

Önálló laboratórium
Augmenteted reality using ARKit

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Chapter 1

Introduction

1.1 Sources

<https://dynamics.microsoft.com/en-us/mixed-reality/guides/what-is-augmented-reality-ar/>

<https://developer.apple.com/augmented-reality/>

<https://developer.apple.com/documentation/realitykit/>

<https://www.kodeco.com/books/apple-augmented-reality-by-tutorials/v1.0/chapters/iii-introduction>

Rövid leírás - <https://developer.apple.com/forums/thread/658300>

Adding procedural assets to a scene - <https://developer.apple.com/documentation/realitykit/adding-procedural-assets-to-a-scene>

Chapter 2

Current technologies

2.1 Apple iOS

2.2 Unity

Chapter 3

iOS - ARKit