# LET'S AUGMENT REALITY IN UNREAL ENGINE

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#### 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

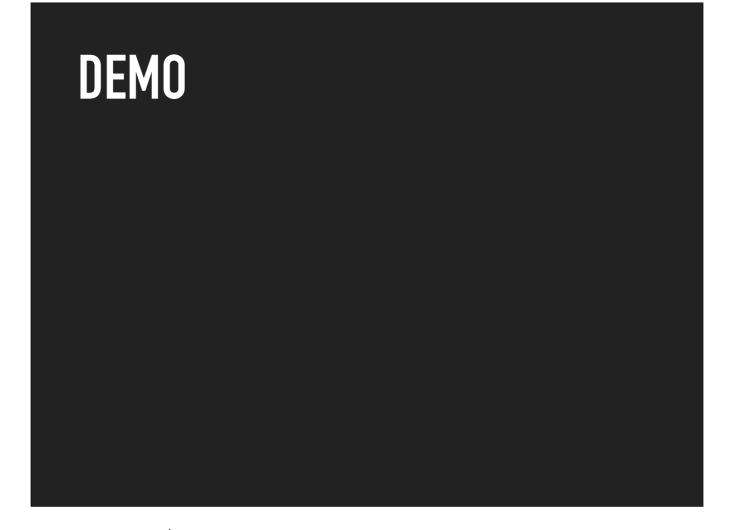
@MeydYouLook

#### **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.



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## QUESTIONS?

@MeydYouLook

#### **RESOURCES**

- ► https://youtu.be/Z6FAl6v0ax0
- https://youtu.be/S14AVwaBF-Y
- https://www.unrealengine.com/en-US/blog/gettingstarted-with-ue4-and-arkit
- https://github.com/eisforellen/talks