

Working with Image Targets

1. Create a Unity 3D project Import Vuforia Engine -> Assets->import package -> Custom package. (Package already shared through google drive)
2. Right click in the hierarchy and you should be able to see Vuforia engine option
3. Go to develop.vuforia.com -> Target manager->Download the already created database with 'woods.jpg' image.
4. The database would be downloaded as Unity package. Import this database also by import package option.
5. Add AR Camera by right clicking in the hierarchy -> Vuforia Engine
6. Select AR Camera -> go to inspector panel ->Open Vuforia engine configuration-> Add app license key->Copy License key from Vuforia and paste it here.
7. Add an image target ->Inspector panel: Position – 0,0,0
 - Type- From database
8. Right Click in the hierarchy -> Add a 3-D object -> Cube
9. Make cube child of Image target
10. Check the output