* 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();

}

* **Using Canvas:**
  + Add a new scene
  + In hierarchy, right click 🡪UI🡪Raw scene
    - All UI components are child of canvas
    - Event system handles the basic operations on canvas, like button click
    - Pexels.com(free personal and commercialimage)
    - Pixabay.com(free personal and commercial)
  + Drag and drop the downloaded picture to the datafiles folder in asset
  + Drag and drop the picture to the raw image 🡪Texture
  + Center the image to canvas using 2d scale tool on upper left
    - Raw image is a 2D component
  + Change the width and height to the dimension of the original picture
  + Scale the picture to cover the canvas fully
  + In the play mode, if the picture doesn’t cover the screen fully:
    - Click on ‘canvas’ in hierarchy.
    - Click on canvas scalar script
    - UI scale mode 🡪 Scale with screen size
* **ADD 2D text inside canvas:**
  + Right click canvas🡪UI🡪Text
  + Modify the font and text
  + Put in top-center
* **Add button to the canvas:**
  + Right click canvas 🡪UI 🡪Button
  + Then in button script, you can change the highlighted, normal and pressed color for the button
  + The button object in the hierarchy has ‘text’ as a children, so you can type whatever you want there.
* **Add cube button:**
  + Same as above🡪duplicate the above button
  + Rename it and rename text to Rotate cube
* **Add close button:**
  + Right click on canvas🡪 UI🡪 Button
  + Then in rect transform (inspector window) 🡪 press alt keyand select the bottom right picture
  + Delete the text component
  + Change the width and height to 120
  + Download close and back button to the datafiles 🡪 icon
  + Click on the icon 🡪 Change texture type to Sprite (2D and UI)🡪apply
    - This is because the png image’s transparent background automatically changed to white background in unity
  + In CloseButton in hierarchy 🡪 Source image 🡪 CloseBtn
* **ROTATING CUBE:**
  + Add new scene named Rotating cube
  + Delete main camera and add AR camera
  + Add image target 🡪 Set it to the same picture used for greeting card
  + Add cube to the scene
  + Drag and drop cake image to the datafiles🡪pictures
  + Then drag and drop the picture to the cube
  + Write a script to rotate the cube:
    - Transform.Rotate(new Vector3(20,30,40));
* **SWTICHING BETWEEN SCENES:**
  + Create a script called change scene and add codes
  + Got to menuScreen scene and add empty gameObject.
  + Attach the changeScene script to the empty gameObject
  + Select GreetingCardButton in hierarchy🡪 scroll down to OnClick() function🡪 click + sign
  + Drag and drop the empty game object there
  + Click on NO function 🡪 changeSceneScript 🡪 greetingCard()
  + Same for cubeButton and closeButton.
  + **IN build setting, put menuScene at index 0, others at 1 and 2 because menuScene has to load first.**
* **Back button and close button in Greeting card and rotating cube scene:**
  + Add the close and back button to the scene as above🡪 They will be inside canvas gameobject.
  + After making the canvas, make a prefab of it so that we can use in rotating cube scene
  + After drag and drop the prefab in new scene, you need to add eventSystem so that the canvas can work properly.
  + Then everything is same as before.