Bibliography Summaries - Week 9

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1 Six Top Tools to Build Augmented Reality Mobile Apps

1.1 Abstract

[2] This article explores the most popular tools to add augmented reality to mobile applications. The criteria used was cost, support, and image recognition. The final platforms are: Vuforia, ARToolKit, Google ARCore, Apple ARKit, Maxst and Wikitude. This was the first time I learned about all these different options for AR and I plan to use Google ARCore or Apple ARkit in the future.

2 Apple ARKit

2.1 Abstract

[1] This article explains what is the Apple ARKit and it explores the many different experiences that can be enabled by the kit. The ARKit can be used to track face/hand movement, determine building shapes, room depth and add virtual objects. This article was helpful for me to understand the full power of this library which I may use in the future.

References

[1] William Gallagher. Arkit: Features, updates, rumors.

[2] Andrii Zhuravlov-Galchenko. Six top tools to build augmented reality mobile apps, May 2018.