

Mozilla launched the first augmented reality application

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Accordingly, they want to create a place for developers to build an augmented reality experience, using the technologies of web open, WebXR and Apple's ARKit framework.

See also: [Discover Apple's new augmented reality development tool](#)

WebXR Viewer includes AR modeling software, adding real-world images like tea cups suspended in the air or a silhouette that can be placed around where you stand. You can also use it to create your own WebXR product.

Not only does it describe the mixed real-world experience with web technology, it is also a support product for Mozilla's newly proposed WebXR standard, also derived from the web development community.

Mozilla revealed about WebXR in October, though it didn't really become the norm, but it was a good idea, expanding the existing WebVR standard (since 2014).



Another tool to connect virtual reality experiences across multiple platforms

Over the past few years, augmented reality software / applications have become more complex but also easier to write. From iOS 11, the developer was able to build with Apple's ARKit framework. Facebook also introduced Camera Effects in April, Google has ARCore for Android.

WebXR can be an important step forward for AR, enabling the creation of an augmented reality experience right on the browser, then moving from desktop to mobile. It also helps to reduce barriers to participation in this world. Just need to know JavaScript and have Firefox to create an AR application.

Mozilla is not the only company trying to bridge the gap between web, WebVR and augmented reality. Google recently launched an extension for WebVR WebARonARCore <https://github.com/google-ar/WebARonARCore> running on Android as a separate APK.

See also: Technology wants to replace the phone is about to appear rampant in the next few weeks?

Firefox started supporting virtual reality

What is AR? What is VR? Are these two technologies similar and different?

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