

Immersive Engineer Employee

Technical Test

Overview

Thank you for your interest in ARUTALA. In order for us to get a better understanding of your technical abilities and how you fit into our team, we want you to complete the following exercises.

We totally understand that you have limited time and your time is valuable, so we designed the test to evaluate your abilities as quickly as we could, also to give you the opportunity to demonstrate and explore the skills you have already developed and honed. If you are new to the domains of these exercises we will however take that into account as well.

Please submit the exercises in Github/Gitlab/Bitbucket and share the link to us.

Good luck!

Engineering Team

Exercise 1

Augmented Reality apps in Android using Unity3D, that have some function that I cleared:

- ✓ Using marker based (use logo arutala image or any image that best for marker)

Arutala Logo image download link: <http://bit.ly/316MZtT>

- ✓ Show 3D model and animate this model using animation in Unity (ex: rotation looping)

3D Model download link: <http://bit.ly/36uyXmw>

- ✓ Interaction with 3D model swipe to rotate and pinch to zoom (please use your own code, don't using plugin) sometimes get some errors
- ✓ Implement the 3D model is blinking with your own code
- ✓ Implement fire particle effect under the 3D model
- ✓ Play background when 3D model showed (you can use any background)
- ✓ Create screenshot function save to thande gallery android
- ✓ Share to media social after screenshot
- ✓ Plus point: you can improve the AR function with your creativity but please do the task

above first.

I use Unity Editor 2019.1.10f and for AR SDK I use a Vuforia Augmented Reality SDK. For marker base I use Arutala Logo Image from <http://bit.ly/316MZtT>. For model 3D I use 3D model from Arutala <http://bit.ly/36uyXmw>. that object I add Rotation Looping based y-axis, for blinking 3D model I use

some simple code, for interaction with object swipe and pinch to zoom I made from code that I mixed from forum and maybe sometimes get error. fire particle I get from unity assets store, screenshot, save and share I use asset and some code, and I add button exit to close the apk.

link of source code in Github : <https://github.com/MUHARIDWI/TEST-ARUTALA>