ITPG-GT.2060
Assignment 2: Surfaces in Augmented Reality

Objectives Now that we know how to set up and run an AR project properly in Unity, our creations should sit on either horizontal and vertical surfaces. In this assignment, you are going to design appropriate assets.

[Step 1] Reuse your assets from Assignment 1 or create or download objects.
Keep in mind that these objects will be placed on either a horizontal or vertical surface.

[Step 2] Create or download an object that can sit on a vertical plane and repeat for an object that should sit on a horizontal plane (this could be the scene from Assignment 1). (e.g. barnacles for a vertical plane and a chair on a horizontal plane"

[Step 3] In a photo editing program. Create a "tap to place".png. This image will show up as a "cursor" in the scene. And will allow you to place objects where you want them. It can be as simple as a circle or as complex as an image.

[Step 4] On Thursday, follow the video instructions provided to build your scene. This file will be a a Unity package (to prevent version issues). This will contain code for "tap to place" and serialized fields (so you don't need to worry about anything). If you would like to modify the code and add more lucrative interactions, feel free.

[Step 5] Create an on object not for you but for someone else as a gift. We will do something interesting with this the next class.
Hint: in class, we will use flowers and a teddy bear as demonstrative objects.