



experts club

Criando realidade aumentada usando ARFoundation com Unity

15/04/2022

Agenda

- Sobre mim e a minha relação com o código;
- Sobre a aula
- Requisitos, ambiente e recursos
- Realidade aumentada
- Unity
- ARCore
- ARKit
- ARFoundation
- Referências
- Demo - Prática

Sobre mim e a minha relação com o código

- Ismael Nascimento 'Ash'
- Desde 2014 na área da tecnologia
- CTO Code Coast
- Consultor (arquitetura/desenvolvimento)
- Redes sociais:
 - linkedin.com/in/ismaelash



Sobre a aula

- Realidade aumentada
- Unity
- ARFoundation
- Código necessário para a aula criado anteriormente:
 - <https://github.com/rocketseat-experts-club/criando-realidade-aumentada-arfoundation-unity-2022-04-15>

Requisitos, ambiente e recursos

- Ambiente e recursos necessários:
 - Visual Studio Community
 - Conta Unity
 - Hub Unity



Realidade aumentada





Products

Solutions

Learning

Support & Services

Community

Developer tools

[Get started](#)



Among Us — InnerSloth

The platform of choice for multiplayer hits

From stable servers to content insights for future projects, Unity tools help you scale up when your multiplayer game gets popular.

[Explore solutions](#)

[Learn more](#)

Games

Everything you need to create and operate your games.

[Learn more](#)

Automotive, Transportation & Manufacturing

Gain a competitive edge with real-time 3D in a rapidly evolving industry landscape.

[Learn more](#)

Film, Animation & Cinematics

Unprecedented artistic freedom and faster production for film and animation projects.

[Learn more](#)

Architecture, Engineering & Construction

Create immersive 3D experiences for real-world applications at scale.

[Learn more](#)

Deliver incredible possibilities

Create once, deploy across 25+ leading platforms and technologies to reach the largest possible audience.

iOS

android 



PS4

PS5

XBOX ONE



androidtv

tvOS

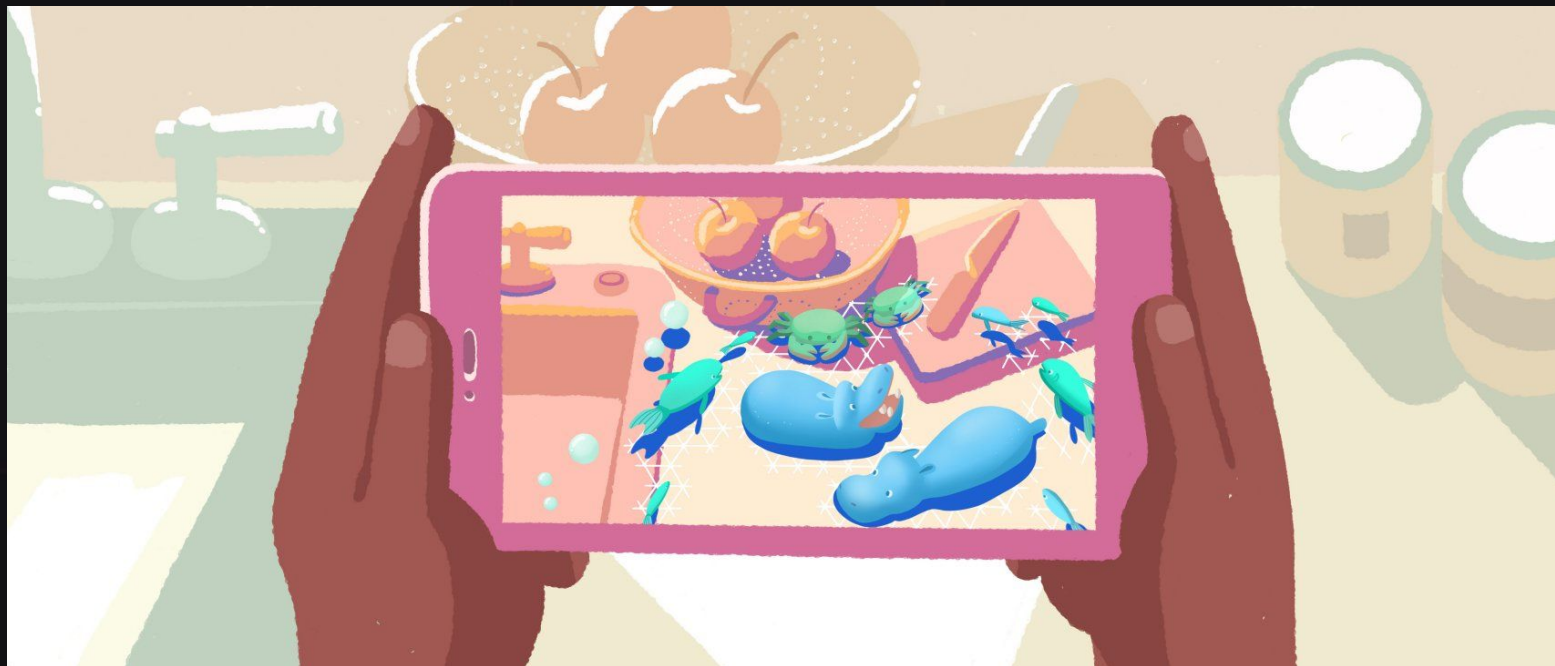


ARCore




Microsoft
HoloLens





magic
leap



ARKit

 experts club

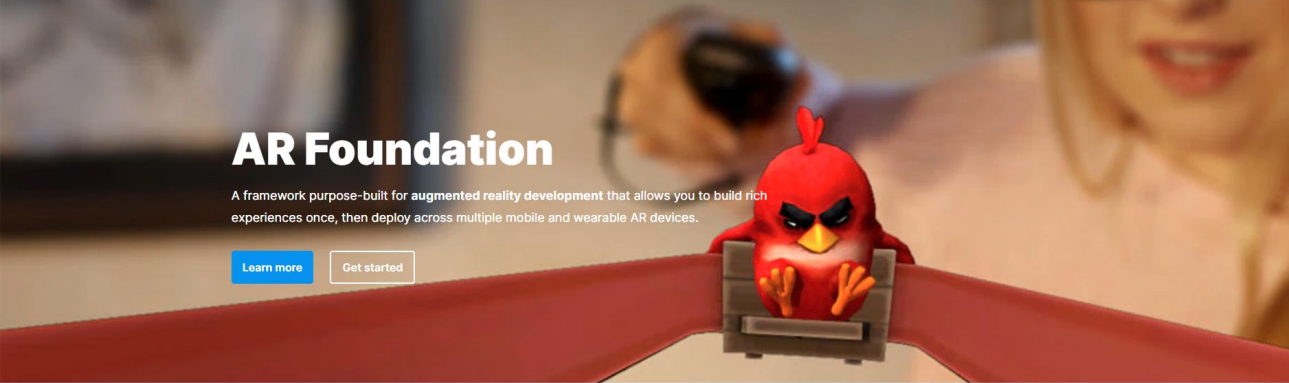




 [Products](#) [Solutions](#) [Learning](#) [Support & Services](#) [Community](#) [Developer tools](#) [Get started](#)   

AR Foundation

A framework purpose-built for **augmented reality development** that allows you to build rich experiences once, then deploy across multiple mobile and wearable AR devices.

[Learn more](#) [Get started](#)





Take advantage of a unified workflow

AR Foundation includes core features from [ARKit](#), [ARCore](#), [Magic Leap](#), and [HoloLens](#), as well as unique Unity features to build robust apps that are ready to ship to internal stakeholders or on any app store. This framework enables you to take advantage of all of these features in a unified workflow.

Unity's AR Foundation Supported Features

Functionality	ARCore	ARKit	Magic Leap	HoloLens
Device tracking	✓	✓	✓	✓
Plane tracking	✓	✓	✓	
Point clouds	✓	✓		
Anchors	✓	✓	✓	✓
Light estimation	✓	✓		
Environment probes	✓	✓		
Face tracking	✓	✓		
Meshing			✓	✓
2D Image tracking	✓	✓		
Raycast	✓	✓	✓	
Pass-through video	✓	✓		
Session management	✓	✓	✓	✓

AR Foundation 2.1 (verified in Unity 2019 LTS)

Demo - Prática





experts club

Referências

- <https://unity.com/>
- <https://developers.google.com/ar>
- <https://developer.apple.com/augmented-reality/>
- <https://unity.com/unity/features/arfoundation>
- <https://www.youtube.com/playlist?list=PLT1po1jvj3z9IPugFo9S50pNwHAYPx1-E>



experts club

Obrigado!

Ismael Nascimento 'Ash'

contato@ismaelnascimento.com

Redes sociais:

[linkedin.com/in/ismaelash](https://www.linkedin.com/in/ismaelash)