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.