

ASSIGNMENT **CLASS WORK** EXPERIMENT No 1 SESSIONAL WORK SUBMITTED ON ...... MARKS OR GRADE OBTAINED .... NAME Anushka lamous ROLL NO 19100BTESEMA 05474 CLASS CS - K II'M YEAR DEPARTMENT CS (B. Teun) SUBJECT VR and Arg Reality. CODE NO. Signature of Professor Signature of Student O1 > What is ARKit & why we use ARKIT ARKit combines duice motion tracking building an AR respurience kinds of AR experiences with these echnologies using the front or sear canera.

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to achieve high-performance temastry,
while offening a simple programming
interface to make it eary to ouate games
and other graphics - interior apps. Using a
wich set of anximations and physics behaviours,
you can quickly add life to your visual
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Realitykit.
Use the Reality Kit framwork to implement high-
performance 3D simulation and sundering.
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