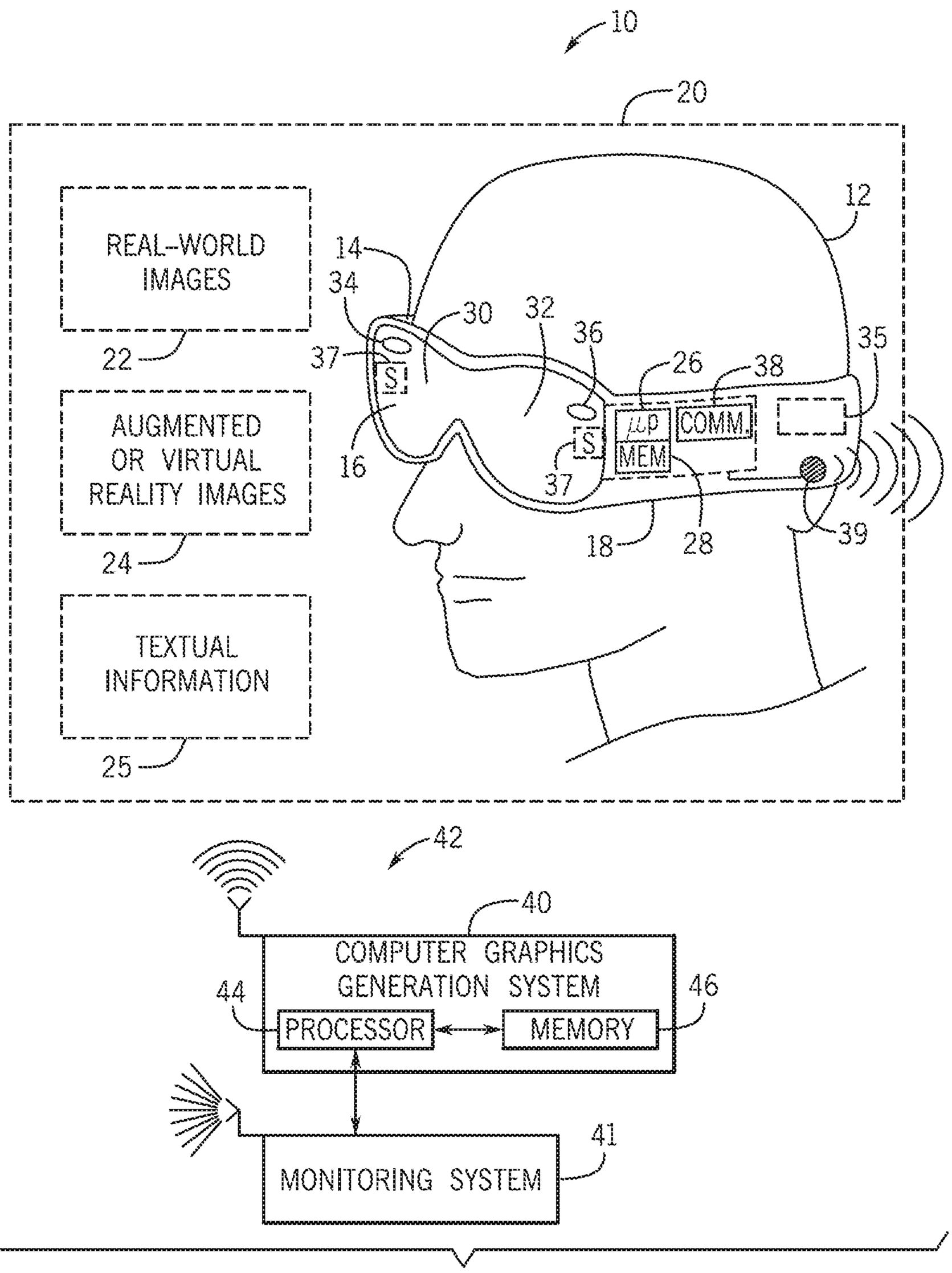

10
20
REAL-WORLD IMAGES
22
AUGMENTED OR VIRTUAL REALITY IMAGES
24
TEXTUAL INFORMATION
25
12
14
34
30
32
36
35
37
26
38
S
µp
COMM.
MEM
16
18
28
39
42
40
COMPUTER GRAPHICS GENERATION SYSTEM
44
46
PROCESSOR
MEMORY
41
MONITORING SYSTEM

FIG. 1

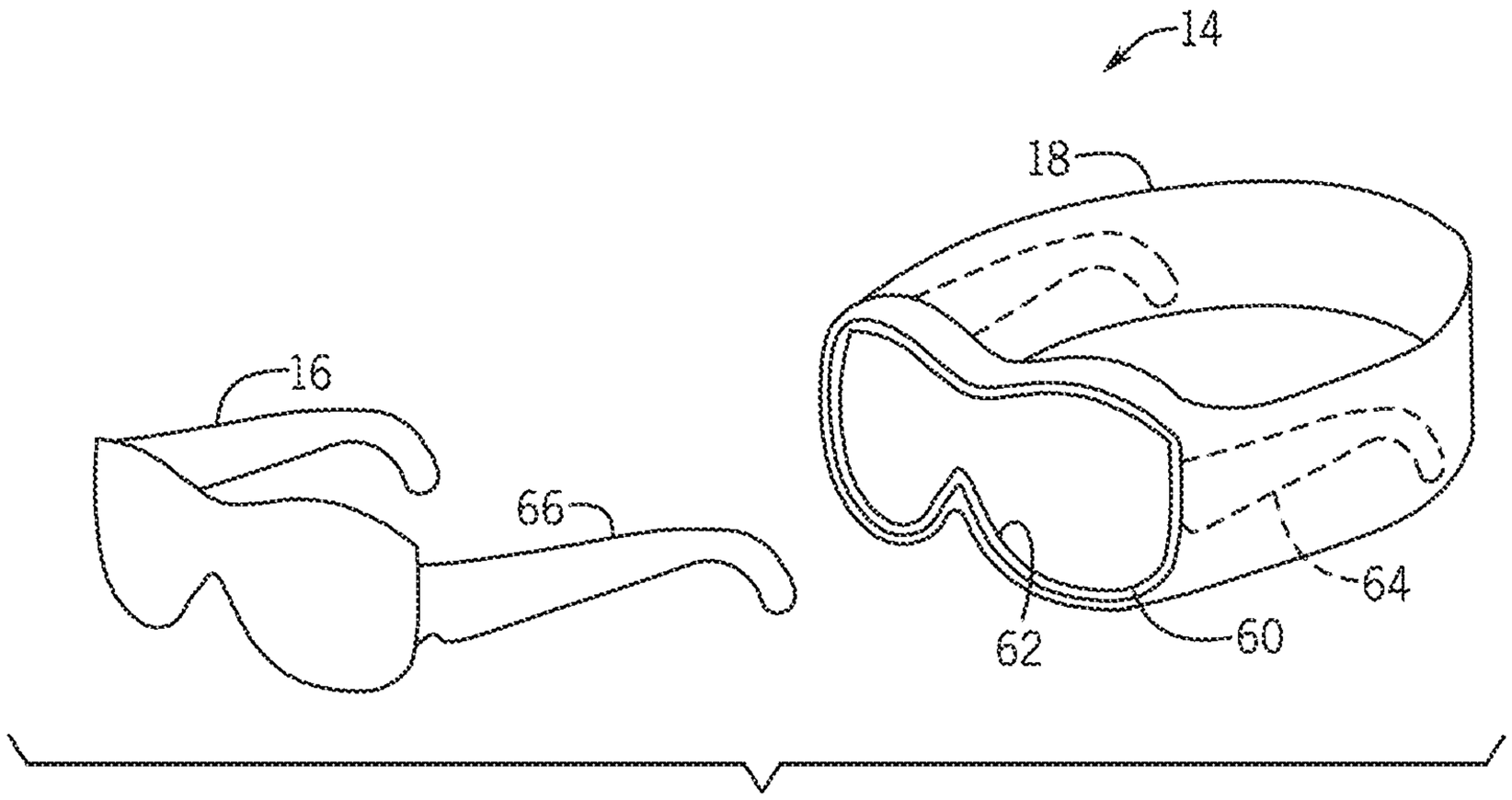


FIG. 2

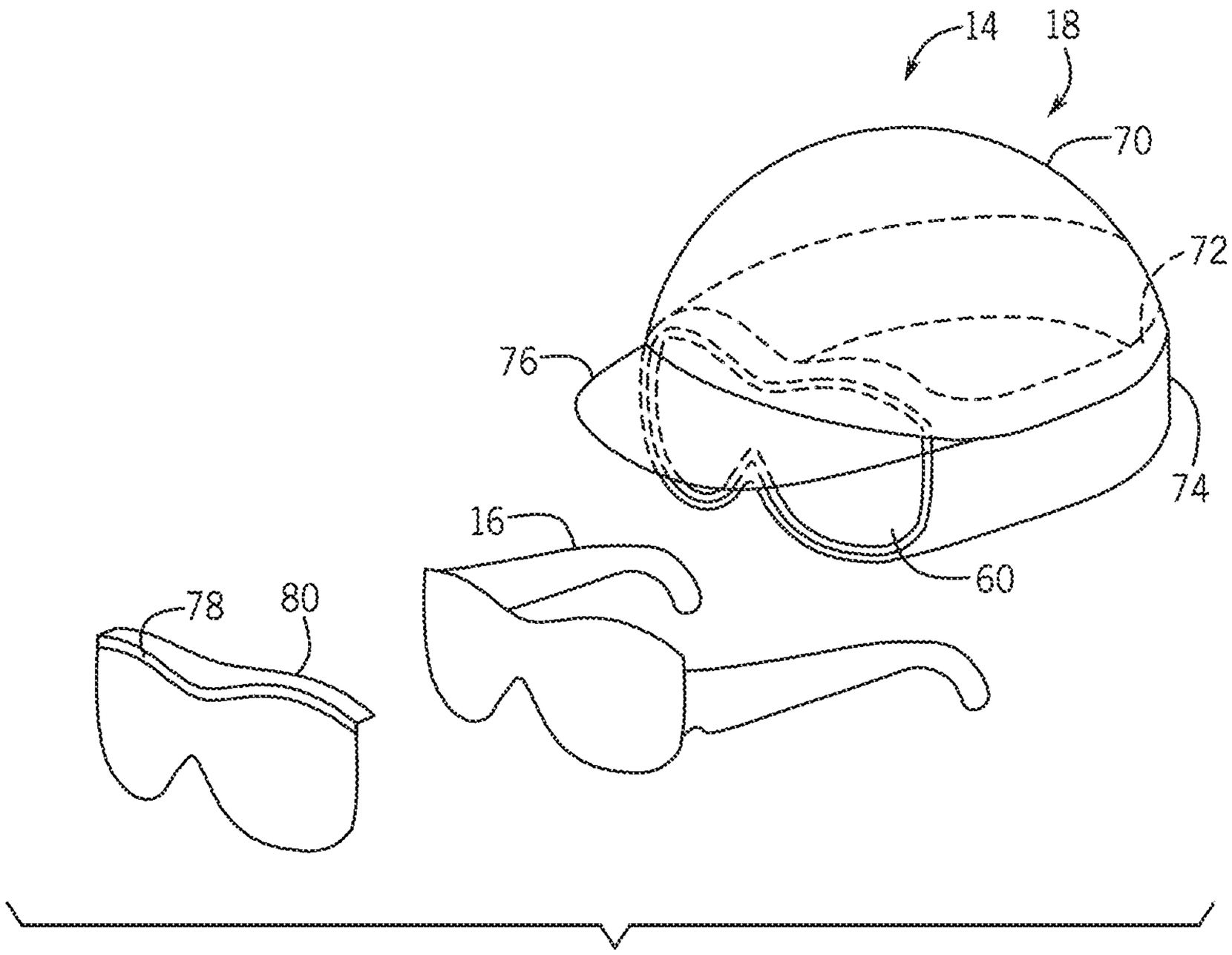


FIG. 3

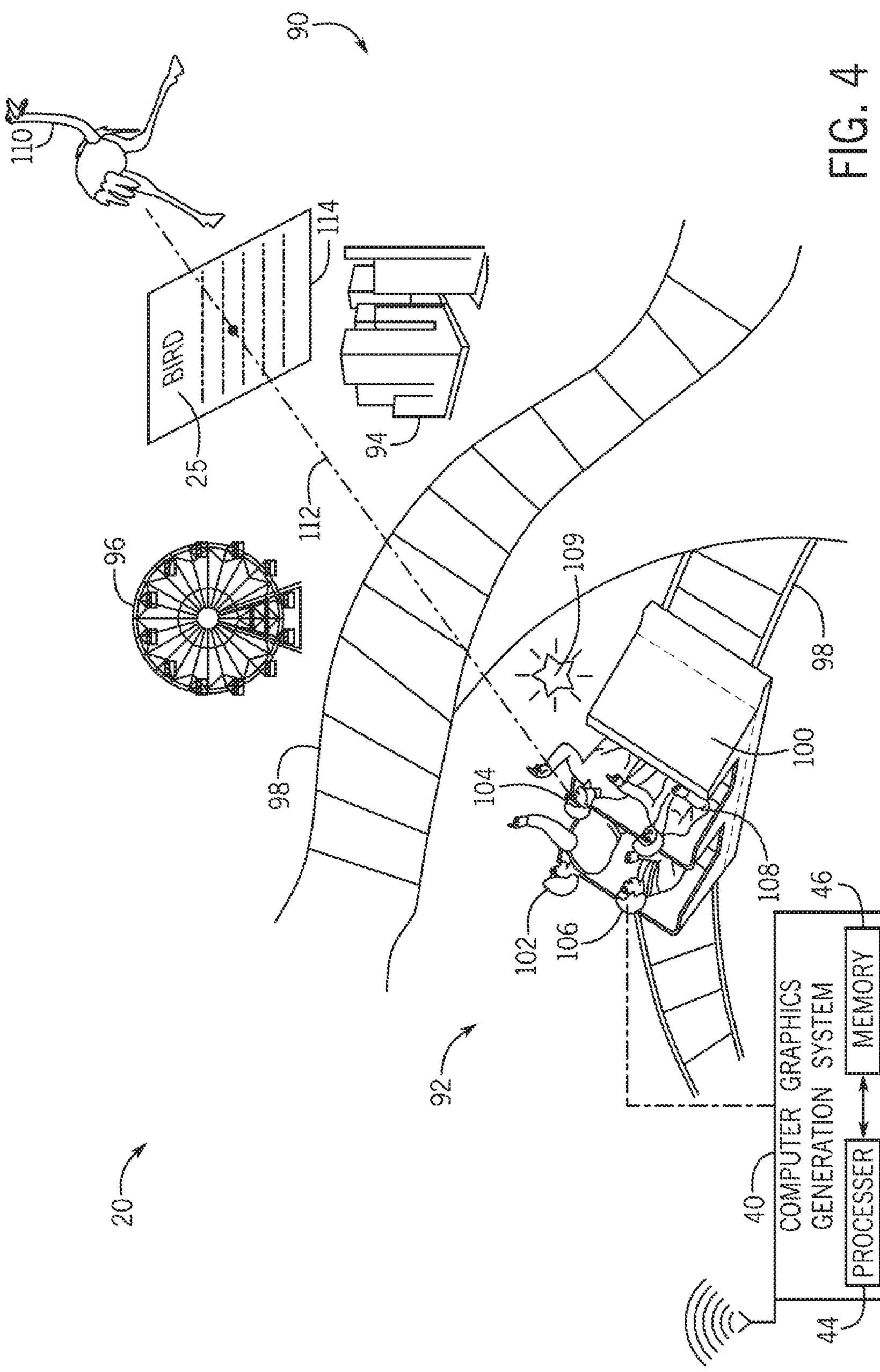

20
92
90
110
114
BIRD
25
94
112
96
98
109
104
100
102
106
108
46
40
COMPUTER GRAPHICS
GENERATION SYSTEM
MEMORY
PROCESSER
44

FIG. 4

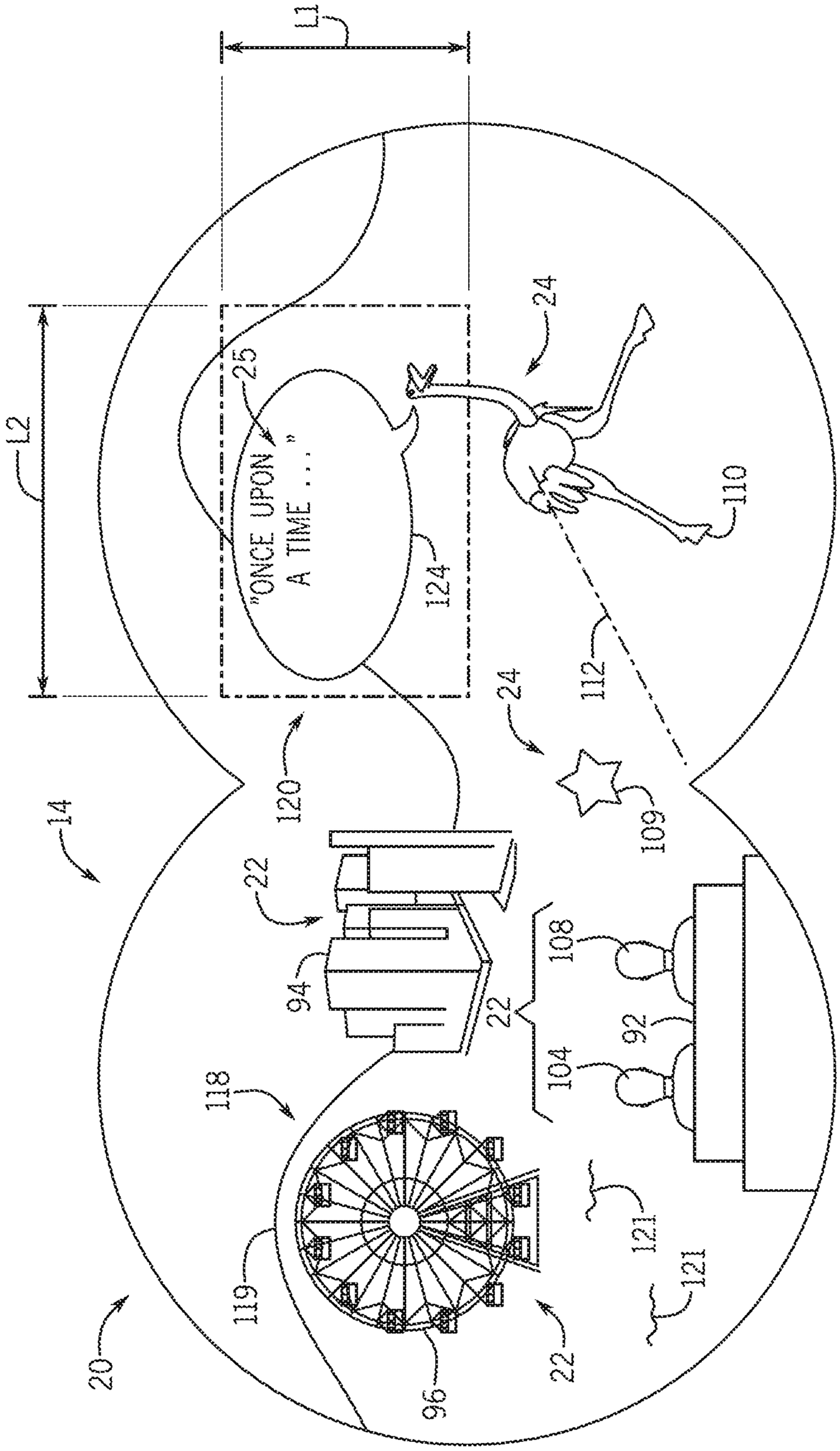

L3
L2
"ONCE UPON A TIME ..."
25
24
110
124
112
24
120
14
109
22
108
94
22
92
104
118
119
121
121
20
96
22

FIG. 5

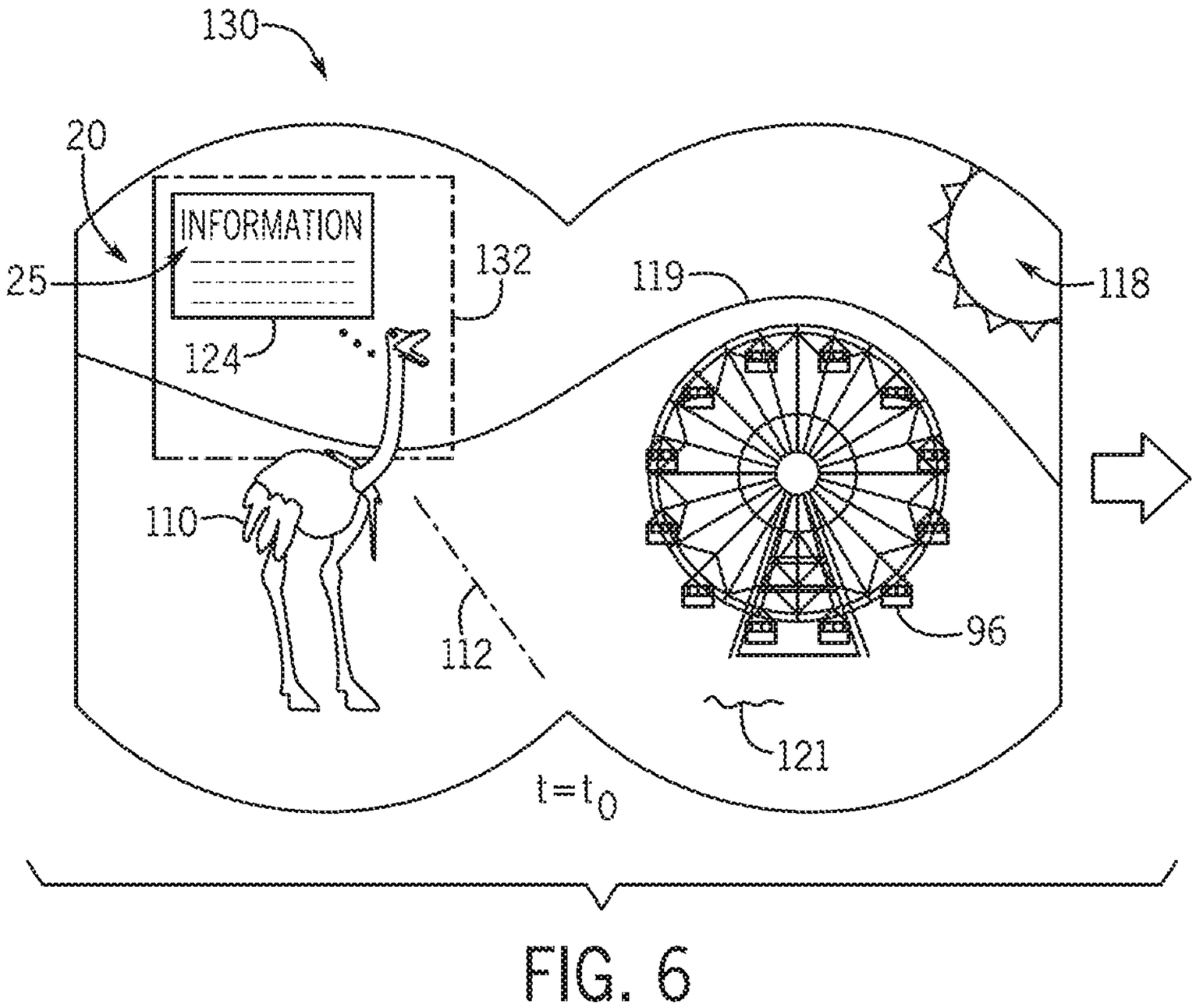

130
20
INFORMATION
25
132
124
119
118
110
112
96
121
t=t0

FIG. 6

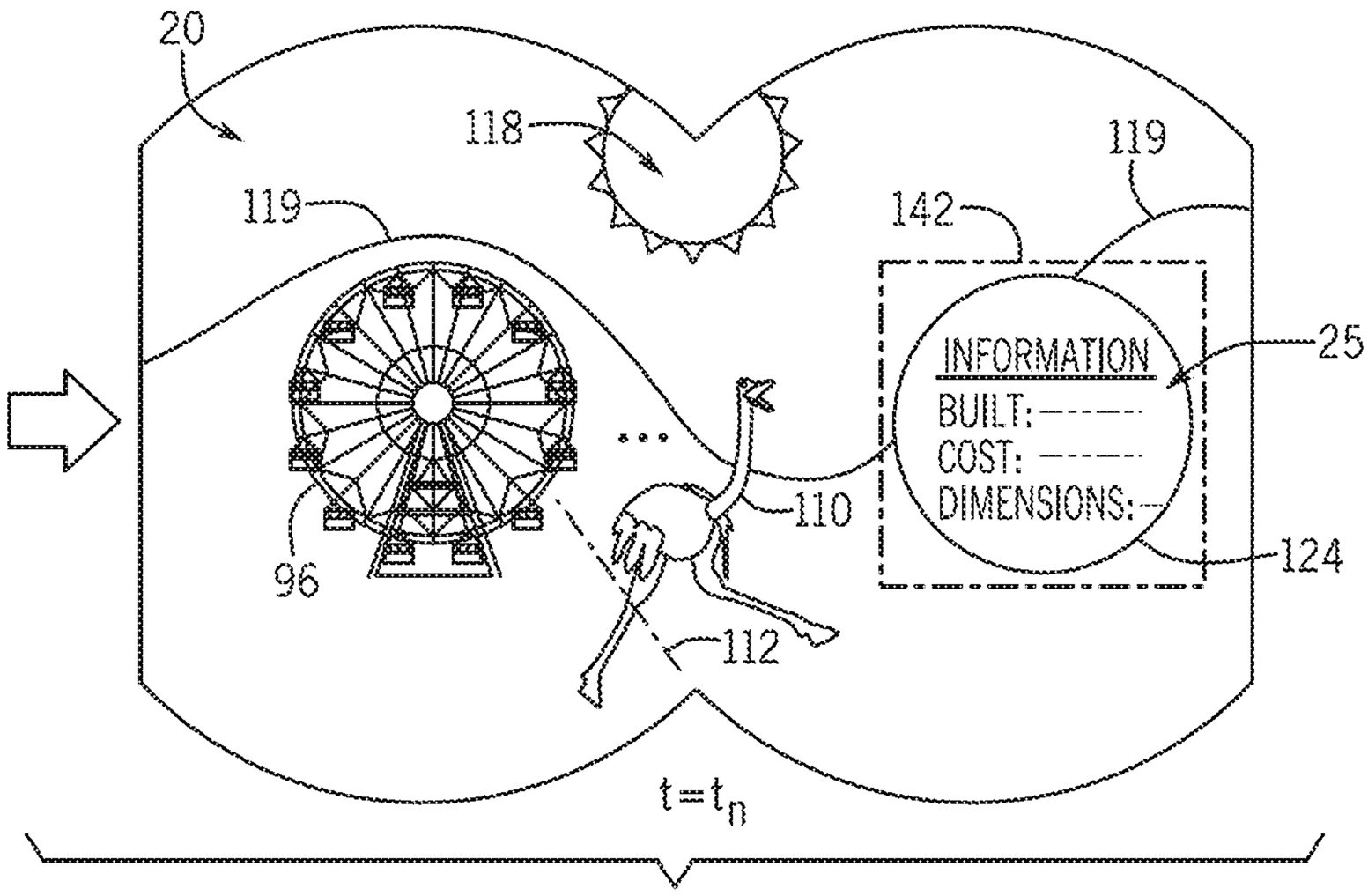

20
118
119
119
142
INFORMATION
BUILT:
COST:
DIMENSIONS:
25
110
96
112
124
t=tn

FIG. 7

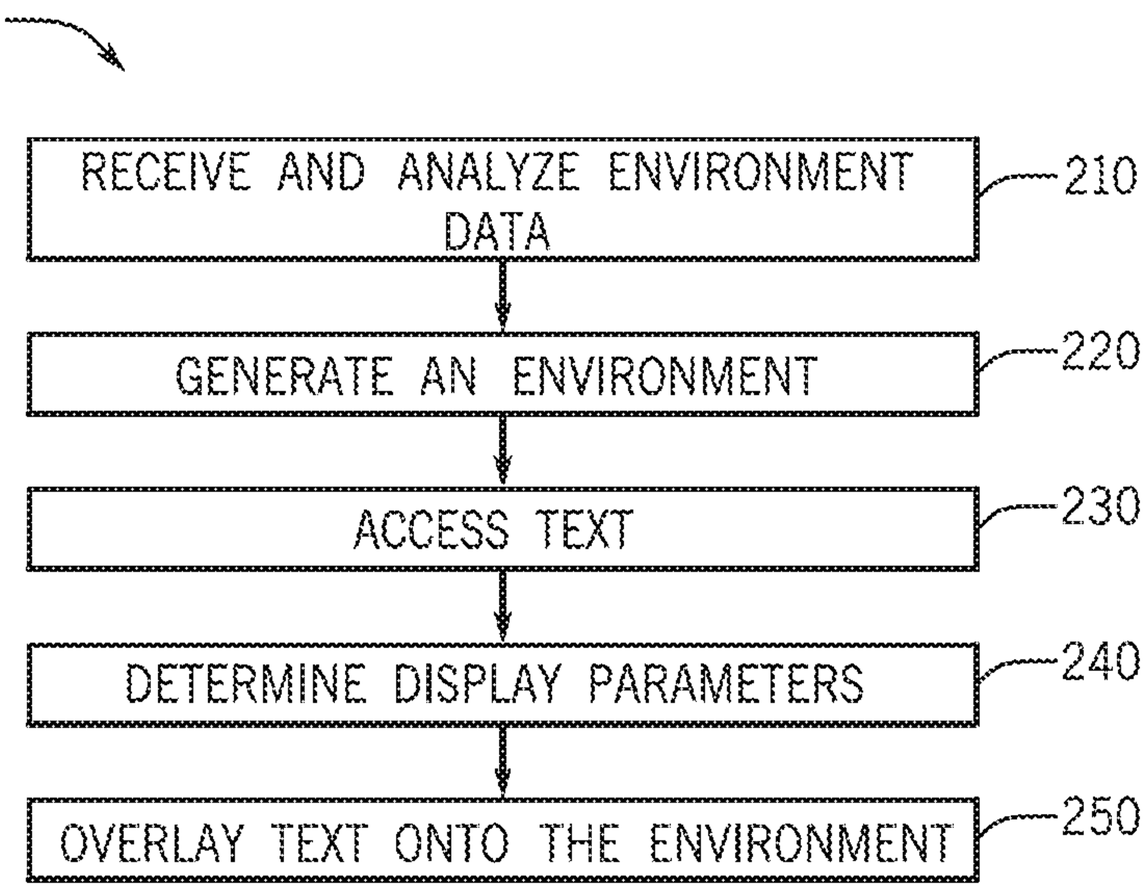

200
RECEIVE AND ANALYZE ENVIRONMENT DATA
210
GENERATE AN ENVIRONMENT
220
ACCESS TEXT
230
DETERMINE DISPLAY PARAMETERS
240
OVERLAY TEXT ONTO THE ENVIRONMENT
250

FIG. 8