CraftAR SDK for Android

CraftAR allows to create recognition only and Augmented Reality (AR) experiences using the CraftAR Service and its Mobile SDK ('Mobile SDK').

With CraftAR, you can create amazing apps that provide digital content for real-life objects like printed media, packaging among others. You can use our online web panel or APIs, to upload images to be recognised and set Augmented Reality content to display upon recognition in your CraftAR-powered app.

Getting started

In order to get started with the SDK, we recommend you to run the examples included in this distribution. The examples are located in the **Examples** directory as an Android Studio Project.

Running the examples

The SDK is already linked in the project, available inside the distribution package. You can open it and just run the project from your device (note that running inside the Simulator is not available with the SDK).

The examples app opens a menu view that allows you to open the different examples. Each example opens the camera and the first step is for you to scan any object. We provide a set of reference images to point at that show different experiences. You can find those images in the folder **Examples/Reference images**.

We strongly recommend that you print this images out for testing. Pointing at them in your laptop/PC's screen can heavily alter the experience due to artefacts that are invisible to your naked eye but very disturbing when captured with your smartphone.

Integrate the SDK in your own project

Follow this tutorial for instructions on how to integrate the SDK in your Android projects.

Class documentation

You can find detailed documentation about the SDK classes in the **Documentation** folder.

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