

more to be noted

Project Diest

INTERACTIEVE KAART

- X Unity → te grote Scope
- X Volledige Flutter of Reactapp → te grote Scope

✓ Zapper ZapWorks { → app die klaarstaat, makkelijk om te leren en gebruiken;

Veel blaangemaakte AR tools

- ✓ Image recognition
- ✓ Cross-platform
- ✓ Interactivity

X Only free-trail → Pricing

X Customization

Zapper ZapWorks

Pricing → Starter ($58\text{€}/\text{Mo}$) → Team: 1

↳ Free 14 day
trail

Views: 1200/year → $\text{€}35/\text{1K extra}$

File size: 25 MB

Zapper Watermark

→ Pro ($435\text{€}/\text{mo}$) → Team: 3

↳ Free 14 day
trail

Views: 12K/year → $\text{€}25/\text{1K extra}$

File size: 50 MB

Lite Zapper Watermark

→ Hobbyist pricing → Free to create with ZapWorks. Not
for commercial use

↳ good for POC?
↳ 14 day trial

more to be noted

ALTERNATIVES

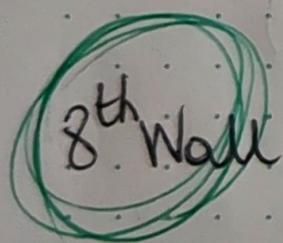
ARCore → provides SDK for Unity, Unreal Engine (android)

* Outside project Scope?

ARKit → provides SDK for Unity, Unreal Engine (ios)

* outside project Scope?

Bundler → * looks enterprise ~~level~~ level ↳ No pricing on website
only contact form



8th Wall → No/low code AR development on WebAR (No app)

8th Wall

pricing → Starter (€8/Mo) → Team: 3
→ Views: Wpa → No simultaneous AR
→ Cloud editor + global hosting

→ **Plus (€50/Mo)** → Views: Wpa → 100 simultaneous users AR

advantages → cross-platform
→ AR development features
→ WebAR
→ Developer-Friendly

→ JavaScript + ~~HTML~~
(React, Angular, Vue)
→ API
→ **A-frame (beginners)**

disadvantages → learning curve
→ 8th Wall dependency
→ Pricing (though cheaper than ZapWorks)

more to be noted

8th Wall

INTRODUCTION → Web-based ^{reality} content (cloud editor, AR engine built-in hosting)

- ↳ Brings AR to browser (Scalability, cross-platform and accessibility)

↳ AR and VR applicable

→ Create using JavaScript and WebGL

↳ Frameworks like React, Angular, Vue, etc.

↳ 3D Frameworks like A-Frame, Three.js, Babylon.js, PlayCanvas

A-Frame = perfect for beginners → uses entity component system (which resembles HTML)

WebAR advantages

- Apply own set of rules (no restrictions, policies, approval processes, etc.)
- No downloads/installing/updating an app
- One-click deployment
- User-centric experience(s), interactive experience(s)
- Grounded in the real world
- ever expanding toolset

8th Wall Features

World tracking → Realtime AR on mobile browsers

Image targets → AR anchors for experiences activated by and track directly to the image

Combine both is possible

more to be noted

Lightship Visual Positioning System (VPS) → Anchor VR content to places in the real world

→ Add AR content to the world with cm-level precision

→ Nominate public places and contribute 3D scans to add new locations to the map or start creating with over 100.000 VPS-activated locations.

Sky Effects → Larger than life content

Face tracking → Attach Anchor artwork/objects to a variety of face attachment points

Leverage 8th Wall Modules → add pinch, rotate and drag controls to any object in one line of code + Media Recorder

Cloud-editor → one-click deployment, integrated Source-control
and Built-in Hosting

→ Deploy on ^{Custom} ~~next~~ domain in QR-code