study we introduced some key questions with novel emerging Smart glass based argued reality . Smart glass which will give easiness in the everyday life and start new generation of electronic devices. Our study also established some key findings especially in human quality based development (HQBD) such as thinking ability, living slandered, human value, future based life planning etc. We also observe during our study, in so much busy life we don't have tinw to waste , We develop a system based on Optical Head Mount Display (OHMD) or computer internet connected glass with transparent Head Up Display (HUD), key features of this system It can communicate with our Smartphone and show the various notifications on the digital eye glass. Here we will also connect the wireless Bluetooth which will provide audio input as well as output using transreciever. During study we also focus & delineate to ask people about what are the changes they observe or found when they adopt technologies & knowledge based smart glass.

Keywords- Argument Reality, OHMD, Smart Glass.

Introduction

Now a days modern digital technology creates a massive scope for smart devices This smart wearable glass is known as Smart Glass or personal Imaging system, it uses an Arduino Pro Mini with an OLED display module and Bluetooth module to present information from the user's Smartphone on a piece of transparent glass. The frame for the device is 3D-printed. Typically this is achieved through an Optical Head Mount Display (OHMD) or computer internet connected glass with transparent Head Up Display (HUD). Overlay has the capability of reflecting projected digital images or Smartphone notification as well as allowing the user to see through it. It can communicate with our Smartphone and show the various notifications on the digital eye glass. Here we will also connect the wireless Bluetooth which will provide audio input as well as output using transreciever. Smartglass or personal Imaging system a person can get all the notifications on the Smartglass which is one step ahead of that previous technology .

In future, we can connect camera to get live streaming videos from any area which will be very beneficial for us. Here we can convert the picture in the form of hologram and then project on the OLED screen.



Connected work

The prototyping of Google Glass has been limited to browsing functions currently. The prototype is being further extended to include other Google Glass functions. When the prototype is complete, a full-scale evaluation will be conducted regarding the benefits of the smart glass application. However, the limited version of the prototype shows Google Glass offers beneficiary functions that can be applied for construction management that have not been experienced in the construction industry.

Google has developed a wearable computer with an optical head-mounted display (OHMD) the research and development project. Project Glass with the intension of producing a mass market ubiquitous computer Glass displays information in a hands-free format which can interact with the Internet through natural language voice commands. The Google Glass will have the combined features of virtual reality and augmented reality. It works on Google's Android Operating System. It also uses other technologies such as 4G, Eye Tap, Smart Clothing, Smart Grid. Google Glass is a futuristic gadget we've seen in recent times. It will prove as a useful technology for all kinds of people including handicapped/disabled.

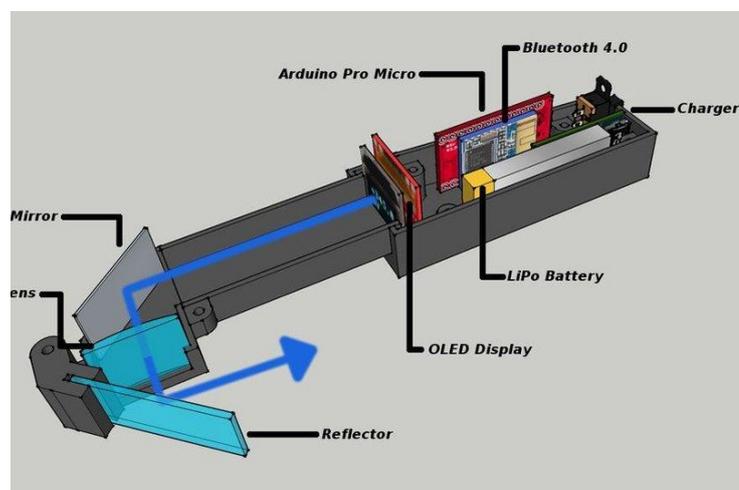
I have tried to discuss the possibilities and challenges that arise in conjunction with the development of smart glasses as wearable technology. I have tried to outline whether and how the technology will develop and how fast it might become mainstream. It is my guess –although this is “dangerous”–that smart glasses will first hit mainstream in specific institutional contexts such as, for instance, service industries, healthcare and manufacture, and this could happen within 3-5 years depending on further technology development. However, the acceptance and use in social interaction is at the moment the biggest challenge, as I see it. How people in social interaction might want to use smart glasses in meaningful ways will depend on how the input design (talking to the glasses) and hardware such as frames and optics will develop. The adoption of smart glasses by the main stream population will properly not take place with glasses more or less like the prototype person the market today. But, in 5 year the technology and social acceptability will already have changed a lot. The wearable technology will definitely be huge and colonize systems and the life world as we know it; and, in the near future, glasses, watches, devices in clothing and, perhaps, incorporated into the skin will be completely normal, like the Internet and Smartphone are today.

The technology will certainly evolve and arrive with unimaginable products, and everyone will need to reflect on the big issues such as social interaction and psychological well-being, eye issues and legal and privacy issues.

System Design & Architecture

Design is the abstraction of a solution; it is a general description of the solution to a problem without the details. Design is view patterns seen in the analysis phase to be a pattern in a design phase. In this system we are introduce context diagram, Use Case Diagram and Sequence Diagram.

Use Case Diagram



While they can be used as hands-off information sources, the displayed video can also be made reactive to head and body movement

replicating the way we view, navigate through, and explore the world.

This unique capability lends itself to applications such as Virtual Reality for creating artificial environments, to medical visualization as an aid in surgical procedures, to military vehicles for viewing sensor imagery, to airborne workstation applications reducing size, weight, and power over conventional displays, to aircraft simulation and training, and (central to this chapter) for fixed and rotary wing avionics display applications

Most of the usability in this device is activated based on voice recognition. Smart glass has improved their abilities here, but voice recognition and activation technology is still very new and buggy. Google will need to continue to improve and expand the capabilities of this technology to make the product successful long-term.

Smart Glass is scary to everyone. You can bet Apple, Microsoft and other big players are having meetings right now (or have already) to develop an ad hoc Google Glass strategy. They are asking, “Do we create our own technology to compete? Do we look for ways to integrate? Or, do we just sit back and watch?”

We are going to attach the whole smart phone inside the personal smart glass by adding a chip inside the smart glass ,which can provide a better option instead of smart phone.

Conclusion

This wearable device is very useful for everyday life and makes easiness in the world regarding communication.