

Surface AR

<https://www.youtube.com/embed/JmTnH6gYKt8>

Surface AR utilizes an AR concept called **SLAM** - simultaneous location and mapping which helps to place the AR overlay wherever you want as long as the surface is a *flat surface*. You'll need your mobile camera to be able to place the 3D model on any flat surface. Thus, for computer vision to help identifying the flat surface better. Surface should have a *bit of texture*.

Marvin XR uses the world tracking AR technology for providing Surface AR. Fundamentally, Surface AR is doing two things: tracking the position of the mobile device as it moves and building its own understanding of the real world. ARCore's motion tracking technology uses the phone's camera to identify interesting points, called features and tracks how those points move over time.

The stable, scalable and extremely powerful AR experience can transform advertising and marketing experience for brands who want to create an outstanding impact to the customer experience.

Compatibility: Surface AR is supported in all latest models of mobiles including Android & iOS.

Here is the [Support List](#) of Surface AR compatible mobile devices.

For Android, in case, you are facing an issue while playing Surface AR, you should check whether your smartphone supports **[Google Play Service for AR](#)** or not. You should install it if it is not there.

Check **Android** [Support List](#) for Surface AR

For iOS, all iPhone models are beyond iPhone 5s support ARCore service by default. In case of facing trouble, please upgrade your iPhone to the latest iOS version.

Check **iOS** [Support List](#) for Surface AR

Revision #1

Created 19 March 2025 20:45:04 by Admin

Updated 19 March 2025 20:45:23 by Admin