

From: Andrew Grant [REDACTED]
Sent: Fri, 26 Jul 2019 14:34:39 +0000 (UTC)
To: Wang Hao [REDACTED]
Cc: Gudmundur Bjargmundsson [REDACTED]@ [REDACTED]; Julie Truong
[REDACTED]; Scott Nolfi [REDACTED]; Andreas Axelsson
[REDACTED]; Charles Egenbacher [REDACTED];
Ryan Vance [REDACTED]; Cristina Riveron
[REDACTED]; Atli Már Sveinsson [REDACTED]; Andrea
Cesaro [REDACTED]
Subject: Re: ARKit 3 support for UE4

Sounds great!

I agree with the priority points (thoughts Ryan?) but I think we might want to prioritize #2 because it feels like it's going to require the most work to support and largest amount of new APIs. 3-5 feel like they wouldn't be a great loss if they weren't supported to begin with.

Charles/Cristina - Who on our end would you like to run point for production? Can this person setup a sync for Mon/Tues that works for both PST and Shanghai (GMT+8)?

On Fri, Jul 26, 2019 at 12:40 AM Wang Hao [REDACTED] wrote:

Hi Andrew,
 We're glad to help bringing ARKit 3 to UE4 :)

I quickly went through the new features and here's a list of the ones mentioned by Apple:

1. People Occlusion
2. Motion Capture
3. Simultaneous Front and Back Camera
4. Multiple Face Tracking
5. Collaborative Sessions

I think #1 and #2 are pretty significant so they should probably get integrated first.
 For #5 I think the engine already has some kind of support for it using UE4's networking system.
 Not sure how critical #3 and #4 are as we don't use those features a lot within DG.

So yes I think we can have a sync up next Monday to discuss the details and work out a plan of how we can do this.

I've also CC-ed Atli and Andrea so they're in the loop.

A DEFENDANT	United States District Court Northern District of California
	Case No. 4:20-cv-05640-YGR
	Case Title <i>Epic Games, Inc. v. Apple, Inc.</i>
	Exhibit No. DX-3583
	Date Entered _____
	Susan Y. Soong, Clerk
	By: _____, Deputy Clerk

Exhibit
0051
 Grant