



Essential Skills for AR Developers

Developing AR Games for iOS and Android

Develop and deploy augmented reality apps using Vuforia SDK and Unity 3D

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Developing Ar Games For Ios And Android Habbak

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Developing Ar Games For Ios And Android Habbak Hassan El:

Developing AR Games for IOS and Android Hassan El Habbak, Dominic Cushnan, 2013 A practical and fast paced guide that gives you all the information you need to start developing augmented reality games for iOS and Android This book is great for people who are either new to Vuforia and or new to Unity It is a great introductory guide for anyone with a very basic knowledge of xCode and iOS as well as a very basic knowledge of deploying to Android to start developing 3D powered augmented reality apps

Mastering Augmented Reality Development Katarina Juric, Rogers Isaacson, 2025-04-10 Unlock the world of Augmented Reality AR development with Mastering Augmented Reality Development This comprehensive guide will teach you how to create cutting edge AR applications using Unity ARKit and ARCore for mobile and wearable devices Whether you re an experienced developer or just starting out this book will walk you through the entire process of building immersive AR experiences that seamlessly blend the virtual and real worlds Augmented Reality has become a transformative technology revolutionizing how users interact with digital content in the real world Unity combined with ARKit and ARCore provides the perfect platform to create AR applications for iOS and Android offering powerful tools for building interactive experiences In this book you ll learn how to harness these technologies to develop high quality interactive and real time AR applications Inside you ll learn How to set up and configure Unity for AR development and integrate ARKit for iOS and ARCore for Android The basics of AR and how to track and place virtual objects in the real world How to create interactive AR experiences including object recognition face tracking and gesture based interactions Building applications that work across mobile and wearable devices iOS and Android Best practices for optimizing AR apps to ensure smooth performance and efficient use of resources How to integrate 3D models animations and interactive elements into AR scenes Techniques for incorporating sound lighting and spatial awareness into your AR apps for a more immersive experience Real world examples such as building AR games virtual product demonstrations and educational tools By the end of this book you ll have the skills to build sophisticated AR applications that run on mobile and wearable devices Whether you re aiming to develop interactive experiences games or educational tools Mastering Augmented Reality Development provides the essential knowledge to create AR experiences that will captivate users

Key Features Learn to create interactive immersive AR experiences using Unity ARKit and ARCore Step by step guidance for developing AR apps for both iOS and Android Techniques for optimizing AR performance and building cross platform applications Real world projects and examples that showcase how to apply AR technology in different industries Best practices for designing user friendly and engaging AR interfaces Start creating the next generation of augmented reality experiences today with Mastering Augmented Reality Development and bring your AR ideas to life on mobile and wearable devices

Beginning iOS AR Game Development Allan Fowler, 2018-11-16 Create a fully featured application that s both sophisticated and engaging This book provides a detailed guide in developing augmented reality games that can take advantage of the advanced capabilities of new iOS

devices and code while also offering compatibility with still supported legacy devices No programming experience is necessary as this book begins on the ground floor with basic programming concepts in Unity and builds to incorporating input from the real world to create interactive realities You ll learn to program with the Unity 2017 development platform using C Recent announcements of increased AR capabilities on the latest iPhones and iPads show a clear dedication on Apple s part to this emerging market of immersive games and apps Unity 2017 is the latest version of this industry leading development platform and C is a ubiquitous programming language perfect for any programmer to begin with Using the latest development technologies Beginning iOS AR Game Development will show you how to program games that interact directly with the real world environment around the user for creative fantastic augmented reality experiences What You ll Learn Download assets from the Unity store Create a scene in Unity 2017 Use physics and controls on mobile devices Who This Book Is For Beginner programmers and or people new to developing games using Unity It also serves as a great introduction to developing AR games and educators teaching the subject at high school or higher levels

Building AR Apps with ARCore and ARKit: Master Augmented Reality App Development with ARCore and ARKit for Immersive and Interactive AR Experiences Vedala Venkata,2025-04-12 Build Immersive AR Apps with ARCore and ARKit Key Features Detailed step by step instructions on ARCore and ARKit environments tools and workflows Hands on projects like an AR furniture app and an AR game to apply your knowledge Learn key AR features such as spatial tracking environment understanding and user interaction Book DescriptionAugmented Reality AR is revolutionizing how we interact with digital content and mastering ARCore and ARKit can give you a competitive edge in this rapidly growing field Building AR Apps with ARCore and ARKit takes you on a structured journey starting with the fundamentals of AR technology and progressing to building real world applications You ll begin by understanding the core principles of AR and setting up your development environment From there you ll dive into ARCore and ARKit learning how to harness their capabilities to create interactive and immersive experiences Step by step you ll build your first AR applications implementing crucial features such as spatial tracking surface detection and real world interaction As you advance you ll work on practical projects like an AR furniture app and an AR game reinforcing your knowledge with hands on experience By the end of this book you won t just understand AR you ll be equipped to build and deploy powerful AR applications with confidence Whether you re a developer looking to expand your skill set or an innovator eager to push the boundaries of digital experiences this book provides the expertise you need Don t get left behind start building the future of AR today What you will learn Develop AR apps with ARCore and ARKit from scratch Implement spatial tracking occlusion and real world object interaction Create interactive AR experiences with face tracking and gestures Optimize AR app performance for Android and iOS devices Leverage Generative AI to automate and enhance AR development

The Complete Guide to AR Development Thompson Carter,2025-01-11 The Complete Guide to AR Development Create Stunning Augmented Reality Experiences from Scratch Step into the future of interactive

technology with The Complete Guide to AR Development This in depth guide will teach you how to build immersive stunning augmented reality AR experiences from scratch whether you re a beginner or an experienced developer Augmented reality is revolutionizing industries from gaming to education retail and healthcare and with the knowledge gained in this book you ll be equipped to create innovative applications that leverage the power of AR Using cutting edge AR tools and frameworks you ll learn to design develop and deploy AR applications for both mobile devices and headsets The book provides hands on tutorials practical examples and best practices for crafting user centered AR experiences that will engage and wow your audience What You ll Learn The fundamentals of augmented reality and its applications in various industries How to set up your development environment and work with AR platforms like ARKit iOS and ARCore Android Developing interactive AR apps using Unity and other popular AR development tools Working with 3D models spatial mapping and object recognition to create realistic AR experiences User interaction in AR including gesture recognition object manipulation and visual feedback Publishing and deploying your AR applications on mobile and desktop platforms With detailed instructions and actionable advice The Complete Guide to AR Development equips you with the knowledge and skills to create cutting edge augmented reality applications Whether you re creating immersive learning experiences AR games or business solutions this book provides everything you need to succeed in the world of AR development Start building the next generation of augmented reality experiences today with The Complete Guide to AR Development

Swift Game Development Siddharth Shekar,Stephen Haney,2018-09-28 Embrace the mobile gaming revolution by creating popular iOS games with Swift 4 2 Key FeaturesLearn to create games for iPhone and iPad with the latest Swift Programming languageUnderstand the fundamental concepts of game development like game physics camera action sprites controls among othersBuild Augmented reality games using ARKit for true performanceBook Description Swift is the perfect choice for game development Developers are intrigued by Swift and want to make use of new features to develop their best games yet Packed with best practices and easy to use examples this book leads you step by step through the development of your first Swift game The book starts by introducing Swift s best features including its new ones for game development Using SpriteKit you will learn how to animate sprites and textures Along the way you will master physics animations and collision effects and how to build the UI aspects of a game You will then work on creating a 3D game using the SceneKit framework Further we will look at how to add monetization and integrate Game Center With iOS 12 we see the introduction of ARKit 2 0 This new version allows us to integrate shared experiences such as multiplayer augmented reality and persistent AR that is tied to a specific location so that the same information can be replicated on all connected devices In the next section we will dive into creating Augmented Reality games using SpriteKit and SceneKit Then finally we will see how to create a Multipeer AR project to connect two devices and send and receive data back and forth between those devices in real time By the end of this book you will be able to create your own iOS games using Swift and publish them on the iOS App Store What you will learnDeliver powerful graphics physics

and sound in your game by using SpriteKit and SceneKit Set up a scene using the new capabilities of the scene editor and custom classes Maximize gameplay with little known tips and strategies for fun repeatable action Make use of animations graphics and particles to polish your game Understand the current mobile monetization landscape Integrate your game with Game Center Develop 2D and 3D Augmented Reality games using Apple's new ARKit framework Publish your game to the App Store Who this book is for If you wish to create and publish iOS games using Swift then this book is for you No prior game development or experience with Apple ecosystem is needed

NET Developer's Guide to Augmented Reality in iOS Lee Englestone, 2021 Attention NET developers here is your starting point for learning how to create and publish augmented reality AR apps for iOS devices This book introduces and explores iOS augmented reality mobile app development specifically for NET developers The continued adoption and popularity of Xamarin a tool that allows cross platform mobile application development opens up many app publishing opportunities to NET developers that were never before possible including AR development You will use Xamarin to target Apple's augmented reality framework ARKit to develop augmented reality apps in the language you prefer C# Begin your journey with a foundational introduction to augmented reality ARKit Xamarin and NET You will learn how this remarkable collaboration of technologies can produce fantastic experiences many of them never before tried by NET developers From there you will dive into the fundamentals and then explore various topics and AR features Throughout your learning proof of concepts will be demonstrated to reinforce learning After reading this book you will have the fundamentals you need as well as an understanding of the overarching concepts that combine them You will come away with an understanding of the wide range of augmented reality features available for developers including the newest features included in the latest versions of ARKit

What You Will Learn Create rich commercial and personal augmented reality mobile apps Explore the latest capabilities of ARKit Extend and customize chapter examples for building your own amazing apps Graduate from traditional 2D UI app interfaces to immersive 3D AR interfaces This book is for developers who want to learn how to use NET and C# to create augmented reality apps for iOS devices It is recommended that developers have some Xamarin experience and are aware of the cross platform options available to NET A paid Apple developer account is not needed to experiment with the AR code samples on your devices Lee Englestone is an innovative hands on software development manager and technical lead based in Stockport England He has been a NET developer for many years writing code for Windows web mobile cloud and augmented reality applications in his spare time He believes that there are many new exciting opportunities for developers in the area of augmented reality and is excited to share them with his fellow NET developers In recognition of his community contributions he has been awarded a Microsoft MVP in Developer Technologies

Augmented Reality for Developers Jonathan Linowes, Krystian Babilinski, 2017-10-09 Build exciting AR applications on mobile and wearable devices with Unity 3D Vuforia ARToolKit Microsoft Mixed Reality HoloLens Apple ARKit and Google ARCore About This Book Create unique AR applications from scratch from beginning to end with step by step

tutorials Use Unity 3D to efficiently create AR apps for Android iOS and Windows platforms Use Vuforia ARToolKit Windows Mixed Reality and Apple ARKit to build AR projects for a variety of markets Learn best practices in AR user experience software design patterns and 3D graphics Who This Book Is For The ideal target audience for this book is developers who have some experience in mobile development either Android or iOS Some broad web development experience would also be beneficial What You Will Learn Build Augmented Reality applications through a step by step tutorial style project approach Use the Unity 3D game engine with the Vuforia AR platform open source ARToolKit Microsoft s Mixed Reality Toolkit Apple ARKit and Google ARCore via the C programming language Implement practical demo applications of AR including education games business marketing and industrial training Employ a variety of AR recognition modes including target images markers objects and spatial mapping Target a variety of AR devices including phones tablets and wearable smartglasses for Android iOS and Windows HoloLens Develop expertise with Unity 3D graphics UIs physics and event systems Explore and utilize AR best practices and software design patterns In Detail Augmented Reality brings with it a set of challenges that are unseen and unheard of for traditional web and mobile developers This book is your gateway to Augmented Reality development not a theoretical showpiece for your bookshelf but a handbook you will keep by your desk while coding and architecting your first AR app and for years to come The book opens with an introduction to Augmented Reality including markets technologies and development tools You will begin by setting up your development machine for Android iOS and Windows development learning the basics of using Unity and the Vuforia AR platform as well as the open source ARToolKit and Microsoft Mixed Reality Toolkit You will also receive an introduction to Apple s ARKit and Google s ARCore You will then focus on building AR applications exploring a variety of recognition targeting methods You will go through multiple complete projects illustrating key market sectors including business marketing education industrial training and gaming By the end of the book you will have gained the necessary knowledge to make quality content appropriate for a range of AR devices platforms and intended uses Style and approach This book adopts a practical step by step tutorial style approach The design principles and methodology will be explained by creating different modules of the AR app

Augmented Reality Development with Unity Indika Wijesooriya,2024-09-03 In the rapidly evolving world of immersive technologies augmented reality AR has emerged as a pivotal force transforming industries from education and healthcare to manufacturing and entertainment This book provides a comprehensive guide for enthusiasts and professionals looking to explore AR development and applications Key topics include AR fundamentals and applications 3D visualization mathematics placement of virtual objects in physical spaces using Unity 3D and Vuforia creating marker based and marker less AR apps industry standard SDKs and more Companion files with code samples and color figures are available for downloading FEATURES Includes step by step tutorials with detailed instructions for developing AR applications from basic concepts to advanced implementations Features practical examples and real world projects using cases to illustrate the application of AR technology Explores best practices

for AR design and performance optimization to ensure smooth and immersive user experiences Download companion files with code samples and color figures [Beginning Augmented Reality for iOS](#) Lester Madden,2013-03-25 Learn Augmented Reality technology from the ground up Augmented Reality is the hottest new technology around and this Wrox guide teaches you how to put it to work The straightforward style of Wrox beginner s guides will walk you through the different AR technologies helping you understand their application in various industries Then you ll work with actual coding examples to build apps for the iPhone and iPad AR expert Lester Madden shows you how to utilize a broad range of AR technologies how to work with the different available platforms how to use other emerging technologies with AR and much more Augmented Reality is complex this book helps beginners gain a solid understanding of AR and how to use it Explains all the details of this hot technology and how it is used in different industries particularly in marketing campaigns Covers a wide array of tools for Visual AR used for both iPhone and iPad Provides hands on coding examples for the leading AR platforms Teaches how to use advanced haptic techniques to provide touch feedback to users Explores the use of other emerging technologies with AR to provide an enhanced user experience Written by Lester Madden one of the leading authorities on Augmented Reality and a popular AR blogger Beginning Augmented Reality for iOS gives AR beginners the knowledge and confidence they need to take advantage of this extremely popular tool *Augmented Reality for Android Application Development* Jens Grubert,2013

Augmented Reality for Android Application Development Jens Grubert,Raphael Grasset,2013-07 A step by step tutorial based guide aimed at giving you hands on practical experience to develop AR applications for Android Augmented Reality for Android Application Development is for Android mobile application developers who are familiar with Android Development Tools and deployment JMonkeyEngine and the Vuforia SDK **iOS Game Development** Thomas Lucka,2013-09-04 To create successful games for the iPhone family of mobile devices developers need to know how touch input real time graphics and sound come together in the iOS environment iOS Game Development Developing Games for iPad iPhone and iPod Touch takes you from the basics of app coding to releasing and marketing your game on the App Store The book offers a wealth of previously unpublished information about the iOS platform The text focuses on the concrete requirements of game developers presenting in depth details on each step in the mobile game development process It explains the use of OpenGL ES for 2D 3D graphics and OpenAL for sound both of which are recommended for game performance on the iOS platform It also covers new APIs such as the GLKit GameKit and Box2D Physics Engine To better understand the explanations the author encourages you to access more than 30 iOS example apps from his website Each app represents a small piece of the complex field of game development in a straightforward manner The apps can be run on any device in the iPhone family and have been extensively tested with various iOS versions Suitable for both newcomers and more advanced developers this color book helps you get started with iOS game development By following the book s clear descriptions and example programs you will understand how to implement the fundamentals in smaller game projects and be

able to create your first game for the App Store [Beginning ARKit for iPhone and iPad](#) Wallace Wang, 2018-11-05 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 What You ll Learn Access the camera Use ARKit s hit testing for tracked geometry Apply and combine real world and virtual physics Who This Book Is For Programmers familiar with the basics of Swift programming who want to dive into developing iOS applications with Swift

Building Augmented Reality (Ar) Apps with Unity and Vuforia Katarina Juric, Tihana Grgic, 2025-04-06 Dive into the world of Augmented Reality AR with Building Augmented Reality AR Apps with Unity and Vuforia This comprehensive guide is designed for developers looking to create immersive and interactive AR experiences using Unity Vuforia and C programming Whether you re a beginner or have some experience with AR development this book will walk you through the entire process from the basics of AR to creating fully functional real world applications Unity and Vuforia are two of the most powerful tools for AR development allowing you to create applications for mobile devices tablets and smart glasses This book teaches you how to combine Unity s game engine with Vuforia s advanced image recognition capabilities to build AR apps that interact with the physical world in real time Inside you ll learn How to set up Unity and Vuforia for AR development and create your first AR project The fundamentals of AR and how to implement image and object recognition using Vuforia How to integrate 3D models and animations into your AR app using Unity and C Techniques for building interactive AR experiences such as placing virtual objects in the real world How to handle user input and create intuitive user interfaces for AR applications Best practices for optimizing AR apps for performance and user experience on mobile devices How to deploy and test your AR apps on iOS and Android platforms By the end of this book you ll have the knowledge and skills to create your own AR applications from simple interactive experiences to complex immersive worlds Building Augmented Reality AR Apps with Unity and Vuforia provides a practical hands on approach to mastering AR development for both beginners and experienced developers alike Key Features Master AR development with Unity and Vuforia for mobile and wearable devices Step by step guidance on creating image and object recognition apps with Vuforia Learn to integrate 3D models and animations into Unity

for AR experiences Build interactive real time AR apps with C programming Optimize your AR apps for mobile platforms and real world performance Best practices for deploying AR apps on Android and iOS Start building your immersive AR experiences today with Building Augmented Reality AR Apps with Unity and Vuforia and unlock the power of augmented reality for your applications *Mastering ARKit* Jayven Nhan,2022 Embark on a journey to build an augmented reality world This book puts theory into practical application by building unique augmented reality apps specific to each chapter s topic You ll learn to engineer successful well designed and comprehensive augmented reality applications for Apple devices First uncover the foundation of augmented reality on Apple platforms Understand the building blocks and inner workings of the technologies that power augmented reality Then learn about building AR apps using ARKit SceneKit SpriteKit RealityKit and RealityComposer You ll study augmented reality app business models designs and content for the ultimate user experience Plus you ll cover the theories and practicalities of ARKit APIs such as surface detection working with world maps body motion capture face tracking object scanning and detecting people occlusion and more Chapter by chapter this book helps you to become an advanced augmented reality engineer By the end of the book you ll have the necessary mental models and tools to engineer delightful experiences in Apple s augmented reality platforms You will Build AR apps with SceneKit SpriteKit RealityKit and RealityComposer Understand the business models that support augmented reality Incorporate surface detection computer vision and body motion capture in your apps *Mastering Unity for Augmented Reality (AR) Development* Greyson Chesterfield,2024-12-09 Unlock the potential of Augmented Reality AR with Mastering Unity for Augmented Reality AR Development Build Immersive AR Apps with Unity and C Whether you re an aspiring AR developer or a seasoned Unity programmer looking to step into the world of AR this book is your complete guide to creating stunning interactive augmented reality experiences Unity paired with C is one of the most powerful tools for building AR apps across mobile and wearable platforms This book will take you from the basics of Unity and AR concepts to advanced techniques for creating fully immersive and interactive AR applications With step by step instructions hands on examples and best practices you ll be able to build AR apps that blend the digital and physical worlds seamlessly What s Inside Getting Started with Unity and AR Learn how to set up your development environment for Unity and install essential AR tools such as AR Foundation and ARCore ARKit AR Fundamentals Understand the core concepts behind augmented reality including tracking scene setup and interaction in AR Building AR Interfaces Create intuitive interactive interfaces for your AR apps that users will find engaging and easy to use AR App Development Learn how to design implement and deploy full fledged AR applications for both Android and iOS using Unity and C Handling 3D Models in AR Import manipulate and optimize 3D models for use in your AR apps making sure they perform smoothly in real time Tracking and Localization Master techniques for tracking objects faces and environments in AR using the powerful AR Foundation toolkit User Interaction in AR Implement gestures touch and motion tracking to allow users to interact with the AR world in intuitive ways Optimizing AR Performance Get tips

on optimizing your AR applications for performance including reducing latency managing resources and making your apps work across a range of devices Deploying Your AR App Learn how to test debug and deploy your AR apps to real devices and the App Store Google Play Store Advanced AR Features Explore cutting edge AR features like object recognition multi user interactions and location based AR By the end of this book you ll have a solid understanding of how to create immersive interactive AR experiences using Unity and C Whether you re building AR games educational tools or business applications this book provides you with the practical knowledge and techniques needed to bring your ideas to life Get started today and take your AR development skills to the next level with Mastering Unity for Augmented Reality Development **Apple**

Augmented Reality by Tutorials (First Edition) raywenderlich Tutorial Team,Chris Language,2020-11-20 Learn Augmented Reality Augmented reality is going to be the next big thing there s absolutely no doubt about it If you want to build realistic and immersive AR experiences for the Apple platform this book is your golden ticket Apple Augmented Reality by Tutorials is the easiest and fastest way to get hands on experience using Apple frameworks and technologies like Reality Composer RealityKit and ARKitWho This Book Is ForThis book is for beginner to intermediate iOS developers who already know the basics of Swift development and are looking to build immersive AR experiences for the Apple platform Topics Covered in Apple AR by TutorialsAR Quick Look Discover how to integrate AR Quick Look into your apps to give them some cool AR superpowers Reality Composer Reality Files Find out how to leverage the power of Reality Composer to create interactive AR based experiences Reality Converter PBR Materials Discover how PBR materials can add a level of realism to your AR objects and how to use Reality Converter to convert view customize USDZ content RealityKit Learn to set up and use RealityKit to build a face based augmented reality app Facial Blend Shapes Build a fully interactive augmented reality face mask that reacts to your facial expressions using blend shapes ARKit Get a complete introduction to ARKit Apple s framework for creating fully interactive augmented reality and learn about the different types of rendering options available with ARKit Raycasting Physics Learn about raycasting 2D hit testing and the SpriteKit physics engine as you add more features and functionality to your game ECS Collaborative Experiences Build a collaborative AR experience and learn how to create and manage a multipeer connection After reading this book you ll have a deep understanding of the technologies and frameworks used to create powerful immersive AR experiences for the Apple platform **AR Development Techniques 01: Basic**

Concepts Parth Anand,2020 This course the first in a four part series teaches you about the basic techniques of AR application development using Unity and AR Foundation First instructor Parth Anand teaches you what augmented reality is a little bit about its history and some examples of popular AR apps He explains the differences among augmented virtual and mixed reality then discusses how AR benefits different industries such as education and architecture Parth walks you through how to use Unity Hub to download a specific Unity version and install the most important Unity packages as well as how to set up development environments for iOS and Android He shows you all the main windows in Unity then goes into 3D models

and their properties He covers how to create a user interface for your app how to create simple animations for game objects how to write a script in Unity and how to use prefabs Last Parth walks you step by step through building your first AR app using Unity and AR Foundation Note The fourth installment in this series will be released in January 2021

The Enigmatic Realm of **Developing Ar Games For Ios And Android Habbak Hassan El**: Unleashing the Language is Inner Magic

In a fast-paced digital era where connections and knowledge intertwine, the enigmatic realm of language reveals its inherent magic. Its capacity to stir emotions, ignite contemplation, and catalyze profound transformations is nothing in short supply of extraordinary. Within the captivating pages of **Developing Ar Games For Ios And Android Habbak Hassan El** a literary masterpiece penned by way of a renowned author, readers set about a transformative journey, unlocking the secrets and untapped potential embedded within each word. In this evaluation, we shall explore the book's core themes, assess its distinct writing style, and delve into its lasting effect on the hearts and minds of people who partake in its reading experience.

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Developing Ar Games For Ios And Android Habbak Hassan El Introduction

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