

Introducing ARKit

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What is ARKit

- Framework by Apple Inc
- Best Augmented Reality experience for iOS Devices
- Introduced with upcoming iOS 11
- Used Visual Inertial Odometry with CoreMotion data to allow device to sense how it moves within a room.

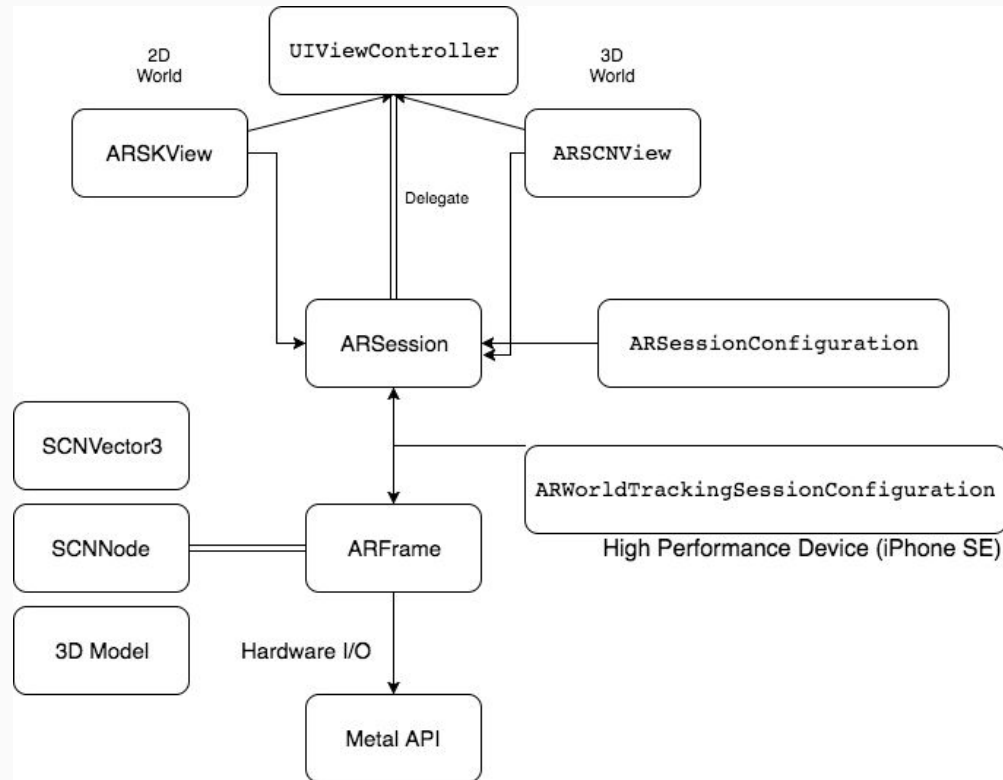


Set it up

- Requires Xcode 9
- Requires iOS 11
- For the best experience, device should be iPhone SE or above.

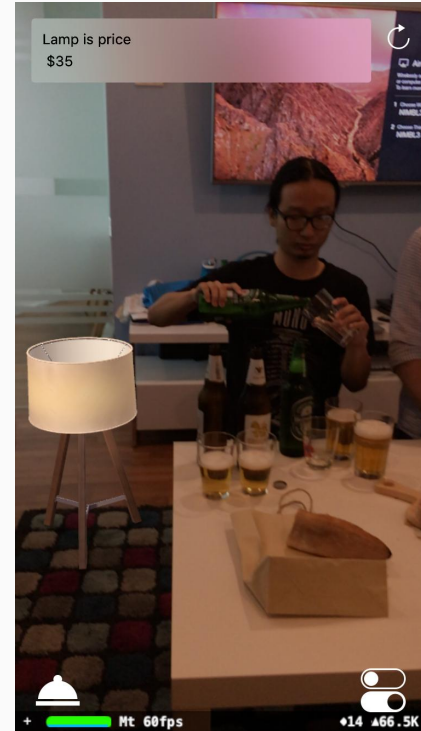


How it work



Achievements and progress

- Food AR application (Demo)
- Disadvantage and Advantage of ARKit



What next?

- Integrate with Full service (Full service API)
- Modelling improvement
- Extending features of AR

AR could takes you
beyond the screen,
freeing them to
interact with the real
world in entirely new
ways - Apple said so

Thanks!

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