Building Your Vision with Qualcomm’s Mobile Augmented Reality (AR) Platform: AR on Mobile Devices


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TUTORIAL TOPICS

Welcome, Introduction and Overview
Academic/Research Overview of Mobile Augmented Reality
Introduction to the Qualcomm AR Platform – Features and Usage Scenarios
Developing Mobile AR Applications using Qualcomm's Unity Extension
Introduction to Qualcomm’s QCAR SDK Native API
Cross Platform Development with the Native QCAR SDK
Preview: New Features of QCAR 1.1
Using the Computer Vision Device Layer (CVDL) for Optimizing Mobile AR Apps
Mobile AR in Games - Considerations for AR Game Design