* Import vuforia core samples
* Switch to android platform
* Assets🡪 Sample resources 🡪 Scenes🡪 User Defined targets
* Add license key
* Save scene as
* User defined target(hierarchy) 🡪 oxygen 🡪 delete
* Add astronaut model to user defined target
* All material 🡪 astronaut
* Astronaut🡪 select🡪rig 🡪 legacy🡪apply
* Astronaut🡪select 🡪 animation 🡪 wrap mode🡪loop
* Astronaut🡪animation🡪 wave
* Save and play
* **User defined target customization:**
  + Rearrange the canvas elements
  + You can delete commont UI component as it is not very important. But be sure to create event system game component.