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bulletin

32-Bit Software Runs Great on

64-Bit Operating Systems!

I was reading some articles recently from Foster D. Coburn III [foster@unleash.com]. Foster has a regular blog on all things Corel Draw. He also sells many macros for CorelDraw so it is worth checking out his Corel Unleashed page.

Foster questions why we need to load the 64 bit version of Draw onto our computers just because we are running a 64 bit computer.

he argues among other things that:
    The 64 bit versions can **only** use 64-bit Photoshop plug-ins which severally limits the number of plug-ins available.
    He is yet to see a 64-bit TWAIN driver which limits the ability to scan.
    Lastly, not all macros are available in a 64 bit version and it is possible that some will never be updated.

Foster goes on to explain that this is not unique to CorelDraw as Photoshop and Microsoft Office have the same limitations.

If you have a 64 bit computer, all these software packages automatically load the 64 bit version. But did you know, you can **install both!**

Now for a little confusion. A 64 bit version file is called X64 *but* a 32 bit version is called X86. Don't figure but you can blame Microsoft for this.
To load the 32 bit version install your original DVD. DON''T let it load automatically. Find the X86 folder, as per the screen shot left, the double click to load the 32 bit version. Once the installer is running choose to do a custom install. That way you will get every thing you want and nothing that you don't want.

It is well worth reading the whole article on this by checking out Foster's Corel Unleashed web page!
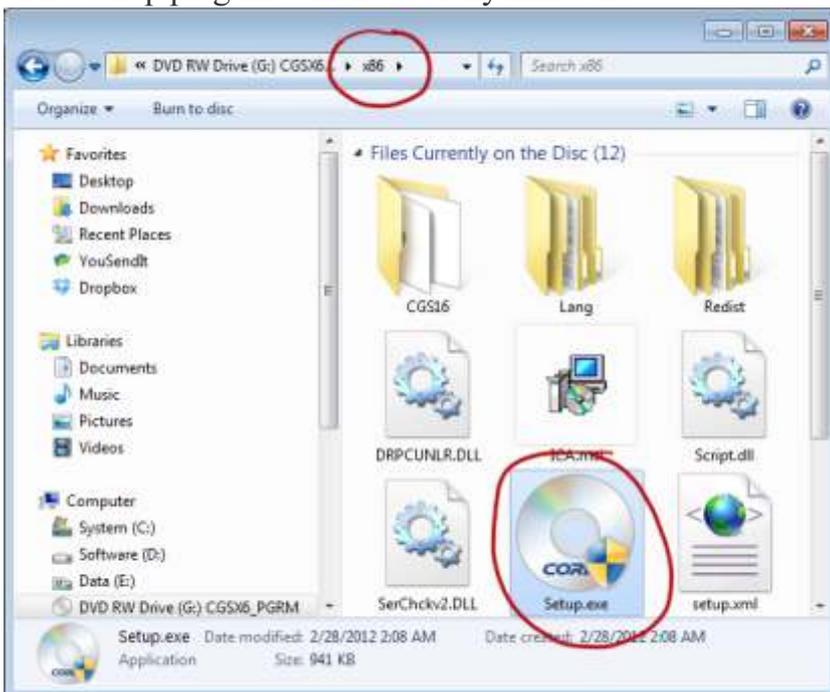
Augmented Reality or AR is the newest buzzword going around at the moment. The printing industry are asking 'how can we get into this' as are many other industries.

But what exactly is Augmented Reality? Wikipedia describes AR as 'a live copy, view of a physical, real-world environment whose elements are *augmented* (or supplemented) by computer-generated sensory input such as sound, video, graphics or GPS data.' Wikipedia goes on to say that AR is related to a more general concept called **mediated reality**, in which a view of reality is modified, even diminished rather than augmented, by a computer. As a result, the technology functions by enhancing one's current perception of reality. This is unlike **virtual reality** which *replaces* the real world with a simulated one.

Augmentation is conventionally in **real-time** and in semantic context with environmental elements, such as sports scores on TV during a match. With the help of advanced AR technology, (eg. adding **computer vision** and **object recognition**) the information about the surrounding world of the user becomes **interactive** and digitally manipulable. Artificial information about the environment and its objects can be overlaid on the real world.

This new 'industry' is set to explode, partly because of the new types of hardware now available. Almost everyone now owns a 'smart phone' or other mobile computing devices such as tablet computers, ie iPads or Android tablets. All of these have cameras built in and many also have GPS, MEMS sensors and accelerometers which make them the ideal AR platform.

If you want to see for yourself what AR can do then take a look at the following software. If you own an iPhone take a look at 'Wikitude' For you Samsung users, you may want to download 'AR EdiBear' or if you have a Nokia N95 have a look at 'AR Tower Defence'. All of these softwares view the real world through the cameras on the phones but overlay a graphical world on top of the 'real world'.
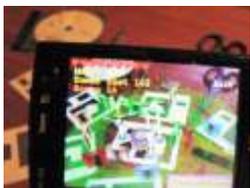
AR Tower Defence

An early example of AR was the *Wii*. Anyone who has used the *Wii* fitness games know what I am referring to.

A sensor sits on the top of the TV facing the player, or players, who hold a control unit in the hand. You can then ski downhill, do jumps, have a boxing fight with another player and a whole lot more. The reason this is classed as AR is that you are controlling what is happening on the screen with your movements. And believe me, you feel the physical pain the next day.

AR is going to get a whole lot more exciting in the near future. **Google Glass** was not intended to be used for an AR experience, but third party developers are pushing the device in that direction. Other devices that work in a similar way will soon emerge on the market. The most promising of these are, amongst others, Vuzix M100, Optinvent, Meta Space Glasses, Telepathy, Recon Jet, Glass Up, K-Glass and Crowd Optic. These are all wearable glasses that project an augmented reality on to the eye of the wearer. These glasses will soon be joined by contact lens that will work in the same way.

We are already seeing that with software like our own CorelDraw, we can design a sign, brochure etc. and include a QR code. This allows users to point a camera at the QR code and see a video of the product.

This is only early days however. Package makers are beginning to work on using 'layers', so a phone camera can be aimed at a package and will allow the user to see inside the package, virtually unwrapping it to look at the contents. This is the area that the printing industry is very excited about. It is also the area that designers will need to become aware of. Users of Draw already have an advantage as we understand the concept of layers. This means we are in a position to begin designing some of these new concepts. We will probably need to learn new software, (which possibly doesn't exist yet), to take it all the way. *Or* maybe we will see CorelDraw supply all the tools in future new versions of the software we already know and love. I guess time will tell!

Wikitude
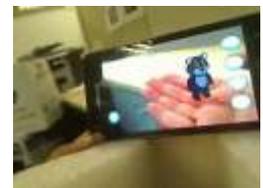
AR EdiBear

Images from Wikipedia