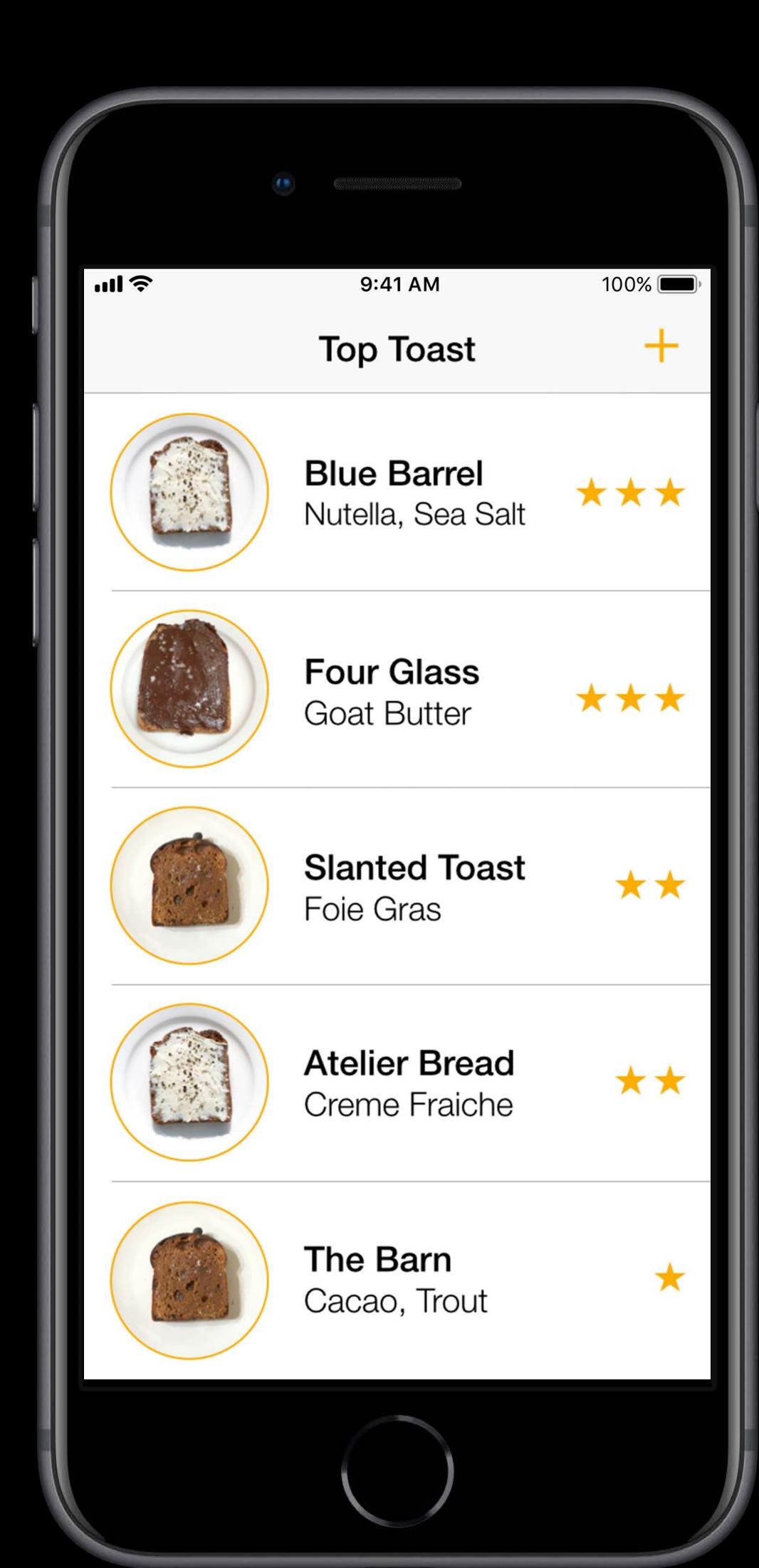
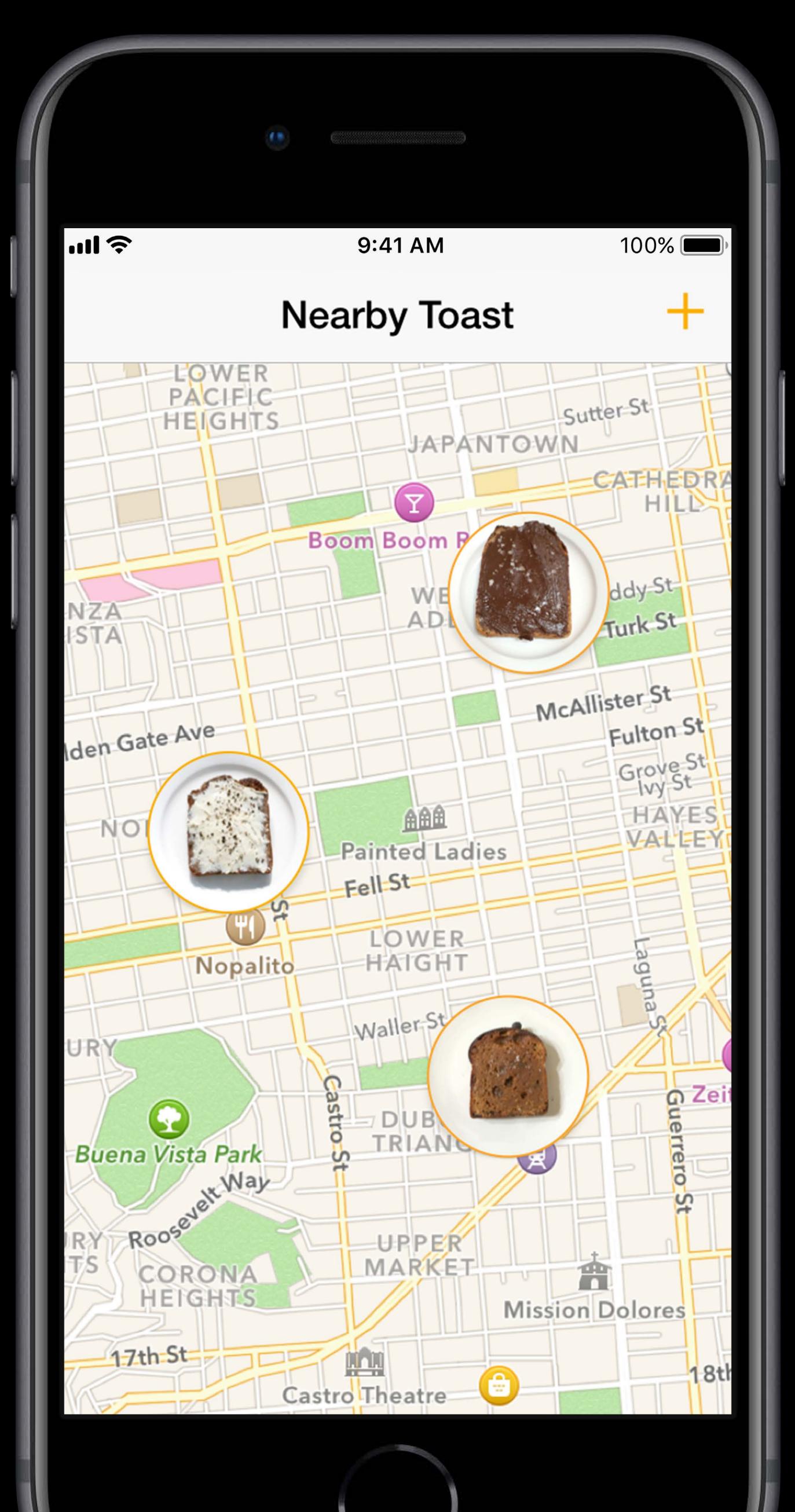


### Prototyping for AR

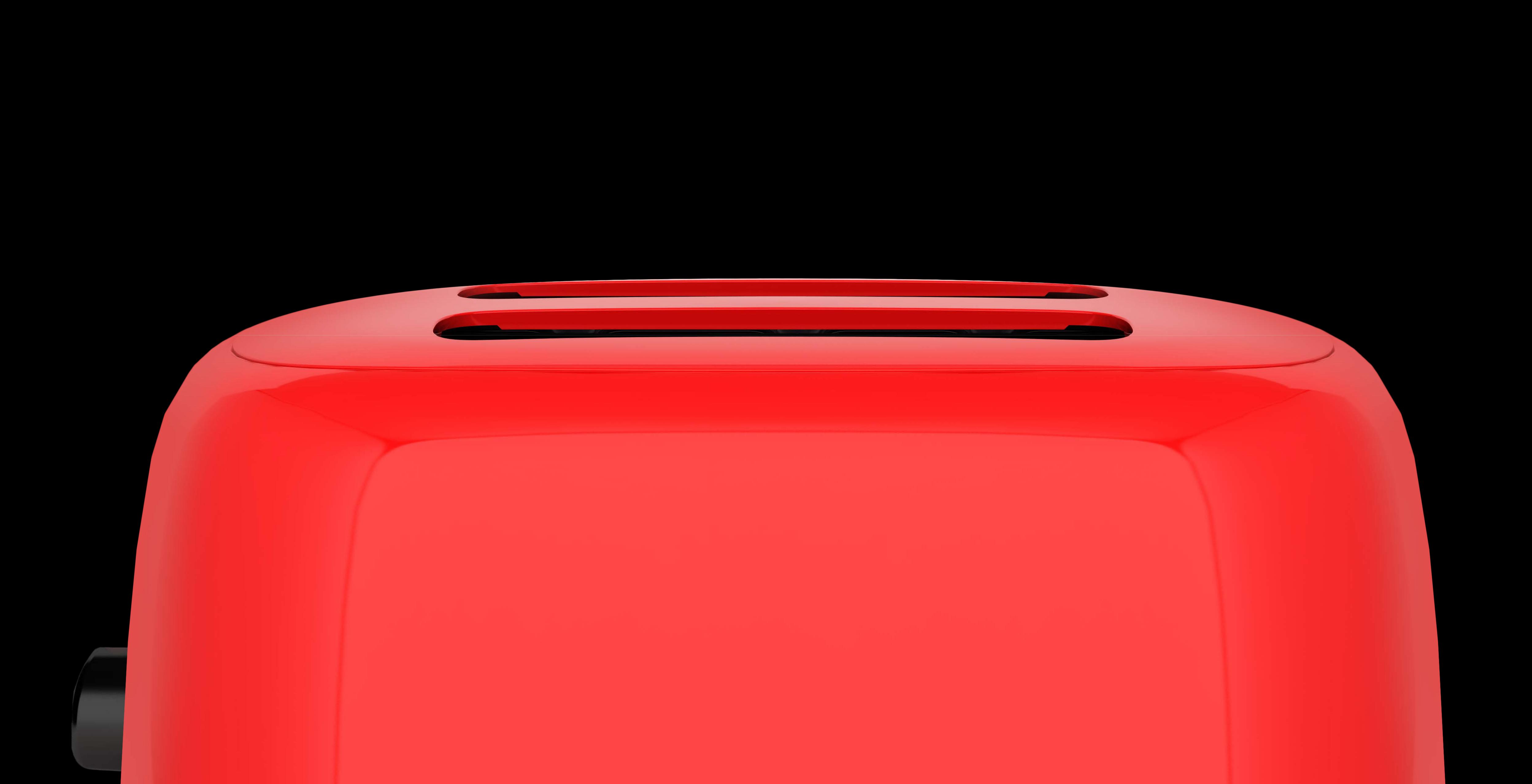
Session 808

Praveen Sharma, Designer

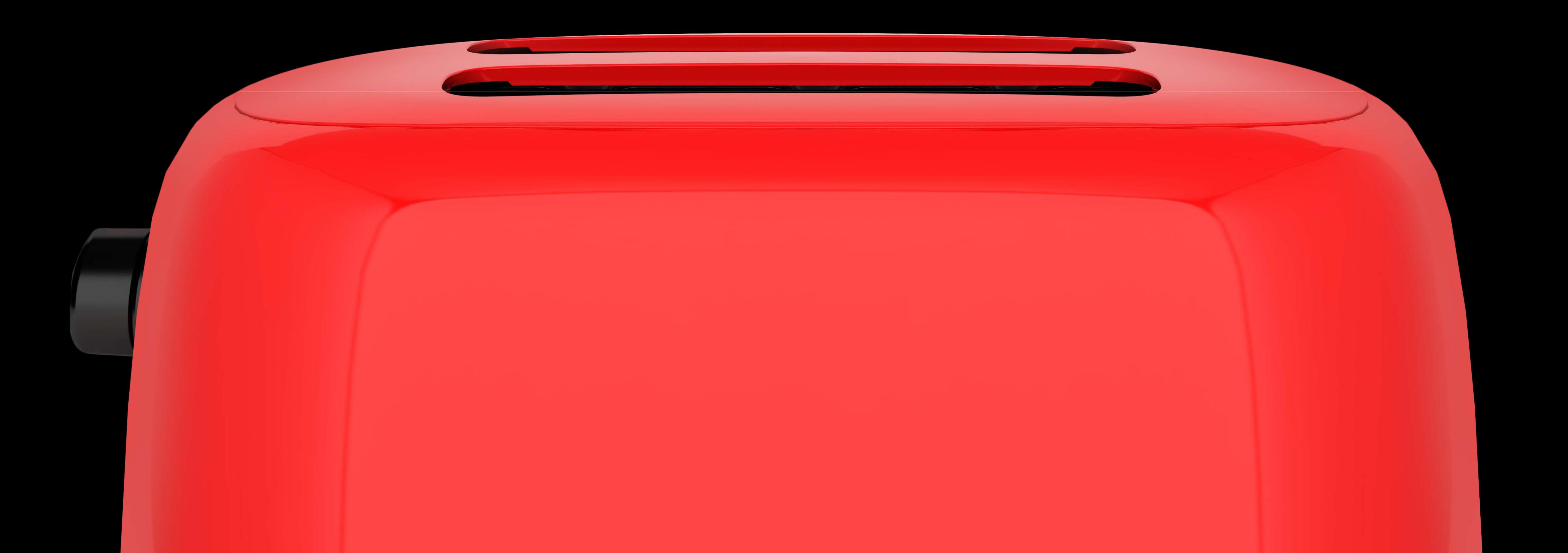








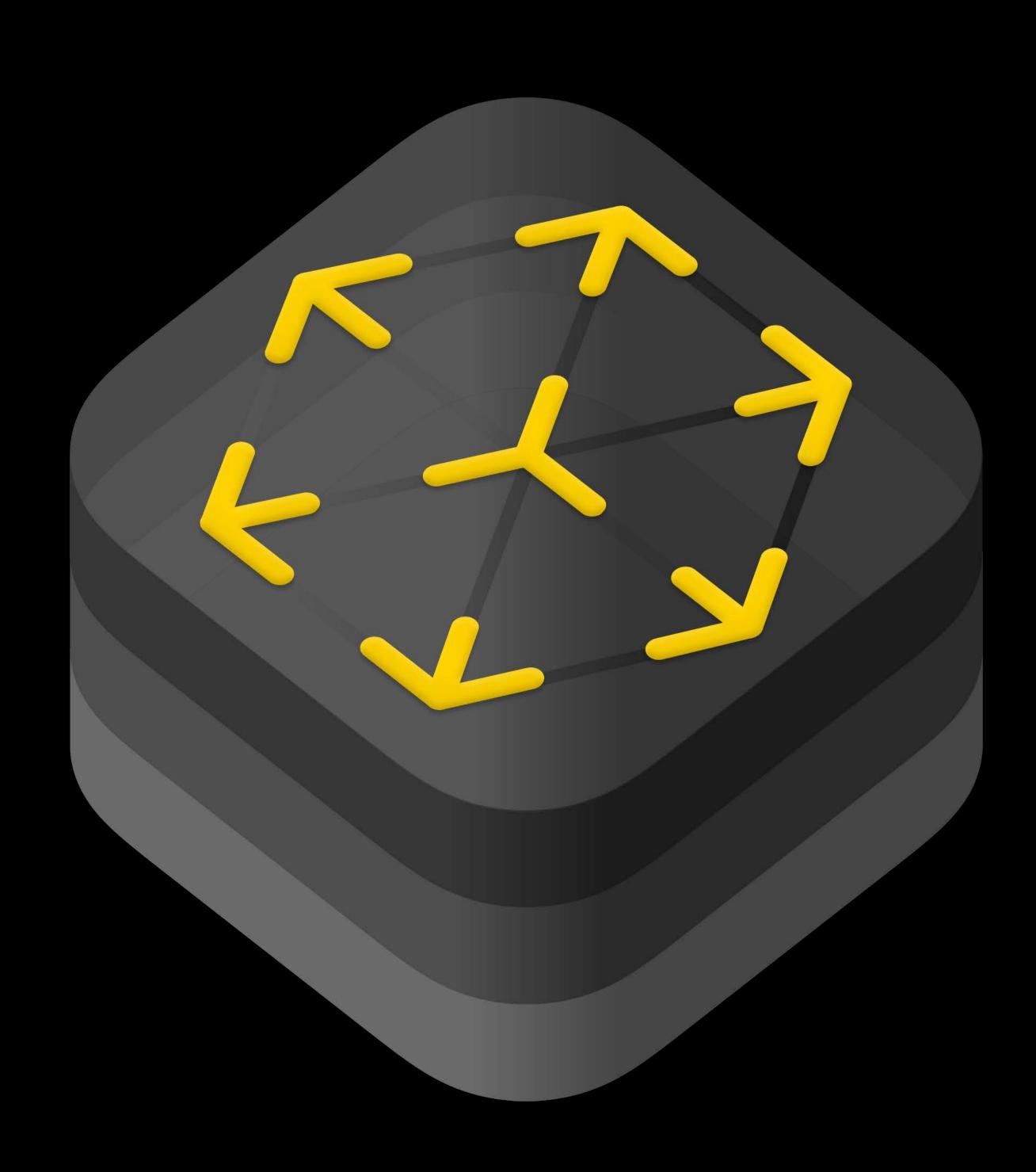
# TOASTAR



















## World space

## Screen space



















Record a video

Bring it into Keynote

Animate our label

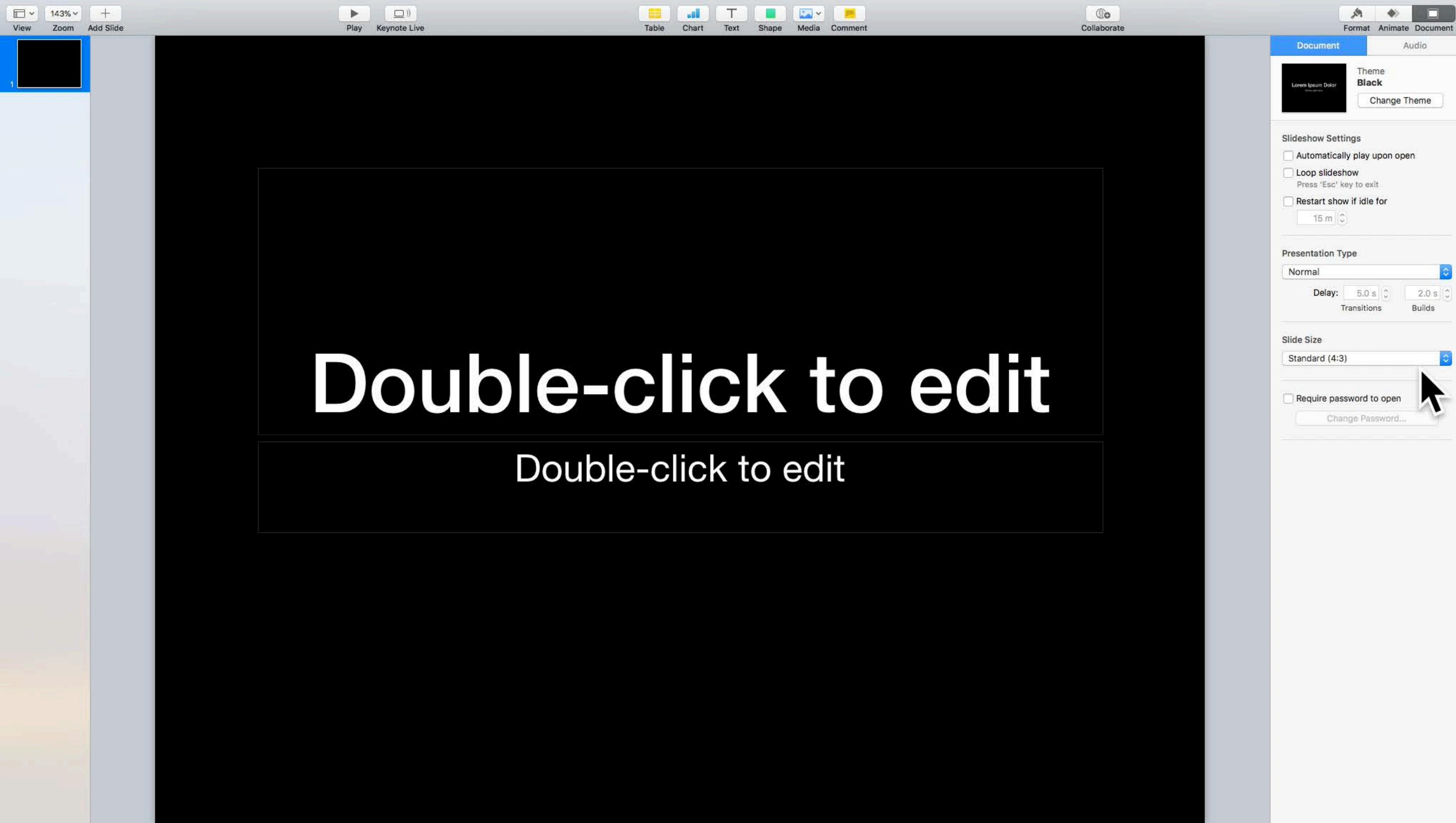


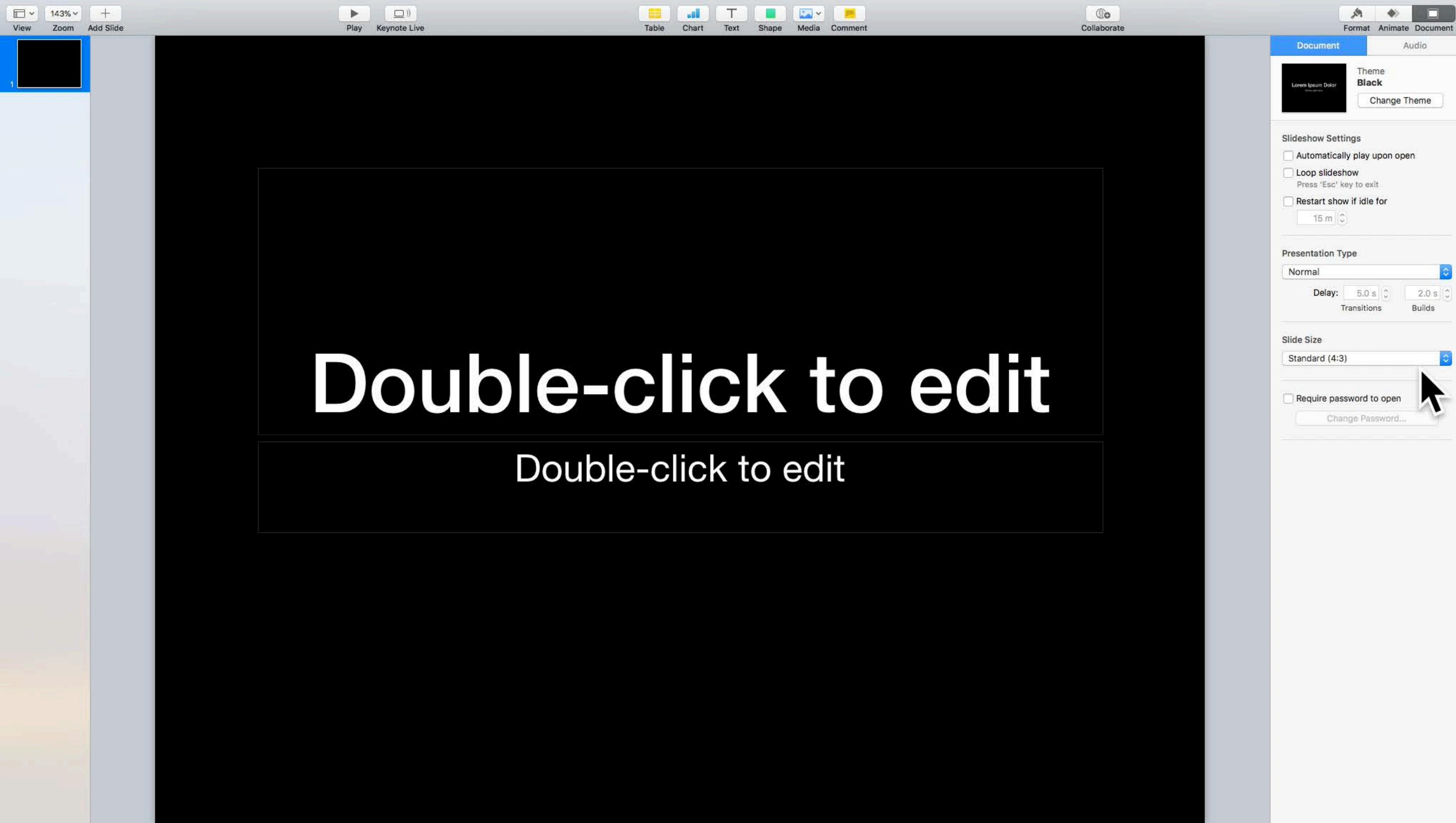


Record a video

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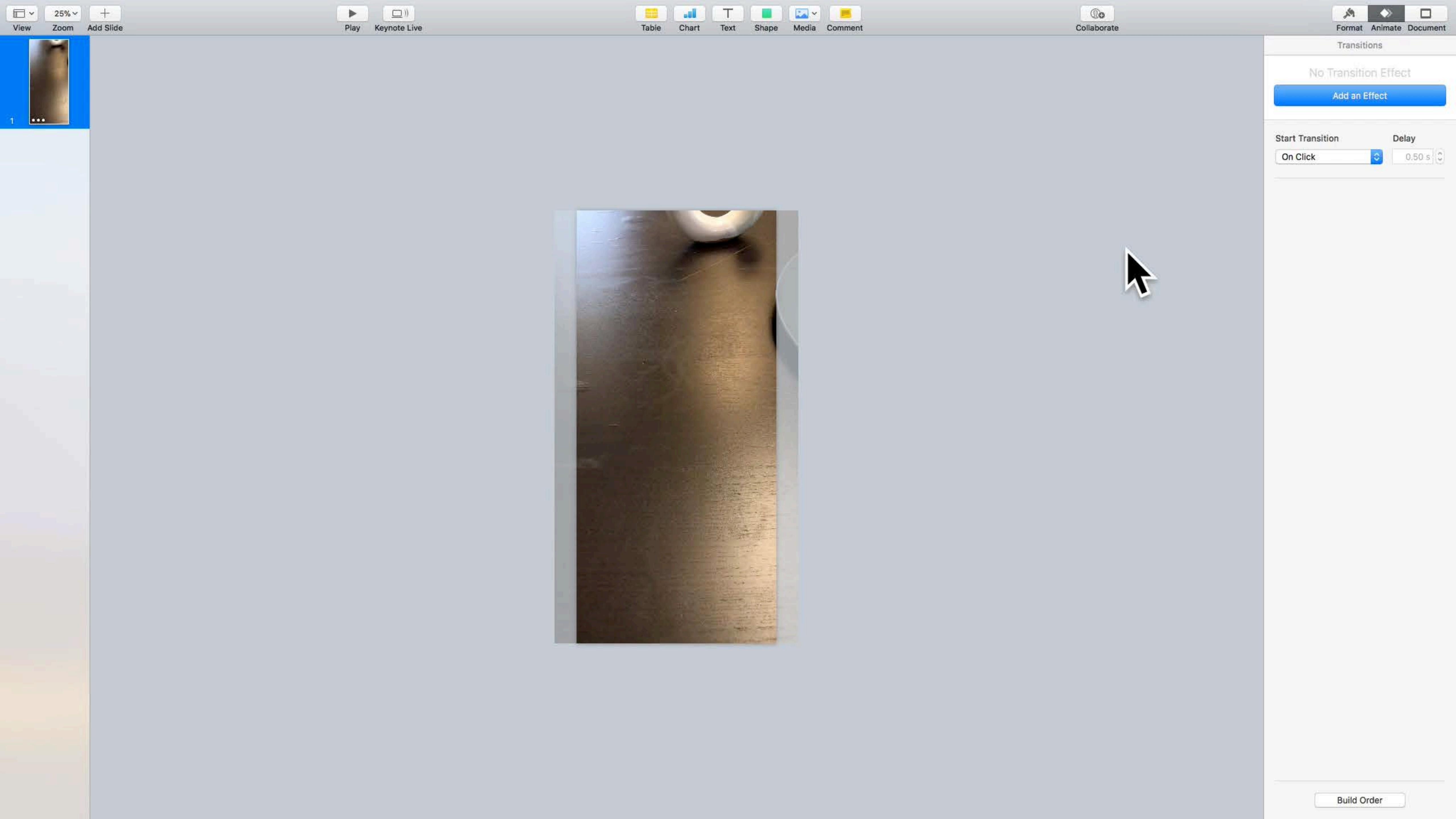


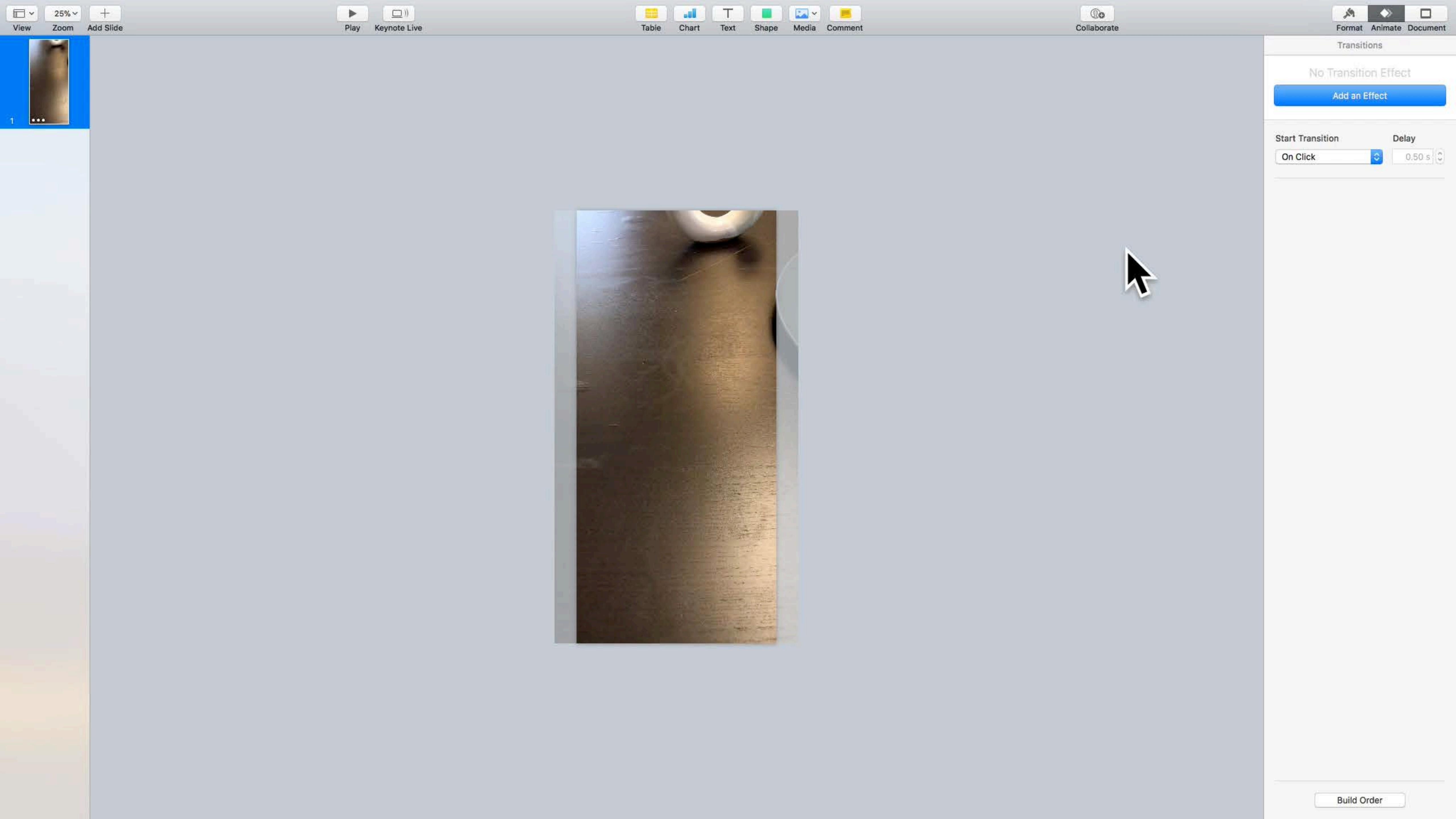


Record a video

Bring it into Keynote

Animate our label





Record a video

Bring it into Keynote

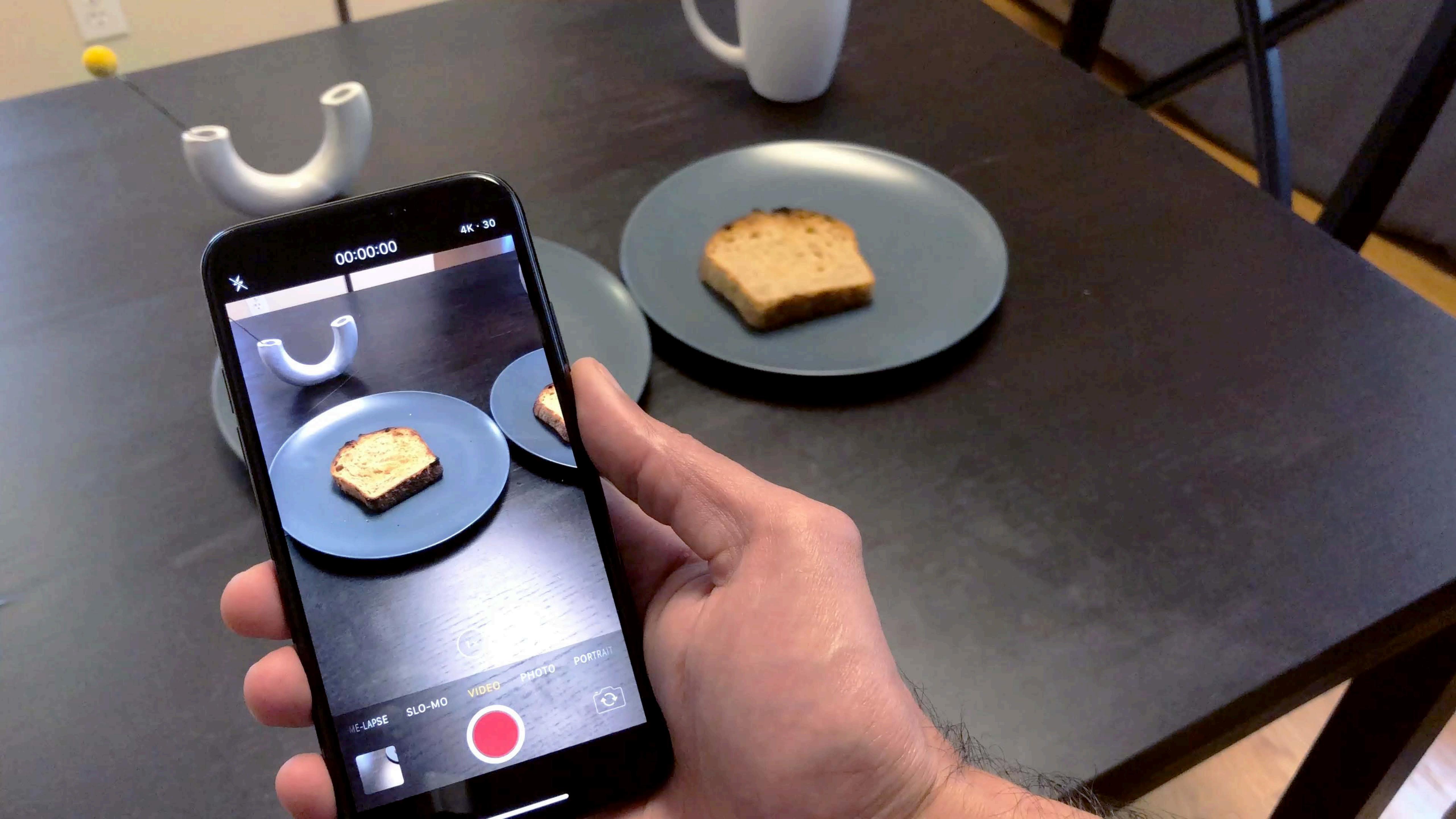
Animate our label

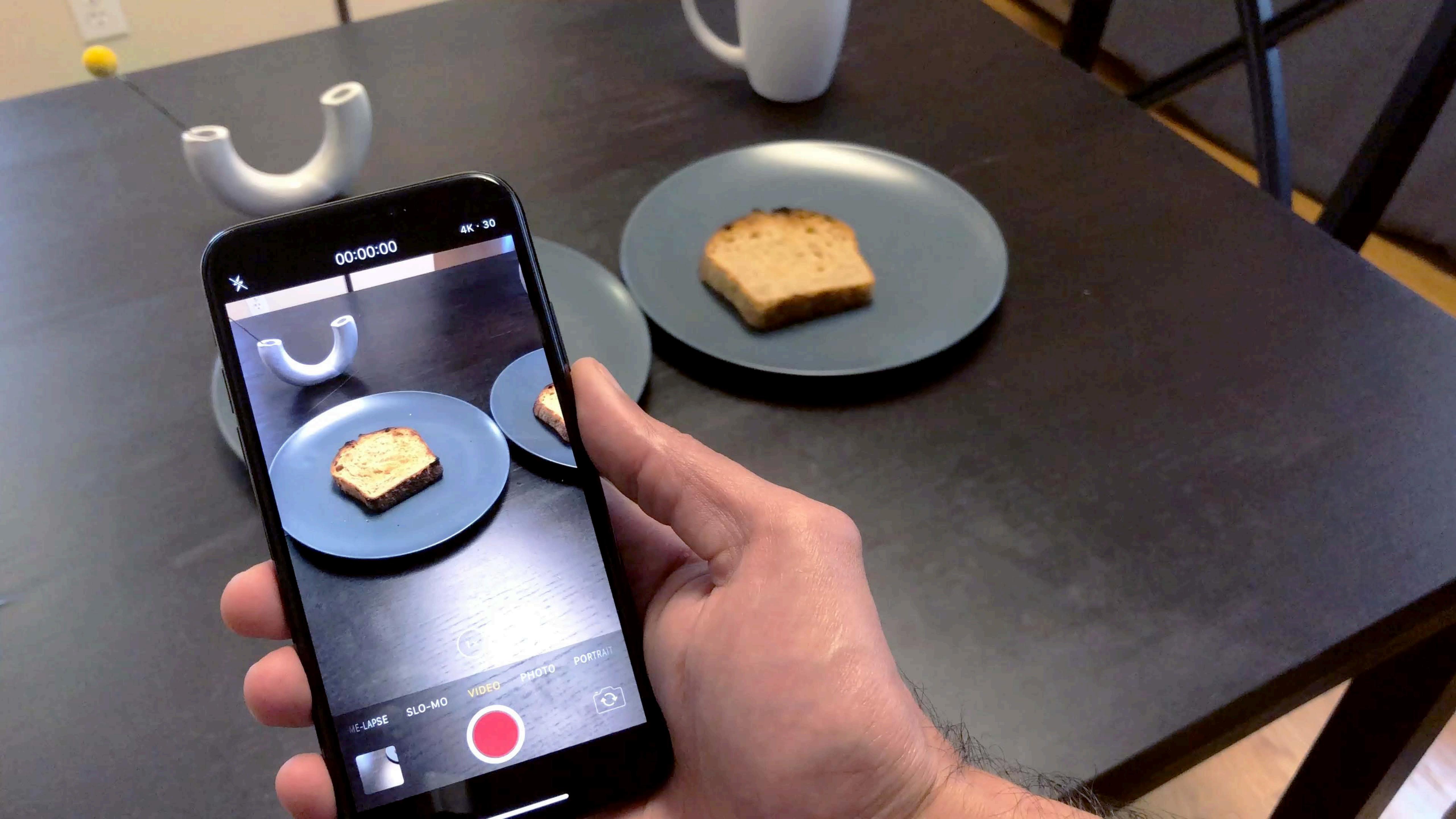
















Physical prototyping for testing AR experiences

Physical prototyping for testing AR experiences

Camera app for world space

Physical prototyping for testing AR experiences

Camera app for world space

Keynote for screen space

# Prototyping

# Prototyping

Test ideas
Save time and money building the right things

## Prototyping

Test ideas
Save time and money building the right things

Get new ideas

Make the experience of your product even better

## More Information

https://developer.apple.com/wwdc18/808

# ÓWWDC18