



BEFORE START

To gain an understanding of the real-world environment, AR applications use technologies such as simultaneous localization and mapping (SLAM) and image tracking (finding and tracking an image in the real world).

WebXR specification promises to expose platform SLAM technology to browsers, but is still under development.

Until it's released and supported by browsers, we have to choose a third-party JavaScript SLAM implementation.

In this workshop we are going to use the commercially available 8th Wall library for SLAM and image tracking.

