

Virtual Pocketable Computer

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This paper presents an idea of a full-sized virtual computer that can be easily transferred in one's pocket. Our solution accomplishes this setup by combining the latest hardware, software and communication technologies, namely video glasses and a mobile device to enrich the video feed from the glasses' camera with a full-sized virtual computer projected onto a surface of any desk with the screen feed taken from any remote computer, be it user's home desktop computer or cloud computing multi-user server. Our idea also does not expect any additional hardware devices for user input as it is based not on passive, but interactive augmented reality.

Virtual Pocketable Computer

Virtual Pocketable Computer represents our idea of **taking the advantages** of both **mobile** and **desktop** platforms and making a **synergy**.

There is no more choice between a level of convenience when **you can have it all**.

Companion Virtual Environment
Augmented Reality Convenience

Virtual Pocketable Computer

3D
Experience Virtualization
Mobile

Remote Desktop

When it comes to having around a modern age companion – a computer of sorts we have the possibility to choose between a rather smart mobile device or a lightweight full computer in a form of a laptop. In both cases we lose. What if we however had the opportunity to take **advantages of the both** and have a device that goes **without their disadvantages** as well. Our proposed solution offers this exact synergy.

The proposed idea expects two hardware pieces - video glasses and a mobile device. The video glasses with integrated camera send video feed to the mobile device which enriches it with a **virtual desktop** from a **remote** server. This video is then presented back to the video glasses. Besides that the mobile device senses and forwards all user inputs with the **virtual devices** to allow **interaction** with the system as well.

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