

- 1) Adding colors to game object.
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 - create a folder that contains all the colors.
 - create a material
 - change the albedo property of the material.
 - Add any object / shape to the scene.
 - Drag and drop the material into the user selected object.
- 2) Adding textures to Game object.
 - Create an object.
 - Create a material.
 - Select the material and click the color box, drag the color and drop on the material.
 - Create shaders and textures. Apply any image as a layer of the material and use the Diffuse option to blend it.
- 3) Create one AR Greeting Card.
 - Create your 3D.
 - Create your marker
 - Design your special card
 - print the card.
 - Scan the marker.

4) Moving Rotating Scaling Game object inside unity.

- Select the Mesh you want to manipulate and make sure the move tool or the Transform tool is active.
- Press and hold the V key to activate the vertex snapping mode.
- Move your cursor over the vertex on your Mesh that you want to use as the pivot point.
- Hold down the left mouse button once your cursor is over the vertex you want and drag your mesh next to any other vertex on another mesh.
- Release the mouse button and the V key when you are happy with the results.

5) create ground plane scene.

- Create and open a new project in unity. Set it up with the Vuforia Engine.
- Navigate to the unity AssetStore and search for Vuforia.
- Select and add the Vuforia core samples to your assets. Make sure you are logged in with your unity account.
- Return to the unity Editor and open the Package Manager from the tab window → Package Manager.
- In the dropdown menu, select My Assets.

- Select the vuforia Core Samples and press import. This will install the vuforia Engine and all necessary dependencies.
- When complete, locate and open the 3-Groundplane scene in the project tab under Assets.
- You can test the ground plane features in play mode with a target that must first be printed.