

# 3D Real-time AR mode

Towards the bottom of the Settings panel are the controls for Real-time's **augmented reality** feature. **AR mode** enables you to use your mobile device as a 'window' through which you can view and interact with the model as it is projected into the three-dimensional space of the real world.



## AR mode requirements

You will need the following hardware to run the AR apps:

### Apple devices

- iPhone 6s or above
- iPad 2017 or newer
- iPad Pro
- Operating system: iOS 11 or higher

### Android devices

Android phones need to support the [AR core](#) app from Google, which needs to be installed before using the feature.

## AR mode

Turn on AR mode with this switch.

You can choose how the model is positioned and orientated using the **AR type** and **AR orientation** controls.

**Note:** if you wish to change the type or orientation settings, you will need to turn off the current AR mode and then turn it back on again before the new settings take effect.

## Gesture control

Once you have placed the model, you can:

### Resize

Resize the model using a 2-finger pinch.

### Rotate

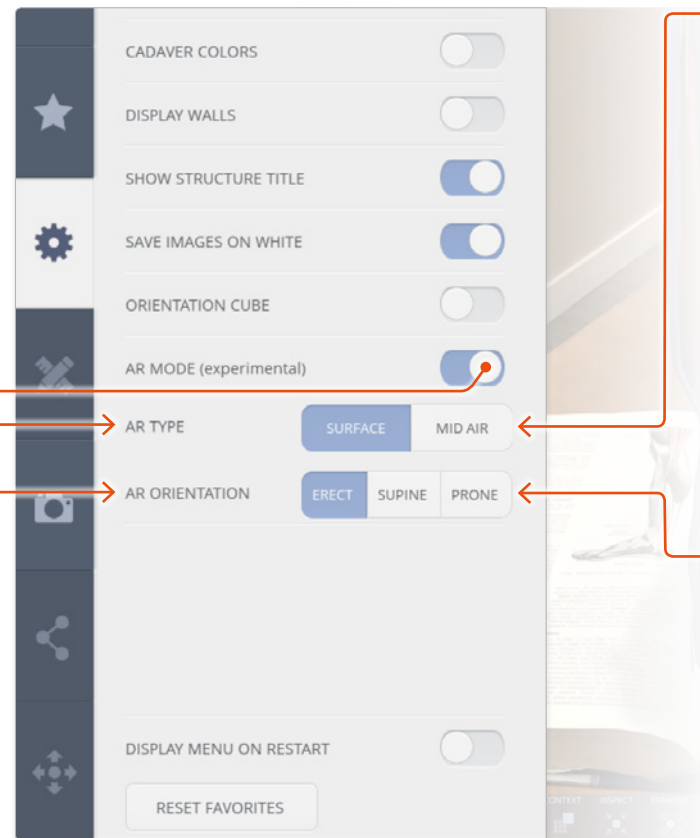
Rotate the model in the normal way with a swipe of a single finger.

### Reposition

Drag with two fingers to move the model around on the tracked surface.

### Select

Select structures by tapping on them in the usual way.



## AR type

### Surface

Lets you place the model on a flat surface, for example a desk or the floor. Choose a surface that has some features on it and is not 100% uniform in color. A carpet or a desk with some items on it should work well. A white desk with nothing on it will work badly.

Move your device slowly around until the 'PP' logo appears in the viewport. Keep moving your device until the logo is positioned where you would like the model to appear. Tap the screen to complete the placement.

### Mid air

Lets you place the model anywhere in front of you at any height. This is useful if, for example, you want to place the model next to a real person and you aren't using the Whole body module.

Turning on AR in this mode will present you with a floating orange ball. Move your phone or tablet around slowly until the ball is where you would like the model to appear. Tap the screen to complete the placement.

## AR Orientation

The orientation works in conjunction with the type set above, once again to change it you need to first exit AR mode choose your settings and then enter it again.

### Erect

Choosing erect and entering AR mode will place the model in an upright position relative to the world, this is the same as in the normal app.

### Supine

Choosing supine and entering AR mode will place the model face up on the selected surface or mid air position, this closer mimics a natural dissection position.

### Prone

Choosing prone and entering AR mode will place the model face down on the selected surface or mid air position, this closer mimics a natural dissection position.