**Rules for virtual button:**

1. Placed on image target, not on 3d components or UI
2. Size: Should be rectangular. 10% of the image target
3. Placement: Place in the area with maximum yellow points
4. Should not be placed on borders of image target
5. Avoid column arrangement, place in a single line
6. Sensitivity: High sensitivity
7. Texture area: Small texture that looks like a button.

* **Add virtual button inside image target:**
  + Click on image target hierarchy🡪advanced🡪Add virtual button
  + Select the dimernsion of the button to rectangle using 2d scale tool
  + Sensitivity 🡪 High or medium inside virtual button
  + Add script and attach to the image target
  + Add the cube and sphere to the script
  + Then write some code on the script for the functionality of the button