

# PIX4Dcatch iOS Technical Exercise

Make a simple iOS app that uses ARKit to take photos based on the movement of the device. Save the location and orientation of each photo to a csv file.

## Requirements

- Use Xcode, Swift and ARKit
- Optional, as a starting point, the Xcode Augmented Reality App new project template can be used
- The distance threshold when to take a photo can be adjusted in the UI with a slider
- The angle threshold when to take a photo can be adjusted in the UI with a slider
- A capture session can be started and stopped
- A folder is created for each start of a capture session
- Images are captured when the distance or angle threshold is reached (the device was moved more than the distance threshold meters or rotated more than the angle threshold degrees)
- Images are saved as jpg in the created folder
- A cube is added in the AR scene at the location where the image is captured
- A csv file containing the ARKit location and orientation of each photo is saved

Try to cover as many of the requirements as possible.

Please provide the solution as a zip with the source code and project files needed for building the application.

An implementation should take about 5-6 hours and we expect to receive a solution after 3 days.