

Features

Real-time mapping

- Real-time depth estimation and occlusion
- Session-persistent meshing
- Cross-platform functionality

Multiplayer

- Networking APIs for synchronizing content, player actions, etc.
- AR sessions shared with up to 5 users
- Peer-to-peer messaging with provided server
- Lightweight gaming functions
- Session authentication and encryption

Semantic segmentation

- Water, sky, ground (natural and artificial)
- Buildings
- Foliage

Visual Positioning System

Difference from Arkit/Arcore

Platform Agnostic

Depth Api does not require movement

Focus on multiplayer and Location Based Experiences

- We provide AR Backend 'ARBE'—managed server out of the box so that developers do not need to set up networking services for multi-player AR.
- We provide APIs and examples for building gameplay and navigation around a space on top of depth estimation and meshing (for example see our [Gameboard](#) sample code),
- Our computer-vision capabilities go further than other tools as ARDK recognizes and masks a larger set of environmental characteristics (water, buildings, grass, foliage, for example).

Niantic Glossary