

Using Agora Video Chat SDK with AR Foundation Package

This document describes the additional set up required for Unity Application running with AR Foundation. [A Medium blog](#) is also available to guide you through step by step integration [here](#).

Prerequisites

- Unity Editor (**2018** LTS or above)

Unity AR Packages

From Unity Editor, open Package Manager and install the following packages:

For Unity 2018:

- AR Foundation 1.0.0 — preview.22 (the latest for 1.0.0)
- ARCore XR Plugin 1.0.0 — preview.24 (the latest for 1.0.0)
- ARKit XR Plugin 1.0.0-preview.27 (the latest for 1.0.0)

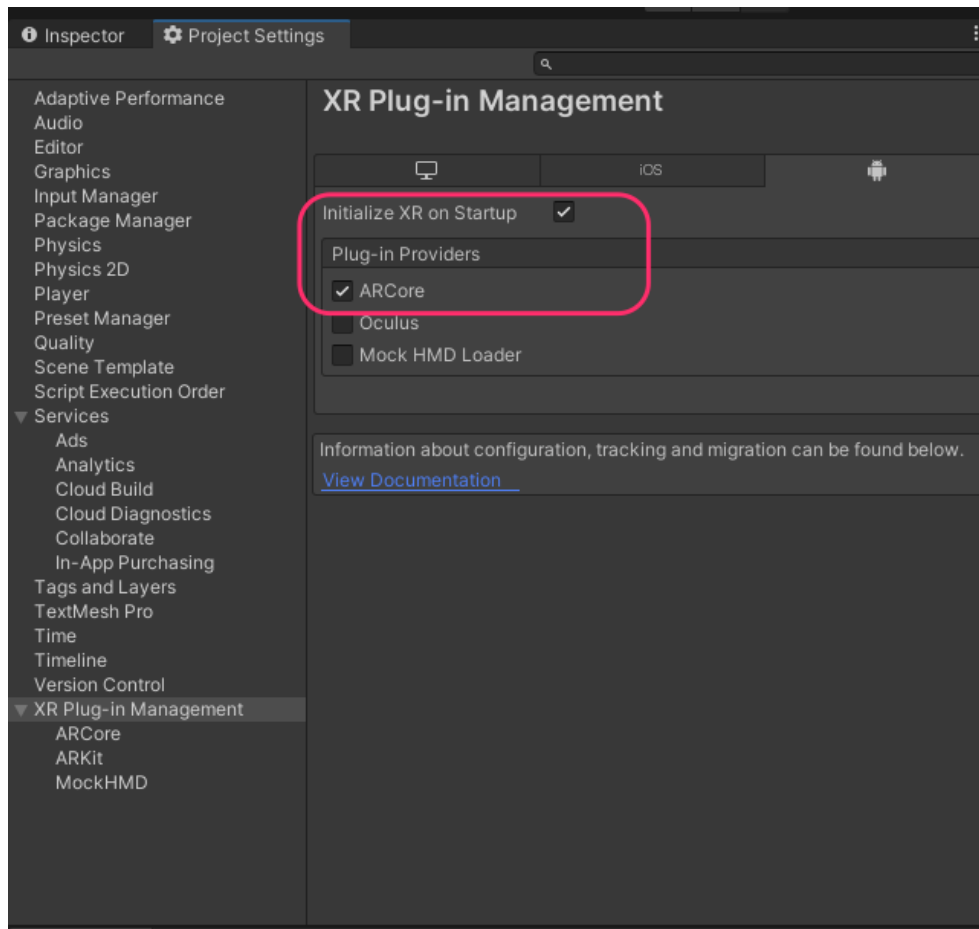
For Unity 2019:

- AR Foundation 3.0.1
- ARCore XR Plugin 3.0.1
- ARKit XR Plugin 3.0.1

For Unity 2020:

- Use the latest Verified version of AR Foundation/ARCore/ARKit

- Make sure XR-Plugin Management has set up for loaders, for example, Android ARCore is required for Android builds:



If not setup proper, you may get the following warning at run-time, and your AR Camera will not capture anything:

Warn Unity No active UnityEngine.XR.ARSubsystems.XRSessionSubsystem is available.
Please ensure that a valid loader configuration exists in the XR project settings.

Platform Settings:

The ARFoundation is aimed for mobile application only. The following settings should override what is described in the README_Unity_Quickstart file.

IOS:

- Rendering Color Space = Linear
- Graphics API = Metal
- Architecture = ARM64
- Target Minimum iOS Version = 11.0

Android:

- Graphics API = GLES3
- Multithreaded Rendering = off
- Minimum API Level = Android 7.0 (API level 24)