**Deliverable**

**Lab Deliverable #2**

## 1. Follow Lab 2 - 2 and complete the whole process to the end. Then submit your work as follows. (1 pts)

Compress your project folder as one zip file and name it as “LastName\_FirstName\_2-2.zip”.

Describe the result of this work and discuss here below what you would do for the goal of this stream with this:

When I aimed the camera at the image, the astronaut model was shown on top of it. We can use this technique to have museum visitors aim their devices’ cameras at the paintings, and the device can display information that relates to that particular painting.

## 2. Follow Lab 2 - 3 and complete the whole process to the end. Then submit your work as follows. (1 pts)

Compress your project folder as one zip file and name it as “LastName\_FirstName\_2-3.zip”.

Describe the result of this work and discuss here below what you would do for the goal of this stream with this:

This was an example of marker-less ar. This can be used to create an entire museum exhibit in ar.

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## 3. Follow Lab 2 - 4 and complete the whole process to the end. Then submit your work as follows. (1 pts)

You need to download the images (AR Image Targets from Phillips.zip) and pick up one with a name that matches with your last 3 digits of lab accounts (fpvcXXX) from Canvas. Check with your lab accounts from 2’nd tab of google spreadsheet. Then switch the target image with it

Compress your project folder as one zip file and name it as “LastName\_FirstName\_2-4.zip”.

Discuss about this work:

This was a very interesting lab, because we were able to use our own images for the marker-based ar.

## 4. Follow Lab 2 - 5 and complete the whole process to the end. Then submit your work as follows. (1 pts)

Verify if target image is recognized.

Switch the target image to the same image as 3.

Compress your project folder as one zip file and name it as “LastName\_FirstName\_2-5.zip”.

Discuss about your work compared with using Unity:

My application was unable to recognize the target. This is because the target image didn’t have any clear recognizable features.

## 5. Follow Lab 2 - 6 and complete the whole process to the end. Then submit your work as follows. (1 pts)

There are two example sets provided in the Canvas: one for Unity and the other one for Android

Try out those sets and explore all kinds of features they provide.

Compress your project folder as one zip file and name it as “LastName\_FirstName\_2-6-Unity.zip” and “LastName\_FirstName\_2-6-Anroid.zip”

Discuss about your work regarding 1) comparison of those two platforms (Unity vs. Android) and 2) discuss here below all kinds of features and what you would do for the goal of this stream with this:

When creating projects that target VR or AR, I am more likely to use unity than Android Studio for multiple reasons. Firstly, I don’t enjoy coding in Java, which Android Studio requires. Secondly, Unity projects can easily be exported to a variety of platforms, while Android Studio projects can only target the Android platform. There are many cool features that I played around with, such as marker-based and marker-less augmented reality. Both of these technologies have virtually endless potential applications for this stream, especially when targeting the museum industry.