In our group AR presentation, image tracking and scanning. I was tasked with studying scene reconstruction, and how scene reconstruction works. Me and ryker worked on making an app to demo that uses photogrammetry, we tried to get one of those working however the apple computers are unable to run photogrammetry. So me and ryker studied and utilized an app that displays how scene reconstruction works. In the presentation I presented on how the scene reconstruction works and how the code is layed out.

The actual app for the Ar application project i did a few things, the first was to get our line to stay in the scene after panning away from our image anchor, i was also tasked with making the people occlusion in the scene actually work, before i started we had the line spawn and would not have people occlusion working and would also despawn when the camera of whatever device being used panned away from the image anchor. So me and Kaiden set out to fix this problem, we first would utilize a configuration/ configuration2 in both our content view and show tables scenes and codes. This would allow us to take how our line spawns and place it in a session that runs on scene load and enables the line to be placed in position as well as place the code that enables and utilizes people's occlusion. I would also make our demo for our horizontal axis app prior for us changing the app to be on the vertical axis. Along with ryker we got the measurements for guru donuts and made the lines in reality composer.