

Chapter 10

Augmented Reality– Driven Heads– Up Displays for Revolutionizing Vehicle Driver Assistance

M. K. Srilekha

 <https://orcid.org/0000-0002-7191-7620>

*Department of Electronics and
Communication Engineering, SRM
Institute of Science and Technology,
Kattankulathur, India*


G. V. Krishna Pradeep

*Department of Mechanical
Engineering, Aditya University,
Surampalem, India*

S. Devi

*Science and Humanities, Prince
Shri Venkateshwara Padmavathy
Engineering College, Chennai, India*

A. Maria Josy

 <https://orcid.org/0000-0001-8522-7025>


*Department of Electronics and
Communication Engineering, SRM
Institute of Science and Technology,
Kattankulathur, India*

Arun Chokkalingam

 <https://orcid.org/0009-0009-4897-801X>

Sona College of Technology, India

S. Hema Priyadarshini

 <https://orcid.org/0000-0003-1108-6252>

*Department of Medical Electronics
Engineering, Dayananda Sagar College
of Engineering, Bangalore, India*

ABSTRACT

Augmented Reality (AR)-based HUD (Heads-Up Display) systems have changed the

DOI: 10.4018/979-8-3693-7287-6.ch010

face of driver assistance in vehicles, which significantly improves safety, situational awareness, and driving efficiency. These systems project key information directly onto the windshield, superimposing navigation directions, speed, and collision avoidance alerts in a way that merges the real and digital worlds. AR-HUDs have solved some key problems with a society of current transportation by taking away driver distraction and making reaction times better. Utilizing advanced sensors, machine learning, and real-time data processing, these displays can dynamically adapt to changing conditions and ultimately provide a driver-specific experience. This chapter discusses the mechanism, the design principle, and the technology behind the AR-HUDs with a better effect on accident reduction, increasing the safety on the road overall. It includes current limitations, advancements on the way, and how these are being examined for autonomous and connected vehicles.

INTRODUCTION

Augmented reality (AR) in vehicle heads-up displays (HUDs) is an exciting new feature for the vehicles of today—a technology that will forever augment the interaction between driver, vehicle, and the environment. AR-powered heads-up display (HUD) systems are an impressive example of how AR could provide a gradual blending of the virtual world with the real world by superimposing digital information over your car's view of the road through the windshield. This new age of cutting-edge innovation, robotiqz, are brilliant all the time and conquer major challenges in driver help with advancement to security, instinct to surrounding knowledge, and diminishing cognitive burden. This is an enormous push towards the future for a savvy transportation framework(Murugan et al., 2022a).

Why not take it a step further and apply the idea of HUDs to other forms of mobility? Over time, the automotive world started to embrace this technology and even to repurpose it, moving on from basic projections of your speed and fuel levels to systems that use augmented reality to provide you with live navigation, obstacle detection, and advanced driver assistance systems. This technologically advanced measure is widely recognized and adopted for the convergence of AR and HUD technologies, where the object's so-called virtual elements allow it to be adjusted in accordance with the driver fitting into the cognitive processes by presenting the vital information for the driver directly in the line of vision, thus lowering the distraction or drastically accelerating the decision-making time in terms of a good performance compared to the conventional way of doing the tasks on the road and hence reducing the considerable number of accidents(Currano et al., 2021).

24 more pages are available in the full version of this document, which may be purchased using the "Add to Cart" button on the publisher's webpage: www.igi-global.com/chapter/augmented-reality-driven-heads-up-displays-for-revolutionizing-vehicle-driver-assistance/378013

Related Content

Social Network Analysis and Communities of Practice

Dimitris Asimakopoulos and Jie Yan (2006). *Encyclopedia of Communities of Practice in Information and Knowledge Management* (pp. 474-480).

www.irma-international.org/chapter/social-network-analysis-communities-practice/10533

REVERIE Virtual Hangout: An Immersive Social and Collaborative VR Experience

Ioannis Doumanis and Daphne Economou (2021). *International Journal of Virtual and Augmented Reality* (pp. 18-39).

www.irma-international.org/article/reverie-virtual-hangout/298984

Smart Classroom-Based Innovative Solution Toward Uninterrupted Education: Perspective

Sudhir K. Routray and Sasmita Mohanty (2022). *International Journal of Virtual and Augmented Reality* (pp. 1-14).

www.irma-international.org/article/smart-classroom-based-innovative-solution-toward-uninterrupted-education/306689

Mobile Healthcare in an Increasingly Connected Developing World

Nikhil Yadav, Mehrdad Aliasgari and Christian Poellabauer (2020). *Virtual and Mobile Healthcare: Breakthroughs in Research and Practice* (pp. 859-883).

www.irma-international.org/chapter/mobile-healthcare-in-an-increasingly-connected-developing-world/235349

An Empirical Investigation of the Impact of an Embodied Conversational Agent on the User's Perception and Performance with a Route-Finding Application

Ioannis Doumanis and Serengul Smith (2019). *International Journal of Virtual and Augmented Reality* (pp. 68-87).

www.irma-international.org/article/an-empirical-investigation-of-the-impact-of-an-embodied-conversational-agent-on-the-users-perception-and-performance-with-a-route-finding-application/239899