ARway.ai

ARway Occlusion Information Sheet

Platform Options

1 iOS

Detects Real World Pillars.

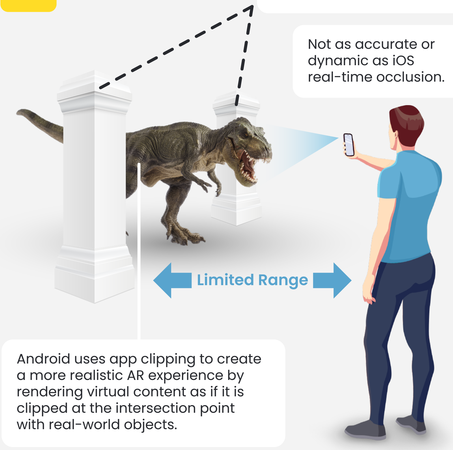
Occlusion works best with **LiDAR capable devices**.

Apple ARKit utilizes real-time occlusion to allow virtual objects to appear as if they are being blocked by real-world objects in the camera view by utilizing the LiDAR sensors.

2 Android

Detects Real World Pillars.

Not as accurate or dynamic as iOS real-time occlusion.

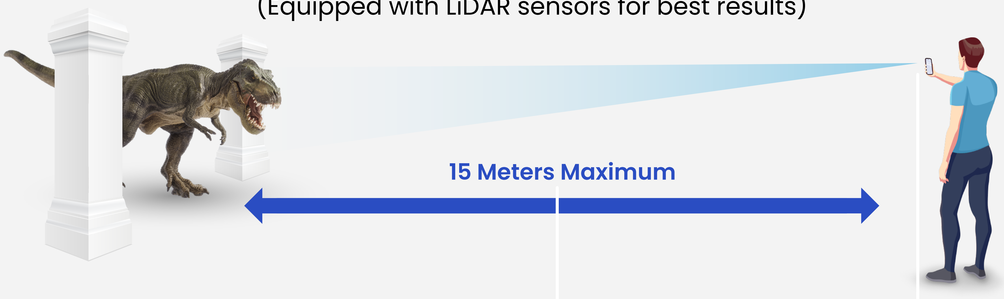


Android uses app clipping to create a more realistic AR experience by rendering virtual content as if it is clipped at the intersection point with real-world objects.

3 Range

Best Results Apple & Android 2019 Or Newer

(Equipped with LiDAR sensors for best results)

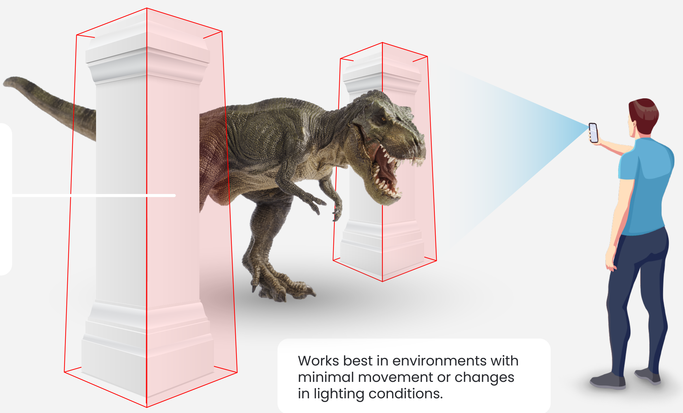


At around 15 meters, AR (Augmented Reality) content in iOS becomes occluded in the viewfinder, giving the appearance of an object blocking their view.

Range is limited by factors such as lighting conditions and the quality of the camera or sensor.

4 Object Occlusion

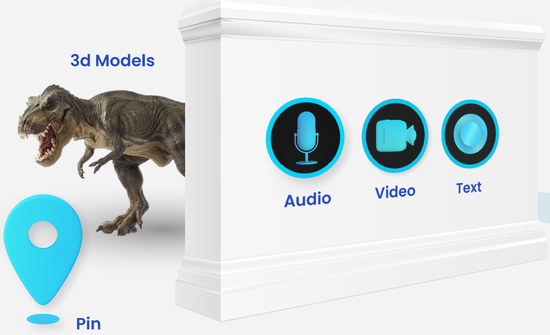
Occlusion works best with large, flat, and stable surfaces such as walls, floors, and tables. They provide a clear and stable foundation for occlusion tracking to accurately detect and hide objects behind them.



Works best in environments with minimal movement or changes in lighting conditions.

5 Supported Content

All AR content is occluded such as 3D models, videos, location pins, guided tours, hotspots, audio indicators, and text.



Guided Tour path is concealed when leading users around corners.