



Desenvolvendo apps AR/VR com React Native

Renato Caetano

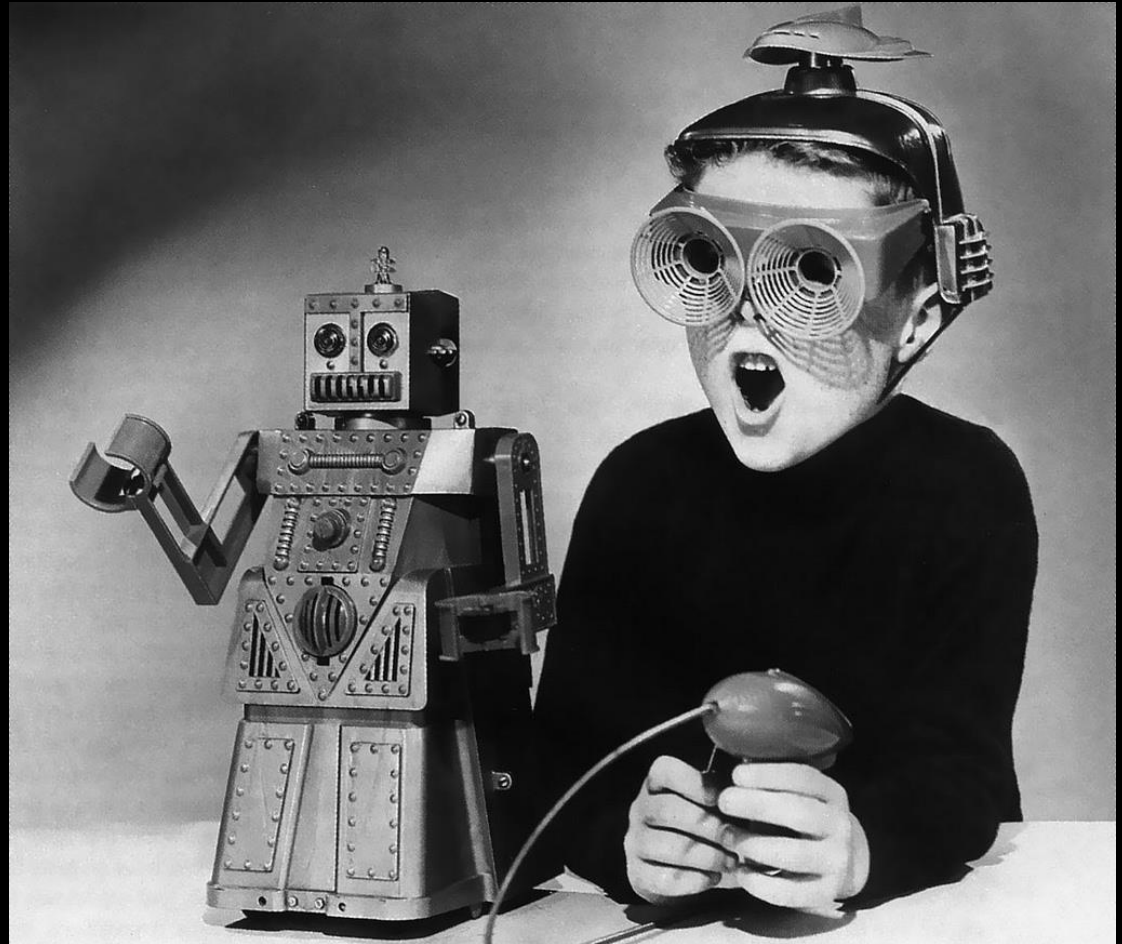
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AR != VR





**Realidade Virtual e Aumentada
em Javascript com performance nativa.**

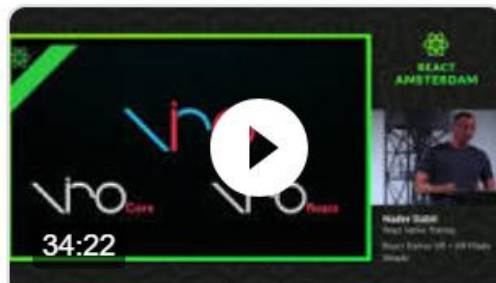
Vídeos



React Native Tutorial -
Augmented Reality
Mobile App

freeCodeCamp.org

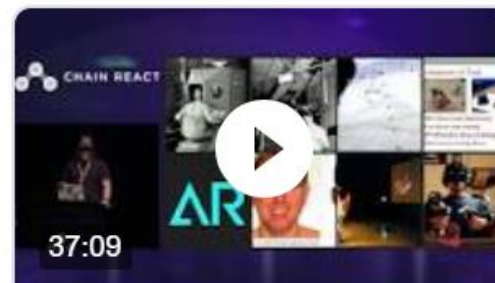
YouTube - 28 de jun. de 2018



React Native VR + AR
Made Simple - Nader
Dabit

GitNation React

YouTube - 6 de mai. de 2018



Chain React 2018:
Building AR Apps with
React Native by ...

Infinite Red

YouTube - 27 de jul. de 2018



Viro Media - AR & VR App Development Platform | Viro Media

<https://viromedia.com> ▼ Traduzir esta página

Viro Media is a platform for developers to rapidly build **AR** or **VR** apps using **React Native** or Java. Start **developing** apps for Cardboard, iOS, Android, and more.



Enabling AR/VR Application Development Everywhere.
ARkit, ARCore, Cardboard, Daydream, Gear VR

Native AR/VR Development Made Simple

GET STARTED

Brands and companies developing on the Viro platform

Coca-Cola



DIOR



amazon

Bloomberg

stream

mapbox



AMERICAN MUSEUM
OF NATURAL HISTORY



can-am

Disney

ORACLE



accenture

Lolapalooza



ARCore



ARKit



DayDream



GearVR



ViroReact – Plataforma de desenvolvimento de apps AR/VR usando React Native. Código base único para ambos os desenvolvimentos.



ViroCore – Kit de desenvolvimento para desenvolvedores Android. API descritiva para criar aplicativos AR / VR imersivos usando Java

Porque usar ViroReact?

- Easy to Learn
- Cross Platform
- Native Performance
- Fast Development



Viro is going Open Source!



Viro Media

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For the past four years Viro Media has been building the Viro platform, enabling AR and VR development for the web and mobile community. We've been truly awed by both the industry uptake and the diversity of the applications built on the platform. Over 20,000 developers have registered for the platform and hundreds of applications have been published using Viro.

At the same time, as the AR space has continued to expand, we've realized we can't do this on our own. New phones, new headsets, and new features — depth mapping, body tracking, occlusion, and more — are coming online at an increasingly fast pace. To ensure the Viro platform continues to capture these developments, we've decided to turn it over to the community and open source the platform in its entirety.

We've gone with the MIT license to enable unrestricted use. At Viro, we'll be putting in place a system to receive and manage pull requests, and will be periodically packaging releases. Additionally, each repository contains instructions to build from source. As the code is now open, Viro will no longer be providing directed support, but the community can continue to ask and answer questions on the [viroreact issues](#) and [virocore issues](#) forums.

Iniciando com Viro React

C:\Users\recaetan

```
npm install -g react-native-cli
```

```
npm install -g react-viro-cli
```

```
npm install -S -E react-viro
```

```
react-viro init HelloWorld
```



Scene Navigators

`<ViroVRSceneNavigator/>`

`<ViroARSceneNavigator/>`

`<Viro3DSceneNavigator/>`



Let's
code!



tkS!

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