* Same as before
* GameObject🡪 Vuforia 🡪 GroundPlane🡪 GroundPlane stage
* Download barbarian asset
* Make it child of groundplane
* GameOject 🡪 Vuforia🡪 GroundPlane 🡪 Plane Finder
* **WE CAN ONLY TEST GROUNDPLANE USING SMARTPHONE BUT VUFORIA HAS PROVIDED US WITH MARKER TO TRACK THE GROUND**
  + Asset-- > Editor🡪 vuforia🡪 FOrPrint🡪 emulator🡪 Emulator ground plane. Pdf
* Build and play.
  + **However, multiple 3d objects are created when the phone screen is pressed. To solve this problem:**
    - Create a c# script
    - Write DeployStageOnce script
    - Drag and drop to plane Finder gameObject
    - PlaneFinder (hierarchy)-- > remove content positioning behavior script
    - PlaneFinder🡪 advanced🡪 Drag and drop plane finder 🡪Select OnHitInteraction
    - AR🡪Open vuforia configuration🡪 Device tracker🡪trackingmode🡪 Positional
* **To make real life size object:**
  + Download sport carr asset
  + Car-🡪 prefab 🡪 get the car model🡪Make It child of groundPlane
  + Then scale it to the dimension of the real world car using length as refereance
  + **TO SET CAR EXACTLY ON THE GROUND:**
    - Create a plane
    - Place the car on the plane
    - Delete plane