Vuforia engine

→ Hierarchy → Right Click → AR Camera
                              ^

2) open vuforia config (In inspector)

→ add license link

3) Hierarchy → Right Click → image target

→ In inspector, type - from database

⇒ Database - ABKI

⇒ Import unity package from Lec 6

⇒ watch models
        ↓
    make watch 1   as   child of image target

⇒ In watch 1,

• buckle metallic & smoothness increase

• Glass → Rendering mode → transparent

• Dial of watch 1 to dial in hierarchy
  in watch 1

• Dial, in inspector at bottom → UI / default

• Add watch 2
• copy paste components

, Create Button & name water 1

, In Inspector ,

of Button - on click ( ) add water 1
no function - Game obj , Set active

same for Button 2