

## AR3f-v09

### Commit

- added deer (3D model, texture imported, material and box collider created)
- custom icon for app added
- slider for scale and rotate made bigger to allow more comfortable control

### Instructions for user

1. point your camera at the floor and scan around
  2. tap on the screen to place 3D object
  3. scale 3D object using slider
  4. rotate 3D object using slider
  5. press the button AllSet to lock the position and hide sliders, text, plane and feature points
- \*see folder "Preview"

### Tested with

HW

- Windows10 notebook (MSI P65 Creator 8RE-042CZ with Intel Core i7 8750H Coffee Lake, RAM 16GB DDR4, NVIDIA GeForce GTX 1060 Max-Q 6GB)
- Android smartphone (Samsung Galaxy S9+ and Xiaomi Mi A3 with Android 9.0(Pie))

SW

- Unity 2019.1.5f1 (components: Android Build Support)
- AR Foundation preview.3 - 2.1.0 (including ARCore XR Plugin preview.5 - 2.1.0 and ARKit XR Plugin preview.5 - 2.1.0)
- Visual Studio 2017, Version 15.9.14
- Android Studio, Version 3.5 (with Android SDK for Android 10.0 Q), see [unity Android environment setup](#) and Unity->Edit->Preferences->External Tools)
- Java Development Kit (OpenJDK 1.8.0.152), see [unity Android environment setup](#) and Unity->Edit->Preferences->External Tools)

### Based on

- sample scene "Scale" using Scale Controller.cs, MakeAppearonPlane.cs, RotationController.cs attached to ARSessionOrigin