ARKit

AR kit and ARCore in Servo to AR

This paper compares ARKit by Apple and AR Core by Google. ARKit and ARCore are two dominant SDks for developing AR applications for mobile devices.

Apple's ARKit was released in June 2017. This SDK is only for developing apps for iphone and ipads that running in 1os 11 or higher. The main feature of ARKit are Motion tracking, Environment Understanding, Tracks 2D Images, Multiple face tracky, Motion capture etc.

Google ARCore is successor of project Tango. The tango SDK for AR was launched in 2014. The ARCore was released in March 2018. Unlike Tango, the ARCore was usable in many devices that running android 7.0 or later. The main features of ARCore are Motion Tracky, Environment Understanding Light estimation, Augmented faces etc

Role in Main Project

We are developing our Mobile AR application using Google AR Core. we are using Unity for developing the AR application. AR Core is opensource and provided a good documentation for developing apps with unity. It supports a large number of devices. So we are choosing ARCore for developing the AR app