Project types in Zappar/ZapWorks- v1

MaFEA – Making Future Education Accessible

PR2 – Guiding successful adoption

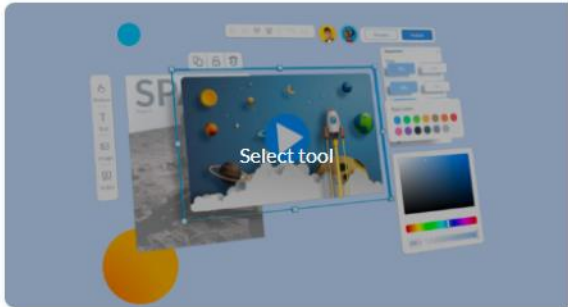In ZapWorks you have five different types of projects. Four of them can be done online and one requires downloading the program to your computer.

Studio

Studio is for advanced users and you need to download ZapWorks Studio to your computer.

ZapWorks Studio allows you to create fully customizable augmented reality experiences. With support for image-, face-, and world tracking, 3D models, and custom animations, as well as the ability to create virtual and mixed reality experiences.

Studio also provides built-in project templates, which allow you to quickly create experiences by move in your own assets to an existing project.

The studio is the most sophisticated tool in ZappWorks and is designed for very experienced users.

Universal AR

Universal AR is Zappar's computer vision libraries (including image, face and instant world tracking) available as SDKs(software development kits) for a wide variety of platforms and languages.

Universal AR gives you the ability to build AR experiences with Zappar's tracking technology in the toolkit of your choice for native applications and/or the web.

The toolkit includes

	Three.js	Three.js is a popular library and API used to create 3D animated content for the web.
	React + Three.js	Build your WebAR campaign combining the popular React and Three.js libraries.
	Babylon.js	Leverage Babylon's ecosystem of tools, supporting libraries and docs for your AR project.
	A-Frame	A-Frame is an open-source framework for creating AR with HTML & entity components.
	JavaScript	Developers can access our computer vision technology via a low-level API wrapper.
	Unity	Unity is one of the world's most popular cross-platform engines for building 3D games.
	PlayCanvas	Create amazing AR experiences using the web-based 3D game engine, PlayCanvas.

This means that these are other apps that need to be learned separately (and made accounts as well separately). That being said, some of them are web-based as most need to be downloaded to your computer. If you're already a user of some of these programs, this is an easy way to create content in Zappar. Content created in some of these programs can be easily uploaded to Zappar and then made more widely available using Zappar's triggers.

Designer (Legacy)

Designer (Legacy) is an older version of ZapWorks browser-based. It only works with zapcode, and we couldn't put it to work because it didn't download the trigger.

Widgets (Legacy)

ZapWorks Widgets is a browser-based tool which allows you to create simple augmented reality experiences tracked to a zapcode.

Widget is the easiest way to create AR but also with the smallest options in stock.

Designer (beta)

Designer (beta) is a new and improved browser-based Augmented Reality development tool. Designer (beta) allows you to create Images and World track augmented reality and it can be done with a relatively easy-to-use tool.

Designer (beta) allows the creation of image-tracked AR projects, from adding components to scenes, linking multiple scenes together, and adding interactivity to your experience.