증강현실

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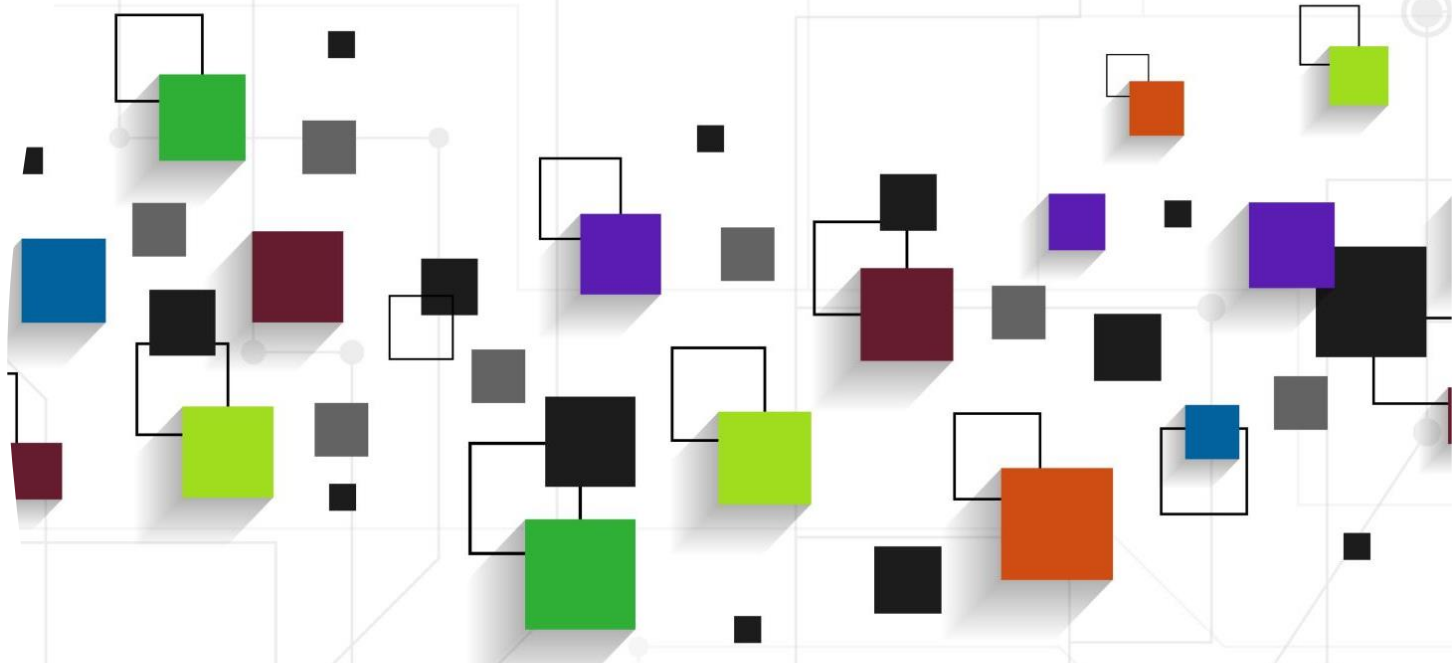
이 종 원
(jwlee@sejong.ac.kr)



Popular AR Development Frameworks

Objective

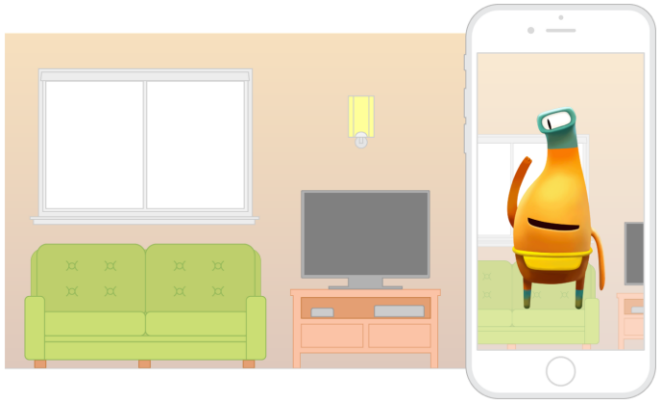
- ✓Be familiar with several widely used AR development frameworks and their key features
- ✓Have a comprehensive understanding of the similarities, differences, strengths, and considerations of ARKit, ARCore, and Vuforia
- ✓Aid you in selecting the most suitable framework for your AR projects

Importance of AR Development Frameworks

✓AR development frameworks

- Provide a set of tools, libraries, and APIs that simplify the creation of AR applications
- Offer ready-to-use features and functionalities
- Save developers time and effort in building AR experiences from scratch

ARKit (iOS)



✓ARKit (developed by Apple) is an AR framework for iOS devices

✓Features

- World tracking: The ability to create and track a correspondence between the real-world space and a virtual space where virtual content is located
- Plane detection: Detect surfaces in the physical environment and visualize their shape and location in 3D space
- Face tracking: Detect faces in a front-camera AR experience, overlay virtual content, and animated facial expressions in real-time
- Scene understanding: Estimate the shape of the physical environment using a polygonal mesh

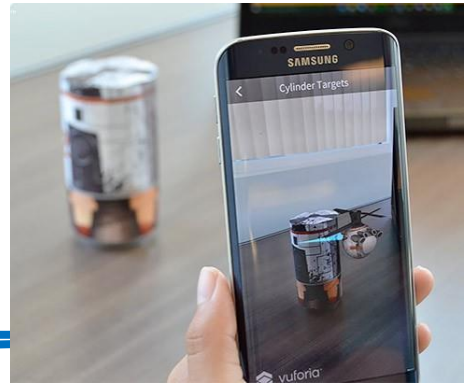
ARCore (Android)

✓ARCore (developed by Google) is an AR platform for Android devices

✓Features

- Motion tracking: Use simultaneous localization and mapping (SLAM) to understand where the phone is relative to the world around it
- Environmental understanding: Detection of horizontal and virtual surfaces, enabling AR object placement
- Light estimation: Realistic lighting effects by analyzing the environment's lighting conditions
- Augmented images: Recognition and tracking of specific images as AR triggers

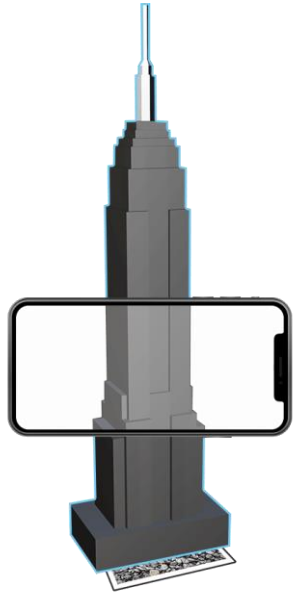
Vuforia



✓Vuforia is a widely used AR platform that supports both iOS and Android

✓Features

- Marker-based AR: Recognition and tracking of markers or images to trigger AR content
- Object recognition: Detection and tracking of 3D objects in the real world
- Extended tracking: Maintaining object tracking even when it moves out of the camera's view
- Cloud recognition: Offloading image recognition to cloud-based services for scalability



Tracking Capabilities

✓ARKit

- Utilize visual-inertial odometry (VIO) for accurate device tracking
- Provide robust world tracking for precise positioning and orientation

✓ARCore

- Utilize sensor fusion technology for motion tracking
- Offer similar world tracking capabilities to ARKit

✓Vuforia

- Excel in image recognition and object tracking, supporting marker-based and object-based tracking

Environmental Understanding

✓ ARKit

- Support plane detection for surface recognition and placement of virtual objects
- Offer advanced scene understanding for realistic interaction with the environment

✓ ARCore

- Include plane detection for surface recognition and object placement
- Provide environmental understanding features like ARKit

✓ Vuforia

- Provide robust image recognition and object recognition capabilities
- Allow for placing virtual content on specific markers or real-world objects

Light Estimation

✓ARKit

- Analyze lighting conditions for realistic lighting effects in AR experiences

✓ARCore

- Estimate environmental lighting to match virtual objects with real-world lighting

✓Vuforia

- Offer basic lighting estimation but with limited control over lighting effects

Face Tracking

✓ARKit

- Offer built-in face tracking capabilities using the TrueDepth camera on supported iOS devices

✓ARCore

- Do not provide native face tracking functionality

✓Vuforia

- Do not include native face tracking features

Cross-Platform Support

✓ARKit

- Limited to iOS devices, including iPhones and iPads

✓ARCore

- Support a wide range of Android devices, providing broader platform compatibility

✓Vuforia

- Support multiple platforms, including iOS, Android, and Windows, offering cross-platform development options

Development Ecosystem

✓ARKit

- Built on top of Apple's development ecosystem and tools, such as Xcode and Swift

✓ARCore

- Leverage Google's development ecosystem, including Android Studio and Kotlin

✓Vuforia

- Provide SDKs for popular development environments, such as Unity and Android Studio

Popularity and Adoption

✓ARKit

- Widely adopted due to Apple's strong market presence and user base

✓ARCore

- Gaining popularity and growing adoption within the Android ecosystem

✓Vuforia

- Has a strong presence in the industry, with widespread adoption across multiple platforms

Applications

✓ARKit, ARCore, and Vuforia have applications in various domains

- Gaming and Entertainment
- Retail and E-commerce
- Education and Learning
- Industrial and Manufacturing
- Healthcare and Medical Training

Strengths and Considerations

✓ ARKit

- Strengths: Advanced scene understanding, native face tracking, and integration with Apple's ecosystem
- Considerations: Limited to iOS devices, potentially limiting audience reach

✓ ARCore

- Strengths: Broad Android device support, growing adoption within the Android ecosystem
- Considerations: No native face tracking; may require optimizations for specific devices

✓ Vuforia

- Strengths: Robust image recognition and object tracking, cross-platform support
- Considerations: Less emphasis on advanced scene understanding and limited lighting effects control

Recap of Key Points

- ✓ARKit, ARCore, and Vuforia offer various tracking capabilities and environmental understanding features
- ✓ARKit excels in face tracking, ARCore offers broad Android device support, and Vuforia stands out in image and object recognition
- ✓Each framework has its own strengths and considerations

Q/A