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ARKit 4. ARKit 4 introduces a brand-new Depth API, creating a new way to access the detailed depth information gathered by the LiDAR Scanner on iPhone 12 Pro, iPhone 12 Pro Max, and iPad Pro. Location Anchors leverages the higher-resolution data in Apple Maps to place AR experiences at a specific point in the world in your iPhone and iPad apps. And support for face tracking extends to all devices with the Apple Neural Engine and a front-facing camera, so even more users can experience the ...

ARKit - Augmented Reality - Apple Developer
Augmented reality(AR) describes user experiences that add 2D or 3D elements to the live view from a device's camera in a way that makes those elements appear to inhabit the real world. ARKit combines device motion tracking, camera scene capture, advanced scene processing, and display conveniences to simplify the task of building an AR experience. You can create many kinds of AR experiences

with these technologies using the front or rear camera of an iOS device.

ARKit - Apple Developer

ARKit 4. ARKit 4 introduces a brand-new Depth API, creating a new way to access the detailed depth information gathered by the LiDAR Scanner on iPhone 12 Pro, iPhone 12 Pro Max, and iPad Pro. Location Anchoring leverages the higher-resolution data in Apple Maps to place AR experiences at a specific point in the world in your iPhone and iPad apps.*

Augmented Reality - Apple Developer

Being an iOS developer is a unique experience. With access to Apple's consumer base, an iOS developer can potentially reach a billion users worldwide. Besides Apple's valuation at $1 trillion…

ARKit: What It is and How It Changes Things | by Dominic ...

10 best ARKit apps: Our pick of iOS augmented reality apps Apple has its own an augmented reality (AR) platform. Known as ARKit, there are a bunch of ARKit-enabled apps you can use on your iOS device.

10 best ARKit apps 2020: Our pick of iOS augmented reality ...

ARKit provides many blend shape coefficients, resulting in a detailed model of a facial expression; however, you can use as many or as few of the coefficients as you desire to create a visual effect. For example, you might animate a simple cartoon character using only the jaw Open, eye Blink Left, and eye Blink Right coefficients. A professional 3D artist could create a detailed character model rigged for realistic animation using a larger set, or the entire set, of coefficients.

Apple Developer Documentation

This sample app presents a simple interface allowing you to choose between five augmented reality (AR) visualizations on devices with a TrueDepth front-facing camera. An overlay of x/y/z axes indicating the ARKit coordinate system tracking the face (and in iOS 12, the position and orientation of each eye).

Apple Developer Documentation

ARKit is what Apple calls its set of software development tools to enable developers to build augmented-reality apps for iOS. Most of us will never actually use ARKit, but we see its results and...

What Is Apple's ARKit? Everything You Need to Know | Tom's ...

ARKit 4, meanwhile, is the latest version of Apple's platform for augmented reality (AR) development. It now offers better support for facial recognition and features a number of new APIs. Apple...

Apple releases Xcode 12, ARKit 4 and more developer tools ...

(Pocket-lint) - ARKit is Apple's augmented reality (AR) platform for iOS devices. It enables developers to produce apps that interact with the world around you using the device's cameras and...

Apple ARKit explained: Everything you need to know

ARKit was released with iOS 11 at the Apple's Worldwide Developer Conference in 2017. Augmented reality (AR) is at the forefront of specialized technology being developed by Apple and other...

Apple's ARKit: Cheat sheet - TechRepublic

Mainstream augmented reality is almost upon us, thanks to Apple ARKit. Developers are lining up around the block to take advantage of the technology and the mass market it brings. If you're not up on the latest news, ARKit is a toolkit for creating jaw-dropping AR experiences on existing hardware.

The Layman's Guide to Hiring Apple ARKit Developers - AppReal
ARKit is Apple's new developer platform, allowing programmers to build apps that blend the real world with digital objects. It's due out later this year in iOS 11. ARKit supports Unity, Unreal and...

ARKit is Apple's new reality-bending developer platform ...
iOS 12 is the twelfth major release of the iOS mobile operating system developed by Apple Inc. Aesthetically similar to its predecessor, iOS 11, it focuses less on new functions than on performance, quality improvements and security updates.Announced at the company's Worldwide Developers Conference on June 4, 2018, iOS 12 was released to the public on September 17, 2018.

iOS 12 - Wikipedia
Like clockwork, Apple has unveiled the latest additions to its ARKit tookit at the annual Worldwide Developers Conference, where ARKit first said hello to the world in 2017, as well as some new tools that take a direct shot at Unity, Unreal Engine, and others. Coming to iOS 13 this fall, ARKit 3 will support people occlusion and motion capture.