

**LET'S AUGMENT REALITY  
IN UNREAL ENGINE**

## WHAT ARE WE GOING TO DO TODAY?

Who am I?

Quick Overview ARKit & Unreal Engine

Demo - Code Along Optional

- ★ Project Settings
- ★ Add an AR Camera
- ★ Add an AR Material
- ★ Add a Test Object
- ★ Plane Detection

Questions - Maybe Some Answers

Resources



**ELLEN MEY**

**iOS Developer @ Detroit Labs**

**@MeydYouLook**

## ARKIT AND UNREAL ENGINE

- ▶ Handles the logic to anchor virtual objects in an augmented reality space
- ▶ Tracks the world around the device
- ▶ Can detect horizontal planes
- ▶ Unreal Engine partnered with Apple to demo ARKit at WWDC
- ▶ ARKit Plugin beta released in Unreal Engine 4.17
- ▶ Unreal Engine handles provisioning and signing, must have Xcode installed

# HOLD UP

- ▶ I am not an Unreal Engine Expert
- ▶ Unreal Engine is a beast
- ▶ Resources available at the end so you can try this at home
- ▶ Prereqs: iOS 11 device, Xcode 9, Provisioning Profiles/  
Signing
- ▶ Cool? Let's go.

# DEMO

```
<key>CFBundleIdentifier</key>\n<string>com.detroitlabs.$(PRODUCT_NAME)</string>\n<key>NSCameraUsageDescription</key>\n<string>$(PRODUCT_NAME)\ncamera use.</string>
```

# QUESTIONS?

@MeydYouLook

## RESOURCES

- ▶ <https://youtu.be/Z6FAI6v0ax0>
- ▶ <https://youtu.be/S14AVwaBF-Y>
- ▶ <https://www.unrealengine.com/en-US/blog/getting-started-with-ue4-and-arkit>
- ▶ <https://github.com/eisforellen/talks>