

Assignment3

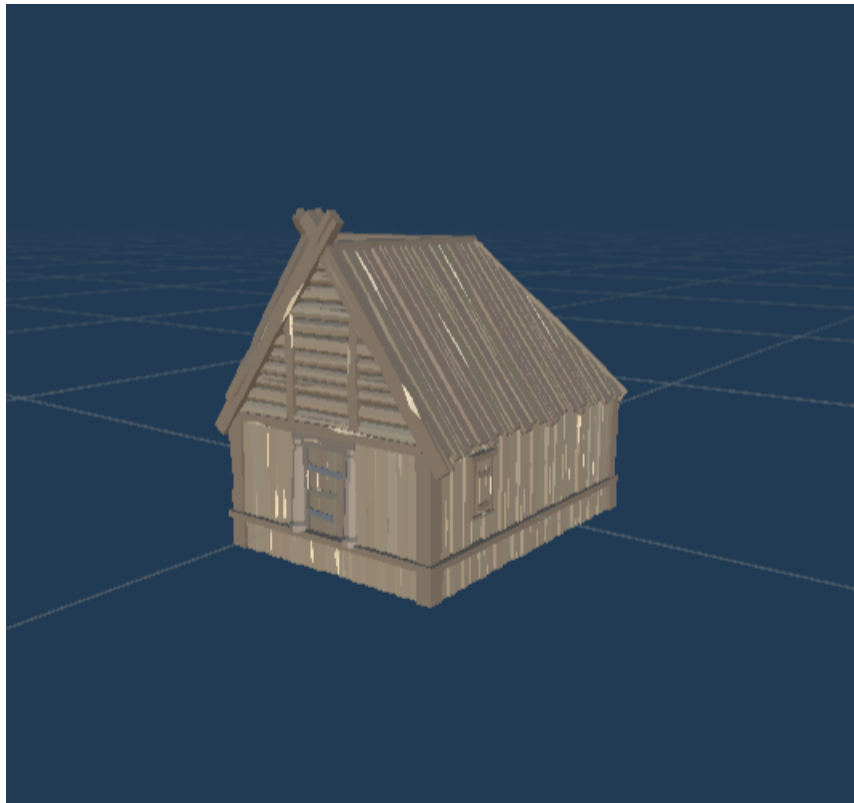
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Create an AR scene in Unity that

1. Runs on your phone (5 pts)



2. Uses new assets (5 pts)



3. Allows the user to place AR objects(5 pts)

