1. **Switch to Android platform:**
2. **Add all image targets to the database in vuforia**
3. **Customizing SUN gameobject**
   1. Same as AR1
   2. Sun code: FDB813FF
   3. Asset🡪Import package🡪Particle system
   4. In asset🡪 standard asset🡪 particle system🡪prefabs🡪DustStorm
   5. Put the duststorm in the same position as sun
   6. Change the start color of particle to FDB813FF
   7. Change the shape to sphere
4. **Customize House gameobject:**
   1. Asset store download house
   2. Add the ground
   3. Asset menu🡪 Import package->Environment
   4. Asset folder🡪Standard Asset🡪 terrain🡪 Surface terrain🡪Drag and drop to ground
   5. Ground🡪 grasshillalbedo🡪 tiling 🡪 x =5, y = 5
5. **Customize ship gameobject:**
   1. Standard Asset🡪 Environment🡪 Water🡪Water4🡪Prefabs🡪 Water4Advanced.
   2. Reduce the scale of the prefab
   3. Drag and drop the water 4 and reflection inside the ship image target
   4. Download ship asset
   5. Make it child of shipImageTarget
   6. Then write some script to move the boat.
6. **Customize car gameobject:**
   1. Download car asset
   2. Same as ship
   3. Write script to rotate
7. **Customize forest:**
   1. Same as above
   2. Download forest asset
8. **Customize plane:**
   1. **Download plane asset**
   2. **Add afterburner prefab from standard asset**
   3. **Write move script**
9. **Customize cloud:**
   1. **Add cloud asset**
10. **Customize AR book:**
    1. Same as above

**PROBLEMS WITH SHIP AND PLANE:**

* **THE PLANE SHIP ALREADY STARTS MOVING WHEN OPENING THE APP**

1. Edit script for any image target🡪 Default trackable event handler
2. Create new public variable in the script:
   1. Public GameObject ship, plane
3. In the start function:
   1. Ship.setActive(false); //It should activate only when the specific image target is shown
   2. Plane.setActive(false); //same as above
4. In the OntrackingFound function:
   1. if (mTrackableBehaviour.TrackableName == "SHIP")
   2. {
   3. ship.SetActive(true);//If the image target is SHIP
   4. }
   5. if(mTrackableBehaviour.TrackableName == "AEROPLANE")
   6. {
   7. plane.SetActive(true);
   8. }
   9. if(mTrackableBehaviour.TrackableName == "ARBOOK")
   10. {
   11. ship.SetActive(true);
   12. plane.SetActive(true);
   13. }
5. If the OntrackingLost function is called:
6. //Deactivate ship and plane when the image target is lost
7. if (mTrackableBehaviour.TrackableName == "SHIP")
8. {
9. ship.SetActive(false);
10. }
11. if (mTrackableBehaviour.TrackableName == "AEROPLANE")
12. {
13. plane.SetActive(false);
14. }
15. if (mTrackableBehaviour.TrackableName == "ARBOOK")
16. {
17. ship.SetActive(false);
18. plane.SetActive(false);
19. }
20. Rename ship and plane in the hierarchy to an easy name.
21. Drag and drop the ship and plane from the hierarchy to all the image targets.

* **RESETTING THE PLANE AND SHIP:**
  + Place a cube at the end of the water prefab
  + Add box collider component to the ship.
    - Increase the size of the box collider in x,y, and z direction.
  + Add rigid body to the ship
    - Uncheck gravity
  + Add new tag to the cube. Rename the cube to ship wall.
    - Name of tag = ShipWall
  + Then write the following script for the ship :
    - Private Vector originalPos-🡪Store the original position of the ship

void Start ()

{

originalPos = transform.localPosition;

}

void OnTriggerEnter(Collider collider)

{

if(collider.gameObject.CompareTag("ShipWall"))

{

transform.position = originalPos;

}

}

* Make cube transparent:
  + Create new maetiral named transparent
  + Shader drop down, select transparent
  + In color shader, set alpha to zero
* Same for the plane