* Create cloud database
* In unity
  + Gameobject🡪vuforia🡪Cloud image🡪cloud provider
  + This will create cloud Recognition gameobject in the hierarchy
  + Put access key and secret key of client which we get when we create cloud databasae
  + Then Simple cloud handler script is attached to the cloud recognition gameobject
* For image targets to show 3d augmentation
  + Gameobject 🡪 Vuforia🡪cloud image🡪 cloudImageTarget
* From asset store:
  + Import lean touch
  + In hierarchy🡪 lean 🡪 touch