**Unity 3D Tutorial**

1. Create a New Project

2. File…Build Settings. Switch platform to Apple iOS. Make sure X Code is v.9.2

3. Import Unity AR Kit Plugin

4. In the ARKitRemote folder, double-click the EditorTestScene.unity file

5. Download Zombie from Asset Store “zombie free walk”. Import

6. Back to Scene, turn off PointCloudParticleExample, GeneratePlanes (Inspector, un-check). Delete Cube

7. Under HitCubeParent, delete HitCube

8. Go into Zombie folder, and find z@walk under Model and drag it into the HitCubeParent, then zero everything out

9. Click on z@walk in the Model library and click Rig, then choose Legacy under Animation Type

10. Click on z@walk in the Hierarchy and remove Animator by selecting the settings icon on the far right and choosing Remove component. Add animation component

11. Go into the z@walk in the library and click the little arrow to give more parts of that object. Choose the z@walk in the Hierarchy and drag the “walk” play button into the Animation area. Uncheck play automatically

12. Add another component to z@walk – “Unity AR Hit Test Example”. Drag HitCubeParent into “Hit Transform” area, where it says **None (Transform)**. Difficult because you have to click and drag, NOT click, and then drag – z@walk must be selected

13. Add another component, name it ZombieControl. Click Create and Add. Double click it to open it up. Also double click UnityARHitTestExample

14. Add code to both files from TRACS. Save

15. Right click