



# B-INN-000 - Workshop: Face AR

## AR/VR Workshop: Face AR

It **V**irtually **R**uns!





# AR/VR Workshop: Face AR

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Language: C#

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**Your repository must contain all of your source files but NO useless files.**

No, you won't find long and useless pages here. Let's begin exercise #1.

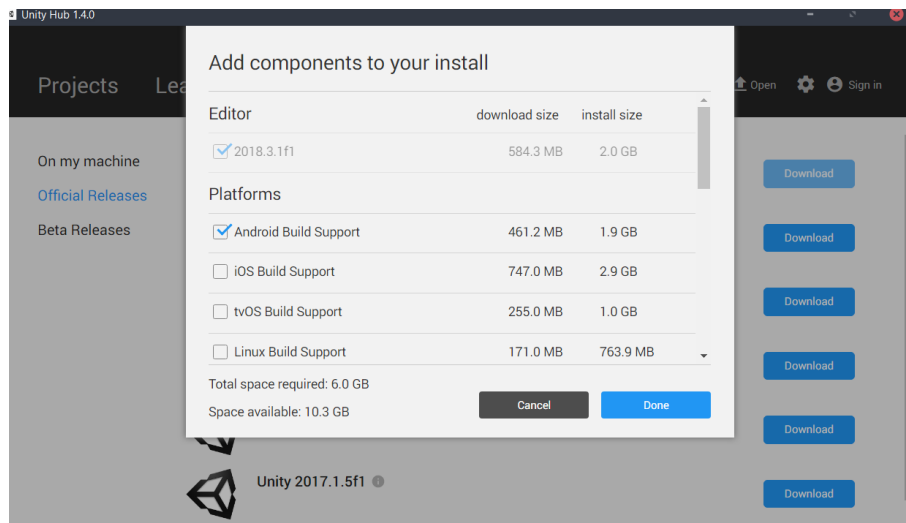


## Exercise 00: Installation

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Download Unity Hub : <https://store.unity.com/download>

Download Unity 2019.x or after with android package (on unity hub)



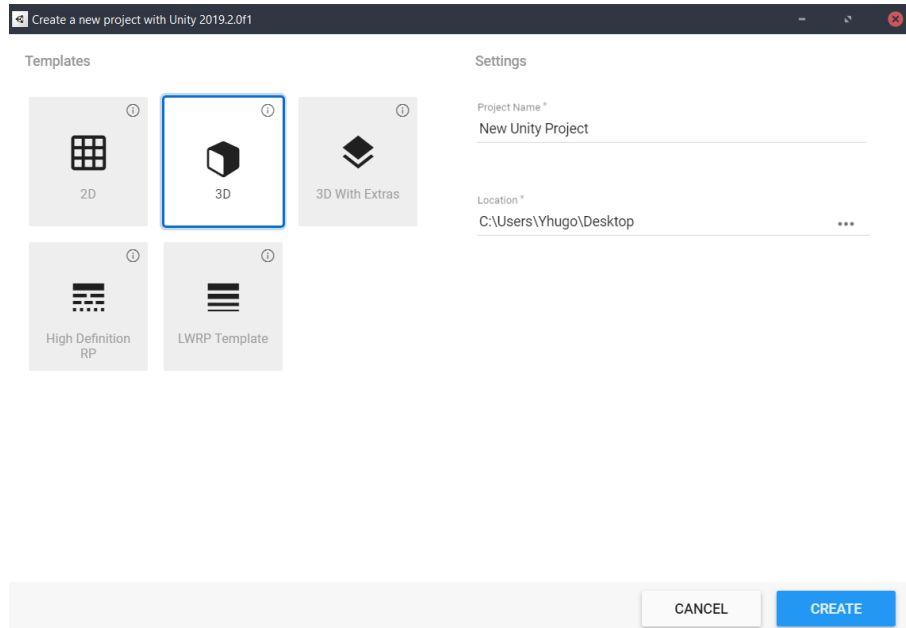
Download android studio if it's not installed



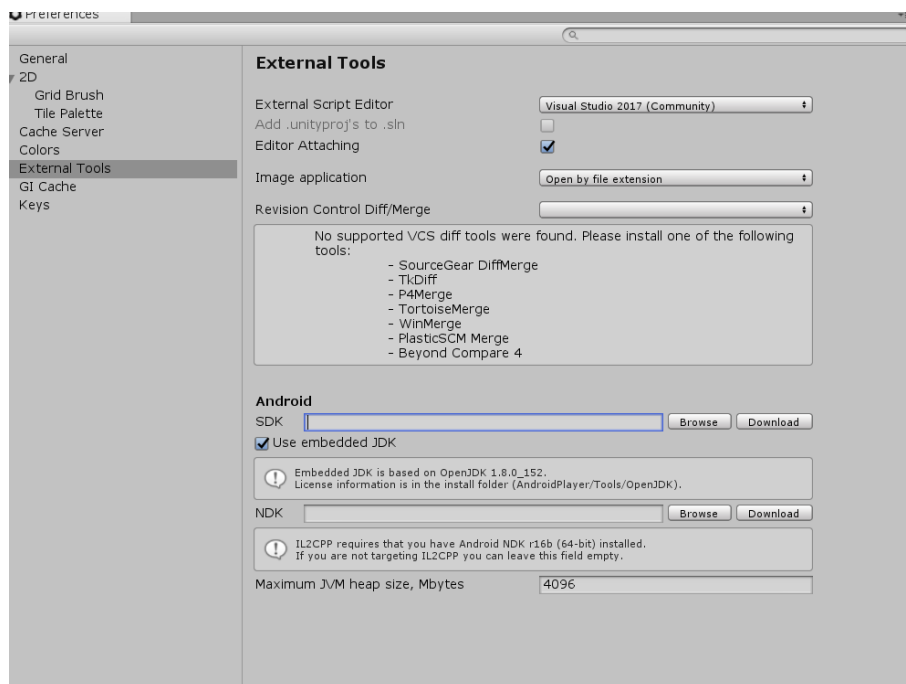
**Watch out where you install Android SDK**



## Create a unity project in unity hub with a "3D" template



Link Android sdk with unity: Go to edit->preference->external tool and set android sdk path





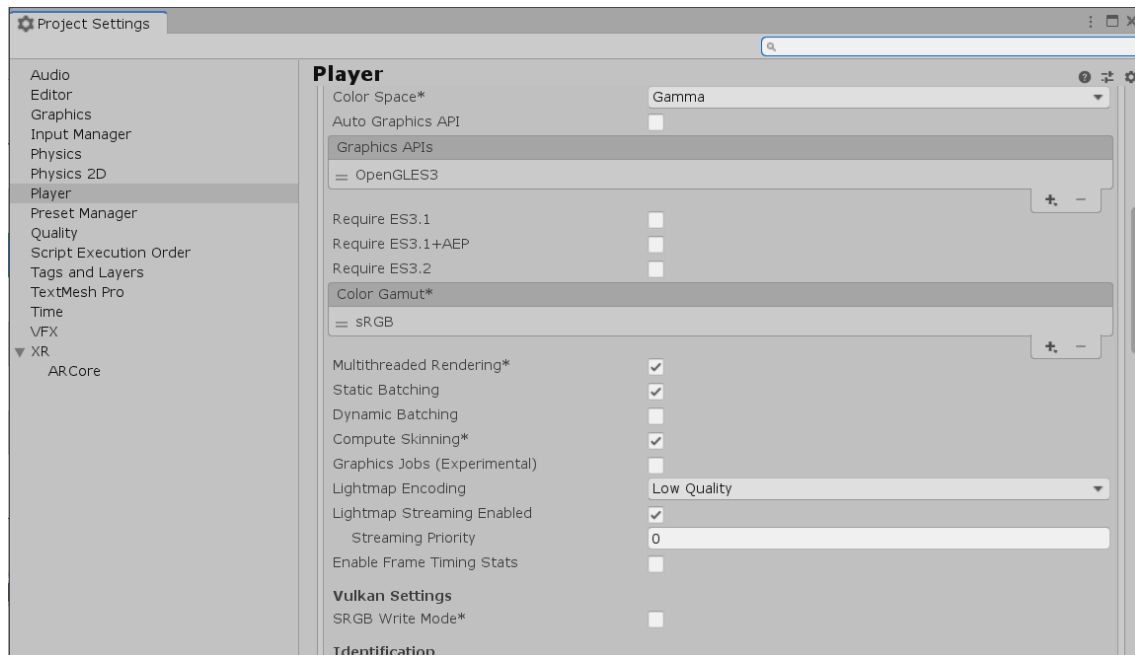
Set up the project setting for build an android project Switch the build setting to Android

Got to window -> packageManager and install:

- AR Foundation 2.1.1
- AR SubSystems 2.1.0
- ARCore XR plugin 2.1.1

Go back to the build setting and Set the player setting to :

- Other setting :
  - Package name to com.poc.ARVRWorkshop
  - Minimum API level to 24
  - Target API level to your phone
  - delete Vulkan in graphic API






## Exercise 01: Scene Set up

Create a new scene name "AR Scene" do the basic set up of an AR Foundation scene and build the scene on your phone

 You can go to [AR foundation documentation getting started ;\)](#)

## Exercise 02: Face tracking

Set up your scene for face tracking

 if you don't understand the documentation for face tracking look plane tracking first

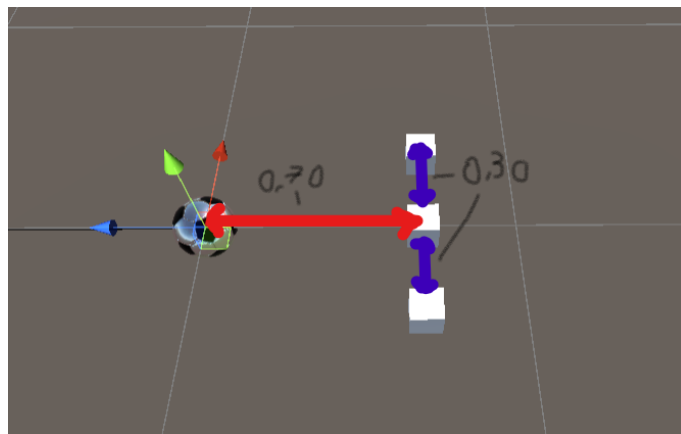
## Exercise 03: Create Ball Button

Add a Ui button when this button is clicked he instantiate ball

 look to button documentation in the unity documentation [DOC LINK](#)

## Exercise 04: Life without aim is sad

create 3 box at -0.70 Z from the ar-origin and 0.10 x from each box





### Exercise 03: Throw the ball

Throw the ball to a random box position

⚠ look to the rigidBody Unity documentation

### Exercise 04: breaking balls

Destroy the ball when it collide with the face or the box

⚠ you may Use a triggered collider

### Exercise 05: Bonus

create a button ui, when you click this buttun change the face of material of the tracked face

⚠ you may Use a triggered collider