

Unity ARKit Syllabus

All the AR Chatter is about to Matter



Before You Start

Thank you for your interest in ARKit! In order to succeed in this program, we recommend either having experience developing iOS applications using Xcode and Swift or using Unity.. You will also need access to a modern Mac and an iPhone 6S or greater. If you've never developed an iOS application, you can prepare by doing the [VR Developer Nanodegree program](#).

Project 1: A Portal to Another Dimension

Supporting Course Content: The Unity ARKit Framework

Lesson Title	Learning Outcomes
Intro to Unity ARKit	<ul style="list-style-type: none">→ Install the ARKit package from the Unity Asset Store→ Quickly debug applications using ARKit Remote→ Understand how tracking is implemented in ARKit with Visual Inertial Odometry→ Use feature points that map points from the real world to the virtual one→ Understanding the difference between Hit Testing and Raycasting
Advanced ARKit	<ul style="list-style-type: none">→ Use ambient lighting detection of the real world to match lighting applied to virtual objects→ Learn when to listen for important ARKit events and respond appropriately→ Attach virtual objects to planes / floors to build a dynamic swimming pool→ Understand Design Principles that are best used to make your AR apps human useable.→ Transition between virtual and augmented reality using a portal system