* We’re downloading 3d assets from vr.google.com/blocks
  + Scroll down and click on ‘Go to Gallery’
  + Select the cake model
  + Download in obj format
  + Extract the zip file and copy it inside datafiles in Unity
  + Do same as before -> make cake child of image target
* **For the birthday text:**
  + Add a plane just above the target image
  + Add a 3d text above the plane
* **Detect two images at the same time:**
  + ARcamera🡪Vuforia configuration-🡪 Max simultaneous tracking >1
* **Credit the author of the model:**
  + Make a 3d text
  + Add it inside the cake image target
  + Type of the name of the developer: Developer credit: Poly by Google, Website credit: Poly.Google.com
* **Adding audio:**
  + Add the birdhday song in unity datafiles
  + Right click in hierarchy 🡪 audio 🡪audio source
  + Uncheck ‘Play on awake’
  + Open cardImage 🡪Default Trackable image handler script
    - Public AudioSource aSource;
    - Public AudioClip aClip;
    - Drag and drop audioSource from hierarchy to aSource
    - Drag and drop the clip from datafiles to aClip
  + Add to the script:
    - * Below OnTrackingFound()

If(mTrackablebehavious.trackablename == “CardImage”)

{

ASource.PlayOneShot(aClip);

}

* + - * Below OnTrackingLost()

if(mTrackableBehavious.trackableName ==”CardImage”)

{

ASource.Stop();

}