

Virtual and Augmented Reality Fall 2023

Assignment 3: ARKit/ARCore Development

Problem 1:

Develop a basic real-time AR system using Unity and your phone. Your program should allow the user to see objects in AR, and when the user taps the screen they should be able to place an object in AR. Your program should use new assets/textures (so not just plain cubes).

You may want to use the tutorial given in class for reference:

<https://docs.google.com/presentation/d/1vKkkDbSN3WTotGJnWdlqB4x6May8t8q2tF22lC8RxAo/edit?usp=sharing> and
<https://brightspace.nyu.edu/d2l/le/lessons/315407/topics/9355956>

Your task is to:

- 1) Create an AR scene in Unity that
 - a) Runs on your phone (5 pts)
 - b) Uses new assets (5 pts)
 - c) Allows the user to place AR objects(5 pts)

Submission Guidelines:

- 1) Submit to Brightspace for grading: a screen recording of your phone while running the Unity project showing all the features of your program.