

Adobe Aero officially launches, promising to bring the AR content creation experience on mobile devices to a new level

Aero is the first platform that allows designers to create AR content without any lines of code.

Photoshop can be considered as one of Adobe's most important and most popular tools when it comes to graphic design. However, in another emerging field, augmented reality (AR), there are still not too many supporting platforms that really bring the best effect for designers. Grasping that reality, Adobe has launched a platform called Adobe Aero to create maximum conditions for programmers to handle tasks related to AR content design, which can be understood as similar to the role of Photoshop in photo editing and graphic design.

Launched on November 4 after more than a year of beta testing, Aero is the first platform that allows designers to create AR content without any code. In other words, Adobe Aero helps users experience AR with images and drawings in 3D without having to design or write code.

Currently this application is designed specifically for iOS, used in combination with AR and other Adobe programs. Designers can start an AR project in Photoshop CC or Illustrator CC, then put these files into Adobe Aero to integrate those initial designs into a larger space. So as long as you know how to use Photoshop relatively, Adobe Aero will become the perfect launcher to put your creativity into an augmented reality space - absolutely no coding ability required.



By using a tablet camera, smartphone, or easily importing 2D and 3D works stored in the device into Adobe Aero, designers can perform a few simple swipes to put your artwork into the AR space. Adobe Aero will provide a number of tools to help add interactivity, you can easily rotate, scale and move the object as you like.

After finishing the work, you can easily share files in many different formats, or copy automatically created links to embed in third-party applications or social networks.

Adobe Aero is compatible with iPhone and iPad devices running on iOS from 13.2.1 and above. The app is available for free for iOS users, but you'll still need to purchase some content from Adobe and set up an Adobe ID account.

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