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Learning checkpoint - next steps on the AR journey

- Advanced 3D design tools like Maya, Zbrush, Blender, and 3ds Max are powerful professional tools.
- Google's Poly can be a good starting resource for building your first ARCore experience.
- Poly by Google is a repository of 3D assets that can be quickly downloaded and used in your ARCore experience.
- The recommended guide for your AR experience is a design document that contains all of the 3D assets, sounds, and other design ideas for your team to implement.
- You may need to hire advanced personnel to help you build your experience, such as: 3D artists, texture designers, level designers, sound designers, or other professionals.

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