Course Title: Augmented Reality for Beginners  
Course Code: TECH 06 W  
Instructor: Jaleh Afshar

Course Summary:

Augmented reality, commonly referred to as AR, is a way of altering (“augmenting”) a person’s view of the real world (their “reality”) through computer generated content overlays. Most commonly, AR uses digital images and animations to enhance what a user sees through their smartphone camera. AR can enable app visitors to virtually try on makeup or accessories, see additional signage in an environment, create virtual selfie masks for themselves, and much more.

This introductory course focuses on practical, project-based learning. We will begin by learning the basics of AR terminology and exploring AR creation software in order to understand the various tools that can be used. Then we will create two AR effects together—one that can be used with selfies, and one for placing a virtual object in the real world, both through our smartphone cameras.

Students will be encouraged to bring as much creativity and passion as they are comfortable with to the hands-on projects they are making and to personalize the projects to reflect their own aesthetic.

Students will finish the course with at least two AR projects that they can use in business or personal settings.

*Please see course page for full description and additional details.*

Grade Options and Requirements:

- No Grade Requested (NGR)
  - This is the default option. No work will be required; no credit shall be received; no proof of attendance can be provided.

- Credit/No Credit (CR/NC)
  - Students must participate in at least 2 of the 5 online discussions. Participation in the Zoom sessions is not required for Credit.
• Letter Grade (A, B, C, D, No Pass)
  o Students must participate in the online discussions and will be graded according to the percentage of discussions they have responded to at a satisfactory level. Participation in the Zoom sessions is not required for a Letter Grade.
  o Letter grades will be assigned according to these general standards: A=Excellent (90-100%), B=Good (80-89%), C=Satisfactory (70-79%), D=Minimal Pass (60-69%).

*Please Note: If you require proof that you completed a Continuing Studies course for any reason (for example, employer reimbursement), you must choose the Credit/No Credit option. Courses taken for NGR will not appear on official transcripts or grade reports.

Zoom Schedule*:

Fridays 5-5:30 PM PST

You are invited to share your weekly projects for instructor and peer feedback in the weekly Zoom, as well as bringing any questions you have that are relevant to the weekly lesson.

It is not mandatory that students participate in the video sessions. However, this is a good time to ask questions and interact directly with the instructor.

*Please note that the Zoom schedule is subject to change. The live video sessions are recorded; student attendance is optional.

Weekly Outline:

Week One: Introduction to Augmented Reality
  • What is AR?
  • AR in Your Everyday World
  • Introduction to Tools

Week Two: Creating Your First AR Effect
  • Create an AR project from scratch
  • Tracking facial movement
  • Importing and mapping image assets

Week Three: Polishing Your First Effect
  • Detecting facial expressions
  • Mapping assets to facial expressions
  • Preparing an effect for sharing with friends or family

Please contact the Stanford Continuing Studies office with any questions
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Week Four: Create An Environment Effect
- Tracking objects in an environment
- Importing and mapping assets to reach to real-world objects

Week Five: Finalizing Your Effects for Publishing
- Customizing image assets
- Creating demo videos for publishing
- Creating an effect icon for publishing
- Publishing an effect