Önálló laboratórium
Augmenteted reality using ARKit

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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
Adding 3D text to scene - https://coledennis.medium.com/tutorial-generating-3d-text-with-realitykit-in-a-swiftui-app-fa2a50403012
https://betterprogramming.pub/take-an-arview-snapshot-in-realitykit-93b620cf99b3

Chapter 2

Current techologies

2.1   Apple iOS

2.2   Unity

Chapter 3

iOS - ARKit