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	Titolo	Beginning ARKit for iPhone and iPad : Augmented Reality App Development for iOS / / by Wallace Wang
	Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2018
	ISBN	1-4842-4102-9
	Edizione	[1st ed. 2018.]
	Descrizione fisica	1 online resource (493 pages)
	Disciplina	005.1
	Soggetti	Apple computer Computer graphics Apple and iOS Computer Graphics
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Nota di contenuto	Chapter 1: Interacting with the Real World -- Chapter 2: Getting to Know ARKit -- Chapter 3: World tracking -- Chapter 4: Working with shapes -- Chapter 5: Working with lights -- Chapter 6: Positioning Objects -- Chapter 7: Rotating objects -- Chapter 8: Drawing on screen -- Chapter 9: Adding touch gestures to augmented reality -- Chapter 10: Interacting with augmented reality -- Chapter 11: Plane detection -- Chapter 12: Physics on virtual objects -- Chapter 13: Interacting with the real world -- Chapter 14: Image detection -- Chapter 15: Displaying video and virtual models -- Chapter 16: Image tracking and object detection -- Chapter 17: Persistence -- Appendix A: Converting 3D model files -- Appendix B: Creating virtual objects visually.
	Sommario/riassunto	Explore how to use ARKit to create iOS apps and learn the basics of augmented reality while diving into ARKit specific topics. This book reveals how augmented reality allows you to view the screen on an iOS device, aim the camera at a nearby scene, and view both the real items in that scene as well as a graphic image overlaid on to that scene. You'll start by accessing the camera and teaching your app to track the world around its device. You'll then see how to position nodes and create augmented reality shapes and textures. Next you'll have your

creations interact with their environment by programming workable physics, detecting planes, measuring distance, and applying virtual force. Finally you'll learn how to hit test and troubleshoot your applications to ensure they interact with the real world around them seamlessly. ARKit is Apple's software framework for creating augmented reality apps on iOS devices such as the iPhone and iPad. Unlike virtual reality that creates an entirely artificial world for the user to view and explore, Beginning ARKit for iPhone and iPad will show you how augmented reality places artificial items in an actual scene displayed by an iOS device's camera. .