Technologies of the development of augmented reality apps

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Main goal

- **to carry out the research of main technologies of the development of augmented reality apps**
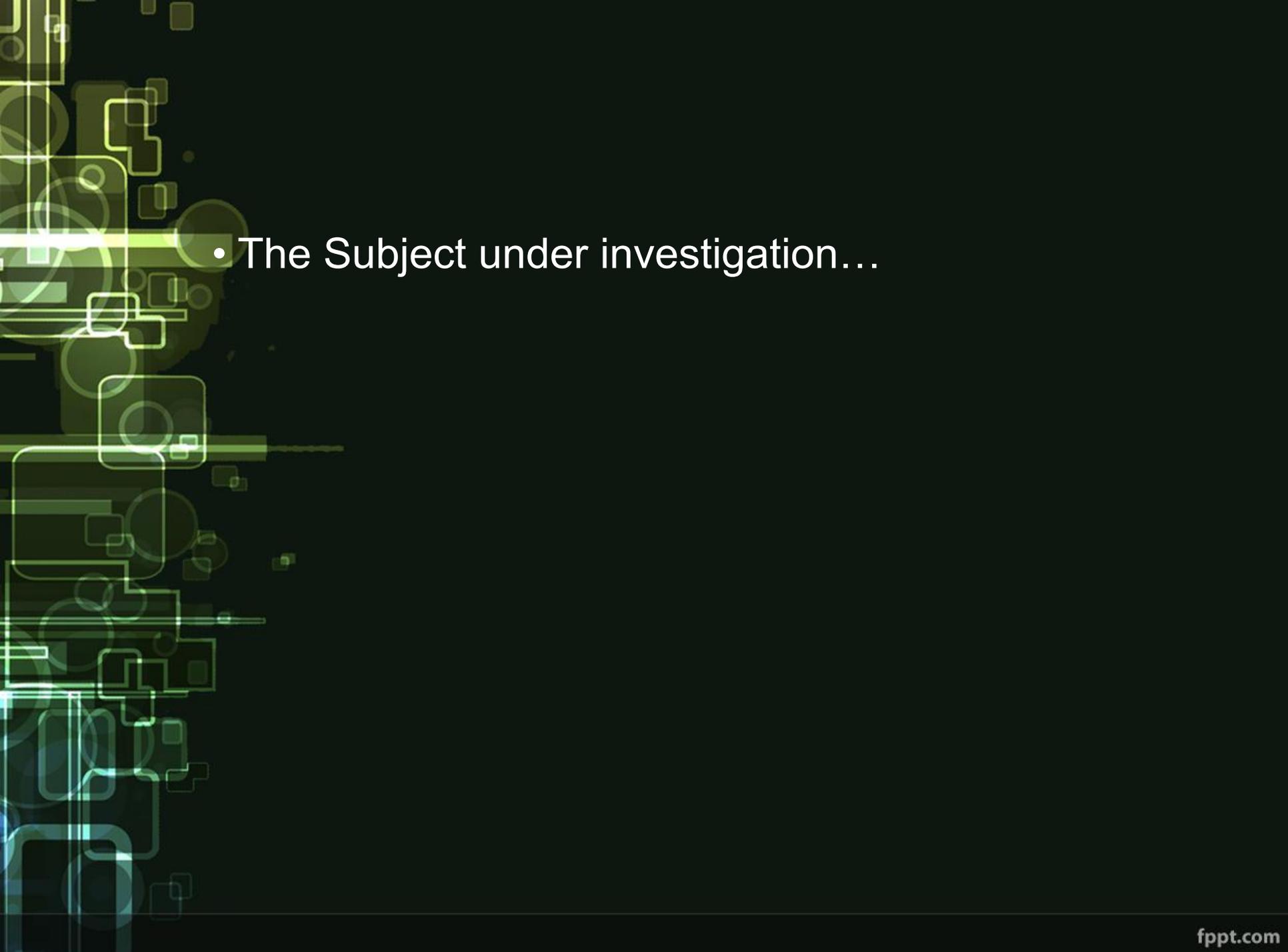
Objectives

- **To analyze existing technologies of the development of AR applications**
- **To explore some of them**

Topicality of Research consists in….

Novelty of Research is based on…

- The Subject under investigation…

– Research Questions :

Analysis

Using programming languages

- Kudan AR Engine an AR SDK for iOS and Android devices.

- PointCloud SDK is a Software Development Kit from 13th Labs for creating augmented reality applications for iOS devices, offering simultaneous Localization and Mapping (SLAM).

Using programming languages

- Vuforia Augmented Reality SDK, formerly known as QCAR, is a Software Development Kit for creating augmented reality applications for mobile devices.
- Metaio SDK, is a multiplatform SDK that supports tracking and rendering.

Using engines

- **Unity** is a cross-platform game engine developed by Unity Technologies and used to develop video games for PC, consoles, mobile devices and websites.

THANK FOR YOUR ATTENTION!