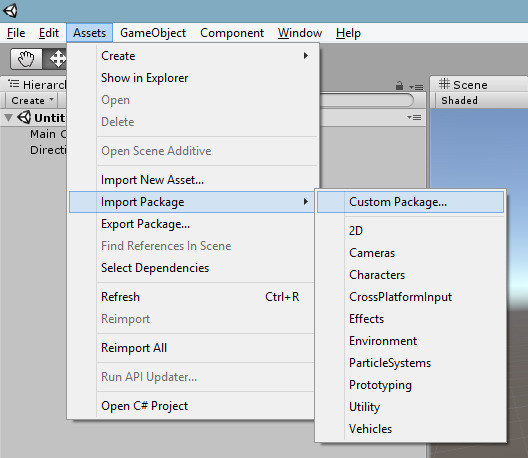
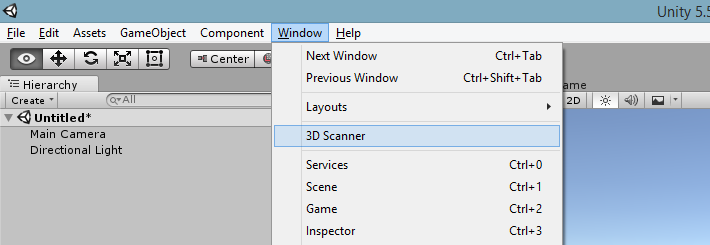
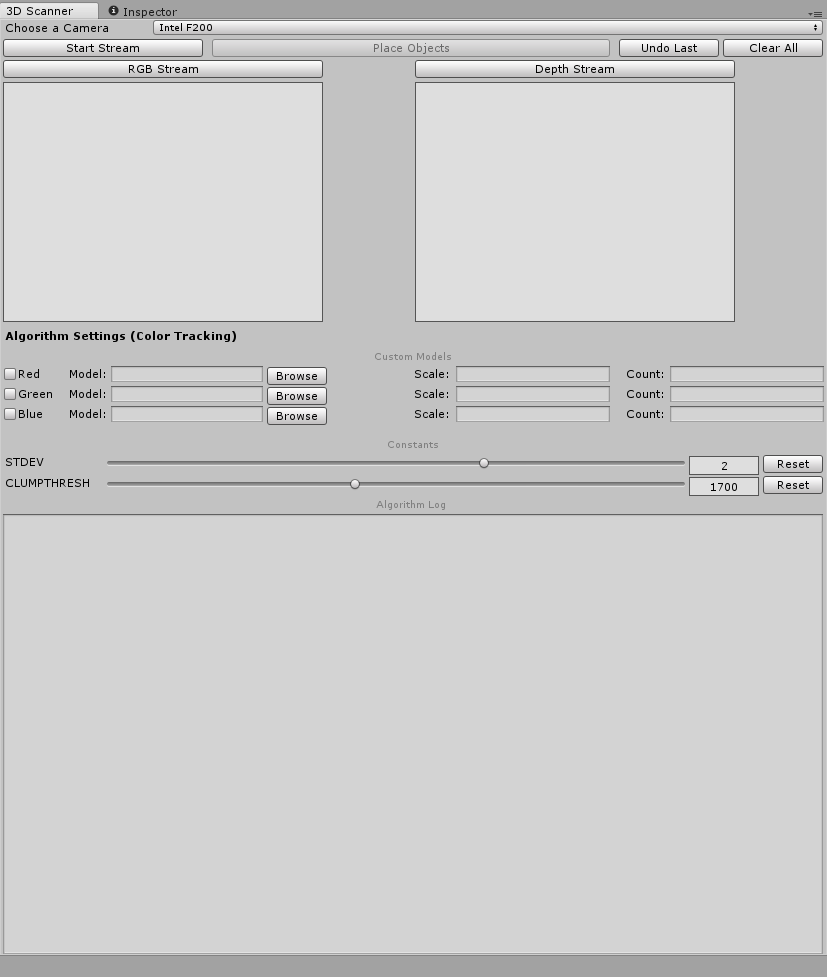
# 1 – Installation

1. To install the plugin (packaged as a \*.unitypackage)   
   in your Unity window select: “Assets > Import Package > Custom Package”
2. Find the package in your filesystem and click “Open”.
3. If the package imported correctly open the plugin UI by selecting “Window > 3D Scanner” 

The 3D Unity Scanner is successfully installed!  
  
NOTE: You can snap the window anywhere you like, but it was built with a column-layout in mind. It is recommended to snap to the right or left side of the scene window

# 2 – Interface

The following is an overview of the plugin interface from top to bottom. 

1. **Choose a Camera –** The top of the interface is a drop-down menu to select different camera devices (Default: Intel F200).
2. **Start Stream –** This button begins the video stream from the selected camera and displays the output in the “RGB Stream” and “Depth Stream” boxes.
3. **Place Objects –** When the stream is running you can press this button to perform detection and place the corresponding models in the Unity Scene.
4. **Undo Last –** This button will clear the previous scanned objects from the Unity Scene and restore a previous scan if available.
5. **Clear All –** This button will clear the current scene and previous scans.
6. **Red/Green/Blue –** If any of these options are checked the algorithm will associate the user selected model at the specified scale for the corresponding detected color. For further explanation of this feature see [Section 3 - Use Cases](#_3_–_Use).
7. **STDEV –** Allows the user to change the tolerance of the background pixels in the algorithm. A higher value corresponds with a higher likelihood of a pixel being recognized as a background pixel.

# 3 – Use Cases

# 4 – Troubleshooting