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GOOGLE PROJECT GLASSES BLACKBERRY OS 10 GLASSES FREE 3D INDIAN ECOMMERCE

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EDITORIAL BEING FIRST. DOES IT MATTER?

Vidit Bhargava

What was the world's first smartphone? The world's first camera on phone? Who was the first to come up with touch-screen technology? Who invented the light-bulb? The answers to these questions might be too trivial for you to remember. But are they important? Do you really need to care about the first in business? Or is it the best you want?

People and companies sometimes screw themselves by selecting a really new technology for their new gadget. Evidently they want the newest and

best for their gadget. The tech-world is as it is highly competitive. Also the silicon valley giants are always

under threat of some passionate Stanford or Harvard Grad who'd ace them with his new upbeat ideas. Its a cut throat battle out there and coming first, getting a patent and pushing some crazy new technology into your next gadget is sure to get a lot of attention.

But what most people overlook is the fact that being first doesn't mean that it is the best. Technology, like a life form, evolves. If you try to use it before it's mature enough to be used, you will end up with a buggy gadget that never works and no one likes. But if you wait for it to evolve, you perfect it, and then harness its technology into creating something powerful and economical, you might come up with something better that'll change the world around you.

The history of the light-bulb (much in question these days, due to Oatmeal's apotheosis of Tesla) has a lot for us to learn. It is clear that Thomas Elva Edison never came up with the first light-bulb. The first we saw something of the sort of an incadenscent bulb was when Humphery Davy created first incandescent light by passing the current through a thin strip of platinum in 1802. But then that's not how we use the light bulb in our homes, do we? Edison was the first to create a bulb which

"Inventing new technology is just half the work done."

create a bulb which was feasable for public use. It was something that wasn't expensive nor harmful. It was

the best of the many light-bulbs invented before and after his version. He became successful and trumped over the 22 inventors of light-bulb before him. Today he's widely known as the inventor of the light bulb (even though there were people before him). That's the classic example of how the best technology is the one which is evolved enough to be in a product and is feasible for the consumers. Had we all been delivered Humphery Davy's Incadencent light, well.. the future would have been darker than one could imagine.

Inventing new technology is just half the work done. Successfully implementing it into a fine product is what matters.





GOOGLE PROJECT GLASS



WORLD WIDE WEB: THE INDIAN WAY ALL LOGOS AND PICTURES OF OTHERS ARE PROPERTY OF OTHERS



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BLACKBERRY 10 - IN PICTURES



WHERE'S THE DOODLE? MVDIT TECH QUIZ

COVER STORY GOOGLE GLASSES



Vidit Bhargava

Whenever we look at the technology of the future, we look at the cult-science fiction movies and say, "Hey! It'll be awesome if I had one of these in my hands!". One such tool would have been to have a voice controlled Computer in front of your eyes, isn't it?

Looks like some Engineers at Google took the "computer in-front of your eyes" concept rather seriously. Google recently revealed an in-developement project which has created ripples of sci-fi hope all over the world. Google Project Glass, brings the Google Experience in front of your eyes.

Clamped to your eyes like spectacles (Com-

plete with a nose pad!) is a tiny transparent screen which wakes when you wake, helps you stay in touch with your friends with Google+, 'Read and Dictate text messages' and all other thing that a mobile device would do. Look at the skies and you'll get a weather forecast. You can even get Navigation instructions with maps panned out on the eyes. The possibilities are endless.

While Google Project Glass promises a glorious tomorrow, It might endup being an entirely useless invention too! Say For Example, you are having a hangout with your friends on Google+ while traveling. There is a fifty-fifty chance that you might get hit by a pole or meet with some or the other accident. But then that is going to happen only if Google goes completely wrong with its design and software developement.

Google glasses need to overcome lots of hurdles before they go public. And one of them is Design. The current device is straight from a science fiction episode. Google needs a better looking device, which people will befriend easily and will not have troubles wearing. Also they need to make something for those who wear spectacles already. All that needs to be done while keeping the basic ergonomics of such a device right.

There is a lot to do in the software department too. Google will have to be flawless in working out an Augmented Reality centric world. Moreover Google will need to spew out a completely new Operating system with eye-optimized applications and a third party app 'market', with a radical solution for a safe computing experience, after all its a matter of life and death if your vision gets hindered by all-sorts of electronic non-sense.

Currently, Google project Glass is in development. Google will have to set new benchmarks for accuracy if this is to be the future of computers. Moreover, Google will need the best of their designing skills to win over the skeptical audiences. But if all goes well for Google, A few 'industries' will need to be fully equipped for a digital war if they need to survive in the future.

Google is sitting on a gold-mine, the question is can they dig the gold?



WORLD WIDE WEB THE INDIAN WAY

Vidit Bhargava

The world around us is changing quickly. eCommerce services, once deemed unfit for the Indian Market is now entering a new world.

In many countries when you think of buying books, searching restaurants, booking movie tickets et cetera you instantly form the image of a few websites in your mind. There's Amazon to buy books and other gadgets online, there's Yelp to find Restaurant Listings, Fandango for Movie Tickets and iTunes Music Store for Buying Music. None of them are for the Indian Users.

India is fast building it's own Eco-System of the eCommerce and the eServices. This post takes a look at how some really cool Web Ideas have successfully been adopted in the Indian Market.

Here's a quick list of some of these websites: FLIPKART FOR: Buying books and other items. Global counterpart: Amazon



BOOK MY SHOW FOR: Buying tickets for movies and other events US counterpart: Fandango



Burrp! FOR: Restaurant Listings Global counterpart: Yelp!

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THE TECHNOLOGY BEHIND GLASSES-FREE 3D

Vidit Bhargava

An avid science fiction fan, I recently went to watch The Avengers, cinemas in Delhi these days love 3D, they give you 3D glasses to wear and then torture you with a lack-luster 3D projection for 2 hours and more. There seems to be no way out of this mess. Moreover, wherever 3D with "Glasses" is in use, their persist similar problems.

However, there is a solution to this and it's called Autostereoscopy or more commonly known as Glasses Free 3D. Developed in the early 20th century Autostereoscopy is widely divided into two categories, one that uses a parallax barrier and the other that uses Lenticular Arrays. (Now, You must not get intimidated with these names, I'll explain what they mean later in this post)

Glasses Free 3D via Parallax Barrier

A parallax barrier is usually a second layer of Liquid Crystals in front of screen which direct the light in a specific way so as to create a 3D Effect.

So when the 3D mode in a device is off, the LCD barrier behaves in the same way as a normal LCD would behave and sends the same image to both of your eyes.

But when the 3D Mode is switched on, the placement and widths of the crystals in the barrier get changed to send two different images to our eyes, which then produces a 3D



Image. The brain interprets the two sets of images in such a way that we see a single image with depth.

A parallax barrier is something that's quite awesome for someone using a small screen designed for narrow viewing angles, as this kind of technology is only suitable for a given distance, angle and height, a slightly different position of your eyes would create a rather disturbing pattern of two images which will end up giving you a really bad headache.

So, while the parallax barrier is brilliant for a device like the Nintendo 3DS, it's awfully tiresome and bad for A television set.

Integral Imaging:

The other way of creating glasses free 3D is that of using integral imaging built by two dimensional lenticular arrays.

Integral photography is capable of creating window-like autostereoscopic displays that reproduce objects and scenes life-size, with full parallax and perspective shift and even the depth cue of accommodation but Only relatively crude photographic and video implementations have yet been produced so far.

Philips solved a significant problem with these displays in the mid-1990s by slanting the cylindrical lenses with respect to the underlying pixel grid. Philips produced its WOWvx line, based on this idea, until 2009, running up to a 2160p resolution of 3840×2160 pixel 46 viewing angles.



Fly's eye lens sheet illustration

Lenny Lipton's company, StereoGraphics, produced displays based on the same idea, citing a much earlier patent for the slanted lenticulars. Magnetic3d and Zero Creative have also been involved. The hardware overlay for iPhone and iPod touch named 3DeeSlide also adopts this technology to convert the standard screen into an auto 3D display.

An integral image consists of a large number of closely packed, distinct micro-images, that are viewed by an observer through an array of spherical convex lenses, one lens for every micro-image. The term "Integral" comes from the integration of all the micro images into a complete three dimensional image through the lens array.

When properly implemented, the result is credible three-dimensional imagery which conveys a realism similar to holograms.

Integral imaging is only only primitive right now, once it develops, Glasses Free 3D will get a good boost. For now, only Parallax Barriers are the only source for a Glasses Free 3D Experience.

* Parts of the article have been taken from Wikipedia.

QUESTIONABLE NAMING WHERE'S THE DOODLE?

Mudit Bhargava

If you google what's a "doodle", it says it is a "rough drawing made absentmindedly". It was a pleasant to change to see the logo on the search engine's home screen modified once a while. In the recent past, not only has the number of these modifications increased but they aren't doodles any more. They are sophisticated animations and programs. Take for instance the Moog Synthesizer, it's not a doodle, nor is the zipper that you unzipped up on your screen last month! No doubt these animations are really fun, but wasn't the beauty in the simple logo's that changed occasionally?

Here are a few recent 'doodles' which were really fun but aren't doodles actually:



IN PICTURES BLACKBERRY 10



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MVDIT TECH QUIZ

Vidit Bhargava Hi, We're hosting are annual an online technology quiz on June 23rd 2012. Do come and take part. You can register at www.mvdittechbook.com/quiz

Just Easy Dry questions this month. There's a really tough quiz waiting for you in June! Q1. Mr. Rajiv Arya is the CEO of which famous IT firm?

Q2. Kvittr, Flattr, IPREDator and _____. Complete this series of the websites founded by a swedish-finnish computer guy?

Q3. Which famous Hacker is currently hosting the show "The World Tomorrow"?

Q4. Phillipe Kahn is responsible for the creation of what in the mobile phone industry?

Q5. X operates at 13.56 MHz and at rates ranging from 106 Kbit/s to 848 kbit/s. What is X?

Q6. Which pioneering file-sharing service was sold to Rhapsody in December 2011?

Q7. In May 2011, what technology did Mark Bohr, explain to the world, by becoming nano-sized in the demonstration video?

Q8. Which famous studio once launched the 'DVD2Blu' program which offered customers an opportunity to send in a DVD copy of a movie and receive back from the studio a Blu-ray version?

Q9. X is a website that was founded in 2004 by Zach Klein and Jake Lodwik. What is X?

Q10. What famous technology, used in aircrafts did David Warren Pioneer?

Answers to previous edition:

Temple Run
 Tim Cook, The
 Horse was

 Microsoft
 Mind Tree
 Stephen Hawkings
 Megaupload
 Apple A5
 Steve Jobs
 Lumia
 Ethernet
 Pacman Strategy
 Steve Appleton

12. Jeff Weiner

Visit: www.mvdittechbook.com to check the answers to this quiz. to know more about Technology and answer more quizzes.

Mail us at : viditbhargava@ mvdittechbook.com for your valuable feed-back, questions, suggestions and for getting your answers published.

23rd June 2012 | Saturday, 10:30PM

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