AR Throwing

AR Throwing — Unity Asset which combines Augmented Reality & Throw for Mobile Platforms.

During an encounter with a target, a player may throw a ball (or any object you want) by tapping any point on the screen (easy mode) or by flicking (swiping) the ball from the bottom of the screen up toward the target (hard mode). Both modes form different speed and throw direction based on last tap point, what makes the game even more interesting.

Toss Diligently & Try to Get Best Score!

Contents

AR Throwing contains Unity Assets

All paid assets are included in Unity Package. All modules are designed independently to keep this asset extendable & easy to understand:

- Throw Object 3D (docs) to implement throwing.
- AR Camera GYRO (docs) to implement Augmented Reality for wide range of mobile devices. You can use any AR Engine (ARCore, ARKit, etc.) because there is no hard connection between Unity Project and AR Camera GYRO (docs).
- Real-Time AR Shadows (docs).

AR Throwing is a Part of Unity Assets

1. AR Toss Boss (docs).

Features of AR Throwing

Bring the enchanting Power of Augmented Reality into your amazing Game or App:

- 3 unique containers: Barrel, Bucket & Bucket Group.
- 2 Throwing Modes: “Tap” (Easy) & “Flick/Swipe” (Hard).
- 10+ different items to toss: balls, weapons, etc. Easy implementation of your own Throwing Objects.
- Dynamic Sound System: play Throwing Sounds based on speed, pitch and volume factors of Throwing Objects.
- Tons of Customizable Parameters for Throwing (Force, Torque, Delays, Rotation, Position, etc.).
- Custom Meshes of Containers created with Technie Collider Creator (it’s not needed to run the project). They allow computing collides more accurately.
- Mobile Optimizations: Object Pool, TextMesh PRO, etc.

Tutorial

Getting Started with AR Throwing

For legal reasons, I can’t include some assets in the package, but you can get them for free separately.

If you have any issues with the first launch then just Reach Support with Invoice Number and Get Help.

I used the next software for this tutorial:

- Unity 2019.1.3.

Folders & Files in package by default:

- Makaka Games;
- TextMesh Pro;
- PostProcessing.

Steps

1. Download and import AR Throwing into Unity;
2. *Option: To Get All Assets associated with Throw Object 3D, check its documentation.*
3. Test in the Unity Editor with Unity Remote or build for mobile.

> *Each Unity Asset included in AR Throwing has its own documentation in target folder or on the website (the latest docs).*

“$” Game Object

It’s Game Controller. Here you can find main control scripts.

Testing

You can test the project in the Unity Editor with Unity Remote.
You need to hit Play — Stop — Play for gyro detecting (specificity of Unity Remote).

Tested with Mobile Devices

- iOS on iPhone 6 & 8,
- Android on Samsung Galaxy S10.

Use Cases

- Paper Toss Boss (iOS, Android);
- Paper Toss (iOS, Android);
- Paper Bin AR (iOS).

Support

First of all, read the latest docs online.
If it didn't help, get the support.

Changelog

Check the current version on Asset Store.
The latest versions will be added as soon as possible.

2.0:

- AR Shadow 1.3 (docs);
- AR Camera GYRO 3.2 (docs);
- Throw Object 3D 3.17 (docs).