



Pivot Local



Collab



Account

Layers

Layout

Hierarchy

Create Q*All

- ▼ HelloAR*
 - Environmental Light
 - ▶ hallwalltest1
 - ▶ ARCore Device
 - Canvas
 - Example Controller
 - Point Cloud
 - EventSystem
 - Directional Light
 - vid7
 - vid8
 - vid9
 - vid10
 - vid11

Scene

Game

Asset Store

Animator

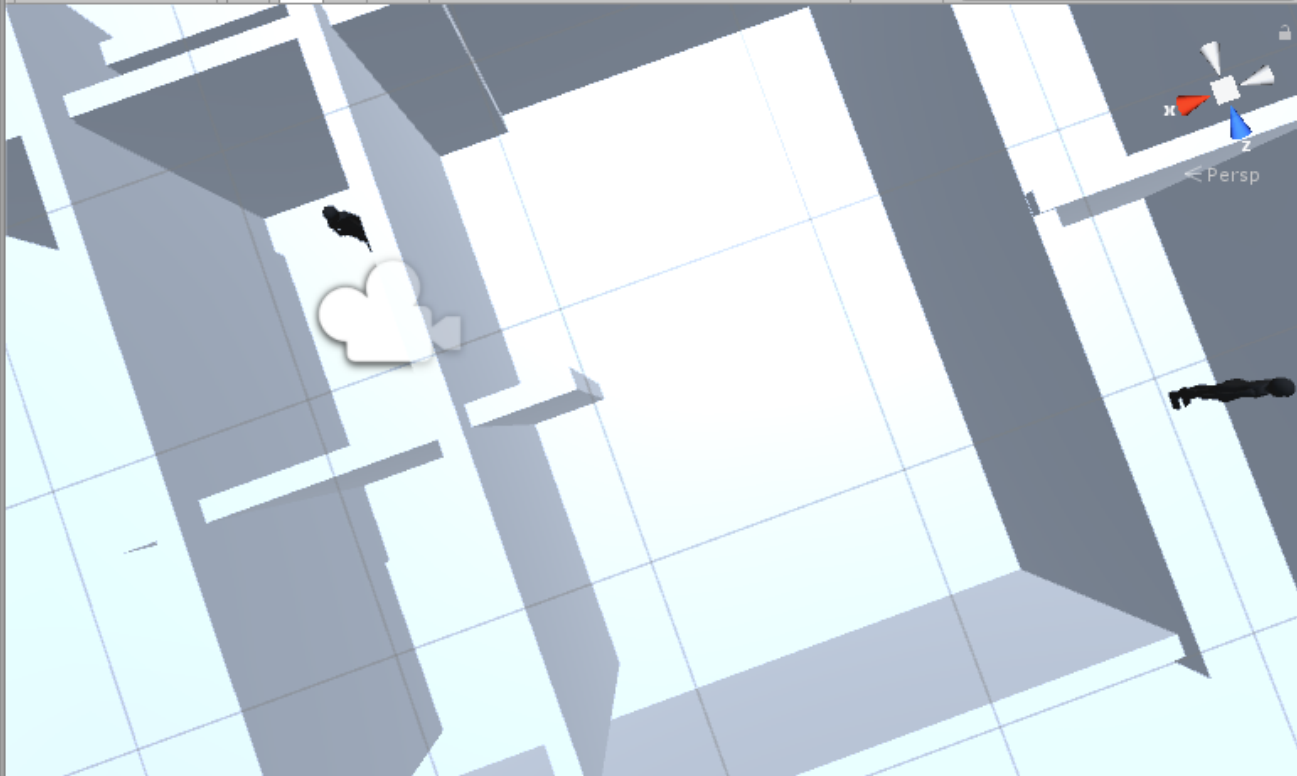
Shaded

2D



Gizmos

Q*All



Inspector

Services

Console

Clear Collapse Clear on Play Error Pause Editor

0 0 0





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Collab



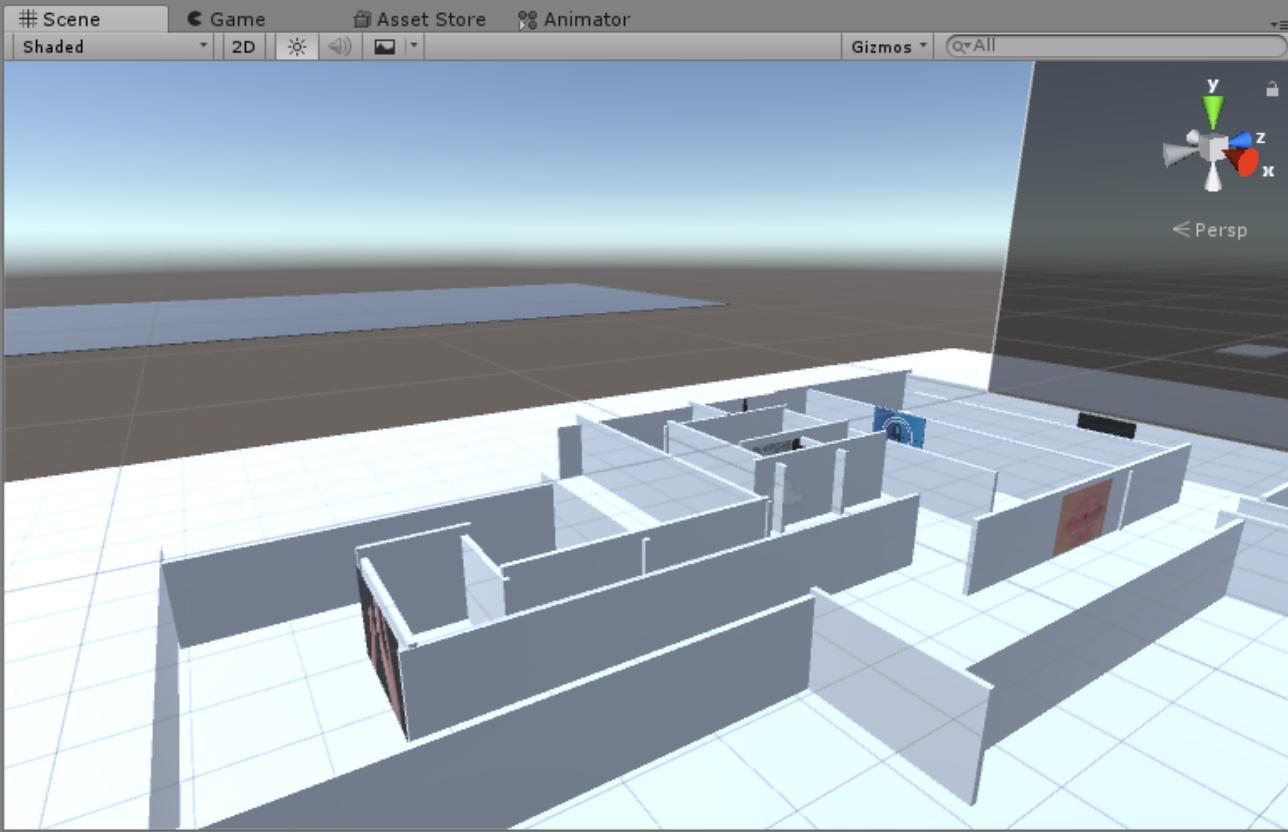
Account

Layers

Layout

Hierarchy

- Create
- Q All
- ▼ HelloAR*
 - Environmental Light
 - ▼ hallwalltest1
 - Cube
 - Cube (1)
 - Cube (2)
 - Cube (3)
 - Cube
 - Cube (4)
 - Cube (1)
 - vid1
 - vid2
 - vid3
 - vid4
 - vid5
 - vid6
 - Cube (5)
 - Cube (6)
 - Cube (7)
 - Cube (8)
 - Cube (9)
 - Cube (10)
 - Cube (11)
 - Cube (13)
 - Cube (12)
 - Cube (16)
 - Cube (14)
 - Cube (15)
 - Cube (17)



Inspector

Services

Console

Clear Collapse Clear on Play Error Pause Editor

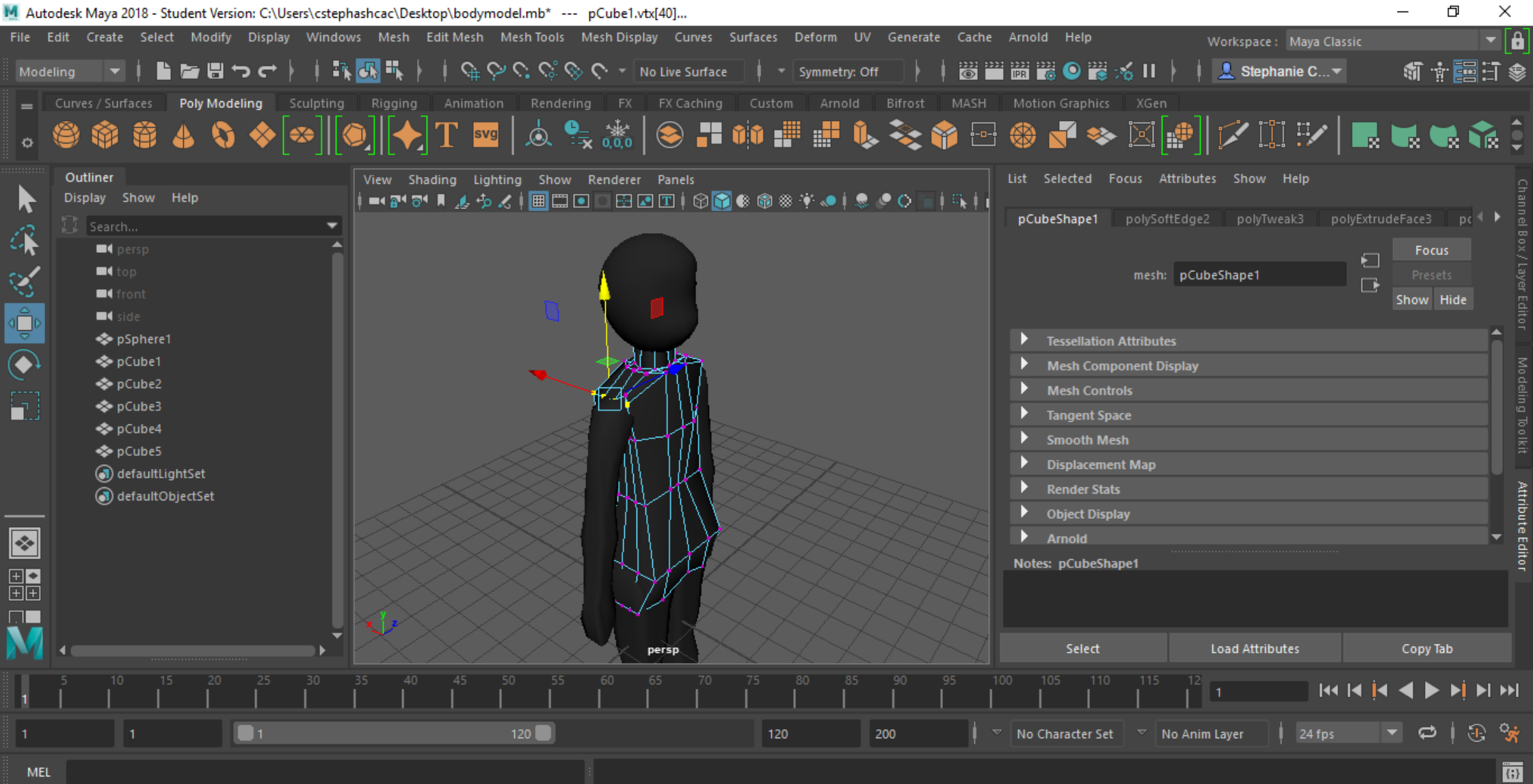
1 0 1

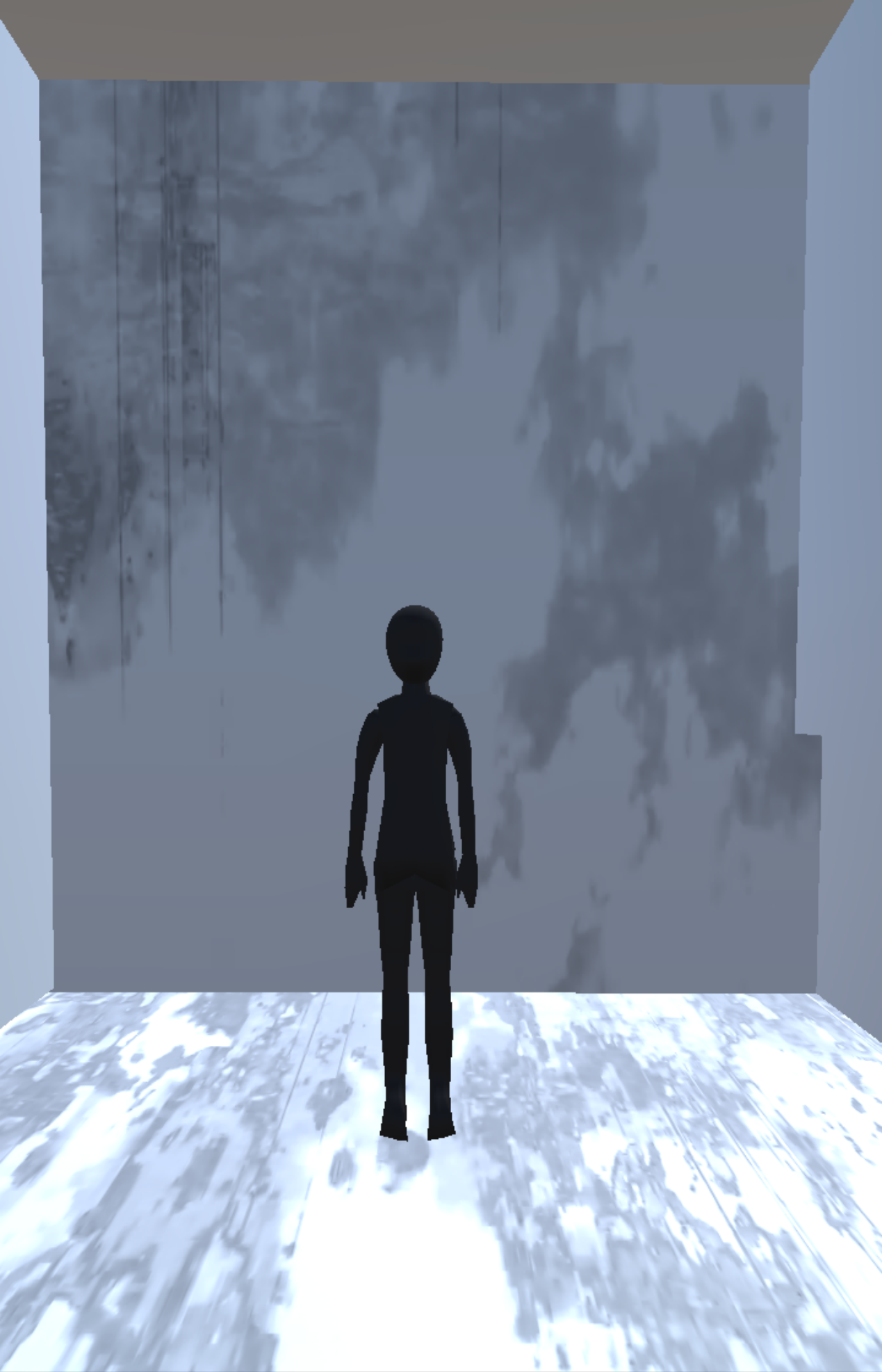
MissingComponentException: There is no 'MeshFilter' attached to the "hallwalltest1" game object, but a script is trying to access it.
You probably need to add a MeshFilter to the game object "hallwalltest1". Or your script needs to check if the component is attached before using it.

Instant Preview Version: 1.0.7

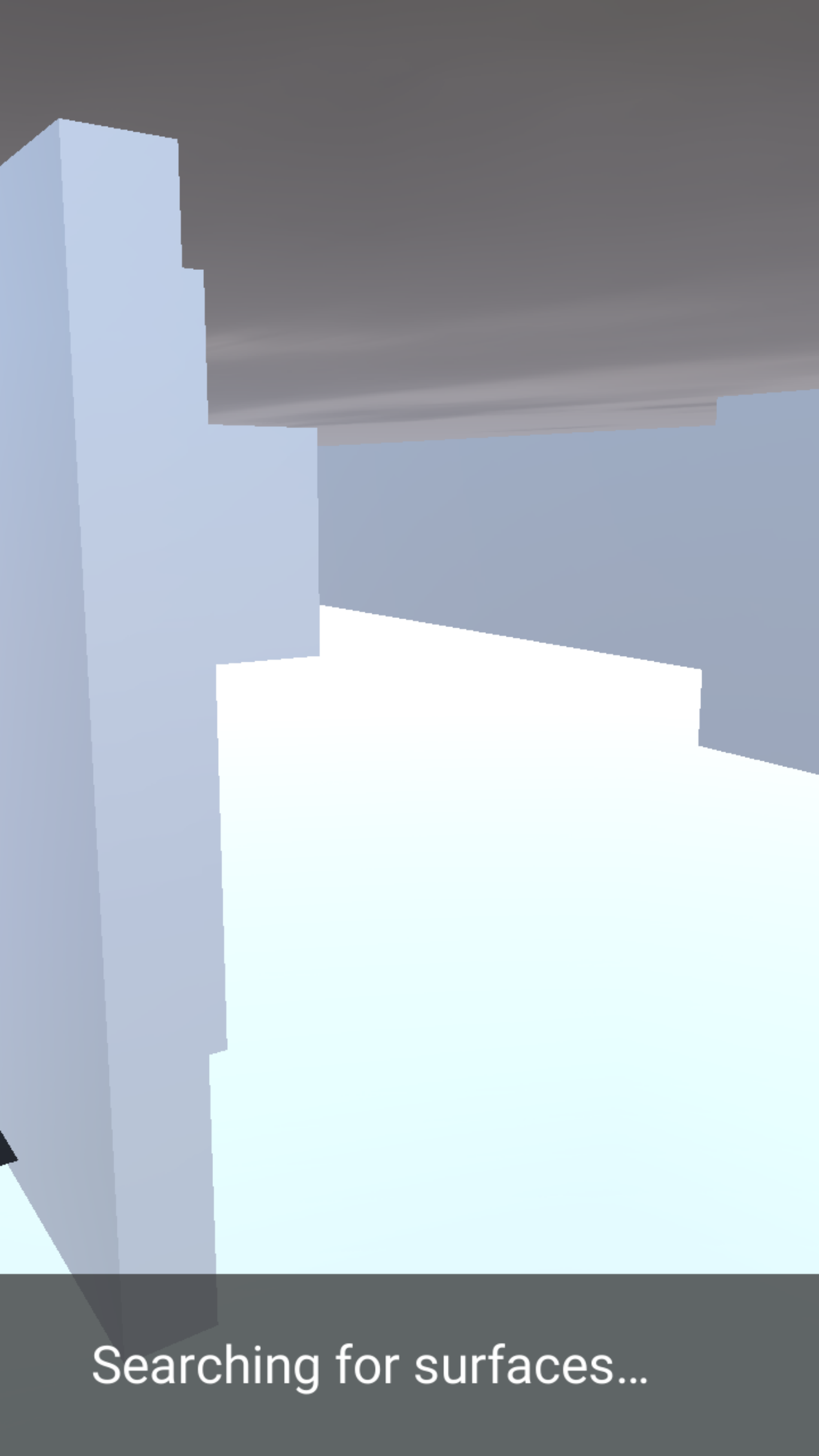
Instant Preview Version: 1.0.7







Searching for surfaces...



Searching for surfaces...