

Section 6: Building Our Projects

Q1. What type of format do we use when loading an OBJ model into AR.js?

- a. Obj-model = "obj: url(path/model.obj);"
- b. Obj-type = "path/model.obj";
- c. Obj-model = obj: url(path/model.obj);
- d. Obj-type = obj: path/model.obj;

Q2. How do we access our camera feed in AR.js?

- a. By calling <a-camera-static/> inside our scene and above the </a-anchor>
- b. By calling <a-camera-static/> inside our scene and under the </a-anchor>
- c. By calling <a-camera-static/> out of our scene
- d. By calling <a-camera-static/> anywhere

Q3. What must we set the embedded arjs property in our scene tag and the hit-testing-enabled property in our anchor tag to in order to enable AR?

- a. trackingMethod: best; & false
- b. trackMarker & anchorPage
- c. setTracking & anchorScene
- d. trackingMethod: best; & true

Q4. What is the technical term used for projections that remain visible and stuck to a specific area in our scene?

- a. Visible POIs
- b. Fixed POIs
- c. Focused POIs
- d. POIs

Q5. Although we can keep a POI the same for many projections, what must we keep different for every projection?

- a. It's geometry
- b. It's position
- c. It's poi_id
- d. It's id

