

Augmented Reality: ARKit/ARCore



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Augmented Reality: ARKit/ARCore

With a tough international competition for winning the market of Augmented Reality on mobile devices, both Google and Apple have recently made available their SDKs **ARCore** and **ARKit**. When their commercial version 1.0 hits the market (sometime in Winter this year), it will reach hundreds of millions of users around the World because these technologies are developed for normal mobile devices.

Augmented reality is the technology where a virtual reality is mixed with the physical reality. A common example is Pokemon Go where the virtual monsters are placed in the physical world.



ARCore/ARKit introduce new capabilities to be used in AR applications, such as Scene Understanding. That enables a much better experience for AR in mobile devices and new use cases that were impossible before. For instance, by Plane Detection, our phone can detect surfaces and place pokemons on the floor in a more realistic way than it is done today. This is what both Apple and Google have developed.

The goal in this project is to build a foundation of what is possible and inspiring for further development with ARCore/ARKit as a thesis or a commercial project. Possible use cases are real time information next to physical machines, guidance for people with poor sense of direction, digital catalogs of furniture or other ideas you might have!

As this is a technology for the masses (everyone with a reasonably new mobile device), we are very excited and look forward to do more in this area.

Extra info:

Apple Store: <https://itunes.apple.com/se/app/smarta-fabriker/id1263106661?l=en&mt=8>

Google Play: <https://play.google.com/store/apps/details?id=com.smartafabriker>

Sounds interesting? Do you want to tweak the scope with your own ideas?

Get in touch with us for a discussion. We have several people available with years of experience within the area of Continuous Integration to discuss your ideas and support you.

Next Step?

To secure that the project is yours please send a mail or call me (Gabriel Ibanez), I will be willing to share with you further details including booking a first meeting with your project supervisor:



You are most welcome to join us at **Cybercom Lindholmen (Lindholmspiren 3A, 417 56 Göteborg)** on Monday the 23th October at 17:00. We will show you then how we work, run a demo of our current ongoing-projects and let you meet the rest of the Innovation Zone's team so that you can feel at home from day one.

There will be pizza and opportunity to meet your project supervisor to discuss further about your project. Welcome!



**Monday
23th October**

IZ demo + 

KI 17:00

Lindholmspiren 3 vån 5
417 56 Göteborg

**Gabriel Ibanez:
+46 722 388 479**

CYBERCOM GROUP

Short about this document and Innovation at Cybercom

In the several PDFs with ideas presented by Cybercom you will find several possibilities for thesis and practice at Cybercom Göteborg.

Since Cybercom is an innovative IT consulting company we have a wide range of clients in different sectors and that means we are always willing to explore new technologies in a large variety of different domains such as Telecom, Automotive, IoT, Machine Learning, Virtual & Augmented Reality, Cloud and Big Data, just to name a few.

The collection of ideas that we present to you intend to reflect that diversity, we at Cybercom hope that you can find them inspiring. May your idea for project not be among our proposals? Let us hear about it, we will always welcome your own ideas and proactivity.

More about Cybercom: <https://www.youtube.com/watch?v=IRQxzbB5gsE&feature=youtu.be>

Innovation Zone's blog:

<https://www.cybercom.com/innovation-zone/blogs-innovation-zone/innovation-zone-blog/>



A sample of theses and practices that were supported by Cybercom

Below you can find some examples of thesis and practice handled at Cybercom in the past few years, they might be inspiring. Follow the QR codes to read further details about the them.

