

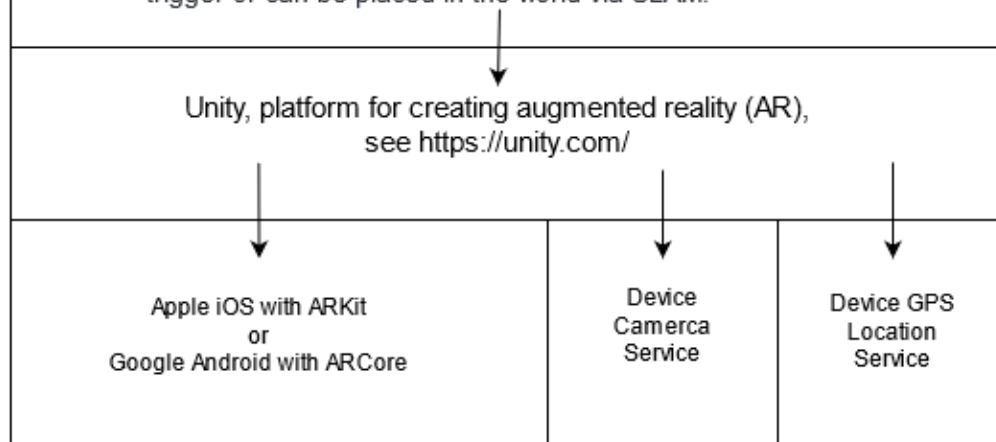


ARpoise App Functionality Overview

The ARpoise client software is based on Unity, the leading platform for creating augmented reality (AR) and virtual reality (VR) content. ARpoise is written in Unity's scripting language, C#. It is Open Source, see <https://arpoise.com/>

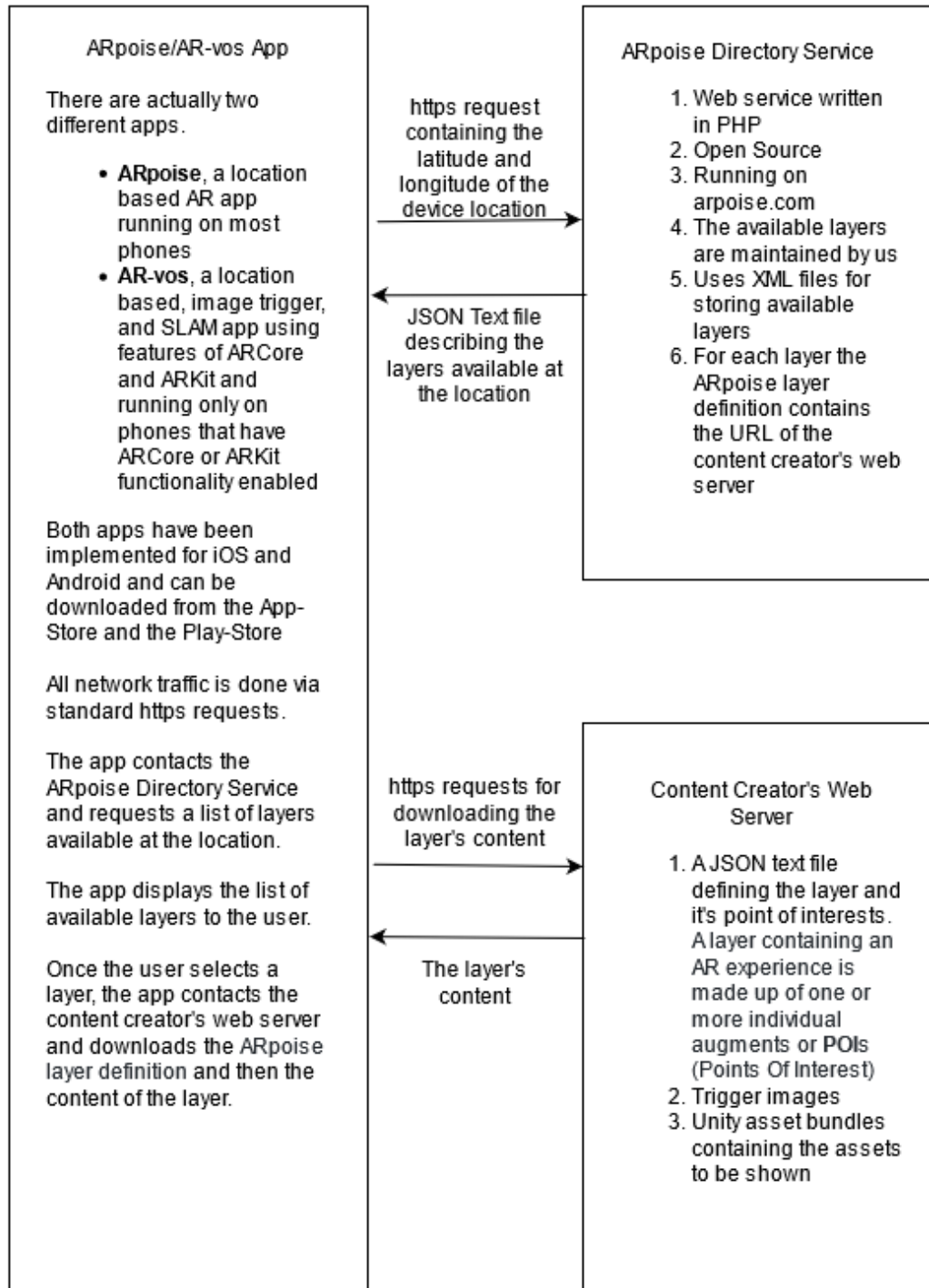
Functionality:

1. Retrieves the device location from the location service.
2. Contacts the ARpoise Directory Service via https and requests a list of layers available at the location.
3. Displays the list of available layers to the user.
4. Once the user selects a layer, the software contacts the content creator's web server and downloads the ARpoise layer definition.
5. A layer containing an AR experience is made up of one or more individual augments or **POIs** (Points Of Interest). These are specified in an ARpoise layer definition containing the URL of an Unity AssetBundle. When showing a **POI**, the ARpoise app downloads this asset bundle and loads the 3D Unity prefab of the **POI** from it.
6. The assets making up an AR experience viewable in ARpoise are downloaded from the content creator's web server as needed, rather than being part of the client app downloaded from the Google Play Store or the Apple App Store. The content creators have to build Unity asset bundles for Android and iOS containing their assets.
7. Uses Unity and the camera service to display the downloaded assets in an AR scene.
8. POIs shown can either be location based, or linked to an image trigger or can be placed in the world via SLAM.





Ar-vos/ARpoise Network Overview



ARpoise/AR-vos Network Overview

For more info, see <https://github.com/ARPOISE/ARpoise>