

GOOGLE GLASS

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Abstract- Most of the people who have seen the glasses, but may not allowed speaking publicly; a major feature of the glasses was the location information. Google will be able to capture images to its computers and augmented reality information returns to the person wearing them through the camera already built-in on the glasses. For moment, if a person looking at a landmark then he could see historical and detailed information. Also comments about it that their friend's left. If it's facial recognition software becomes moderate and accurate enough, the glasses could remind a wearer and also tells us when and how he met the foggy familiar person standing in front of historical at a function or party. A computer which is spectacle based operated directly through your eyes rather than your pouch or pocket. A gifted technology for all kinds of Handicapped/disabled people

of reality is modified by a computer. This technology functions by enhancing user's current perception of realy



Fig: Google Glass

I. INTRODUCTION

Project Glass research and development Google augmented reality head-mounted display Google X Lab. The Google X Lab works on futuristic technologies. smart phone natural language Steve Mann's Eye Tap, operating system used in the glass will be Google's Android. is a program by to develop an (HMD). The purpose of journal Glass products is the hands-free displaying of information currently available for most users, and allowing interaction with the Internet through voice commands. Its functionality and physical appearance has been compared to which was also referred to as "Glass".

Virtual reality (VR):

Virtual reality computer-simulated telepresencetelexistence virtual artifactapplies to environments that can simulate physical presence in places in the real world and in imaginary worlds. It connects remote communication environments which provide virtual presence of users with the concepts such as and or (VA).

Augmented reality (AR):

Augmented reality is a view of a physical, real-world environment which is live, direct or indirect. It is related to a general concept called mediated reality, which means a view

II. TECHNOLOGIES USED

1. Wearable Computing:

Wearable computers technology are the electronic devices that are worn by the bearer under, with or on top of clothing. This has been developed for general or special purpose information technologies and media development. Wearable computers are useful for applications that require more complex computational support than just hardware coded logics.



Figure : Wearable computing

2. Ambient Intelligence:

Ambient Intelligence (AmI) creates electronic environments that are sensitive and responsive to the presence of people..

Devices work in harmony to support people in carrying out their everyday life activities and tasks in easy, natural way in ambient intelligence. People use information and intelligence which is hidden in the network connecting these devices.



Figure: Ambient Intelligence Environments

3.Smart Clothing:

Smart clothing is the new generation of clothing. It is a combined result of new fabric technology and digital technology, i.e. the clothing is made with new signal-transfer fabric technology installed with digital devices.



Figure : Smart Clothing

4 Eye Tap Technology:

Eye Tap eye camera computer generated imagery is a device that is worn in front of the and it acts as a to record the scene available to the eye as well as a display to show a on the

original scene available to the eye. the user's eye operates as both a monitor and a camera.



Figure :Eye Tap Technology

5. Smart Grid Technology:

An electrical grid communication technology which uses to gather and act on information, such as information about the behaviors of suppliers and consumers, in an automated fashion to improve the efficiency, reliability, economics, and sustainability of the production and distribution of electricity is called as smart grid.

6. 4G Technology:

4G Ultra-broadband USB wireless modems, also to smart phones and other mobile devices.is the fourth generation of mobile communication technology. internet access is provided by a 4G system.

7.Android Operating System:

Android Linux-based operating system Google.Google has made this operating system open source Android is isa for mobile devices based on Linux. It is developed by open source and its code is released under the Apache License Apparently there were approximately 700,000 apps made available for Android in October 2012 and approximately 25 billion was the number of applications downloaded from Google Play which is Android's primary app store.



Figure :Android Operating System
III.DESIGN

1 .Video Display:

Google Glass has small video display which is used to display hands free information in pop up form.



Figure : Video display of Google Glass

2.Camera:

It also has the front facing 5 megapixel video camera which helps to take photos and videos in a glimpse.



Figure : Camera of Google Glass

3 .Button:

A button is given at one side of the frame which helps the glass to work with the physical touch input.

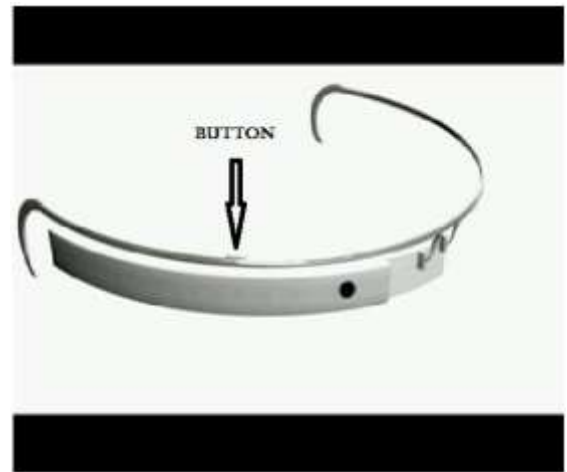


Figure : Button of Google Glass

4.Speaker:

Google glass is designed to be hands free wearable device which can be used to make or receive calls. Therefore, a speaker is designed by the ear for that..



Figure : Speaker of Google Glass

5 .Microphone:

A microphone is provided take the voice commands of the user. It can also be used for telephonic communications.

IV.ANALYSIS OF PROBLEM

Nowadays, most of people have a smartphone, a tablet, a laptop, or other device. So it can be said that the web is a powerful tool in society for many uses such as informative, social, as well as entertaining. Therefore, with the introduction of Google Glass, a new idea of internet usage has arrived. While opponents of this revolutionary product are

giving reasons such a privacy concerns as well as social faux pass, the truth is that these glasses are quite beneficial to the society in numerous ways, including public safety, social sharing, innovative educational as well as research methodologies, and improved communication.

V. WORKING

1. Working:

Google Glass will communicate with other mobile phones via Wi-Fi or Bluetooth and display contents on the video screen and respond to the voice commands of the user. The video camera is sensible to the environment and it recognizes objects and people around. Most of the working of the Glass depends on user's voice commands

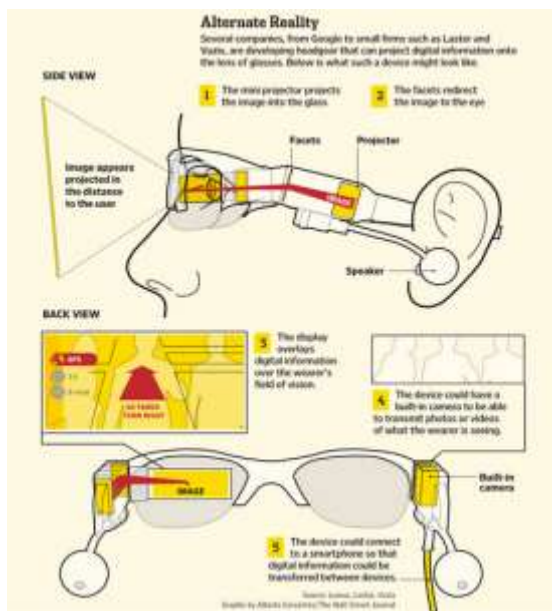


Figure : Overall working of Google glass

2. BENEFITSLIMITATIONS

Benefits:

- Easy to wear and use.
- Google glass responsive and sensitive to presence of people.
- It provides fast access of maps, videos, chats, documents and much more.
- It is a new trend for fashion lovers within an innovative technology
- Being a spectacle based computer, it resides directly on your eyes so that you don't need to keep it in your pouch or pocket.

- It is a useful technology for handicapped and disabled people

VI. CONCLUSION

Google glasses are wearable computers which use the familiar technologies that bring the sophistication and ease of communication and information access even for the physically challenged class of people who cannot use palmtops and mobiles.

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