Soporte

<https://library.vuforia.com/platform-support/vuforia-engine-recommended-devices.html>

<https://developers.google.com/ar/discover/supported-devices>

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

<https://www.credera.com/insights/the-future-of-mobile-ar-a-comparison-between-arcore-arkit-ar-foundation-and-vuforia/>

https://circuitstream.com/blog/augmented-reality-guide/

The AR development industry is highly competitive with major tech companies amply investing into their own AR software development kits (SDK). Apple released their ARKit back in 2017, and just one year later Google presented ARCore. There are four major AR SDKs today: ARkit, ARCore, Vuforia and AR Foundation.  All SDKs are integrated in Unity game engine (make sure you have the last version of Unity) or Unreal Engine 4.

What is ARKit?

[ARKit](https://circuitstream.com/blog/setup-arkit/) is a set of tools created by Apple to aid developers in creating augmented reality applications for iOS devices.

ARKit 3 comes with several new features, such as:

* People occlusion: 3D AR content realistically passes behind and in front of people in the real world



* Tracking up to three faces at a time
* Motion capture: use poses and gestures as an input to the AR application, creating content that interacts with human movements directly

ARCore offers three main features that allow you to build robust and rich AR projects:

* **Motion tracking**: it’s crucial to not only put virtual objects into the real world, but also make sure that they look realistic from all angles. ARCore ensures this by aligning the virtual 3D camera that renders your 3D content with the device’s camera
* **Environmental understanding**: ARCore detects planes and feature points so you can properly put virtual objects onto real, flat surfaces. For example, objects on your table or walls.
* **Light estimation:** using a phone’s camera, ARCore can detect current lighting positions in the physical world. ARCore then lights the virtual objects in the same way as real objects, adding to the sense of realism.