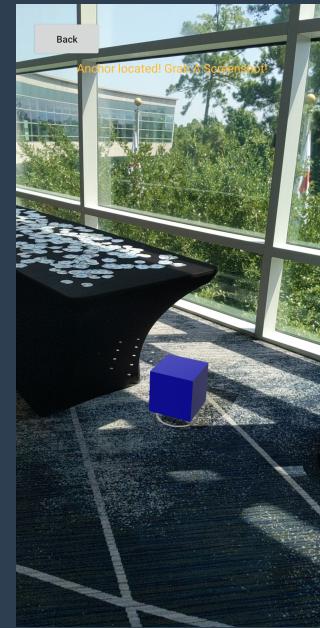
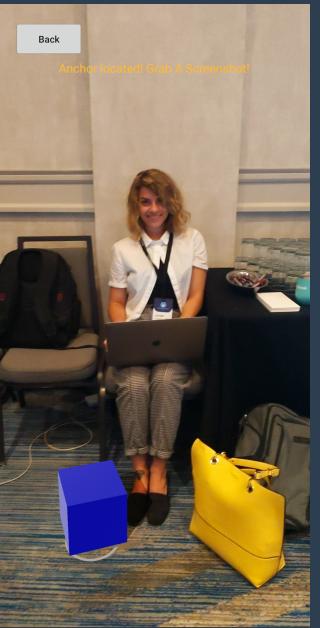




Help, I lost my Blue Boxes!

Mixed Reality Experiences with Xamarin



Augmented Reality

- Feature being leveraged is Camera + Augmented Reality
- Objects are virtually drawn on screens on real world coordinates + spacial location
- Native :
 - ARKit/SceneKit – iOS
 - ARCore/SceneForm – Android



Mixed Reality + Mobile

- What is Azure Spatial Anchors*?
 - Create mixed reality apps that map, designate, and recall precise points of interest that are accessible across HoloLens, iOS, and Android devices. (* in preview)
- Azure Spatial Anchors Supports :
 - iOS
 - Android
 - Unity Apps
 - Holones
 - And ... Xamarin!
- CosmosDB / Azure App Service drives Backend Storage
- Extend to include ADAL Support

With great power comes...

- Shared Calendar App for your team, across multiple devices
- Fuel decisions and decrease time to market by visualizing and sharing product designs in 3D.
- Build mixed reality and IoT solutions that streamline operations
- Or my current amazing idea :
 - Build your very own Virtual Treasure Hunt
 - (Games are awesome)



XamagonHunt Demo

Join in the fun here!

Droid : <https://aka.ms/xamagondroid>

iOS : <https://aka.ms/xamagonios>

Key Takeaways

- AnchorVisual Object
 - Position
 - Shape Info
- Per Platform
 - Render each Frame
 - Place/Remove Object
- ASA Common
 - Send Object to CloudDB
 - Get Object to CloudDB
- Shared Experience
 - Azure App Service
 - Cosmos DB
 - Any other service you want!
- ADAL based controlled access
- Integrate with IoT devices

Hear Ye, Hear Ye!

- Xamarin SDK for Azure Spatial Anchors are here!
- Xamarin.iOS and Xamarin.Android Support
- MVP Beta Access : <https://aka.ms/mvpasaform>
- Public Launch : EARLY AUGUST 2019
 - Xamarin.iOS and Xamarin.Android
 - Docs + Samples will be released as well



Questions?



Thank You for Listening!

Find me at the Microsoft Booth!

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Links

- [Azure Spatial Anchors \(Preview\)](#)
- MVP Only Early Access : <https://aka.ms/mvpasaform>
- [Xamarin + ARKit](#)
- [Xamarin + ARCore](#)