XRDC

Cracking the Mobile AR Code: A Cross Platform Case Study

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UBM

About Me



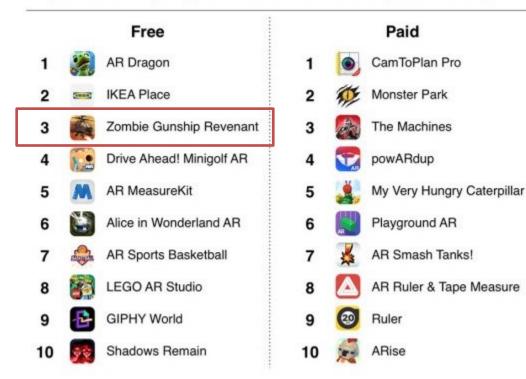


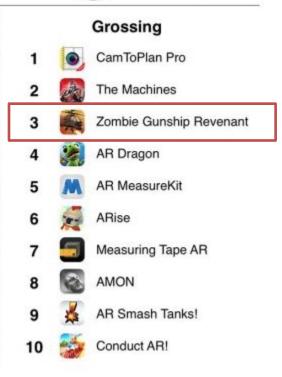
A GAME OF THE DAY Zombie Gunship Revenant AR



Top ARKit-only Apps — First 6 Months (Worldwide)

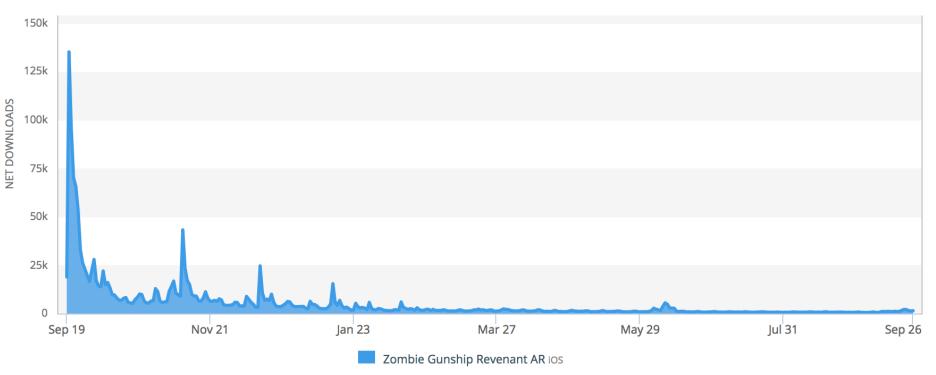




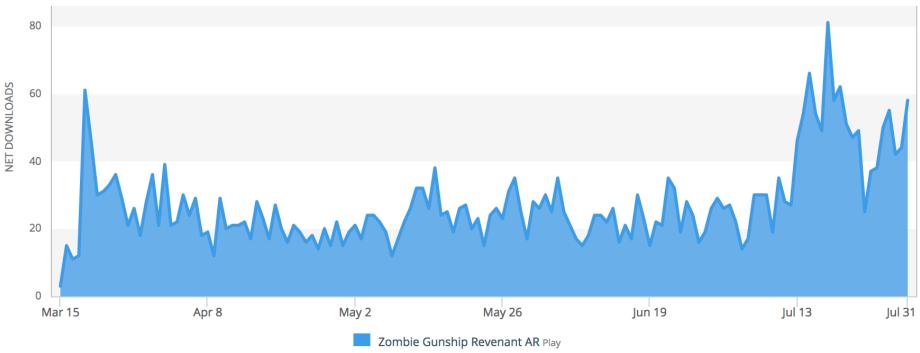


Based on estimated downloads and revenue for September 19 through March 19, 2018

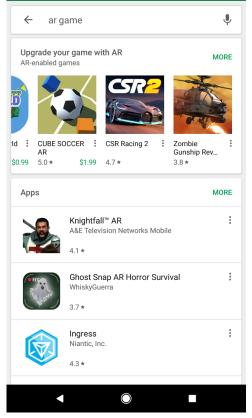
2M Downloads on iOS



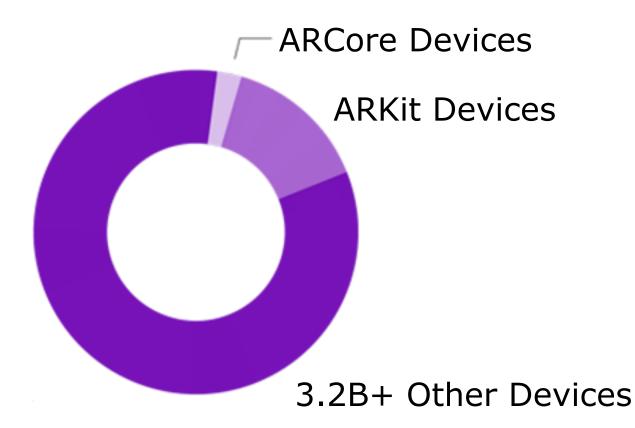
4K Downloads on Android



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On Android over 80% of devices don't support ARCore



Today's AR Problem: Accessibility & Reach



Mobile AR apps do not run on all phones, hindering virality.



Most AR development is done in game engines, limiting developer reach. Downloading apps is a barrier to AR consumer adoption.







ARCore



8th Wall SLAM

15,000+ downloads on Android





Zombie Gunship Revenant AR

Augmented Reality Zombie War Limbic Software

★★★★ 4.7, 13.3K Ratings

Free · Offers In-App Purchases



Zombie Gunship Revenant AR

Limbic Action

T Teen

Contains Ads · Offers in-app purchases

REVIEWS

Ratings and Reviews

4.7

out of 5

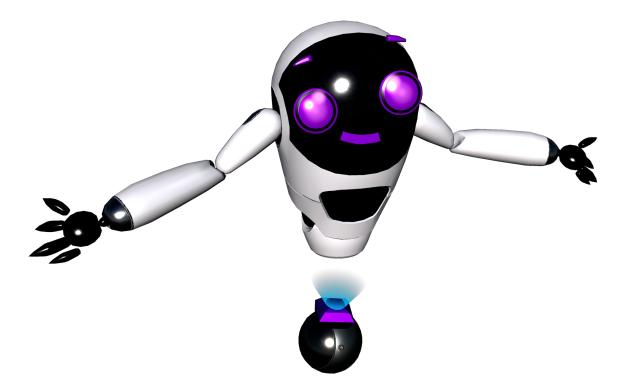
13.3K Ratings





Maybe the future of mobile AR isn't apps...

AR for the web?



Today's Web AR Options

- AR.js
- Chrome Canary
- 8th Wall Web





github.com/jeromeetienne/AR.js

AR in Chrome Canary



developers.google.com/web/updates/2018/06/webar-chacmool

8th Wall Web



Thank you!

Try the Demo:

8thwall.com/web

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