



Product Demo

Making real-world data more
contextual for AR.



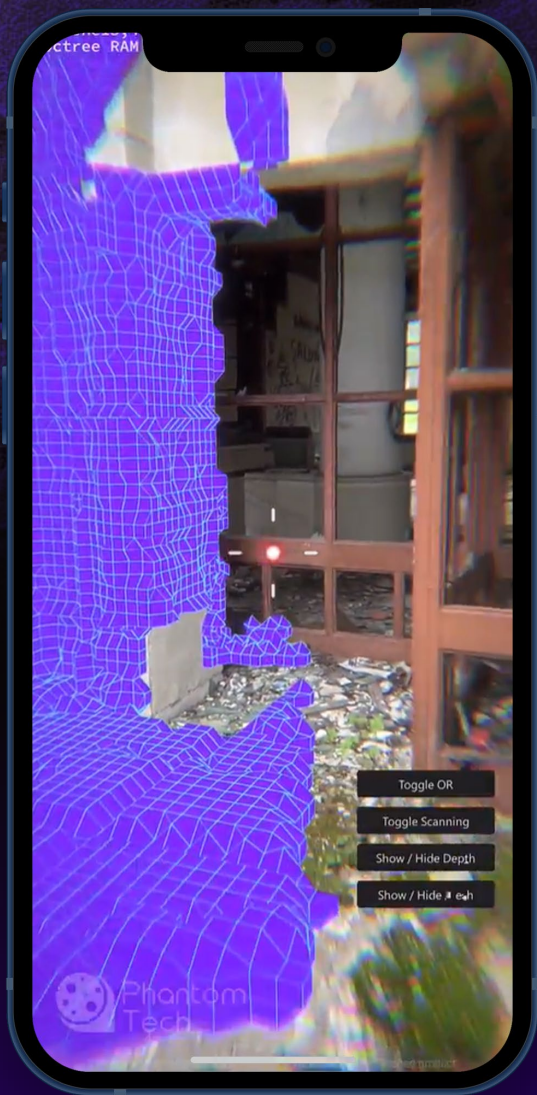
Tech Demo.



Spatial Mapping

Uses mobile camera to scan and 3D map user's surroundings, enabling a persistent virtual representation of their environment.

Click to play video.



Click to play video.



Tech Demo.

Click to play video.



Object Recognition

Combines computer vision and natural language processing to detect a variety of real-world objects as triggers inside an app.



Create an Event

▼ Object

Select conditions to detect physical object(s).

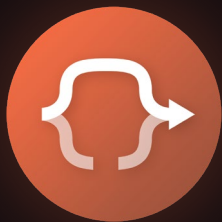
Type	Container	+
Interaction	Can: Carry	+
Dimension	10 cm - 1 m	+

▼ Trigger

Add behavior(s) which respond to trigger(s).

OnDetection	Behaviors:	+
OnCollision	Spawn	+
OnMove	Remove	+
	Path to	+
	Change state	
	Create behavior...	

Tech Demo.



AR Pathfinding

World's first adaptive AR pathfinding for virtual agents to navigate the real-world. This feature lets developers build the perfect AR companion.

[Click to play video.](#)



[Click to play video.](#)

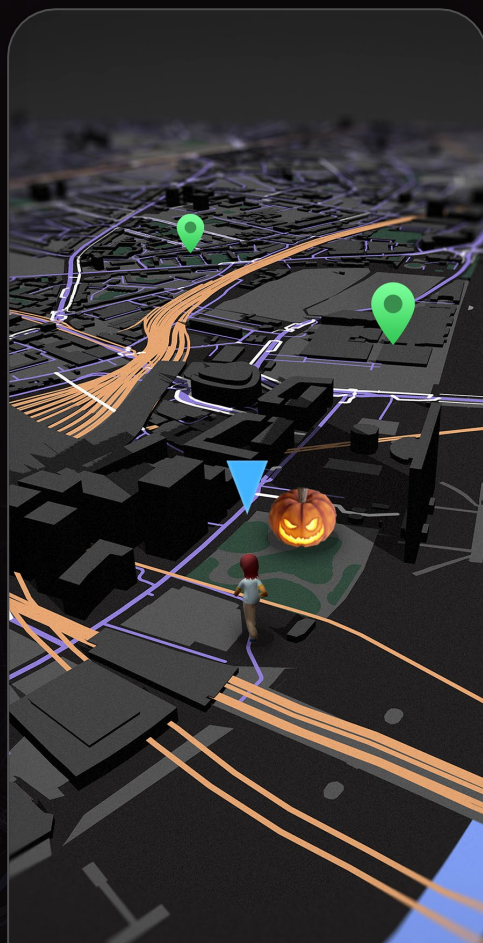
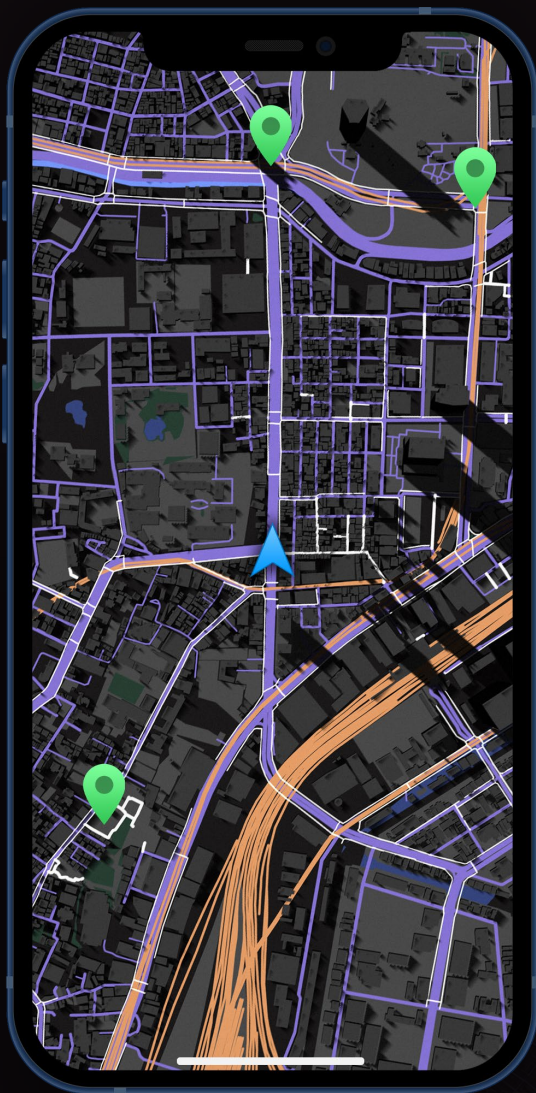


Tech Demo.



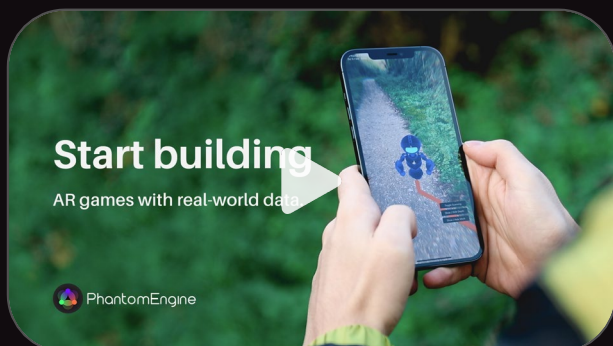
AR Map

This feature lets developers use map data to create custom real-world metaverses, where virtual worlds are affected by real-world conditions.



Company Videos.

Click to play videos.



PhantomEngine In Action

We stand by our philosophy that technology should reconnect us with our physical world, not isolate us from it.

So, we took a demo app made with PhantomEngine out for a spin!



The People Behind PhantomEngine

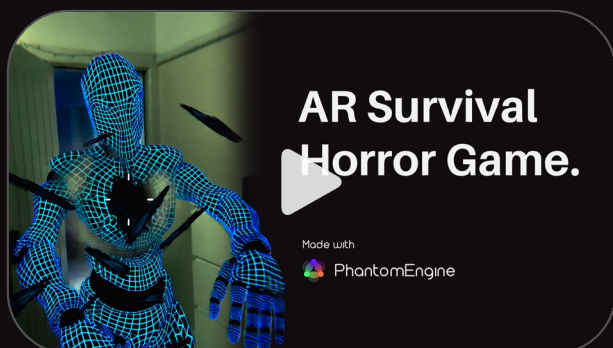
This is a story in the making! 🎧

Here is a sneak peek of the people behind Phantom Tech, the game wizards that are going to revolutionise the world of AR.



PhantomEngine Early Adopters

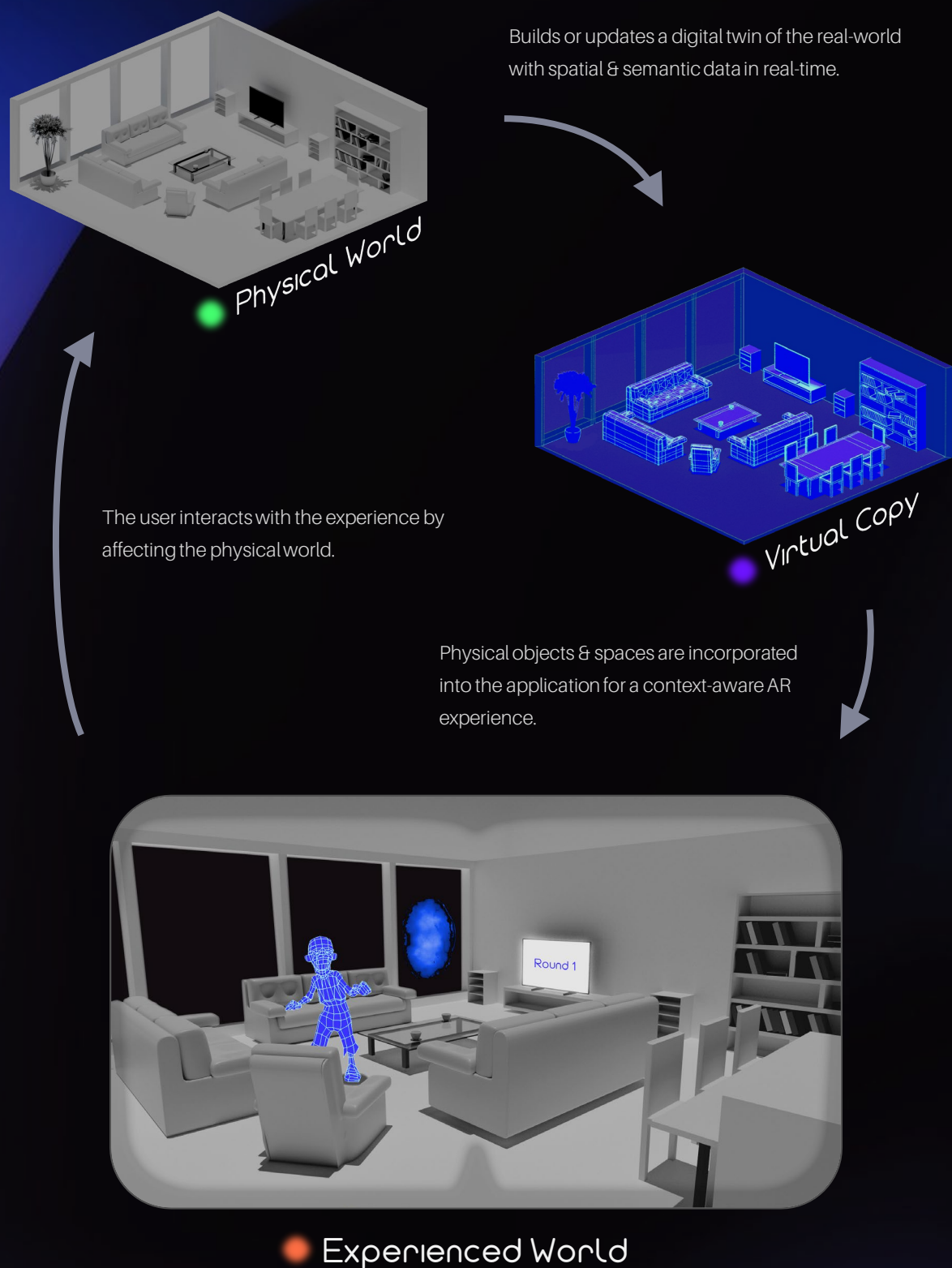
Meet some of our early adopters who are building AR apps that enhance users' physical surroundings.



PhantomEngine | Survival Horror AR Demo

A technical demo built with PhantomEngine SDK for the purpose of showcasing advanced AR features in action.

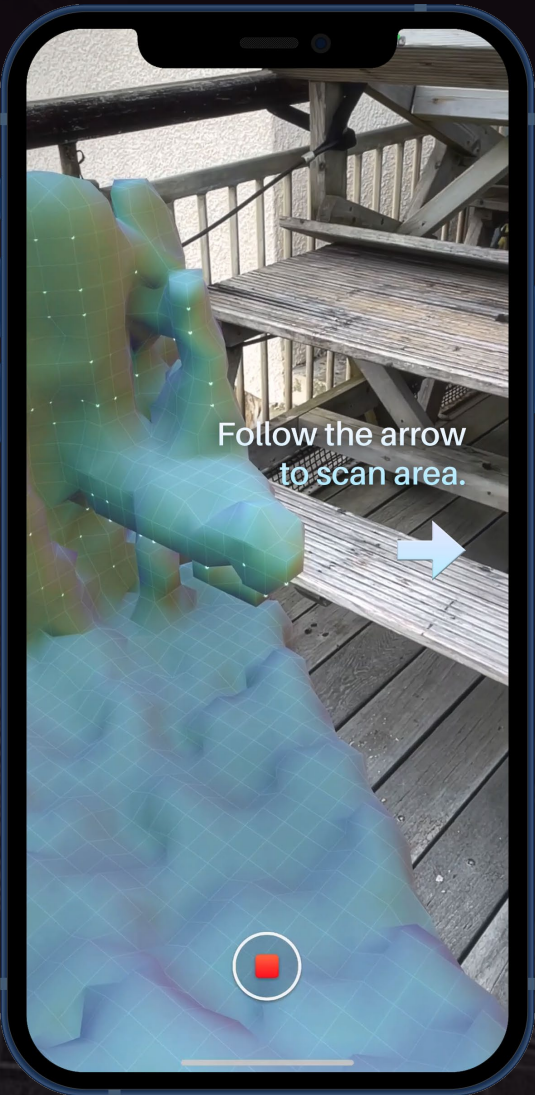
Context Aware System.



Project Showcase.

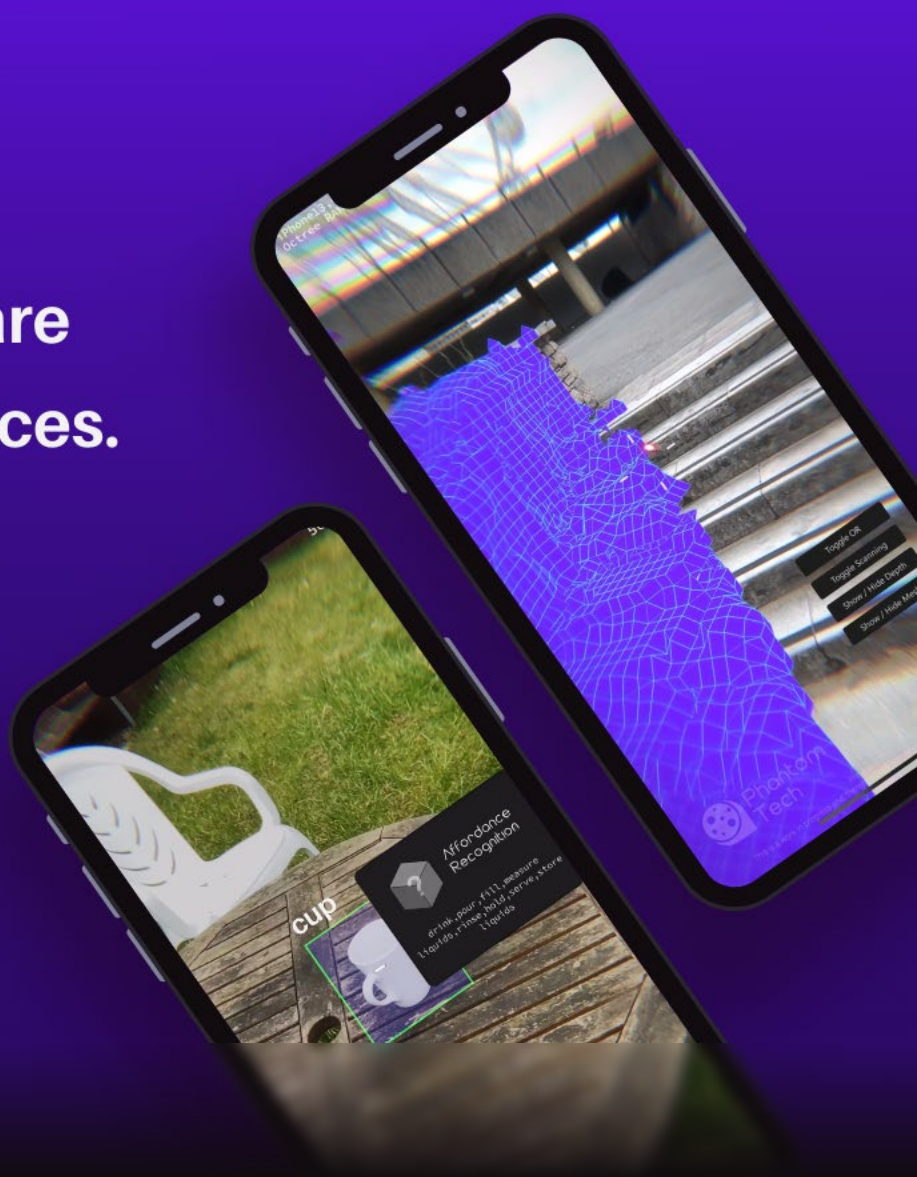
Coastal Protection AR Game

Using our technology, the BCP Council has crowd-sourced 3D scans of the coastline to monitor the seafront for flood and risk management purposes, while users experience an educational AR game.





Create
context-aware
AR experiences.



Get in touch.



Farbod Shakouri
Co-founder, CEO

