

Vuforia setup

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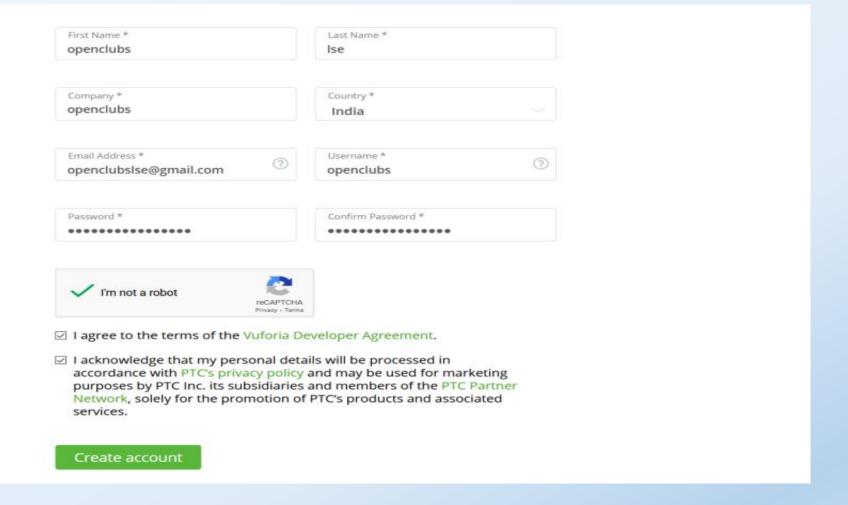




Create a Vuforia Account And License

- Step 1: Register for Vuforia Developer
 Account: https://developer.vuforia.com/vui/auth/register and fill the details and then click Create account button.
- Note: Fill your own details
- **Step 2:** On successful completion, you will receive the following message and a confirmation mail to your email.





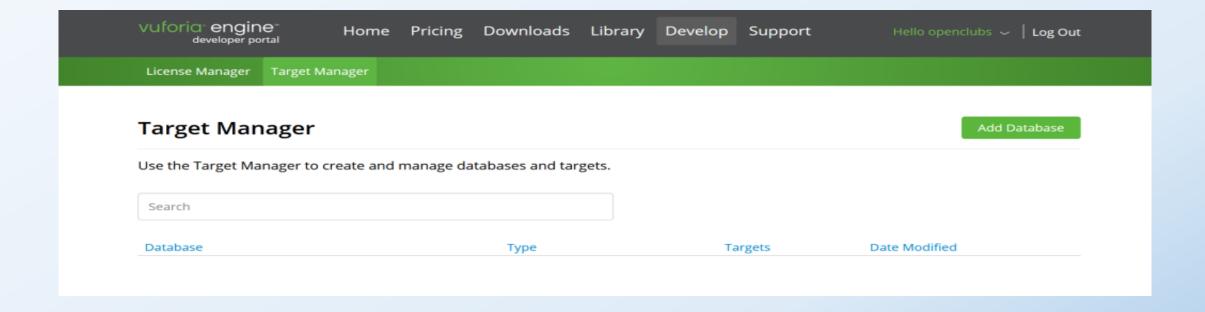


• Then Sign In to the vuforia account

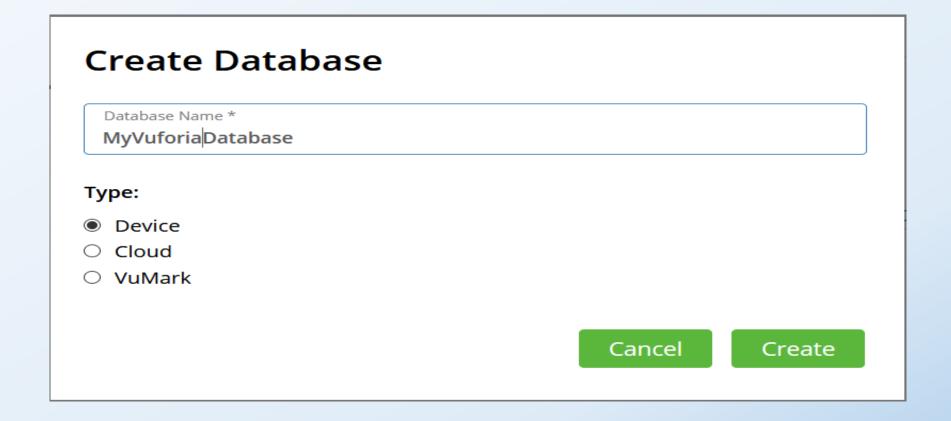


- Create a Vuforia Database
- Step 1: Login to your Vuforia Developer Portal. Click Target Manager and then click Add Database.
- **Step 2:** In the Create Database window, type a relevant database name and click **Create Database**. (You can create Device, Cloud, VuMark databases. For now choose Device).
- Step 3: Your Vuforia database will be created like this.

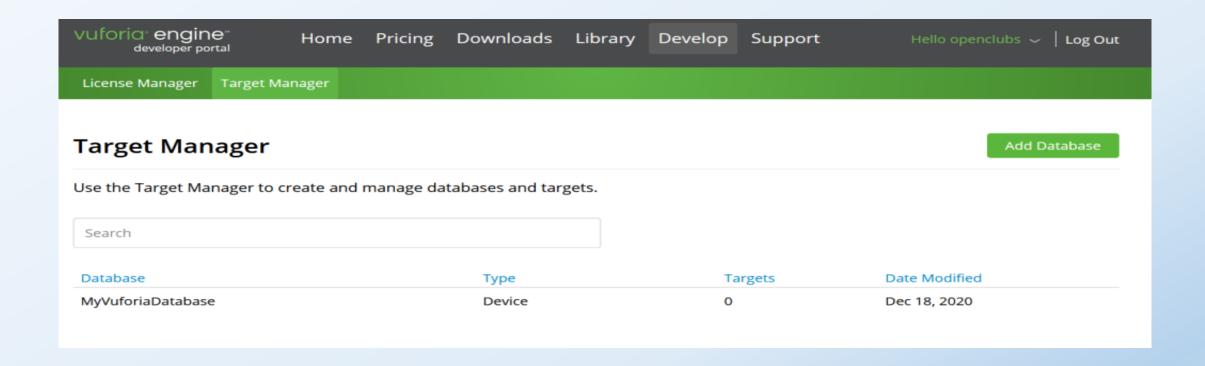












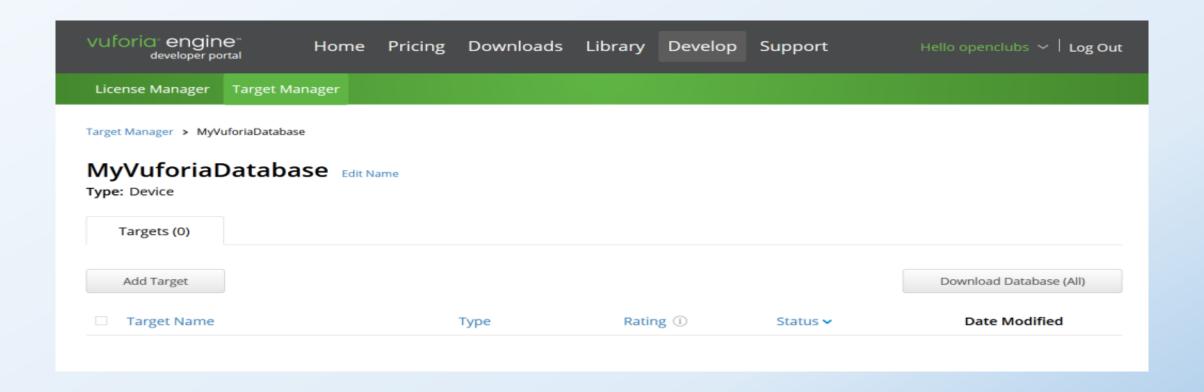


Add Target(s) To Your Vuforia Database



- Step 1: In your Vuforia Developer Portal, click Target Manager and then click on your database. The following window will open.
- Step 2: Click Add Target







- Step 2: Download this image to your computer.
- **Step 3:** In the Add Target window, click **Browse** and select the image you downloaded in the previous step. Set **Width** as 1 and then click **Add**.

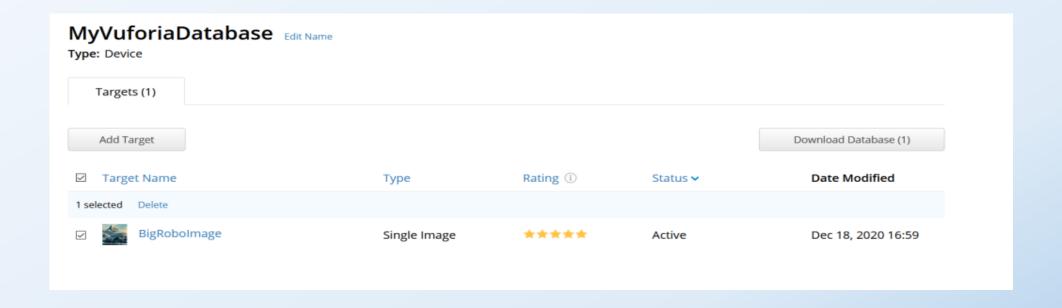


Step 1: In your **Vuforia Developer Portal**, click **Target Manager** and then click on your database. The following window will open.

Туре:			
Single Image	Cuboid	Cylinder	3D Object
File:			
Choose File			Browse
	2mb)		
Width: Enter the width of your a	our target in scene ur ugmented virtual co	nits. The size of the ta ntent. Vuforia uses m ulated when you uplo	
Width: Enter the width of your ame scale as your a	our target in scene ur ugmented virtual co	ntent. Vuforia uses m	neters as the default
Width: Enter the width of your a same scale as your a unit scale. The target Name:	our target in scene ur ugmented virtual co c's height will be calco ue to a database. Wh	ntent. Vuforia uses m ulated when you uplo	neters as the default



Step 4: Your target image will be added and displayed like this:





• Step 5: To download the target database, click the check box Target Name and then click **Download Database**. In the Download Database window, choose **Unity Editor** and the click **Download**.



Download Database

1 of 1 active targets will be downloaded

Name:

MyVuforiaDatabase

Select a development platform:

- Android Studio, Xcode or Visual Studio
- Unity Editor

Cancel

Download



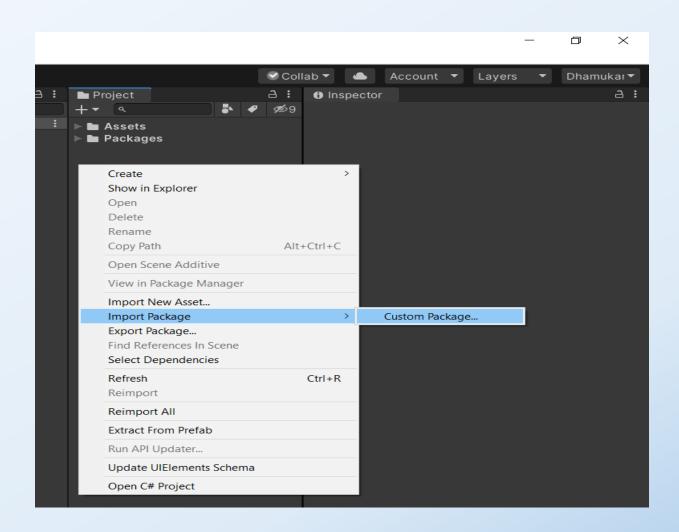
Import Vuforia AR SDK to Unity Project



• Step 1: Download Vuforia.unitypackage from this link: https://tinyurl.com/y8fe9j6h

 Step 2: Open your Unity project. Right-click on the Project panel and click Import Package > Custom Package.







- Step 3: Select the Vuforia package that you downloaded from the previous step. In the Import Unity Package window, click Import. Wait for the process to complete.
- Your Vuforia package will be imported and displayed like this.



