

My AR model is of a lighthouse with a revolving search light. The project is launched with Vuforia developed for Android. Struggling with developing with ARCore, I had to use Vuforia. Even in Vuforia, I was not able to successfully run the project well due to glitches. The following sample is ran on Unity through the webcam:  
<https://youtu.be/tYHRKTVUdJo>.

