



AR-CODE for

<https://simonemarra.github.io/ar-tests/ar-basic.html>

How to Use an AR-Code ?

Step 1 - Get a Phone

It works on any browser with WebGL and WebRTC. So android works. Windows mobile works. IOS doesn't work unfortunately. IOS safari doesn't support WebRTC at the moment. Apple is currently working on it tho. Let's hope they join the party soon!

Step 2 - Scan the QR-Code

It will open your web browser to an augmented reality page. It will open the url from the qr-code to some AR.js content. Then your phone will use the camera to find out the position of the marker and display 3d content on top of it.

Step 3 - Point the Phone at the Hiro Marker

You are **DONE!** Enjoy the Augmented Reality :)