Augmented Reality

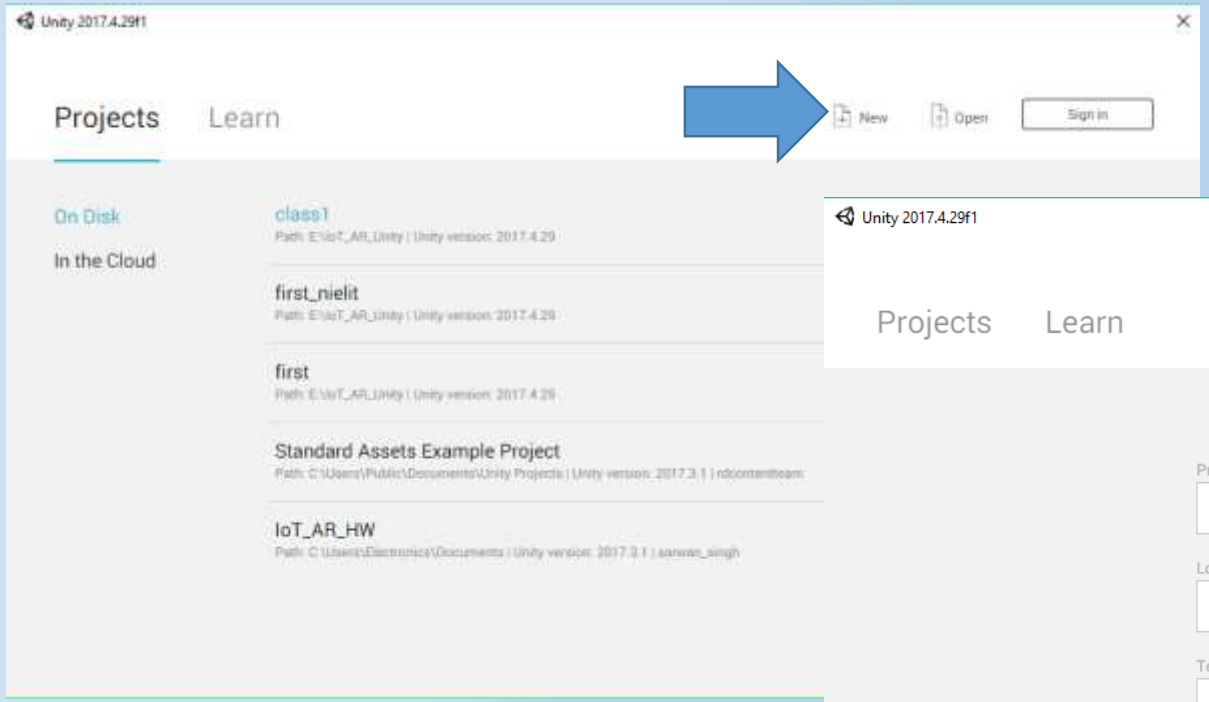
creating Apps with Unity

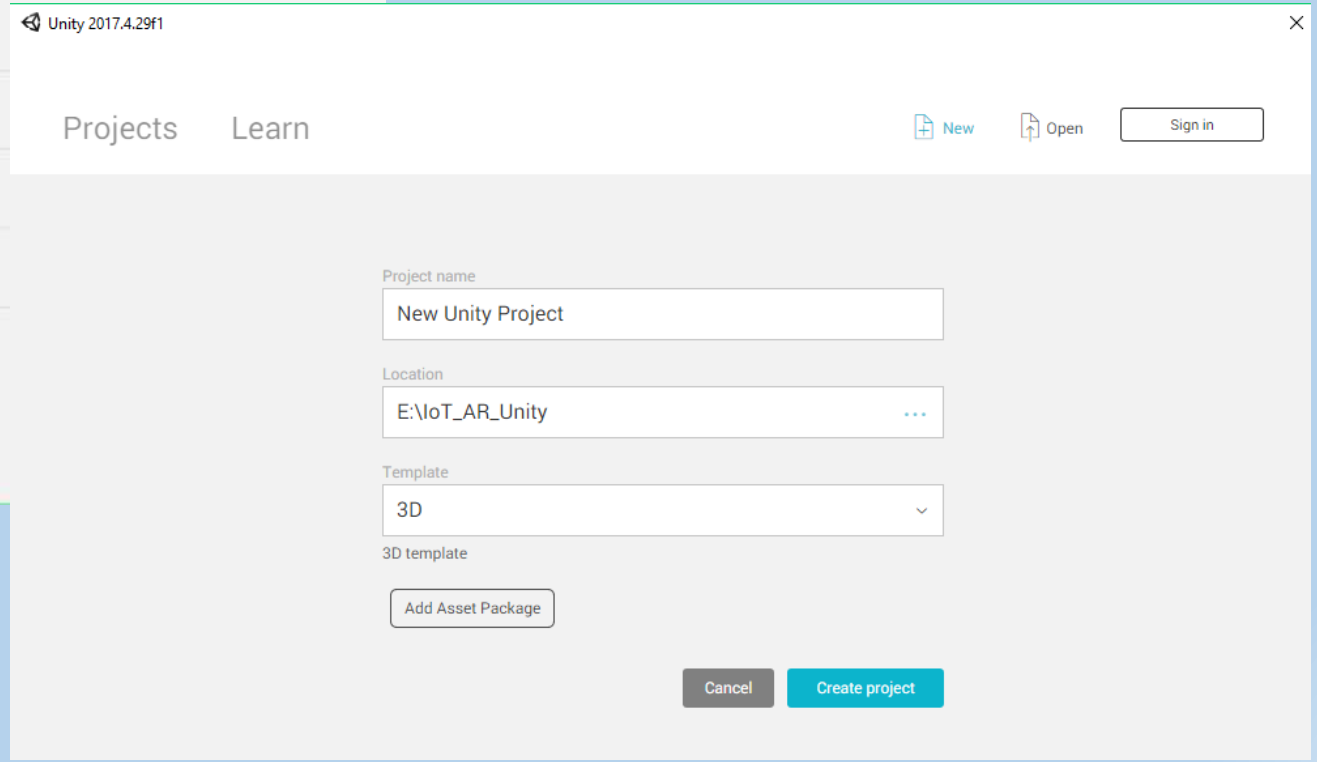
Dr. Sarwan Singh

NIELIT Chandigarh

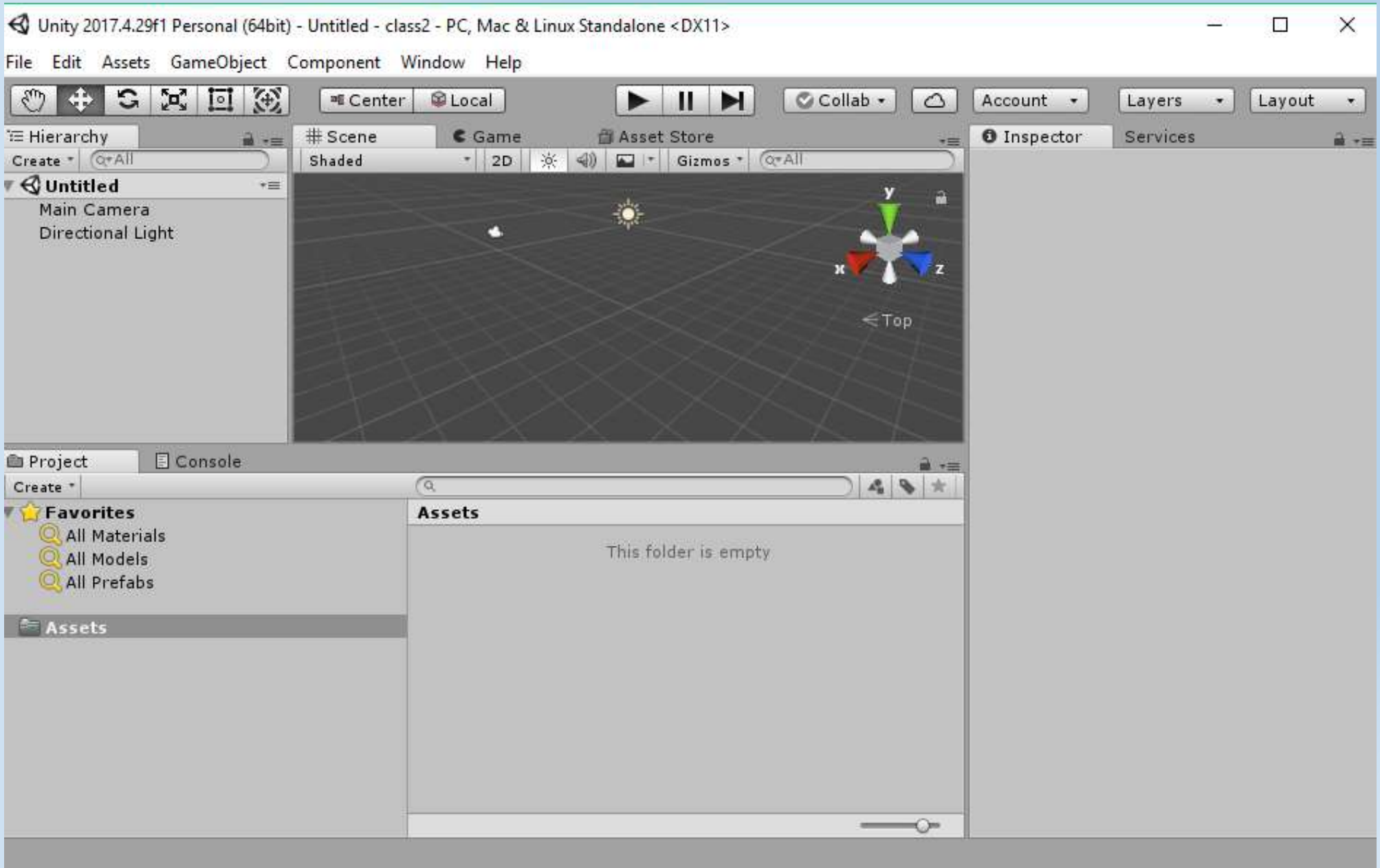
unity

first app in Unity

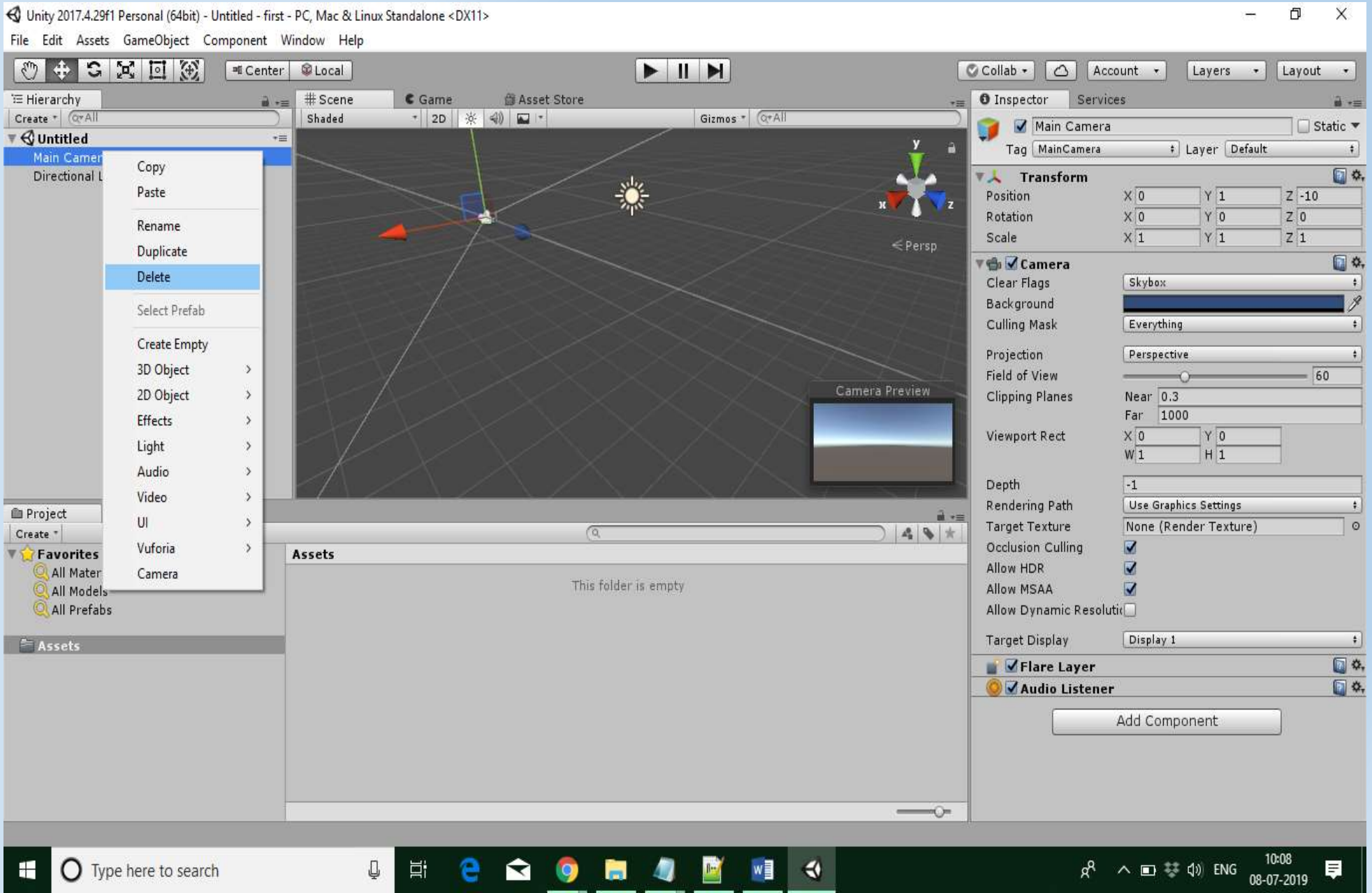




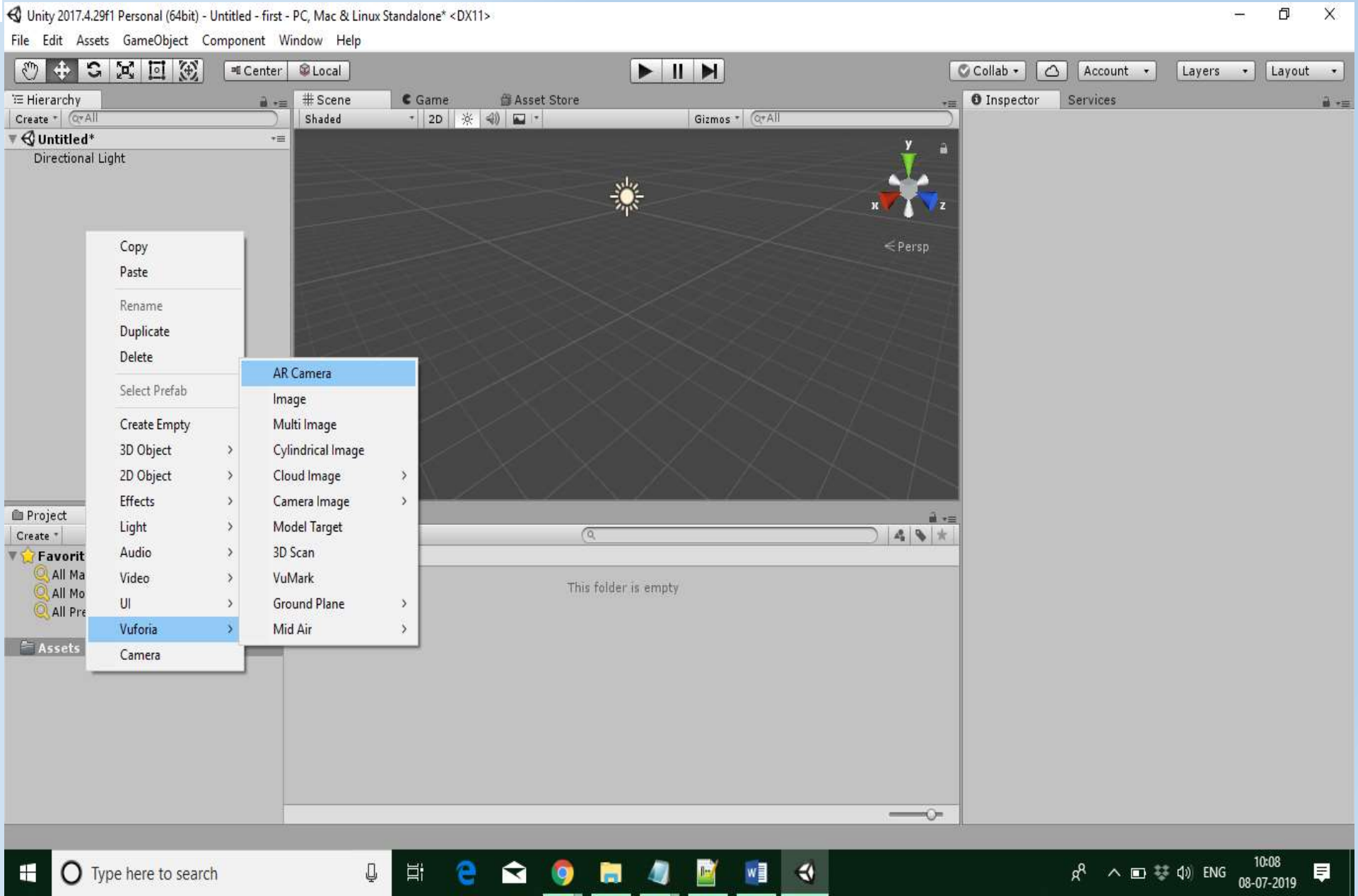
Opening Screen



Delete Main Camera



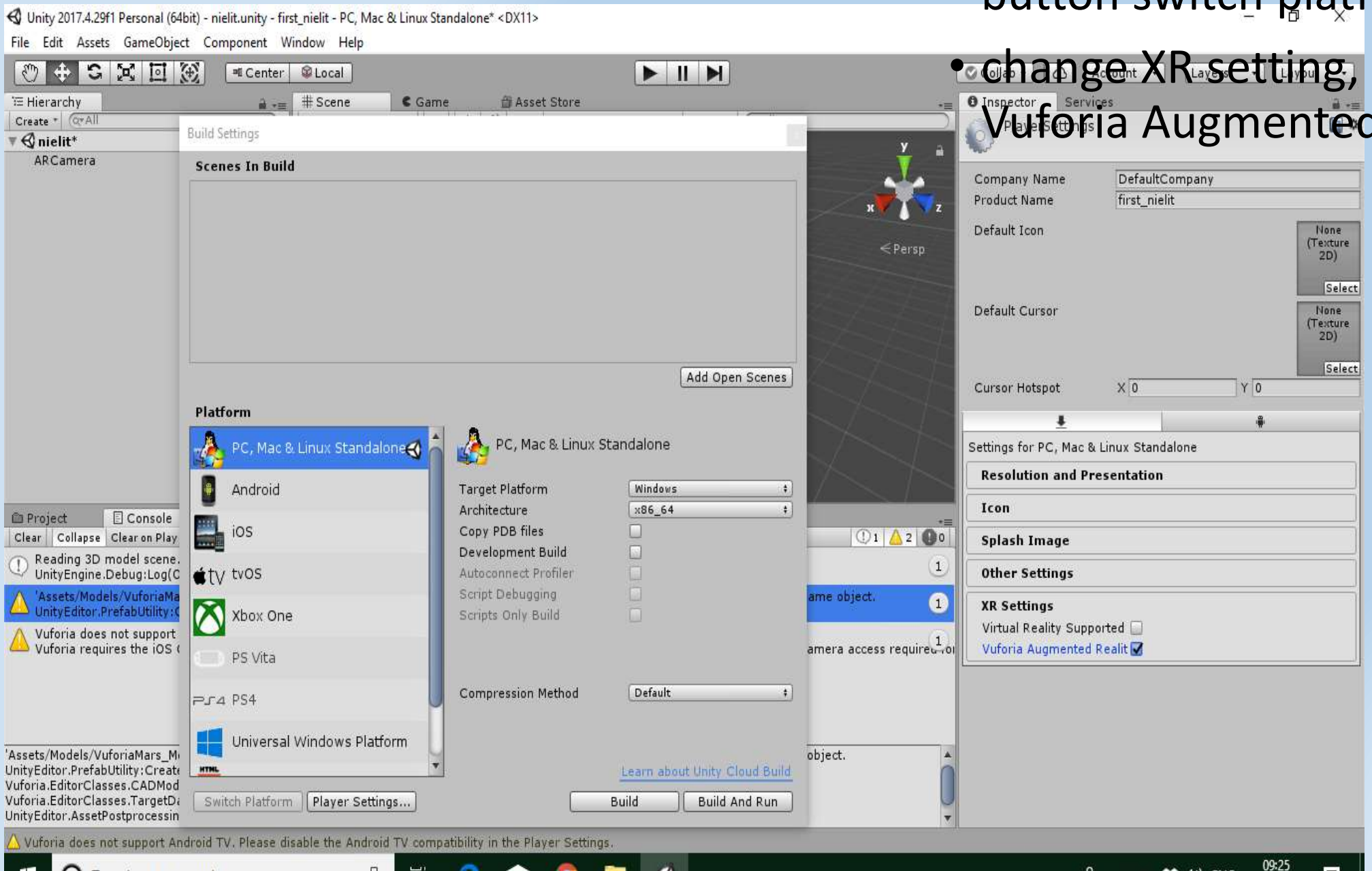
Adding AR camera



Change **Vuforia Behaviour (Script)**

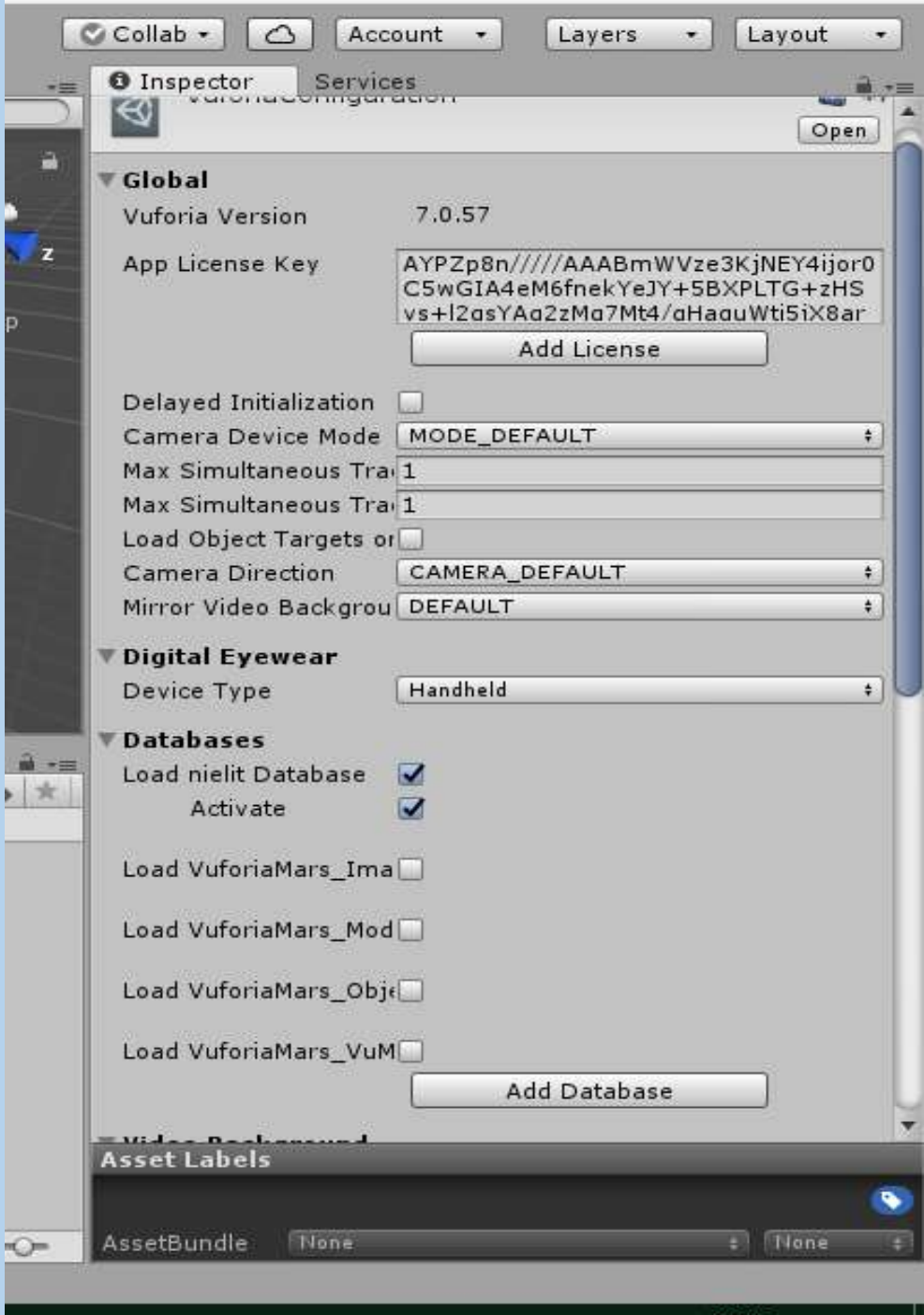
Change **XR Settings**

- Select android and click button switch platform
- change XR setting, tick Vuforia Augmented Reality

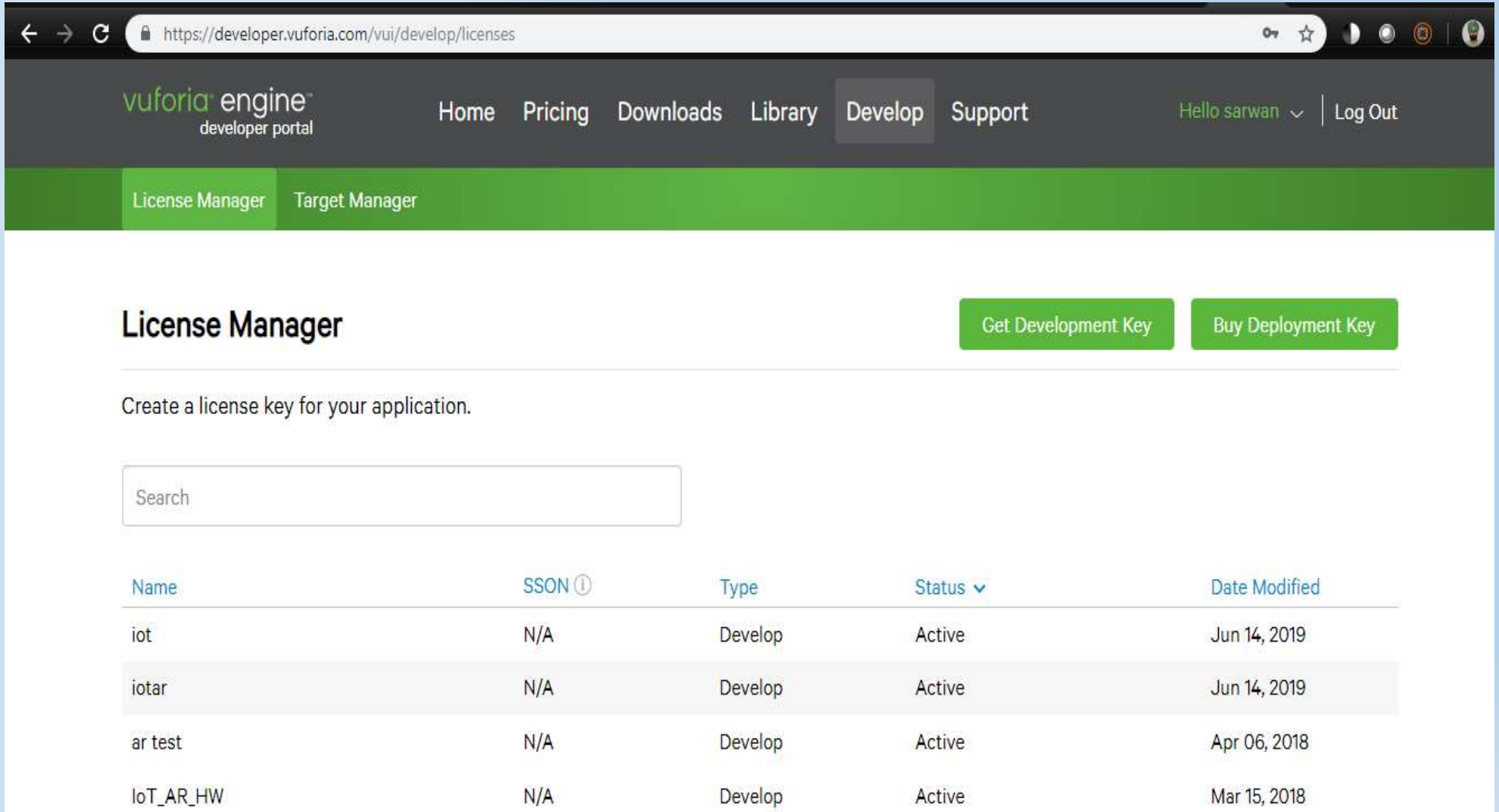


Open Vuforia configuration

- global and databases
- Add licence key and download database and save then reference.
- Download database and drop in assets window
- When prompted click import button



Downloading and adding Licence key



Target manager > add database -> nielit

https://developer.vuforia.com/vui/develop/databases

vuforia engine developer portal

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License Manager | Target Manager

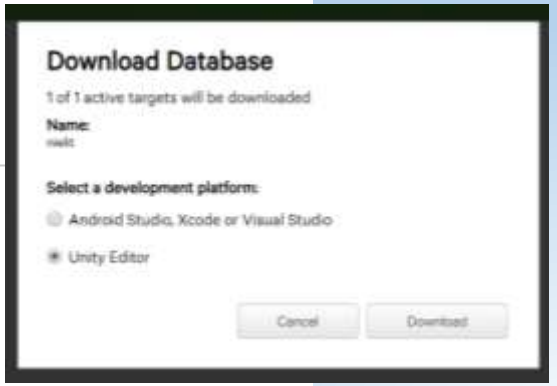
Target Manager

Add Database

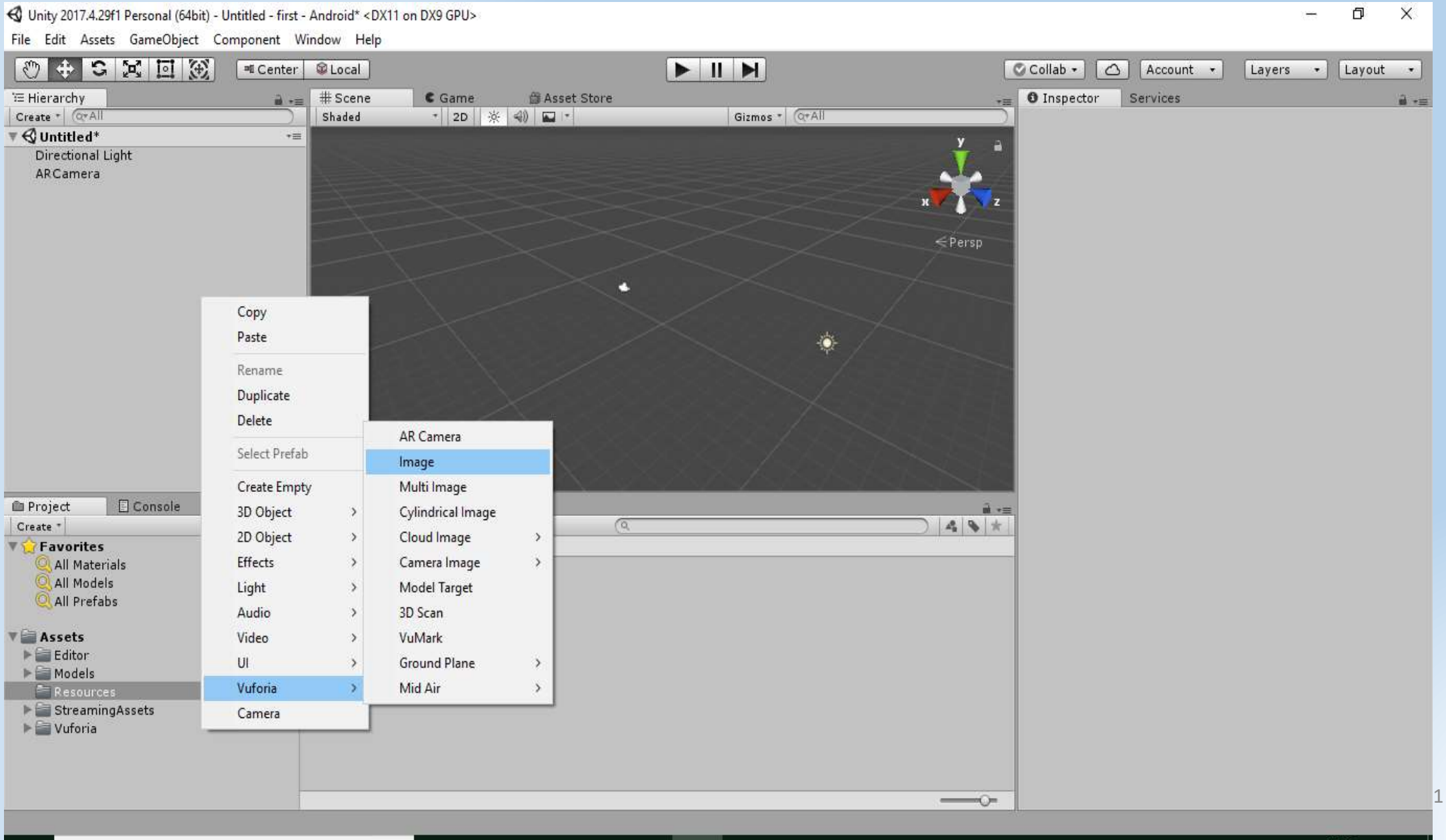
Use the Target Manager to create and manage databases and targets.

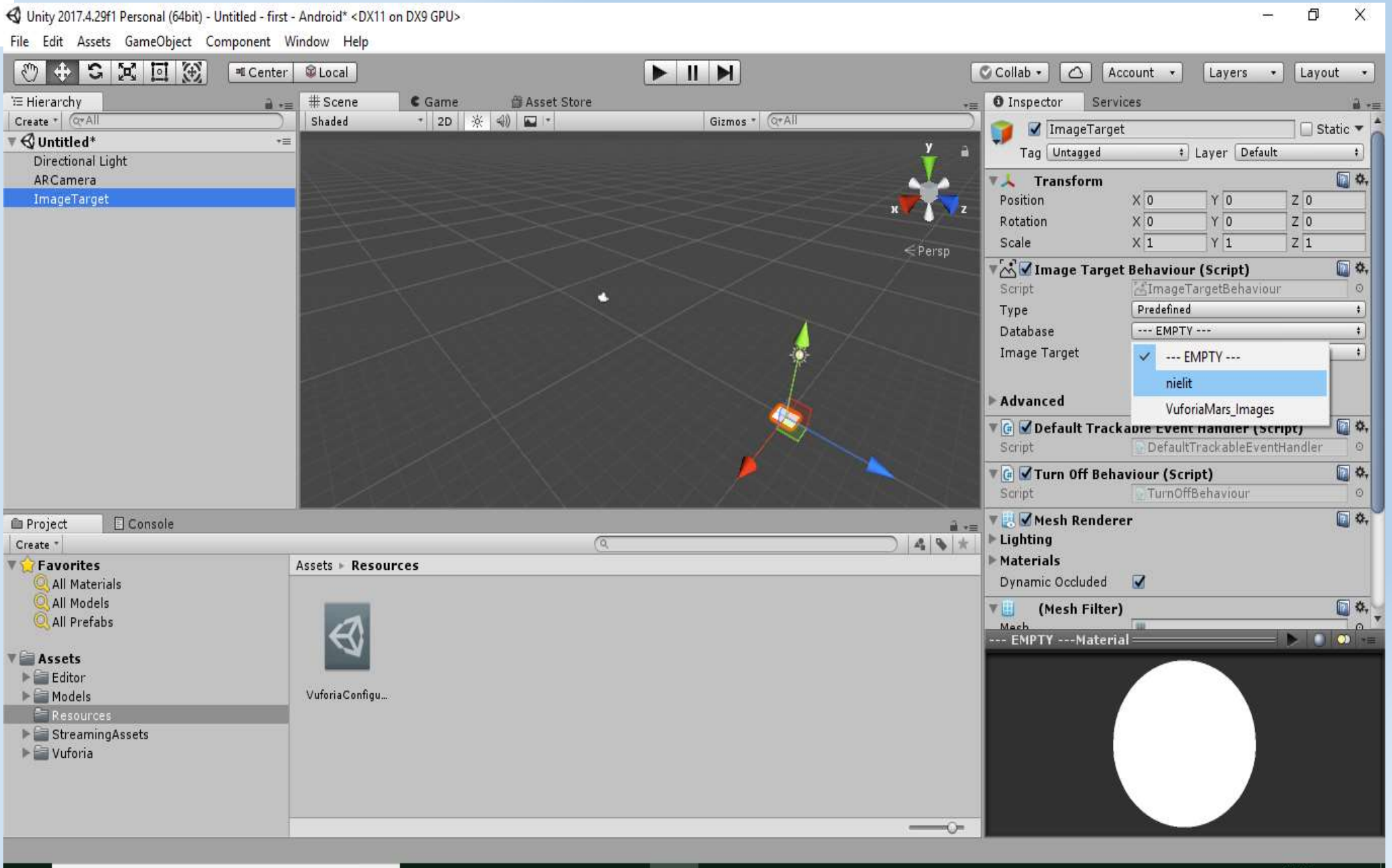
Search

Database	Type	Targets	Date Modified
1000	Device	5	Apr 18, 2018
demo	Device	3	Jun 18, 2019
dht11	Device	1	Jun 14, 2019
IOT_AR_HW	Device	5	Mar 26, 2018
jassipicture	Device	2	Apr 11, 2018



Add new Vuforia Image




Unity 2017.4.29f1 Personal (64bit) - Untitled - first - Android* <DX11 on DX9 GPU>
File Edit Assets GameObject Component Window Help
Center Local
Collab Account Layers Layout
Hierarchy
Create All
Untitled*
Directional Light
ARCamera
ImageTarget
Scene Game Asset Store
Shaded 2D Gizmos All
Persp
Inspector Services
ImageTarget Static
Tag Untagged Layer Default
Transform
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Image Target Behaviour (Script)
Script ImageTargetBehaviour
Type Predefined
Database --- EMPTY ---
Image Target
--- EMPTY ---
nielit
VuforiaMars_Images
Advanced
Default Trackable Event Handler (Script)
Script DefaultTrackableEventHandler
Turn Off Behaviour (Script)
Script TurnOffBehaviour
Mesh Renderer
Lighting
Materials
Dynamic Occluded
(Mesh Filter)
Project Console
Create
Favorites
All Materials
All Models
All Prefabs
Assets
Editor
Models
Resources
StreamingAssets
Vuforia
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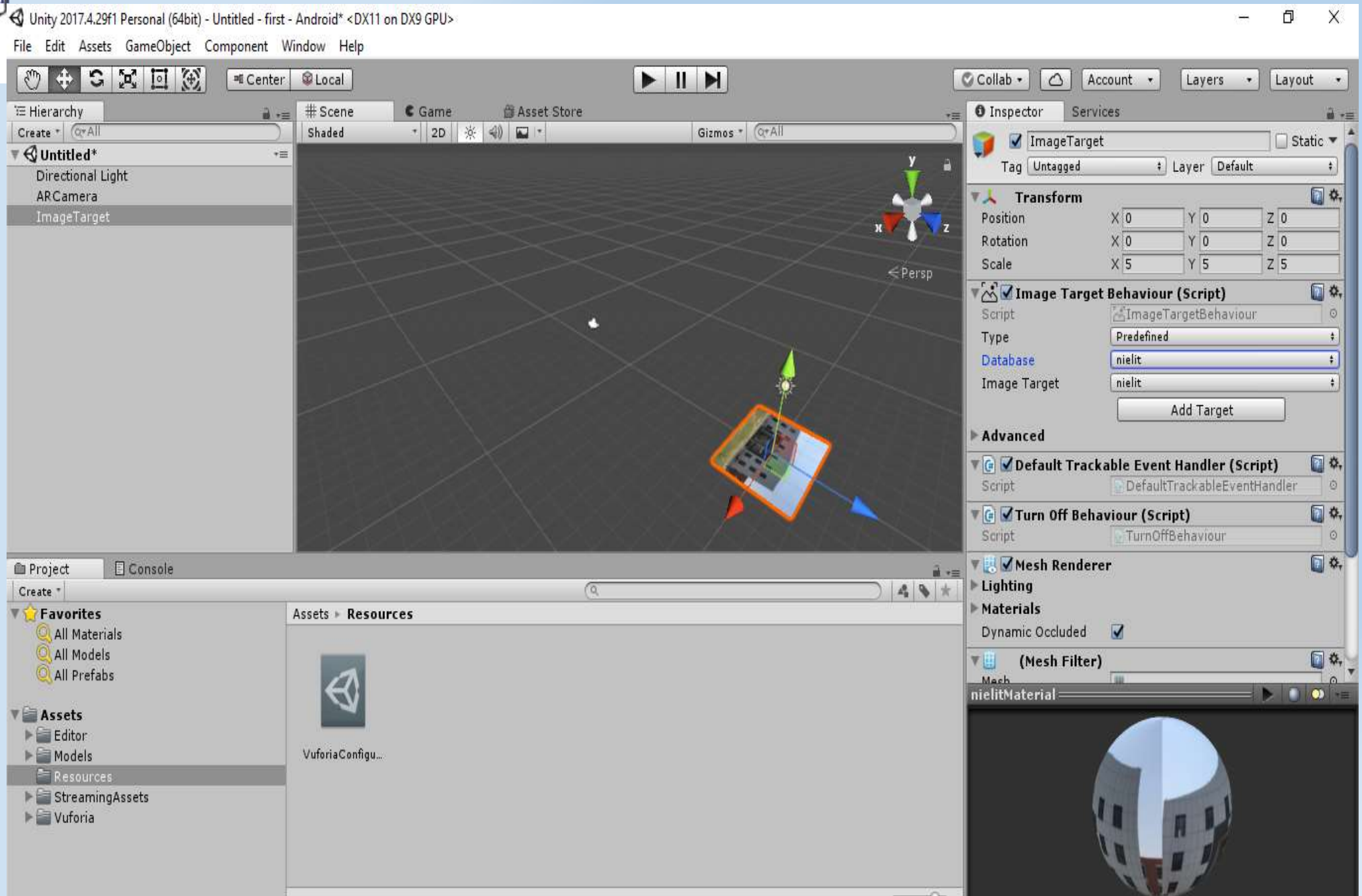
--- EMPTY ---Material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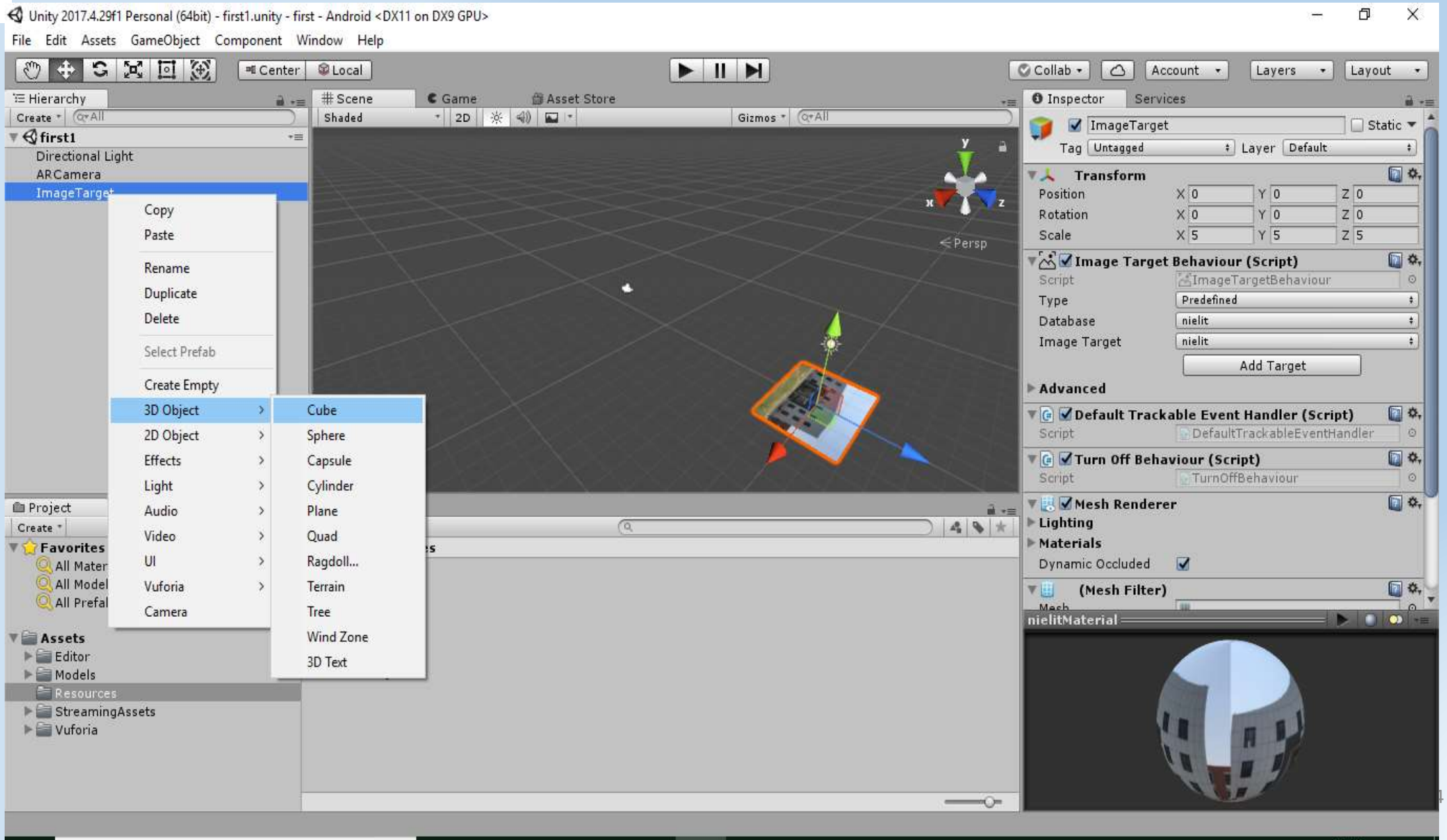
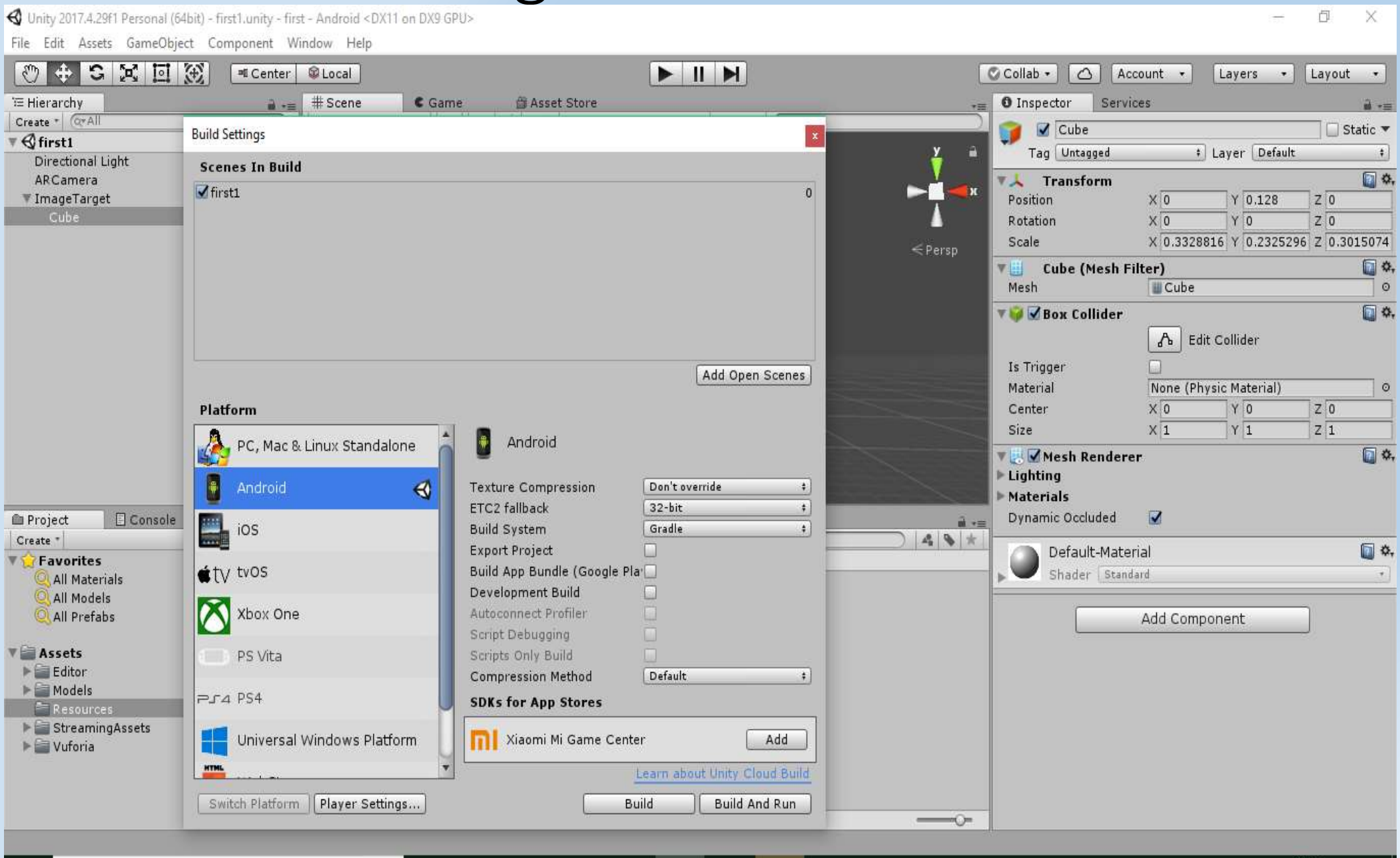
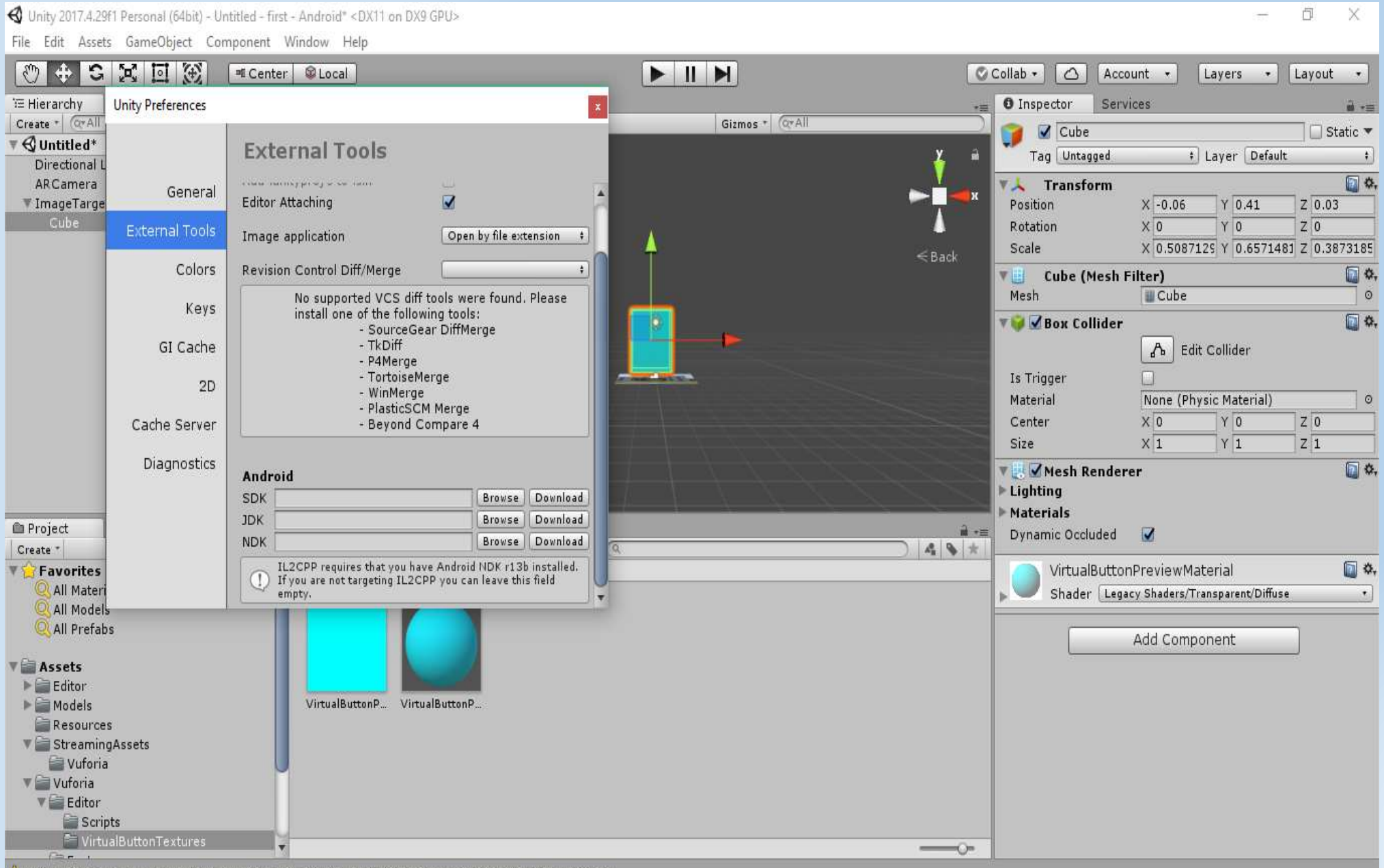
nielitMaterial

Add 3D object to be displayed above the selected image



File>build settings



Configuring SDKs