

Beginning ARKit for iPhone and iPad

**Augmented Reality App
Development for iOS**

Wallace Wang

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Beginning ARKit for iPhone and iPad: Augmented Reality App Development for iOS

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This book is dedicated to everyone who has an idea for an app but didn't know what to do first or how to get started. First, believe in your idea. Second, trust that you have intelligence to achieve your dream even if you don't know how you'll get there. Third, keep learning and improving your skills all the time. Fourth, stay focused. Success will come one day as long as you persist and never give up on yourself.

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About the Author

Wallace Wang has written dozens of computer books over the years, beginning with ancient MS-DOS programs like WordPerfect and Turbo Pascal, migrating to writing books on Windows programs like Visual Basic and Microsoft Office, and finally switching to Swift programming for Apple products like the Macintosh and iPhone.

When he's not helping people discover the joys of programming, he performs stand-up comedy and appears on two radio shows on KNSJ in San Diego (<http://knsj.org>) called "Notes From the Underground" (with Dane Henderson, Jody Taylor, and Kristen Yoder) and "Laugh In Your Face Radio" (with Chris Clobber, Sarah Burford, and Ikaika Patria).

He also writes a screenwriting blog called "The 15 Minute Movie Method" (<http://15minutemoviemethod.com>) and a blog about the latest cat news on the Internet called "Cat Daily News" (<http://catdailynews.com>).

About the Technical Reviewer

Wesley Matlock is a published author of books about iOS technologies. He has more than 20 years of development experience in several different platforms. He first started doing mobile development on the Compaq iPaq in the early 2000s. Today, Wesley enjoys developing on the iOS platform and bringing new ideas to life for Major League Baseball in the Denver Metro area.