Why Flutter?

Flutter is an open-source created by Google for developing mobile applications.

How is Flutter used?

This platform was created for helping developers while building a single app both on iOS and Android at the same time. With options like Hot Reload and large sets of fully-customizable widgets for building interfaces, Flutter is ideal for mobile development.

Who is using Flutter?

Flutter is used by companies all around the world. From Google Ads and Google Greentea to even Alibaba.com.

How Liquid Galaxy can utilise Flutter?

Liquid Galaxy can take advantage of this software for extending its mobile apps to both iOS and Android easier, instead of having to adapt the code for separate segments. On the other side, for this task will only be necessary a single team of creators.

Flutter can be used for incredibly fast rendering and expressive and flexible designs, which is an important factor for the Liquid Galaxy navigation tool.

Because this SDK is built in Dart, which is made by Google for web, server and mobile application, the user can easily learn how to work in this environment. Dart is a cross-platform influenced by C#, Erlang, JavaScript, Smalltalk and Strongtalk, which are platforms that allow the app to work in a secure state.

Describing a use case:

I consider that an useful case in which Flutter can come in handy for Liquid Galaxy Project is inside a mobile app that can place 3D informations

and structures using the phone camera. For example, if you find yourself near a monument or a square, without worrying about what kind of software is your phone running on, you can open up the camera and find out information about the specific place by looking at floating texts or even recreations of objects.

If for example you are at the Brandenburg Gate and want to find information about it you can engage with a 3D text like in the following image, which was created in A-Frame, on a 360° photography. For real-time recognition, the app can use TensorFlow as well.