Introduction to AR-VR

CSL7570

Project Report

Instructor: Chiranjoy Chattopadhyay

Submitted By: Ajit Kumar

Content

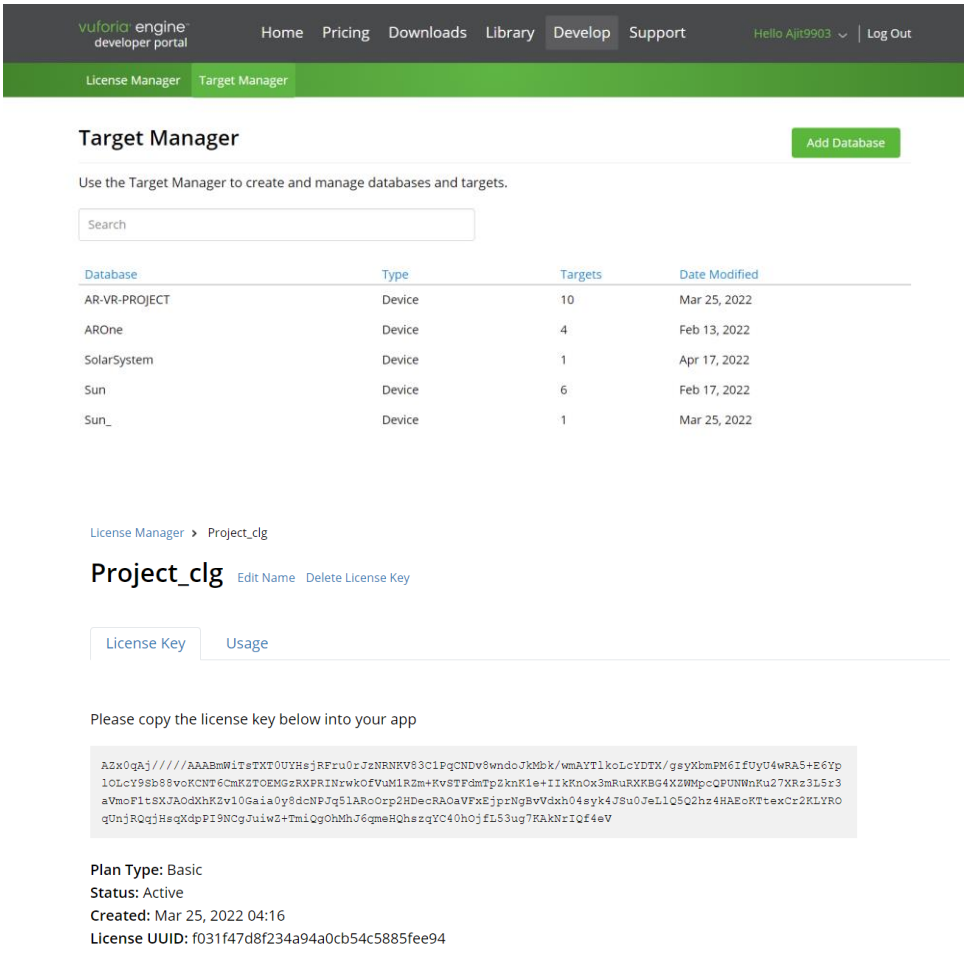
Introduction

In this project, we have made a whole universe which contains all the part like galaxy, Solar system. When we run our application then camera will be open, then we have to scan image on which we have made all project. After scanning, whole universe will be appear in our phone.

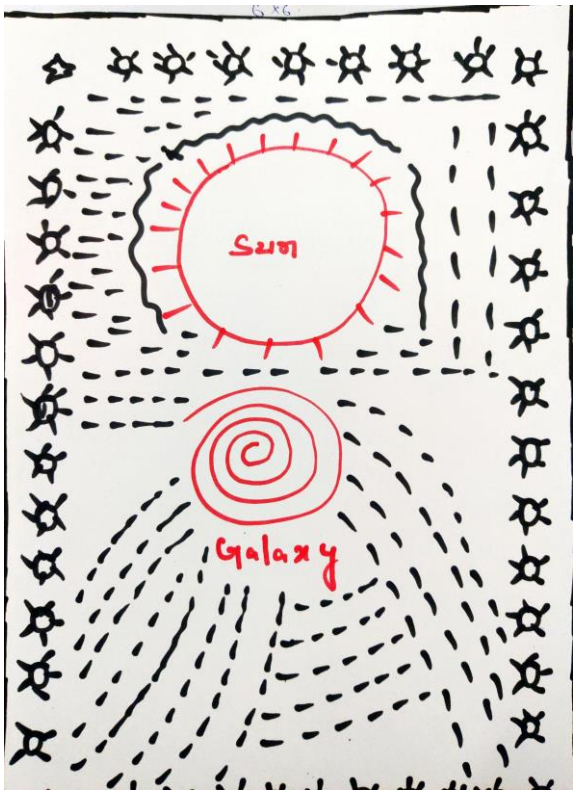
Working Procedure

- First, we have made one project in Unity Editor name as my project (5).
- Then create a scene as Solar.
- We have already an account on Vuforia Engine Developer portal.

- We have created a license key and a database name as solar system.

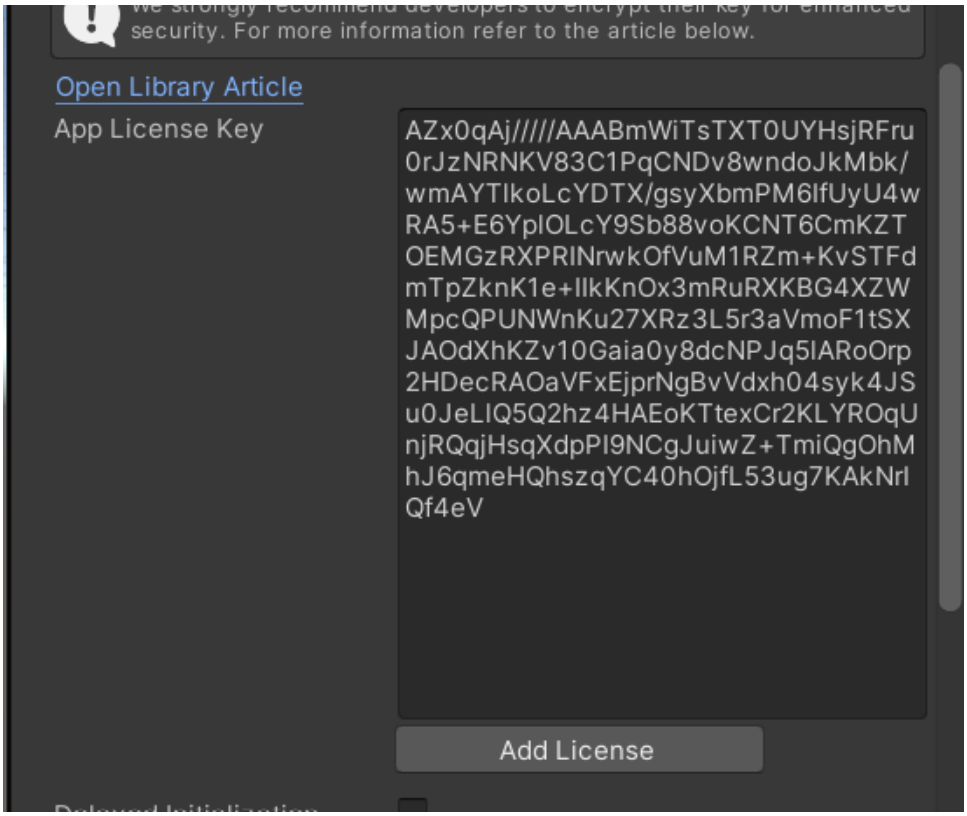


- Then I uploaded one image inside the database and downloaded it for importing into the unity editor.

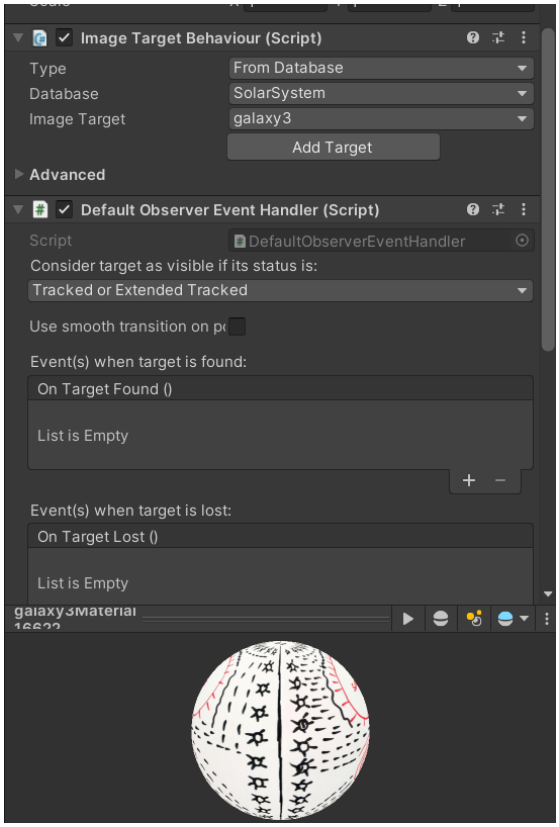


- From the developer portal, we have downloaded Vuforia Engine 10.6 and then imported into the unity editor.

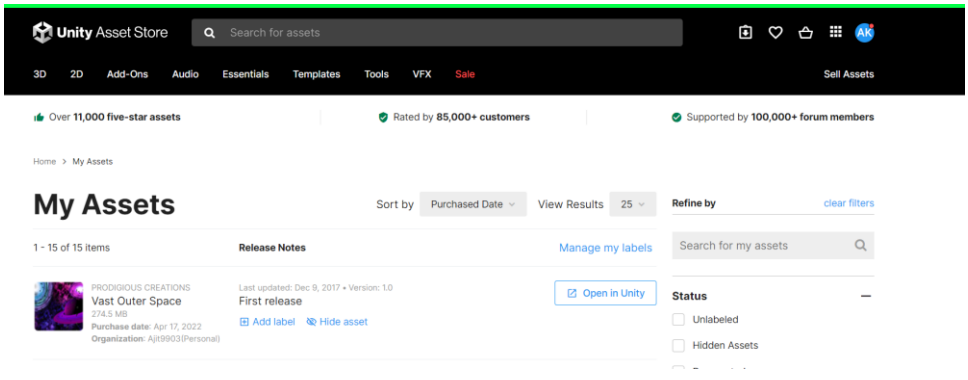
- Deleted the main camera and take the AR-Camera from the Vuforia-Engine.
- Inside the AR camera, we have added the license key that we have already.



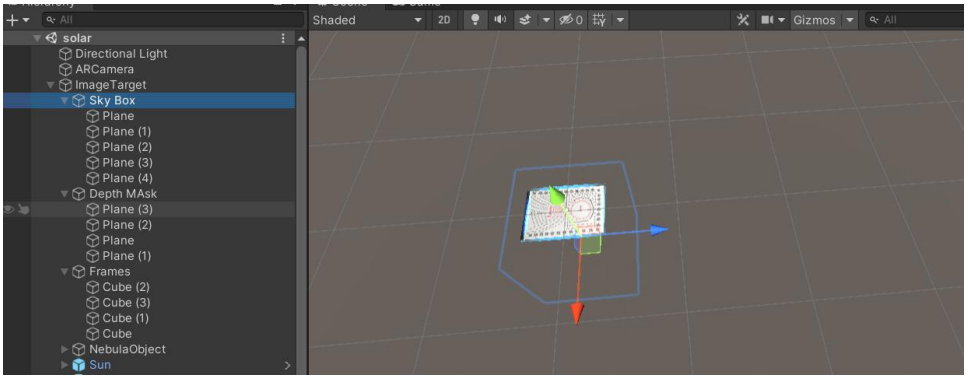
- Next, we have taken Image Target from the **Vuforia Engine.**
- Inside the image target, **Image Target Behaviour ,** selected the type, Database and Image Target.



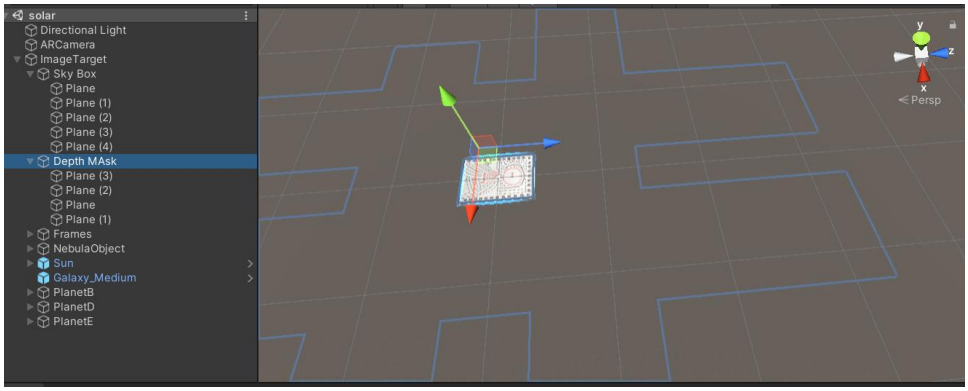
- Next downloaded Vast Outer Space from the unity store and import it into unity editor.



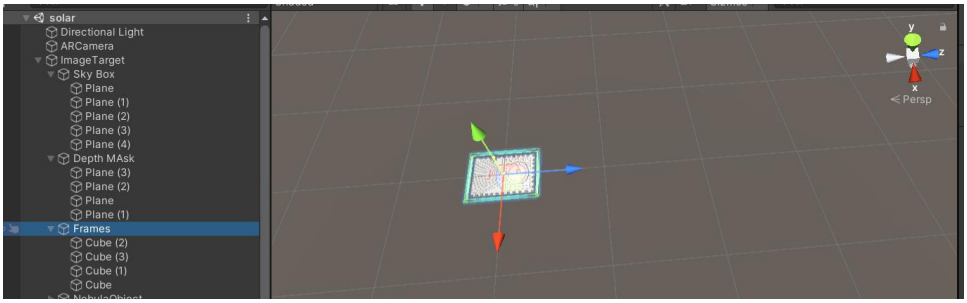
- Created a sky box to make universe.



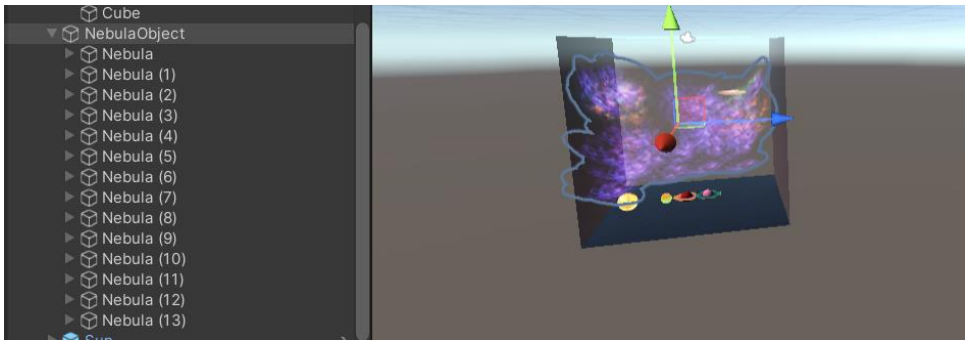
- Created a Dept Mask to remove all the surrounding unwanted view and increase it scale.



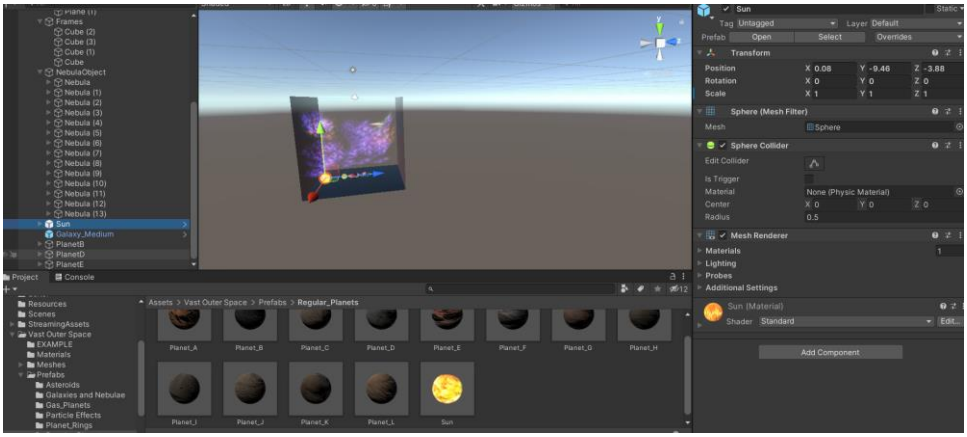
- Next, we have created Frame to look image target as a frame.



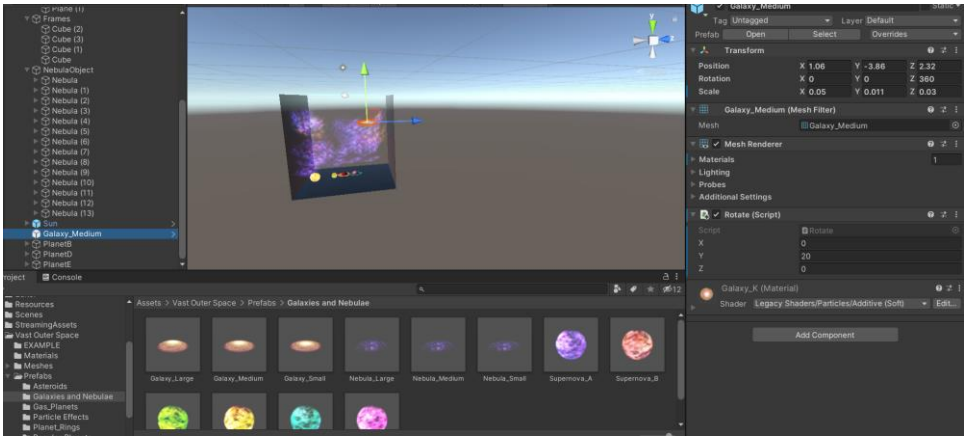
- Next, we have create Nebula object to make visual effect as universe.



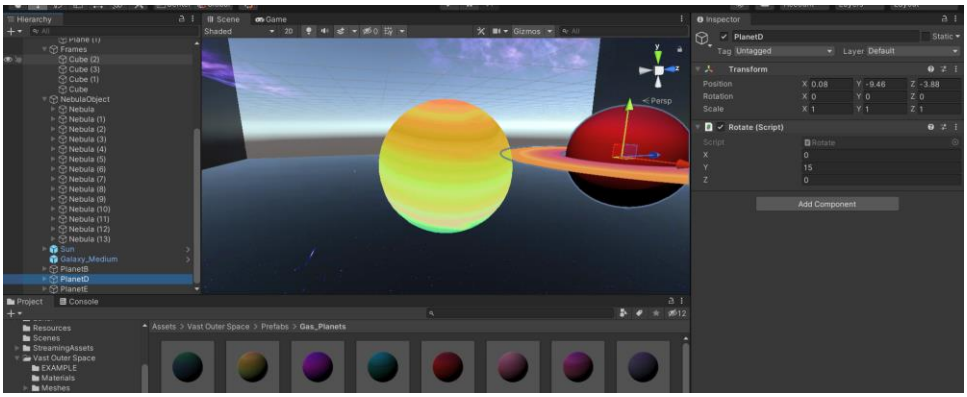
- Next, created sun object from prefab and makes its position inside the **sky box**.



- Then created Galaxy, inside the sky box.



- Then created 3 planets only to look good. If we are going to make eight planets then crowd become high and interface is small. So, it doesn't look good.
- Created 3 empty objects to store all the planet and to make revolving towards the sun, position of these three objects is same as sun then make child to these empty objects to each planet.
- After that applied the rotation script on each object of planet and on planet too and set the rotation value in y –direction.



- At last, we built the app and test the output in phone.

Thank You