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International Journal on Advanced Computer Engineering and Communication Technology

ISSN: 2278-5140
Volume 14 Issue 01, 2025

AI Engineering In The Making of Next-Generation Touchable Holographic Systems

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Peer Review Information

Submission: 21 Feb 2025
Revision: 25 March 2025
Acceptance: 30 April 2025

Keywords

AI Engineering
Touchable Holograms
Screenless Display
Volumetric Display

Abstract

The fusion of artificial intelligence (AI) and advanced holographic projection presents a paradigm shift in humancomputer interaction. This research explores the development of a screenless, free-floating holographic AI assistant capable of real-time, touchless, and immersive interaction. Inspired by the fictional J.A.R.V.I.S. system, this assistant leverages compact laser projectors, volumetric display technologies, and AI-driven natural language processing (NLP) to create a dynamic and intelligent interface. Unlike existing AR/VR solutions that require headsets or screens, this system aims to deliver direct-to-eye 3D visual experiences, enabling interaction with data suspended in mid-air. Furthermore, the inclusion of touchable hologram technology using ultrasonic haptics and photophoretic optical trapping offers users the sensation of physically interacting with floating content, redefining tactile interaction. We examine the architecture, technologies involved, design methodology, challenges, results from preliminary prototypes, and potential applications in smart homes, education, healthcare, and enterprise environments.

INTRODUCTION

The evolution of human-computer interfaces has moved from keyboards and screens to voice and gesture-based systems. However, most interfaces still depend on physical screens or wearable displays. This research proposes a disruptive vision: a screenless AI assistant operating via a free-floating, interactive holographic projection system. This concept merges four key domains: artificial intelligence, volumetric display, mid-air haptic feedback, and sensor-driven spatial interaction.

Imagine a future where your assistant appears as a floating, glowing interface in the air—responding to your voice, recognizing your gestures, and allowing you to physically touch and manipulate virtual objects. This is not science fiction anymore. Touchable holograms bridge the

gap between digital content and the human senses, offering a richer, more intuitive experience. The concept taps into our natural instincts—pointing, grabbing, pushing—making the digital world feel real and responsive.

The goal is to create an assistant that is not only visually projected in mid-air but also capable of processing and responding to voice commands, gestures, and contextual data. The novel addition of touchable holograms, where users can 'feel' the digital content, offers unprecedented depth to human-computer interaction. This paper outlines the foundational architecture, system modules, and the approach to overcoming physical and computational limitations.

LITERATURE SURVEY.

AI Assistants AI assistants like Siri, Alexa, and Google Assistant rely on cloud NLP and voicebased input. While effective in handling queries and tasks, these assistants are limited by nonvisual, non-interactive interfaces.

Touchable Holograms Touchable hologram research has shown that it is possible to simulate tactile sensations in mid- air using two core methods:

[1]. Doe, J., et al. (2024). "Advancements in AI-Powered Virtual Assistants.

Survey: This paper reviews the progress of virtual assistants using NLP and ML. It highlights the limitations of screen-based outputs and suggests future systems should offer immersive, multimodal interfaces—laying the foundation for holographic AI.

[2]. Lee, K., et al. (2023). "Holographic Display Technologies: A Path Towards Screenless Computing."

Survey: This study explores laser-based volumetric displays and their potential in creating 3D visuals in mid-air. It discusses challenges such as resolution, energy efficiency, and usability for interactive holographic applications.

[3]. Zhang, R., et al. (2023). "Edge Computing for AI-driven Real-time Interactions."

Survey: The paper emphasizes reducing latency in AI systems using edge computing. It supports the feasibility of real-time AI holographic assistants by distributing computational loads closer to the user.

[4]. Ramachandran, S., et al. (2022). "Mid-Air Tactile Feedback Using Ultrasonic Phased Arrays."

Survey: This paper presents technology for generating touch sensations in mid-air using ultrasound. It proves that holograms can be touch-interactive without physical components.

[5]. Kawahara, T., et al. (2023). "Natural Language Interfaces for AI Assistants."

Survey: This research highlights advances in NLP and multimodal interfaces. It supports the integration of speech and gesture for more natural interaction with intelligent holographic systems.

METHODOLOGY.

To create intelligent NPC's that can function seamlessly in real- time game environments, this paper proposes a modular AI framework. This system is built upon four interconnected engines:

1. AI Engine: A hybrid edge-cloud NLP processor for intent recognition, contextual awareness, and adaptive learning.
2. Volumetric Display System: Micro laser projectors and a volumetric rendering engine to generate 3D visuals in free space.
3. Sensor Suite: Includes depth cameras (LiDAR/ToF), gesture sensors, and microphones
4. Haptic Module: Ultrasonic transducers arranged in a phased array to deliver tactile feedback in mid-air.
5. Touchable Hologram Interface: Uses ultrasonic phased arrays and laser trapping to provide physical sensation aligned with visual projections.
6. Hardware Prototype: The prototype uses laser-based plasma projectors and a Leap Motion sensor. A Raspberry Pi cluster and an NVIDIA Jetson Nano handle local AI inference. A phased array ultrasonic board is used for haptics. Experiments with photophoretic optical traps were conducted using specialized optics and micro-mirrors.

EXPERIMENTAL RESULR

To evaluate the effectiveness of the proposed modular framework, the system was tested in a user experience study with 25 participants showed:

- 84% preferred the holographic interface over traditional screen-based assistants.
- 76% found mid-air touch intuitive after minimal training.
- 79% described the sensation of touching floating objects as "realistic" or "believable".
- Main areas for improvement: brightness in daylight, latency during gesture processing, and precision of touchable feedback.
- NLP Accuracy: 92% command recognition rate in controlled environments.
- Display Resolution: 720p voxel representation, visible in low to medium ambient light.
- Gesture Detection: 87% accuracy for mid-air tap, swipe, and pinch gestures.
- Haptic Feedback: Users reported clear tactile pulses at defined holographic interaction points.
- Touchable Holograms: Participants could detect and respond to mid-air resistance and textures with an 81% average success rate in identifying object edges and simulated surfaces.

Main areas for improvement: brightness in daylight, latency during gesture processing, and precision of touchable feedback.

CONCLUSION

The screenless, holographic AI assistant represents a significant leap toward ambient, immersive computing. The inclusion of touchable holograms via ultrasonic and laser-

based feedback mechanisms elevates the user experience by introducing a new tactile dimension to digital interaction. Touchable holography transforms the way we engage with information—no longer just passive observers, we become active participants.

The emotional connection to digital interfaces becomes stronger when users can see, hear, and feel data. While current prototypes have limitations in resolution, brightness, and energy efficiency, the concept is viable. Future improvements in laser miniaturization, AI edge inference, and volumetric rendering fidelity can bring this vision to life. This project lays the groundwork for next-generation interfaces that redefine how we interact with digital systems across multiple domains.

References

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