

## AR3f-v02

### Tested with

- macbook 10.14.5 (MacBook Air (13-inch, Early 2014, processor 1,4 GHz Intel Core i5, Memory 4 GB 1600 MHz DDR3, Graphics Intel HD Graphics 5000 1536 MB)
- iPad iOS 12.4 (5th generation, 2018)
- Unity 2018.2.2f1 (components: Visual Studio for Mac, iOS Build Support)
- AR Foundation 1.0.0-preview17
- Xcode 10.2.1
- visual studio 8.1 (components: .NETcore)

### Created based on

-Udemy course by Satwant Kenth (Create ARFoundation app & TEMPLATE for AR Photo app., tutorial n24) using DetectTouchMovement.cs and RotateSimpleScaleGO.cs attached to AR camera

### Features

- place 3D object (in the middle of trackable plane) by pressing the button
  - scale 3D object by pinch gesture (3D object needs to be selected first by clicking on it)
  - rotate 3D object using 2 fingers (3D object needs to be selected first by clicking on it)
- \*see folder "Preview"