EARTH AR

NIELIT

Creating project

- Create a Unity 3D project

- Import Vuforia Engine -> Assets->import package -> Custom package. (Package already shared through google drive)

- Right click in the hierarchy and you should be able to see Vuforia engine option

- Go to develop.vuforia.com -> Target manager->Download the aready created database with 'Stones.jpg' image.

- The database would be downloaded as Unity package.

- Import this database also by import package option.

- Create a folder in Assets ->'Earth AR Project'

- Create another folder named 'Texture' inside 'Earth AR Project' folder

- Delete the main camera

- Add AR Camera by right clicking in the hierarchy -> Vuforia Engine

- Select AR Camera -> go to inspector panel ->Open Vuforia engine configuration-> Add app license key->Copy License key from Vuforia website and paste it here.

- Add an image target ->Inspector panel:
  - Position – 0,0,0
  - Type- From database

- Right Click in the hierarchy -> Add a 3-D object -> Sphere -> Change its name to earth

- Make sphere child of Image target

- Drag an earth image to 'Texture' folder and apply this texture to sphere by dragging over it.
- Check the output.

Adding Script to Earth

- Set 'Auto generate lighting on' from bottom right corner.

- Apply 'GeneralRotation.cs' script on sphere. (Script will be shared separately)

Adding Moon to the Scene

▸ Add another 3-D object ->Sphere->name it as moon

▸ Change its scale to (0.5,0.5,0.5). Also change it position

▸ Make moon child of image target.

▸ Apply a texture to the moon

▸ Apply script on moon 'RotateAround.cs'.(Script shared separately)

▸ Select moon from hierarchy ->Inspector panel ->Under Scripts :

  ◦ Parent Object : Earth

  ◦ Speed : 45