

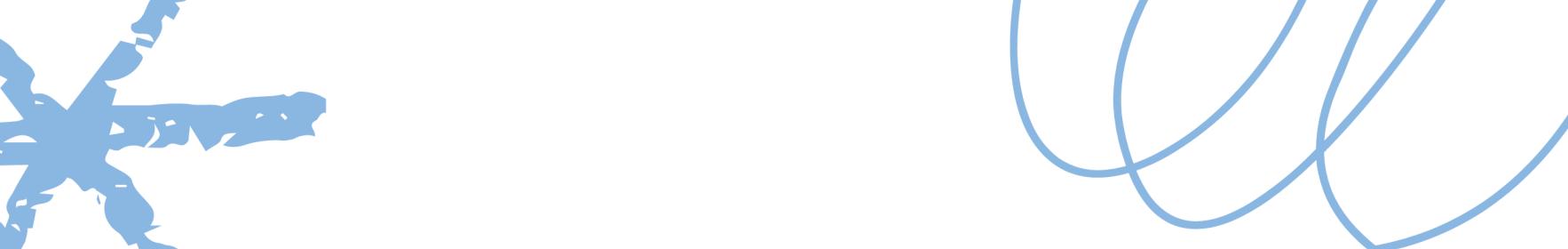
# Introduction to the AR Project

Presented by Bryan & Desmond

# Introduction to the AR Project

- Content: We were connecting our phone to the computer to output the vr image into our phone so it would output from the camera to the real world by coding on Xcode using swift.
- Brief overview of the project: we put a virtual image in the real world from the computer to our phones by downloading imaging 3d objects from developer.apple.com.
- Objectives and goals: To output 2 3D objects (3D pancake & a 3D Robot) to be able to see the whole object in our phone.
- Team members and their roles:
  - Desmond: worked on the 3D Robot & connecting our phone from the computer to visual the 3D Robot in our camera in our phone so we can visualize the 3d object.
  - Bryan: Worked on the 3D Pancake & downloaded 3D objects





# Concept and Idea

Description of the 3D object rendered in the app



01.

Content: We were connecting our phone to the computer to output a VR 3D object into our phone so it would output the 3D object from the computer to the real world by coding on Xcode using swift.

02.

Explanation of the AR concept: We put a virtual image in the real world from the computer to our phone by downloading 3d objects from developer.apple.com to Xcode to be able to view the 3D object into the real world in our camera.

03.

How the anchor image is used: We scanned the base to activate the 3D object to view it to the real world



# Tools and Technologies

- Content: Xcode app, USBC Charger, phone, apple developer
- Introduction to Xcode and its role in the project:

```
@IBOutlet var sceneView: ARSCNView!

var pancakesNode: SCNNode?
var robot_walk_idleNode: SCNNode?

override func viewDidLoad() {
    super.viewDidLoad()

    // Set the view's delegate
    sceneView.delegate = self
    sceneView.automaticallyUpdatesLighting = true

    let pancakeScene = SCNScene(named: "art.scnassets/pancakes scn")
    let robot_walk_idleScene = SCNScene(named: "art.scnassets/robot_walk_idle scn")
    pancakesNode = pancakeScene?.rootNode
    robot_walk_idleNode = robot_walk_idleScene?.rootNode
```

- Brief overview of ARKit (if used): When we uploaded 2 3D objects into the real world, one of the 3D objects had animations, the other didn't have any animations.



# Development Process

Exploring creativity

