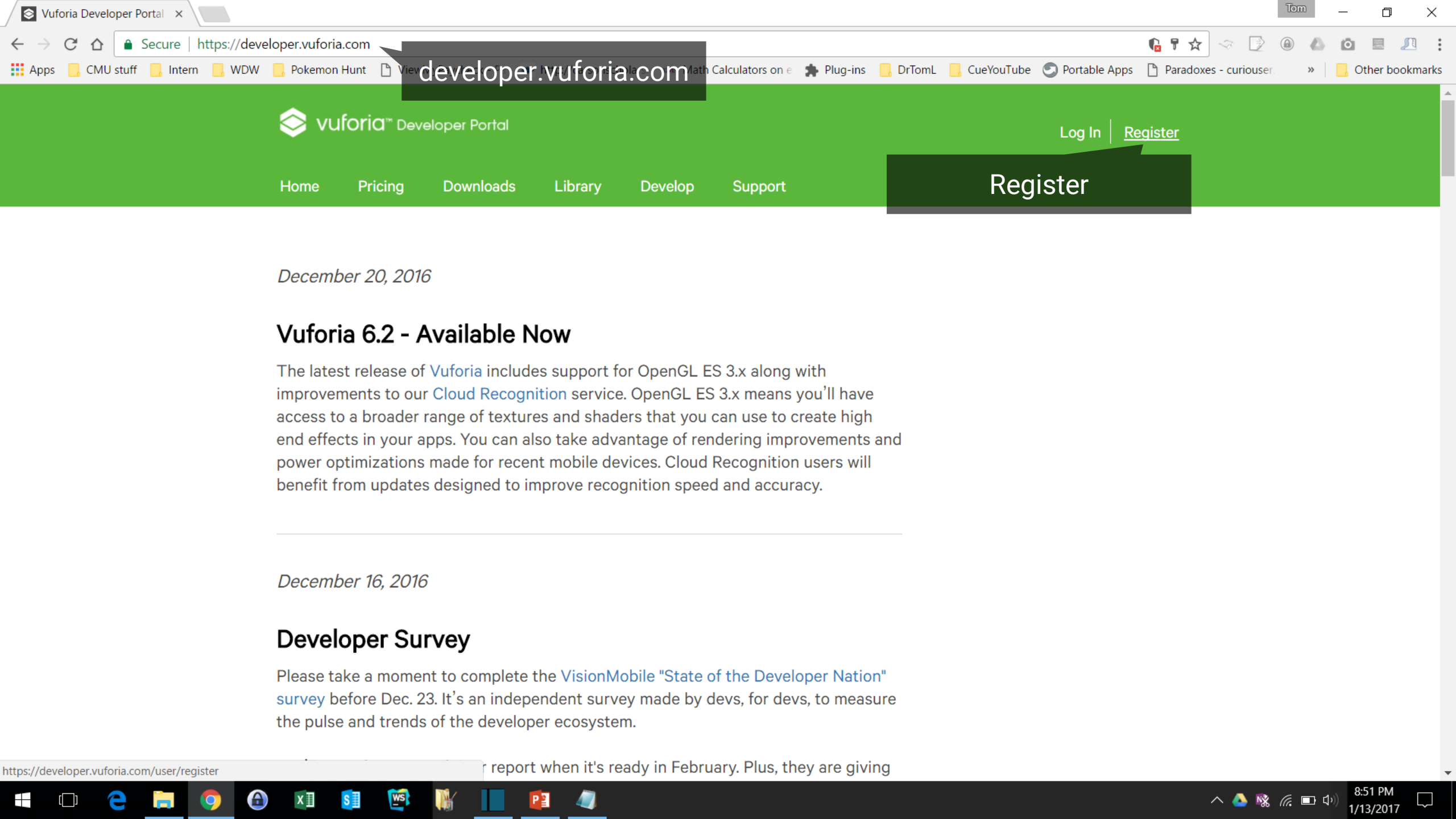
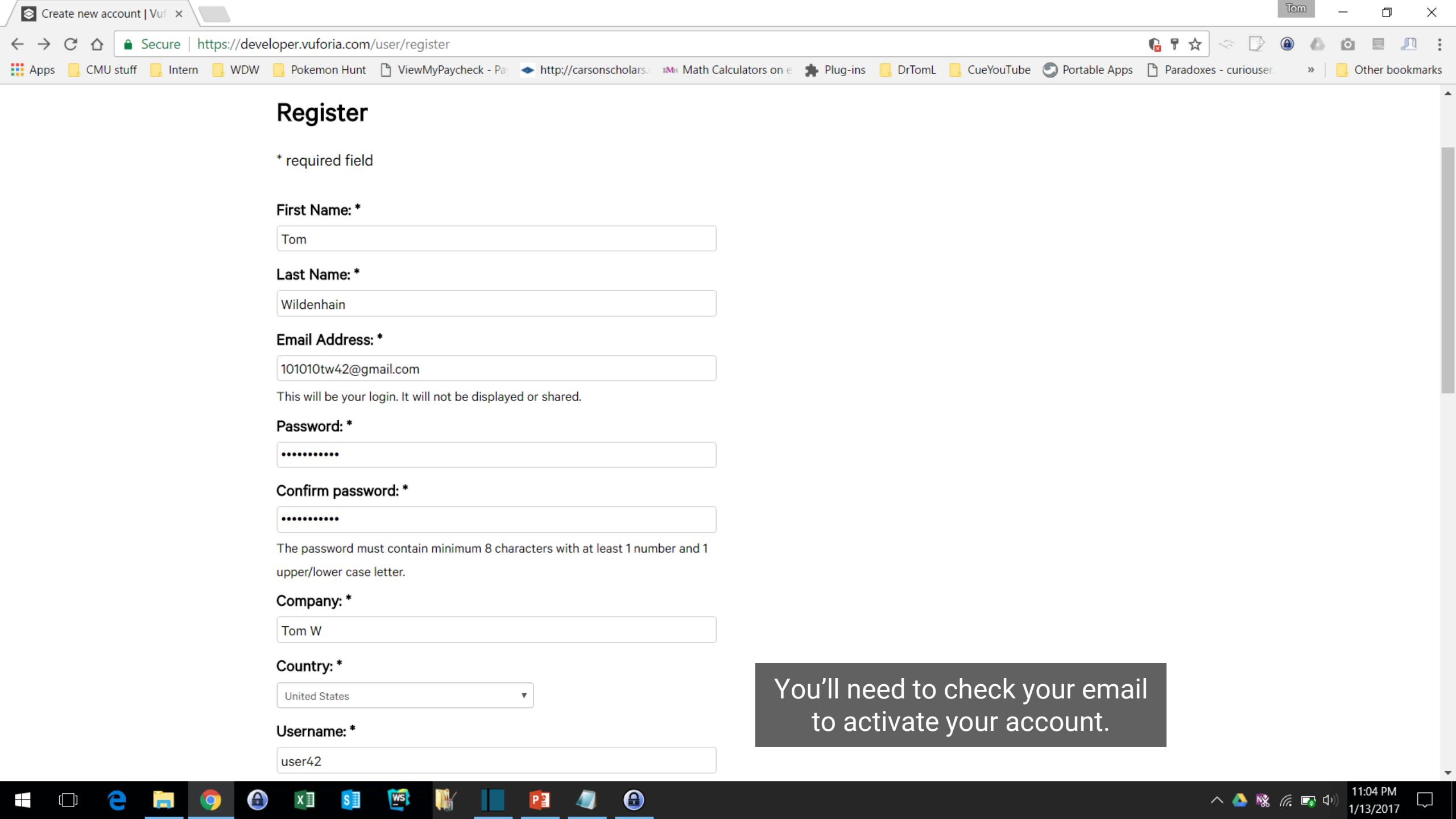


TUTORIAL 1

Configuring Unity and Vuforia





Register

* required field

First Name: *

Last Name: *

Email Address: *

This will be your login. It will not be displayed or shared.

Password: *

Confirm password: *

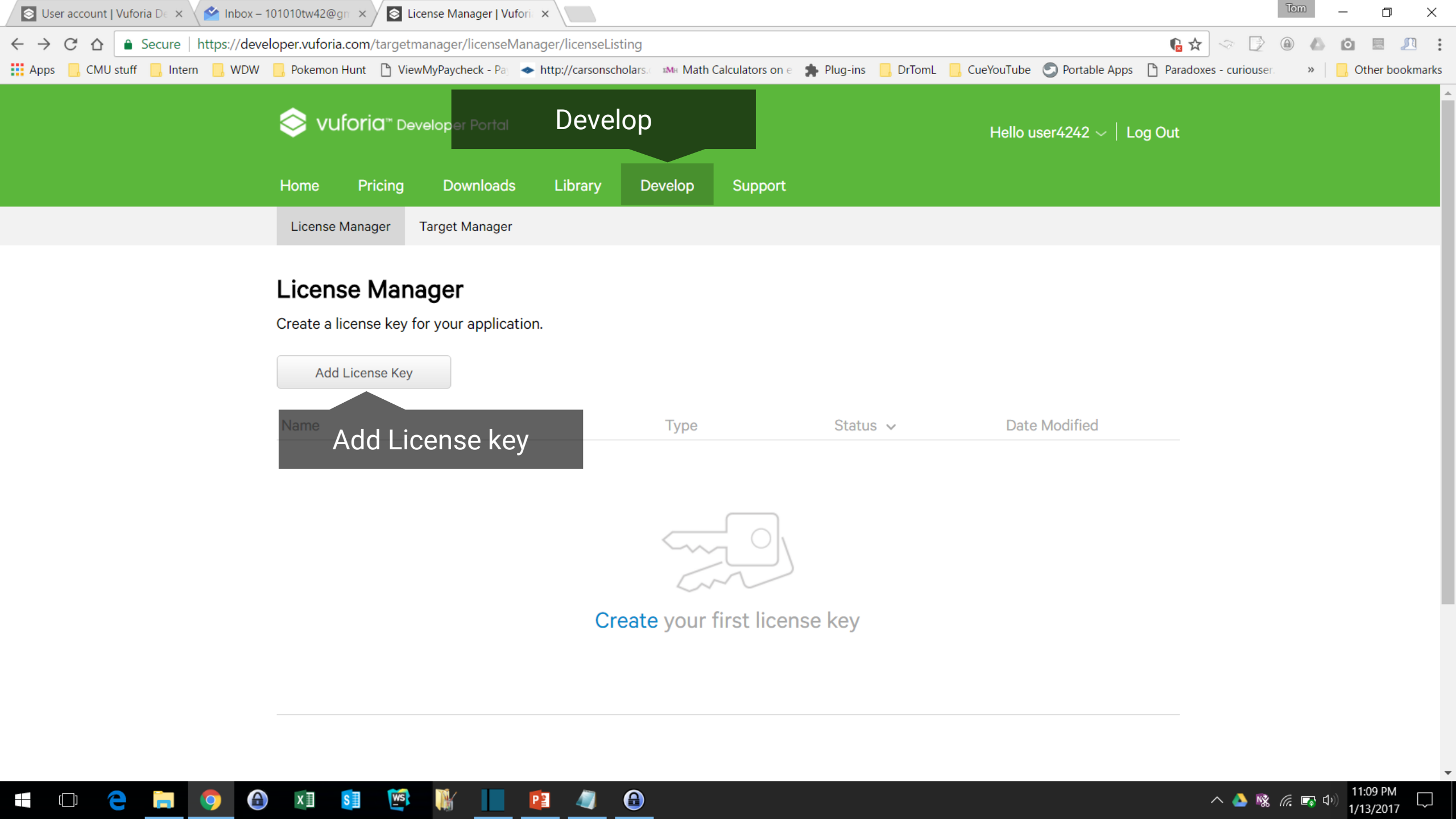
The password must contain minimum 8 characters with at least 1 number and 1 upper/lower case letter.

Company: *

Country: *

Username: *

You'll need to check your email
to activate your account.



License Manager

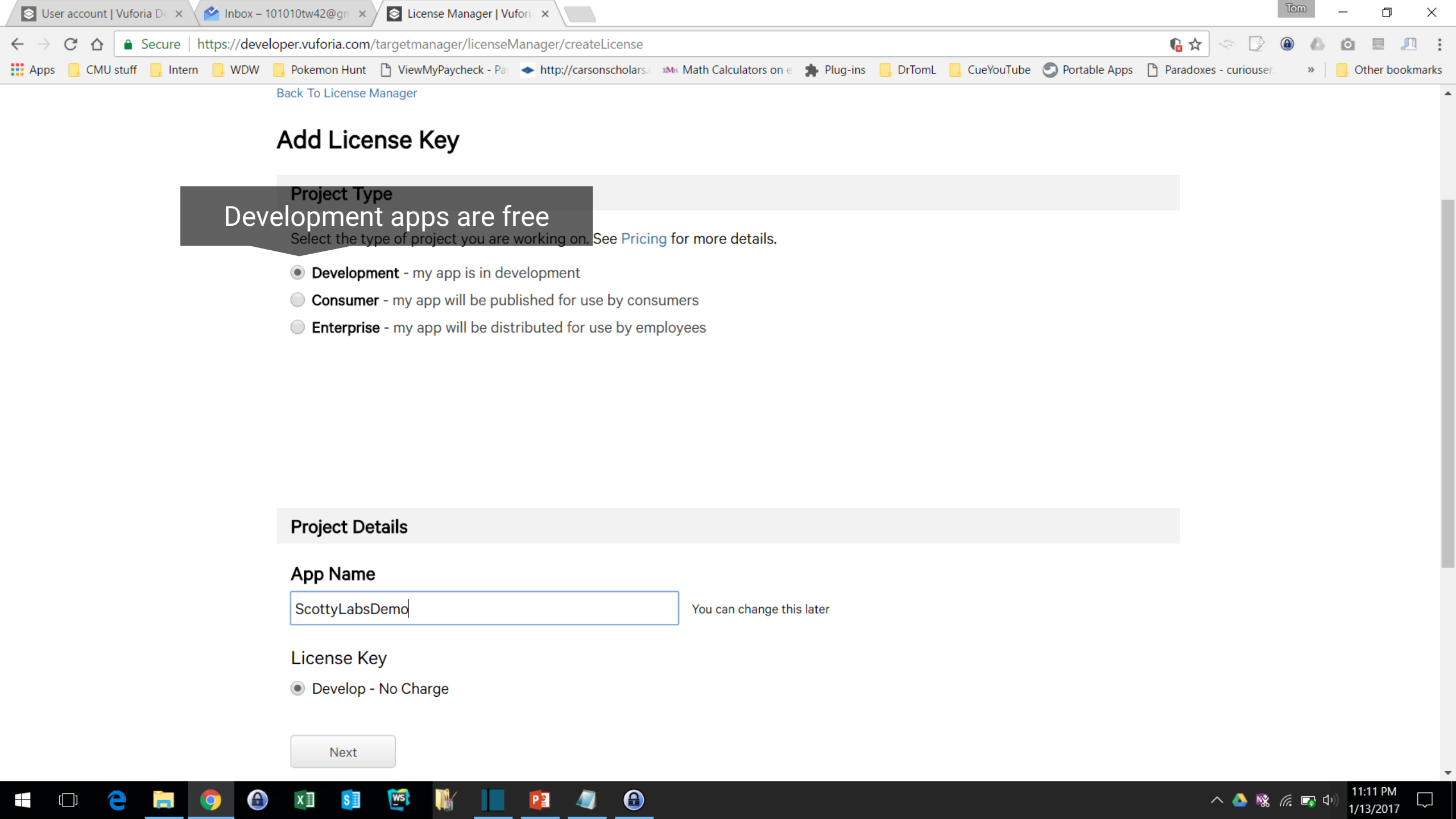
Create a license key for your application.

Add License Key

Name	Type	Status	Date Modified
Add License key			



Create your first license key



[Back To License Manager](#)

Add License Key

Project Type

Development apps are free

Select the type of project you are working on. See [Pricing](#) for more details.

- ☒ **Development** - my app is in development
- ☐ **Consumer** - my app will be published for use by consumers
- ☐ **Enterprise** - my app will be distributed for use by employees

Project Details

App Name

You can change this later

License Key

- ☒ **Develop - No Charge**

Next

User account | Vuforia De...Inbox - 101010tw42@gm...License Manager | Vufori...Tom

Secure | https://developer.vuforia.com/targetmanager/licenseManager/licenseListingDetails

AppsCMU stuffInternWDWPokemon HuntViewMyPaycheck - Pahttp://carsonscholars...Math Calculators on ePlug-insDrTomLCueYouTubePortable AppsParadoxes - curiouser...Other bookmarks

vuforia™ Developer Portal

Hello user4242

Log Out

Home

Pricing

Downloads

Library

Develop

Support

License Manager

Target Manager

License Manager

ScottyLabsDemo

ScottyLabsDemo

Edit NameDelete License Key

License Key

Usage

Grab the license key

Please copy the license key below into your app

AaSrrLH/////AAAAGSZCH0su3E2/o2aHgRtpJgMop56ME9EnE7jA614avKuJ7K6icLyxSearch Google for "AaSrrLH/////AAAAGSZCH0su3E2/..."1PU7v9IC+2euZRC18FBKx1U3br/3d7ds03agR3G1U9Z

CopyCtrl+C

Search Google for "AaSrrLH/////AAAAGSZCH0su3E2/..."

Print...Ctrl+P

InspectCtrl+Shift+I

Type: Develop

Status: Active

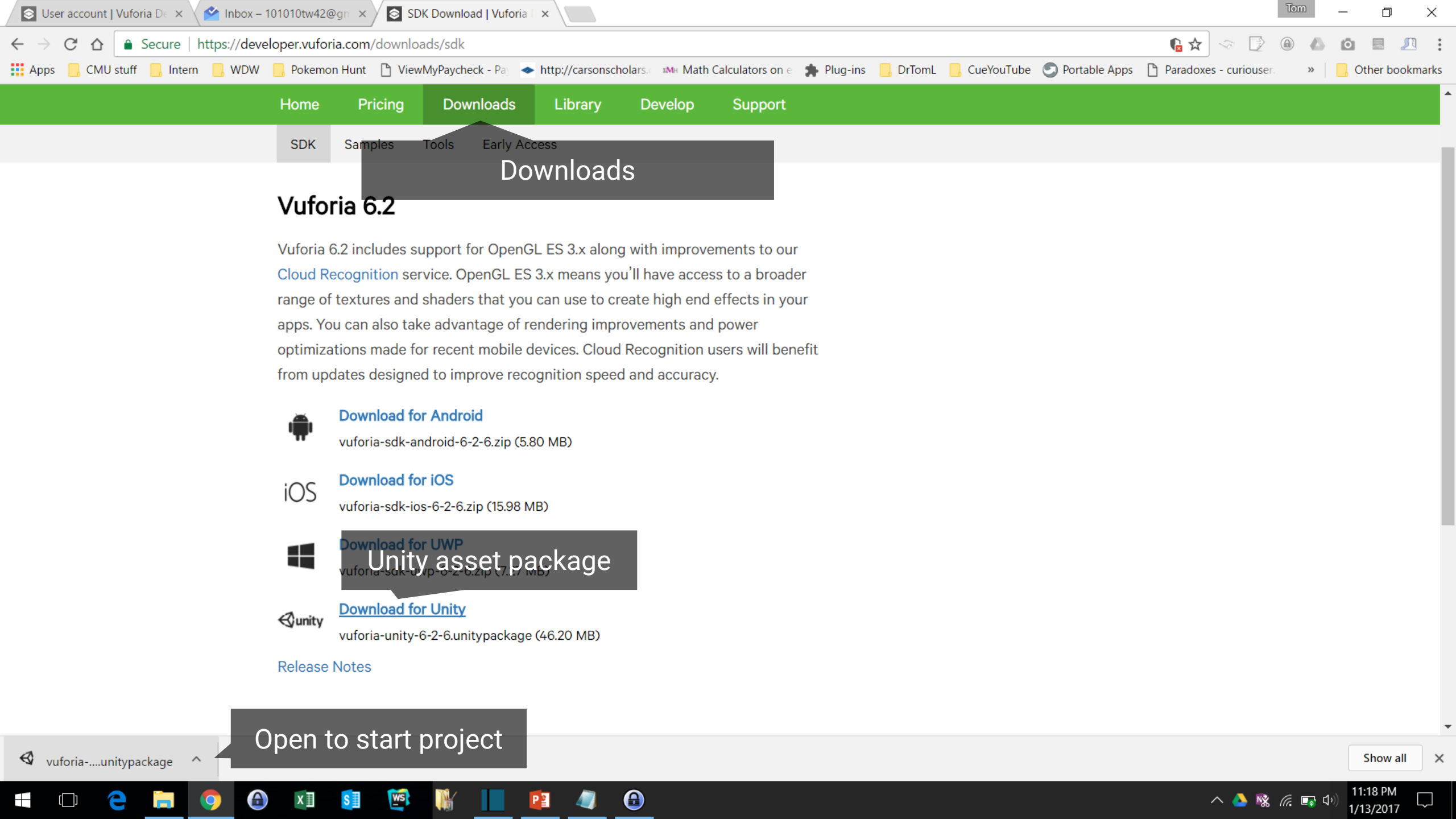
Created: Jan 13, 2017 23:13

History:

License Created - Today 23:13

Windows Taskbar

System Tray



Home Pricing Downloads Library Develop Support

SDK Samples Tools Early Access

Downloads

Vuforia 6.2

Vuforia 6.2 includes support for OpenGL ES 3.x along with improvements to our [Cloud Recognition](#) service. OpenGL ES 3.x means you'll have access to a broader range of textures and shaders that you can use to create high end effects in your apps. You can also take advantage of rendering improvements and power optimizations made for recent mobile devices. Cloud Recognition users will benefit from updates designed to improve recognition speed and accuracy.



[Download for Android](#)

vuforia-sdk-android-6-2-6.zip (5.80 MB)



[Download for iOS](#)

vuforia-sdk-ios-6-2-6.zip (15.98 MB)



[Download for UWP](#)

vuforia-sdk-uwp-6-2-6.zip (7.17 MB)



[Download for Unity](#)

vuforia-unity-6-2-6.unzippackage (46.20 MB)

[Release Notes](#)

Open to start project

Show all

11:18 PM
1/13/2017

You will need a Unity account for these steps. If you don't have one, make one here:
<https://id.unity.com/account/new>

Unity 5.4.0f3

New

Projects Getting started

NEW OPEN MY ACCOUNT

Any name is fine

Project name*

ScottyLabsDemo

3D 2D Add Asset Package

Location*

D:\Tom\Documents\Unity

ON Enable Unity Analytics ?

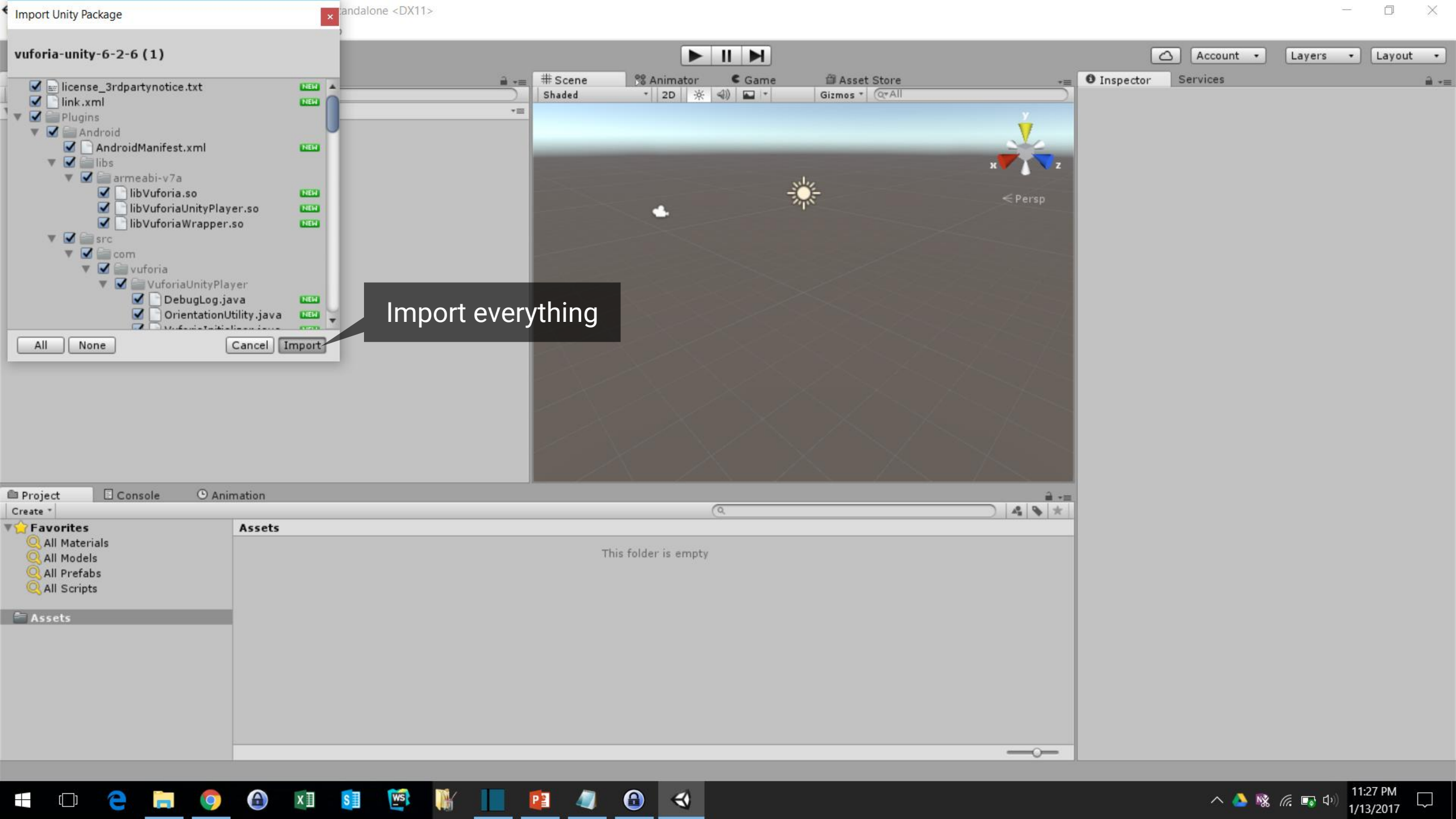
Unity account

Organization*

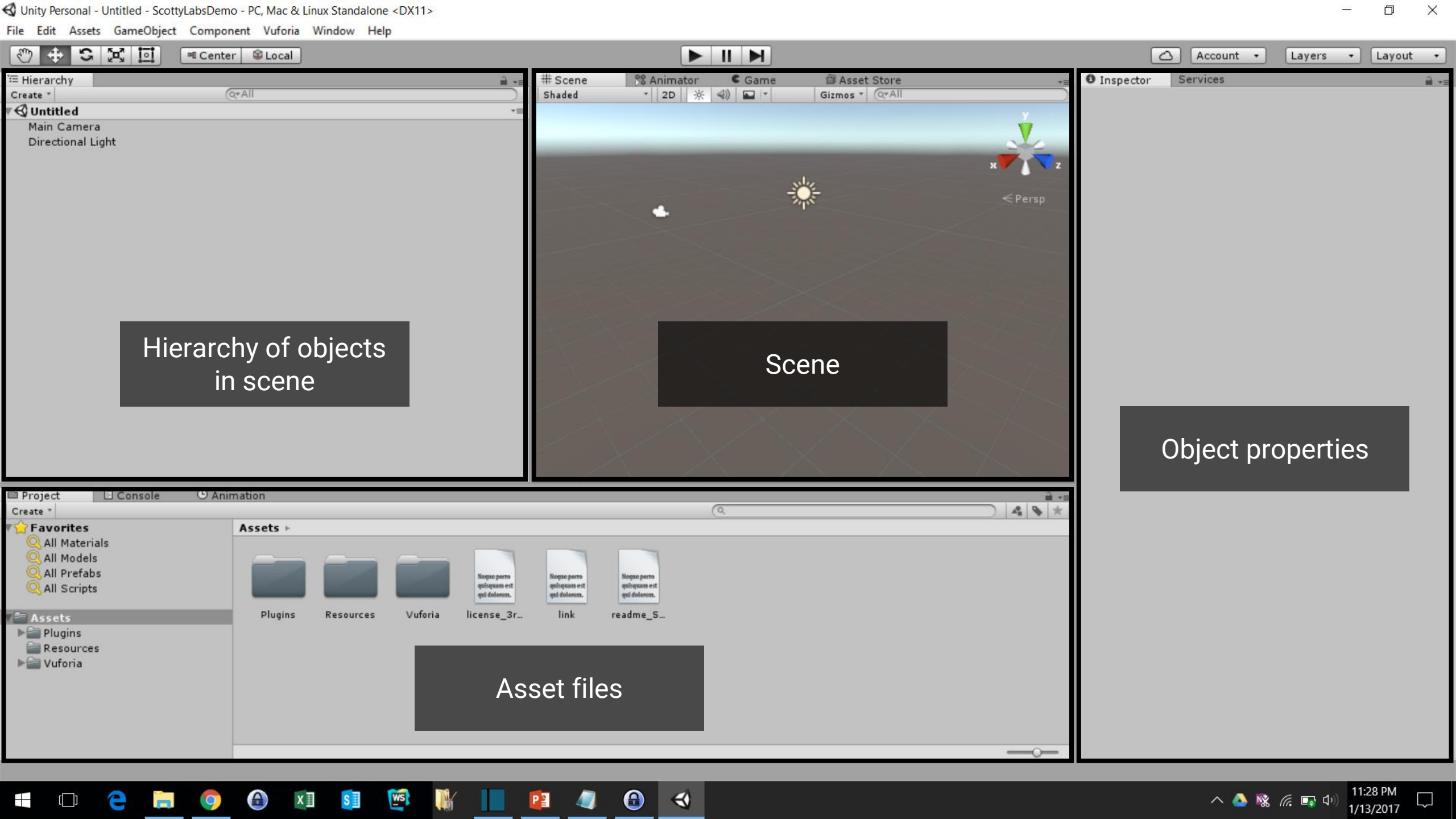
0118734886

Cancel Create project

Create project



Import everything

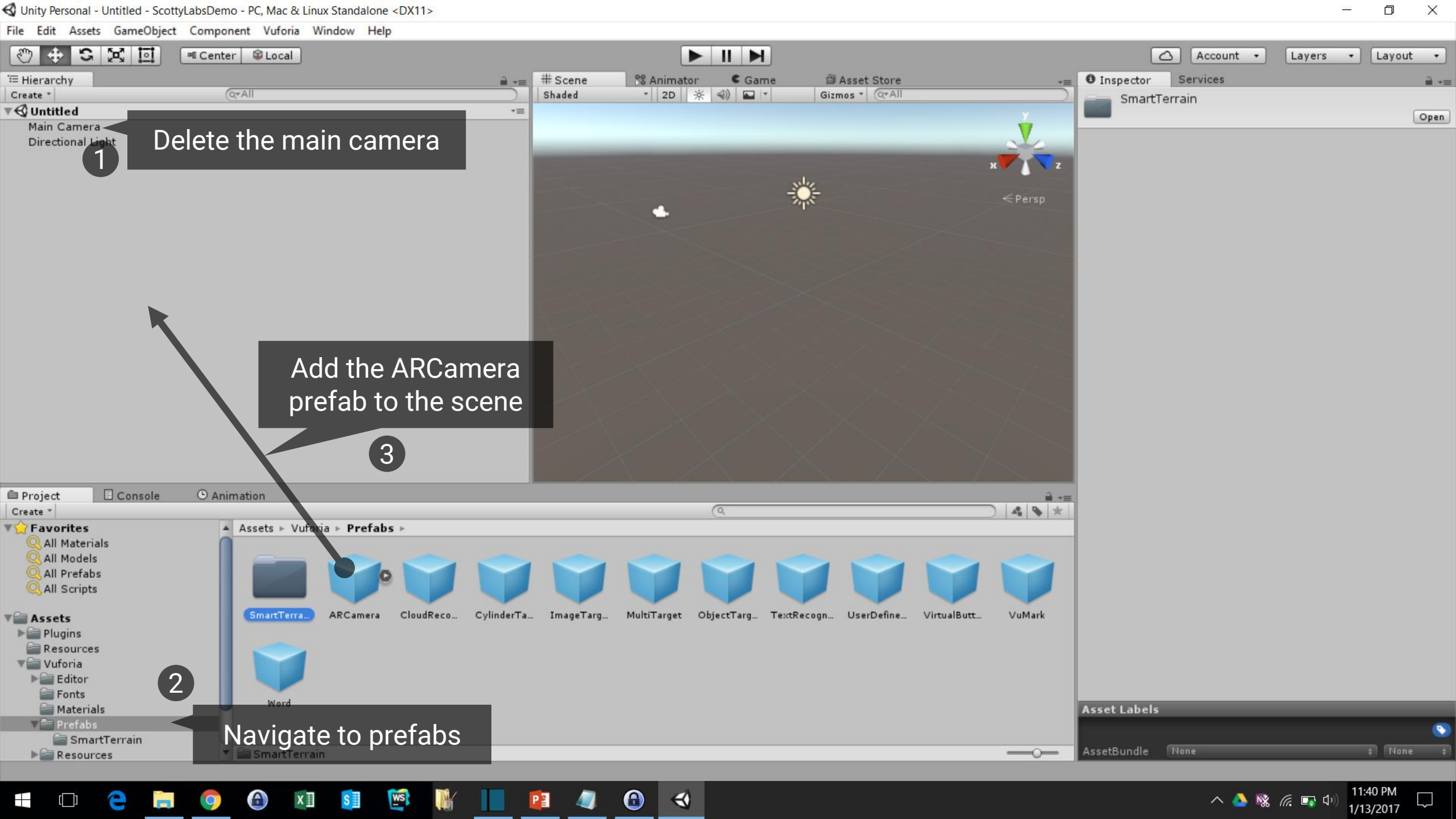


Hierarchy of objects
in scene

Scene

Object properties

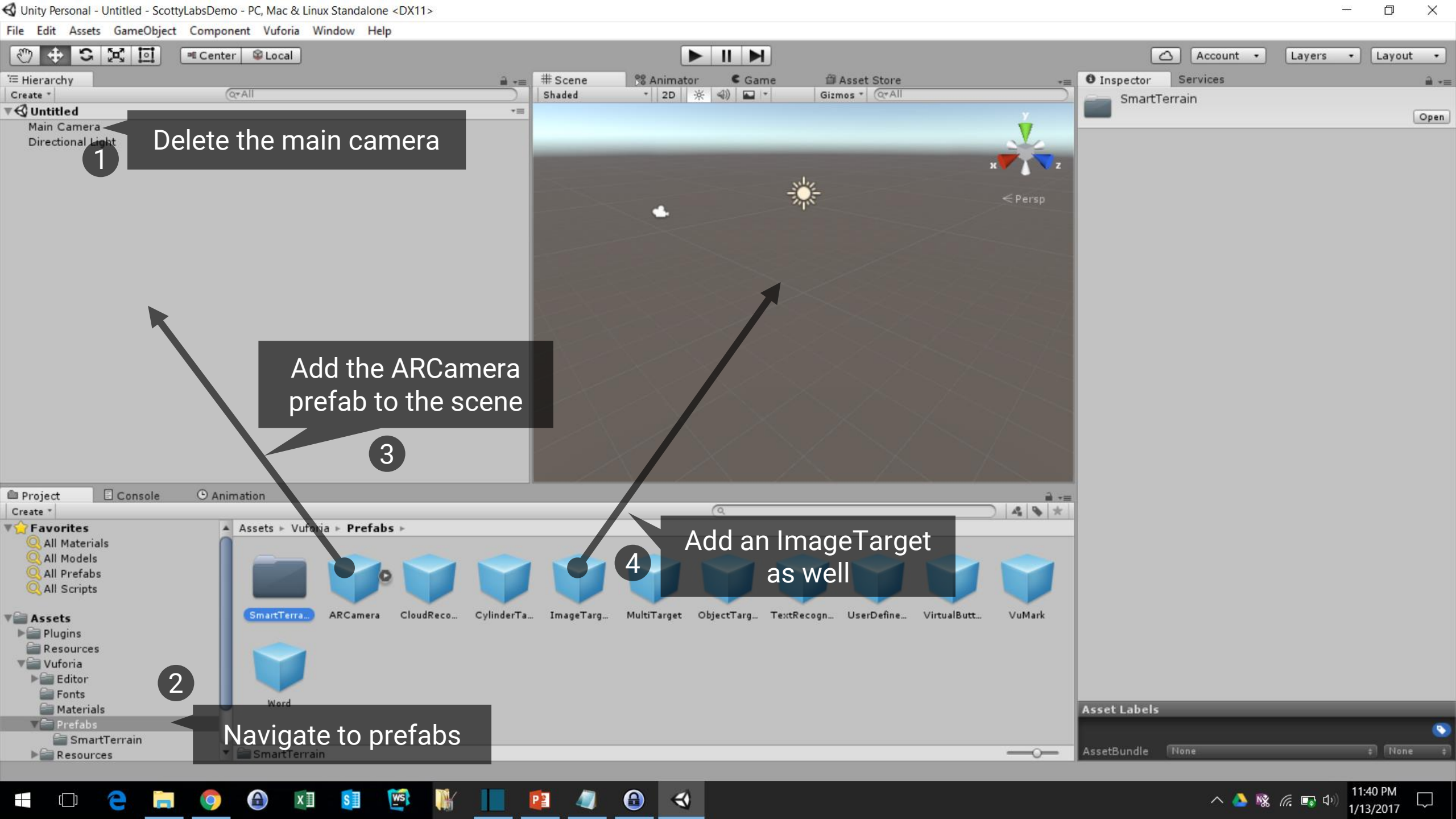
Asset files



Delete the main camera

Add the ARCamera
prefab to the scene

Navigate to prefabs

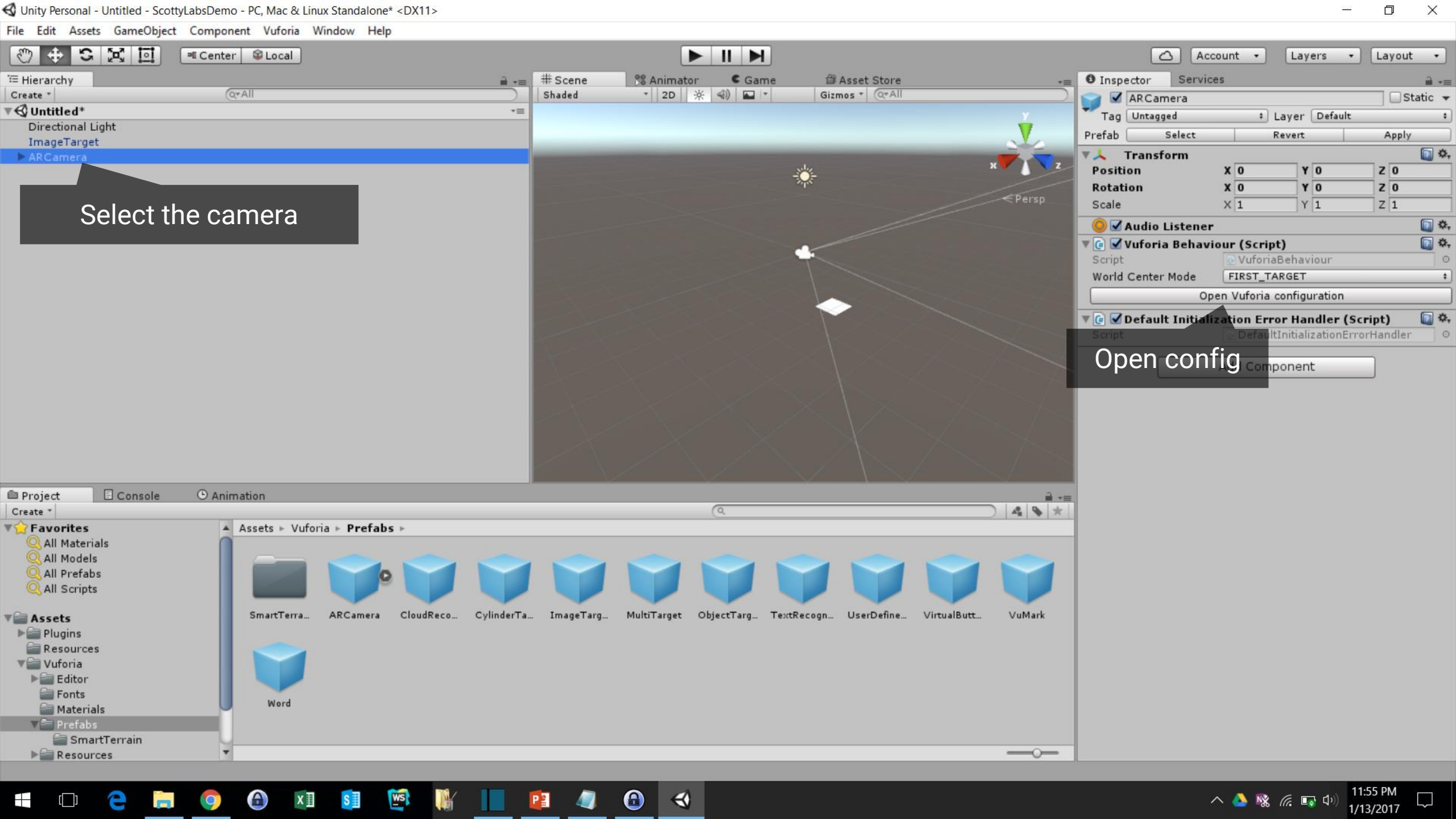


Delete the main camera

Add the ARCamera
prefab to the scene

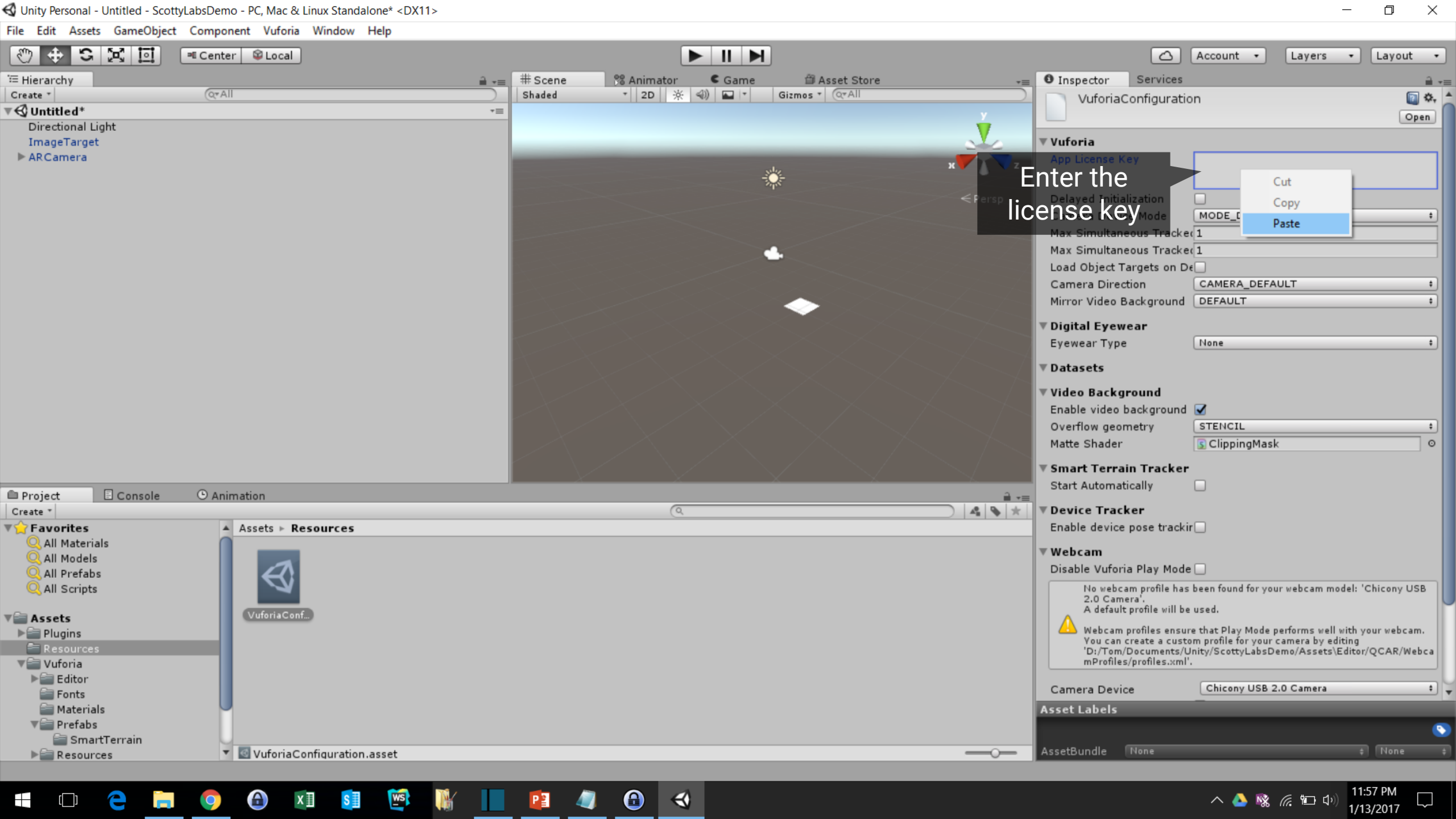
Add an ImageTarget
as well

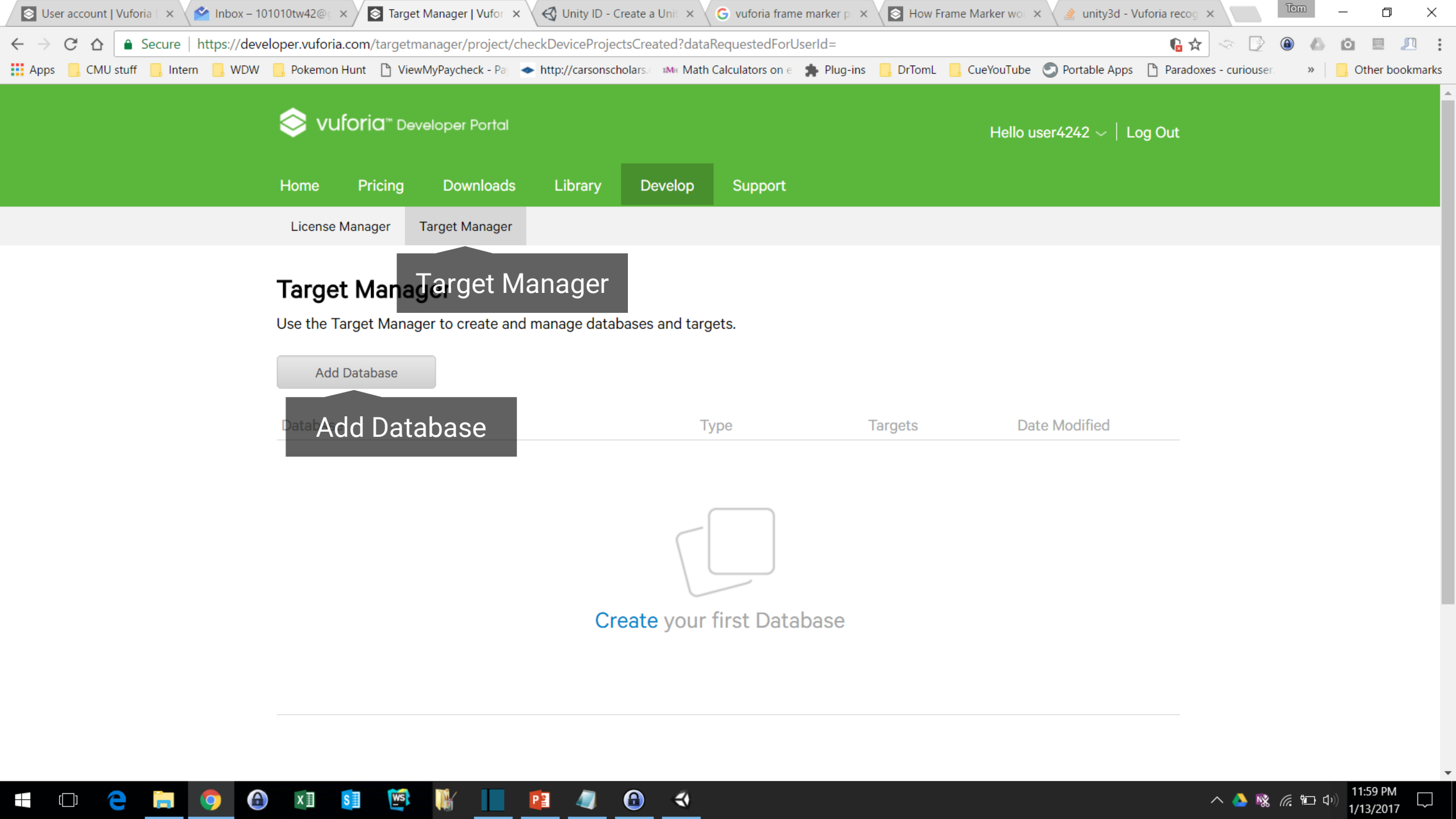
Navigate to prefabs

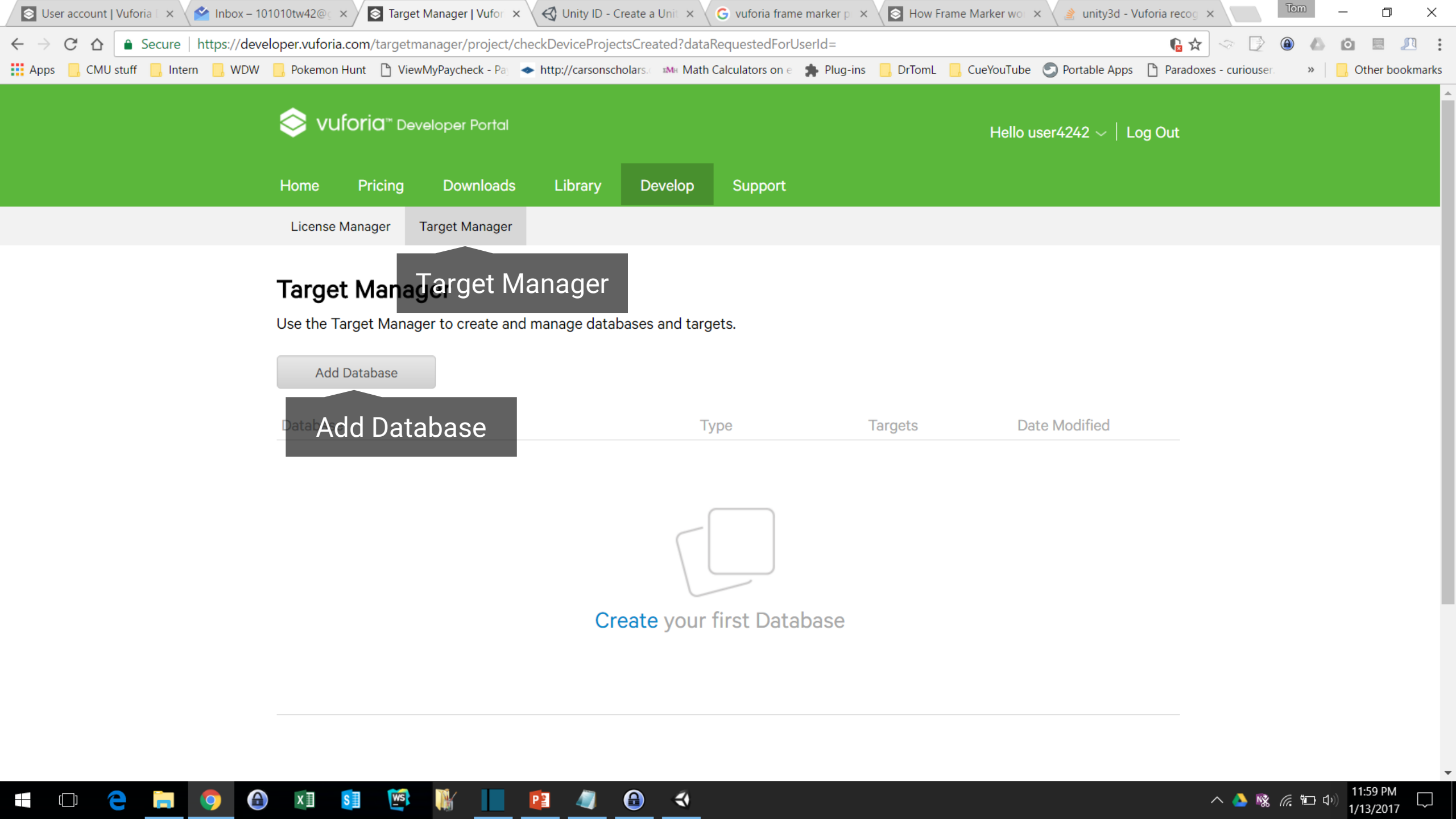


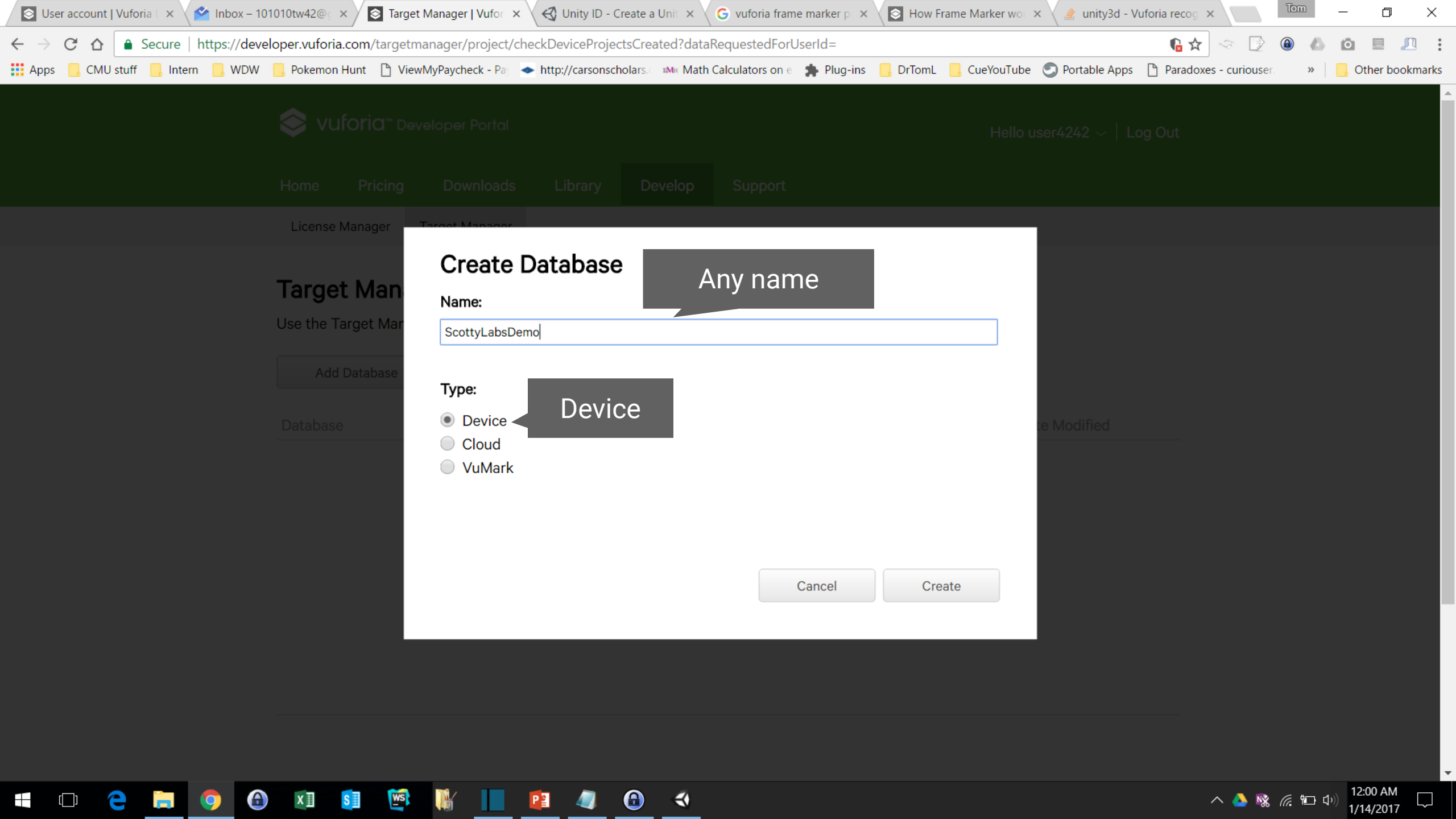
Select the camera

Open config









Create Database

Any name

Name:

ScottyLabsDemo

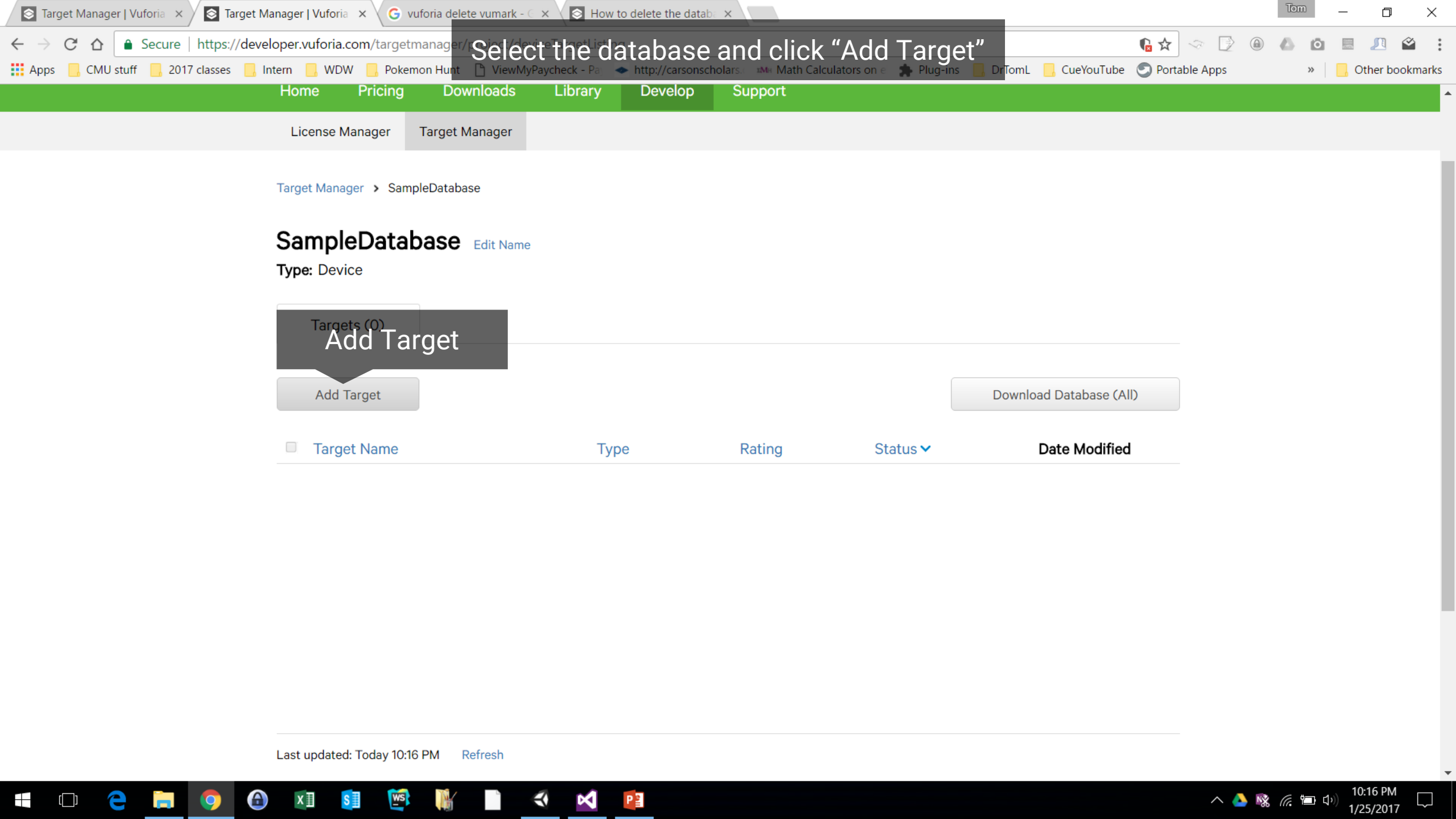
Type:

Device

- ☒ Device
- ☐ Cloud
- ☐ VuMark

Cancel

Create



Select the database and click "Add Target"

Target Manager > SampleDatabase

SampleDatabase [Edit Name](#)

Type: Device

Targets (0)

Add Target

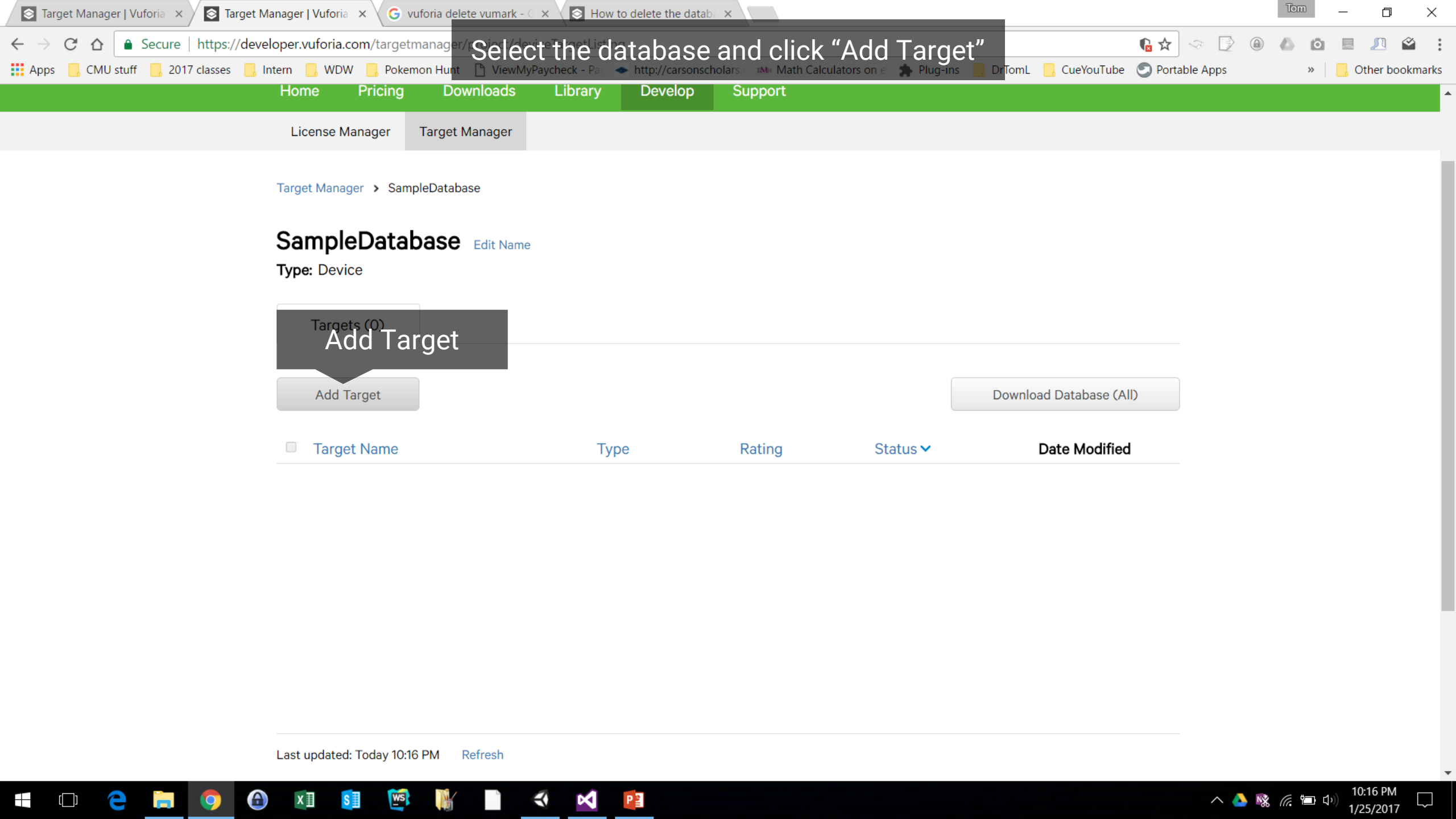
Add Target

Download Database (All)

<input type="checkbox"/>	Target Name	Type	Rating	Status ▾	Date Modified
--------------------------	-------------	------	--------	----------	---------------

Last updated: Today 10:16 PM [Refresh](#)

10:16 PM
1/25/2017



Select the database and click "Add Target"

Target Manager > SampleDatabase

SampleDatabase [Edit Name](#)

Type: Device

Targets (0)

Add Target

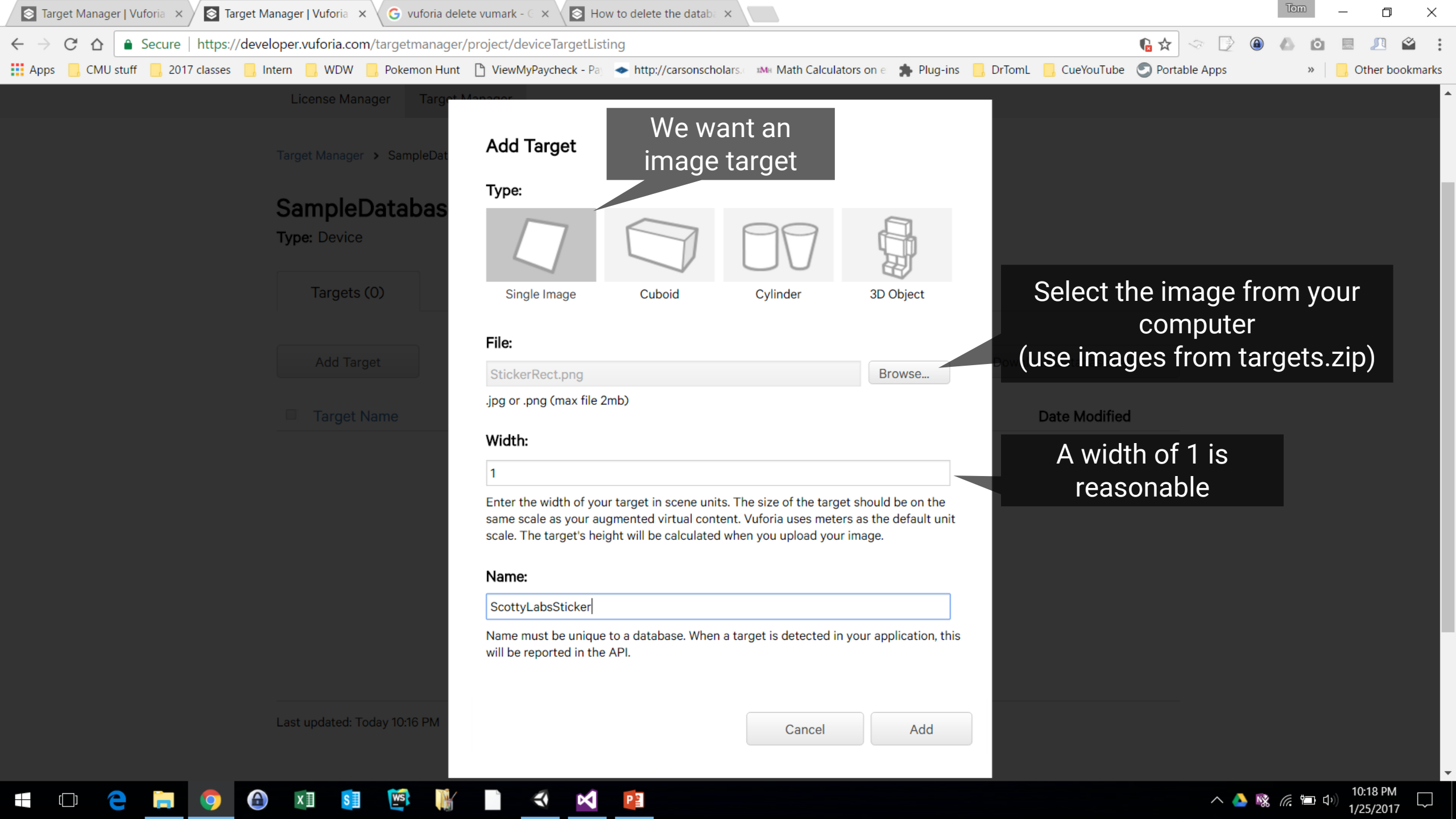
Add Target

Download Database (All)

<input type="checkbox"/>	Target Name	Type	Rating	Status ▾	Date Modified
--------------------------	-------------	------	--------	----------	---------------

Last updated: Today 10:16 PM [Refresh](#)

10:16 PM
1/25/2017



We want an image target

Add Target

Type:



Single Image



Cuboid



Cylinder



3D Object

File:

StickerRect.png

Browse...

.jpg or .png (max file 2mb)

Width:

1

Enter the width of your target in scene units. The size of the target should be on the same scale as your augmented virtual content. Vuforia uses meters as the default unit scale. The target's height will be calculated when you upload your image.

Name:

ScottyLabsSticker

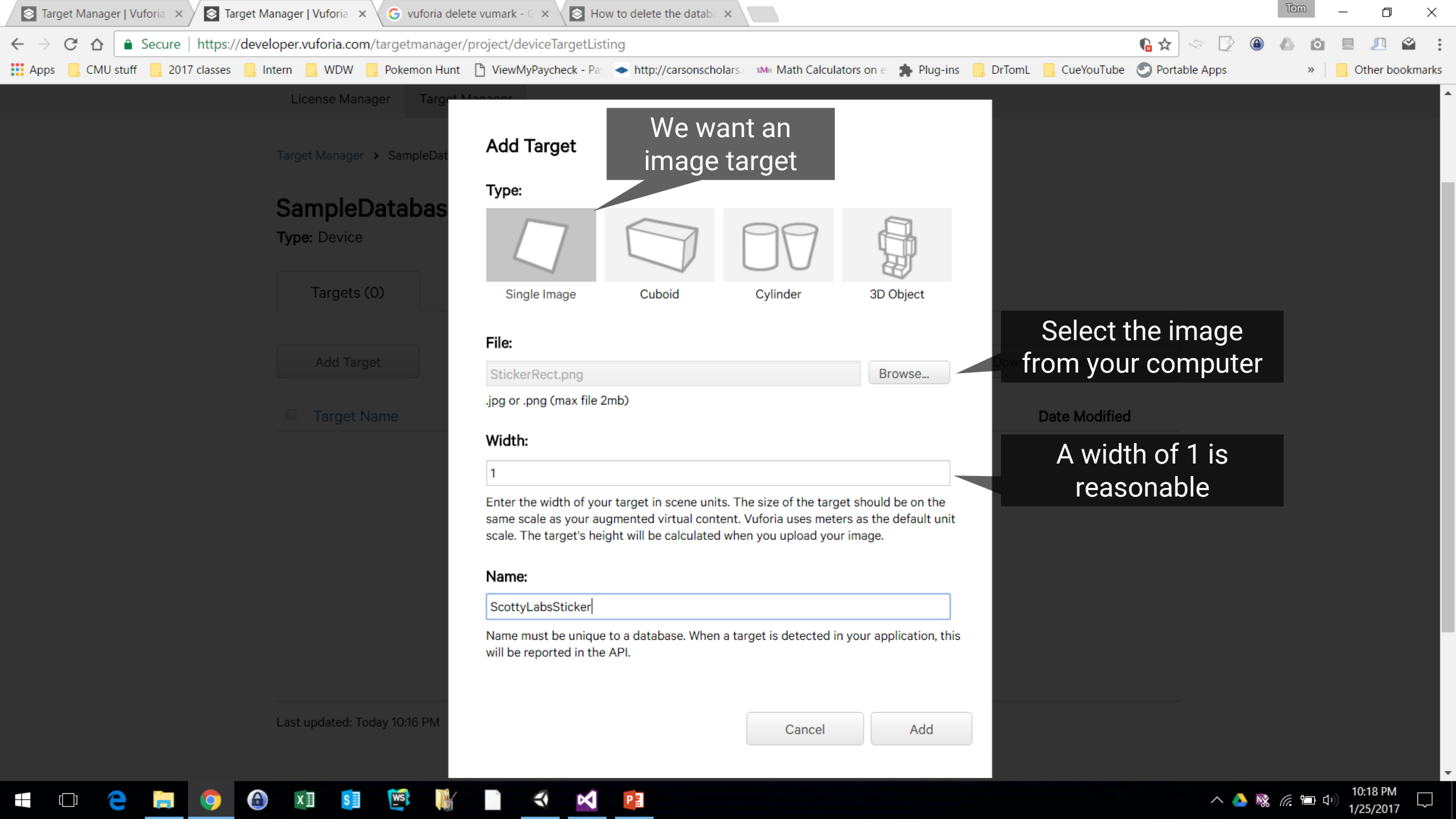
Name must be unique to a database. When a target is detected in your application, this will be reported in the API.

Cancel

Add

Select the image from your computer
(use images from targets.zip)

A width of 1 is reasonable



Add Target

We want an image target

Type:



Single Image



Cuboid



Cylinder



3D Object

File:

StickerRect.png

Browse...

Select the image from your computer

.jpg or .png (max file 2mb)

Width:

1

A width of 1 is reasonable

Enter the width of your target in scene units. The size of the target should be on the same scale as your augmented virtual content. Vuforia uses meters as the default unit scale. The target's height will be calculated when you upload your image.

Name:

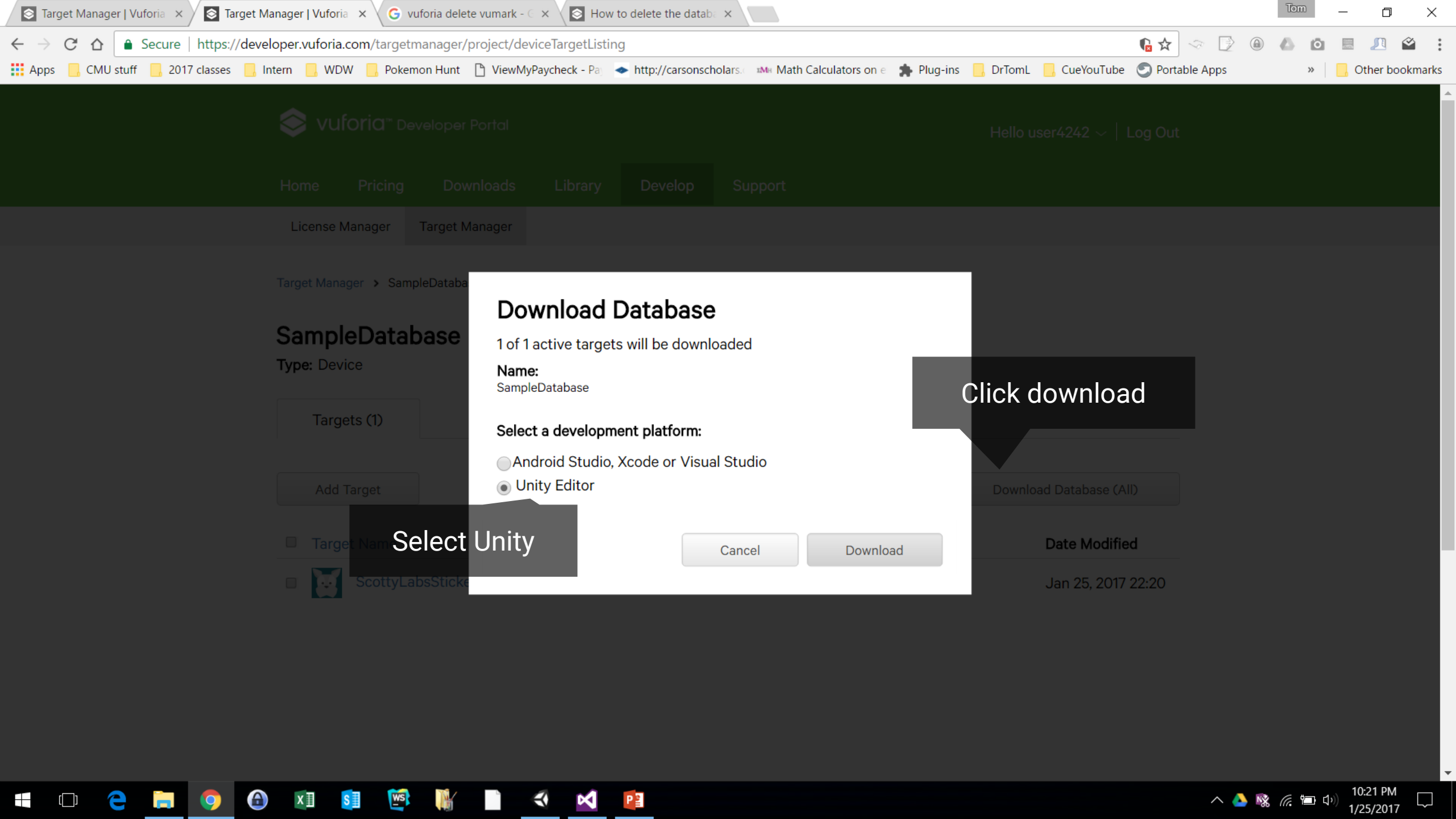
ScottyLabsSticker

Name must be unique to a database. When a target is detected in your application, this will be reported in the API.

Cancel

Add

Last updated: Today 10:16 PM



Download Database

1 of 1 active targets will be downloaded

Name:

SampleDatabase

Select a development platform:

☐ Android Studio, Xcode or Visual Studio

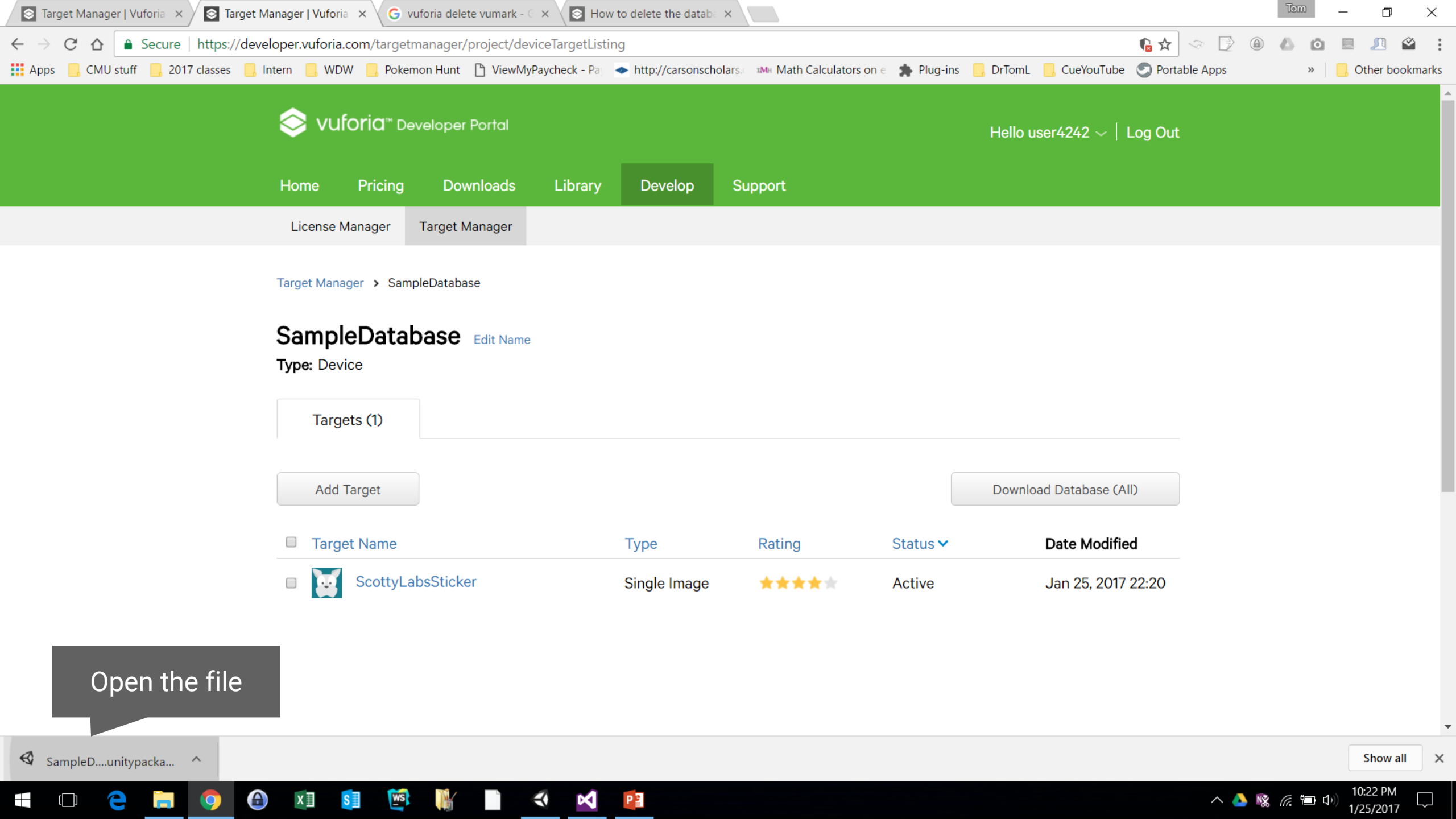
☒ Unity Editor

Cancel

Download

Click download

Select Unity



Target Manager > SampleDatabase


SampleDatabase [Edit Name](#)

Type: Device

Targets (1)

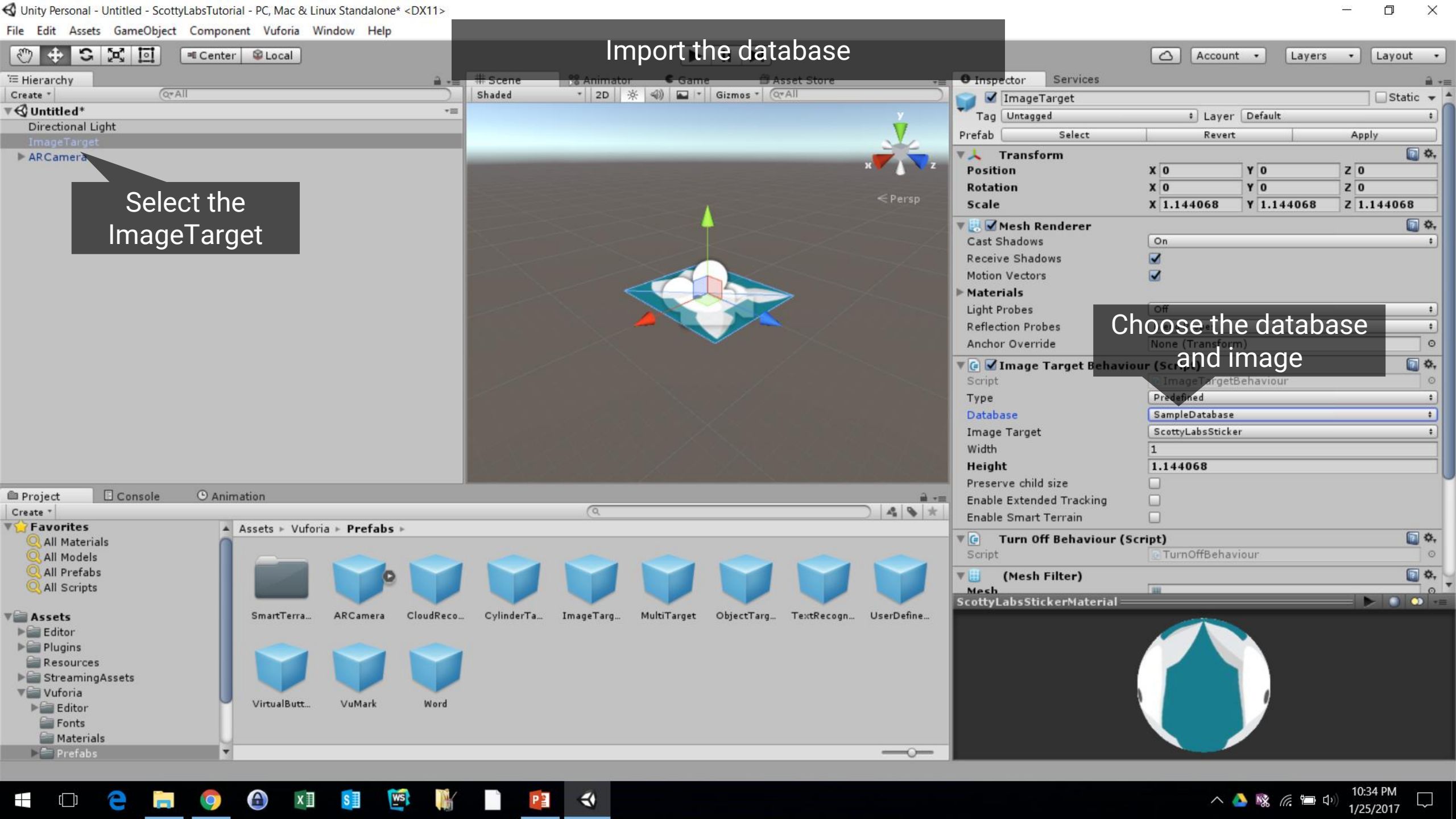
Add Target

Download Database (All)

<input type="checkbox"/> Target Name	Type	Rating	Status ▾	Date Modified
<input type="checkbox"/>  ScottyLabsSticker	Single Image	★★★★☆	Active	Jan 25, 2017 22:20

Open the file

Show all



Import the database

Select the ImageTarget

Choose the database and image

- ★ Favorites
 - All Materials
 - All Models
 - All Prefabs
 - All Scripts
- Assets
 - Editor
 - Plugins
 - Resources
 - StreamingAssets
 - Vuforia
 - Editor
 - Fonts
 - Materials
 - Prefabs

- Assets > Vuforia > Prefabs
- SmartTerra...
 - ARCamera
 - CloudReco...
 - CylinderTa...
 - ImageTarg...
 - MultiTarget
 - ObjectTarg...
 - TextRecogn...
 - UserDefine...
 - VirtualButt...
 - VuMark
 - Word

Inspector Services

☒ ImageTarget

Tag Untagged Layer Default

Prefab Select Revert Apply

Transform

Position X 0 Y 0 Z 0

Rotation X 0 Y 0 Z 0

Scale X 1.144068 Y 1.144068 Z 1.144068

☒ Mesh Renderer

Cast Shadows On

Receive Shadows ☒

Motion Vectors ☒

Materials

Light Probes Off

Reflection Probes None (Transform)

Anchor Override

☒ Image Target Behaviour (Script)

Script ImageTargetBehaviour

Type Predefined

Database SampleDatabase

Image Target ScottyLabsSticker

Width 1

Height 1.144068

Preserve child size ☐

Enable Extended Tracking ☐

Enable Smart Terrain ☐

☒ Turn Off Behaviour (Script)

Script TurnOffBehaviour

(Mesh Filter)

Mesh ScottyLabsStickerMaterial

ScottyLabsStickerMaterial

Hand, Rotate, Translate, Scale, Lock, Center, Local

Hierarchy

Create All

Untitled*

- Directional Light
- ImageTarget
- ARCamera

Project Console Animation

Create

Favorites

- All Materials
- All Models
- All Prefabs
- All Scripts

Assets

- Editor
- Plugins
- Resources
- StreamingAssets
- Vuforia
 - Editor
 - Fonts
 - Materials
 - Prefabs

Assets > Vuforia

SmartTerra... ARCamera CloudReco... CylinderTa... ImageTarg... MultiTarget ObjectTarg... TextRecogn... UserDefine...

VirtualButt... VuMark Word

Open the Asset store

Next Window Ctrl+Tab

Previous Window Ctrl+Shift+Tab

Layouts >

Services Ctrl+0

Scene Ctrl+1

Game Ctrl+2

Inspector Ctrl+3

Hierarchy Ctrl+4

Project Ctrl+5

Animation Ctrl+6

Profiler Ctrl+7

Audio Mixer Ctrl+8

Asset Store Ctrl+9

Version Control

Animator

Animator Parameter

Sprite Packer

Editor Tests Runner

Lighting

Occlusion Culling

Frame Debugger

Navigation

Console Ctrl+Shift+C

Collab History

Animator Game Asset Store

Filters

HH-65C Dauphin

ImageTarget

MultiTarget

ObjectTarg...

TextRecogn...

UserDefine...

Search for, download, and import a free model (I'm using the HH-65C Dauphin)

Inspector Services

ImageTarget

Tag Untagged Layer Default

Prefab Select Revert Apply

Transform

Position X 0 Y 0 Z 0

Rotation X 0 Y 0 Z 0

Cast Shadows On

Receive Shadows

Motion Vectors

Materials

Light Probes Off

Reflection Probes Blend Probes

Anchor Override None (Transform)

Image Target Behaviour (Script)

Script ImageTargetBehaviour

Type Predefined

Database SampleDatabase

Image Target ScottyLabsSticker

Width 1

Height 1.144068

Preserve child size

Enable Extended Tracking

Enable Smart Terrain

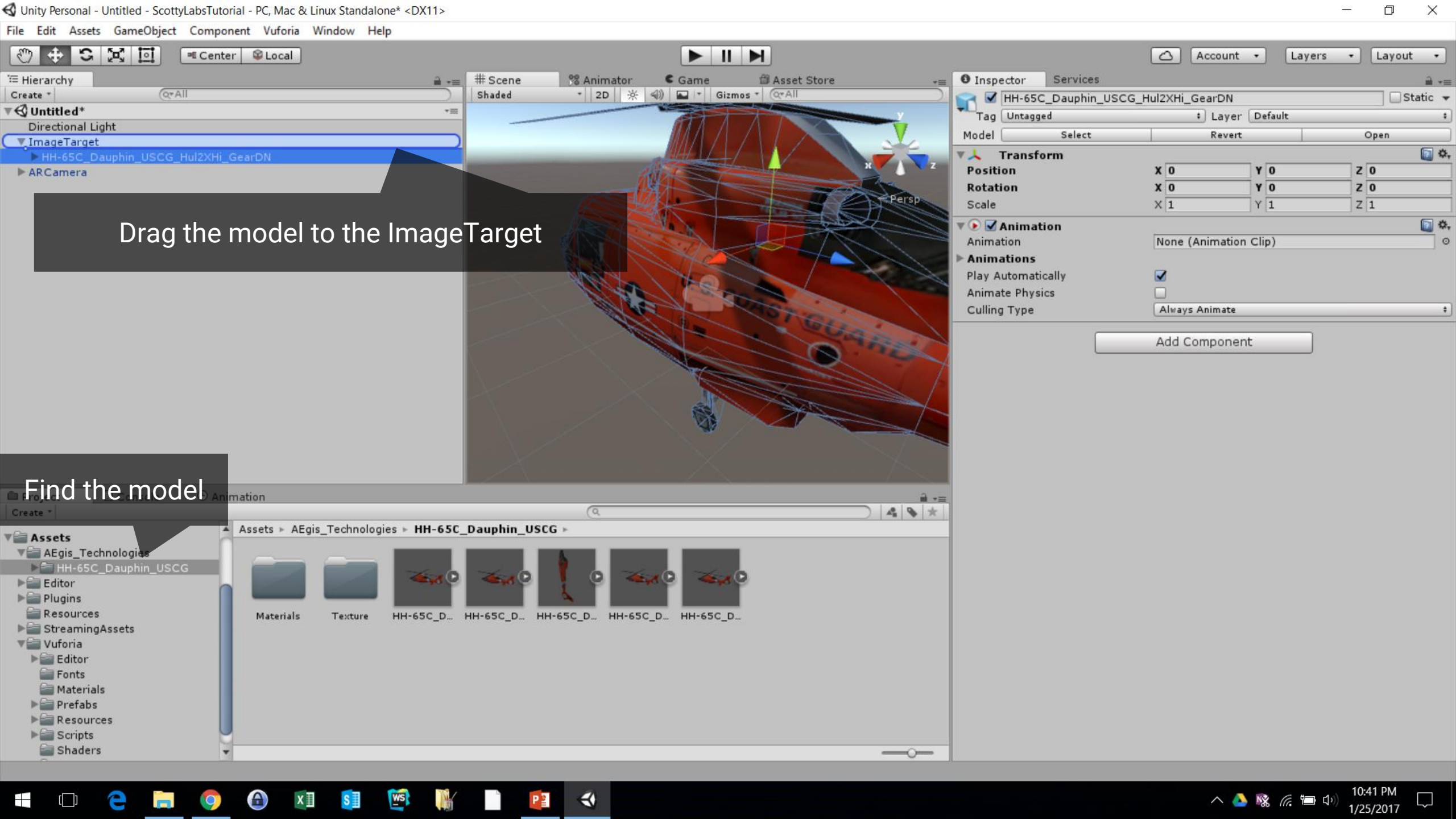
Turn Off Behaviour (Script)

Script TurnOffBehaviour

(Mesh Filter)

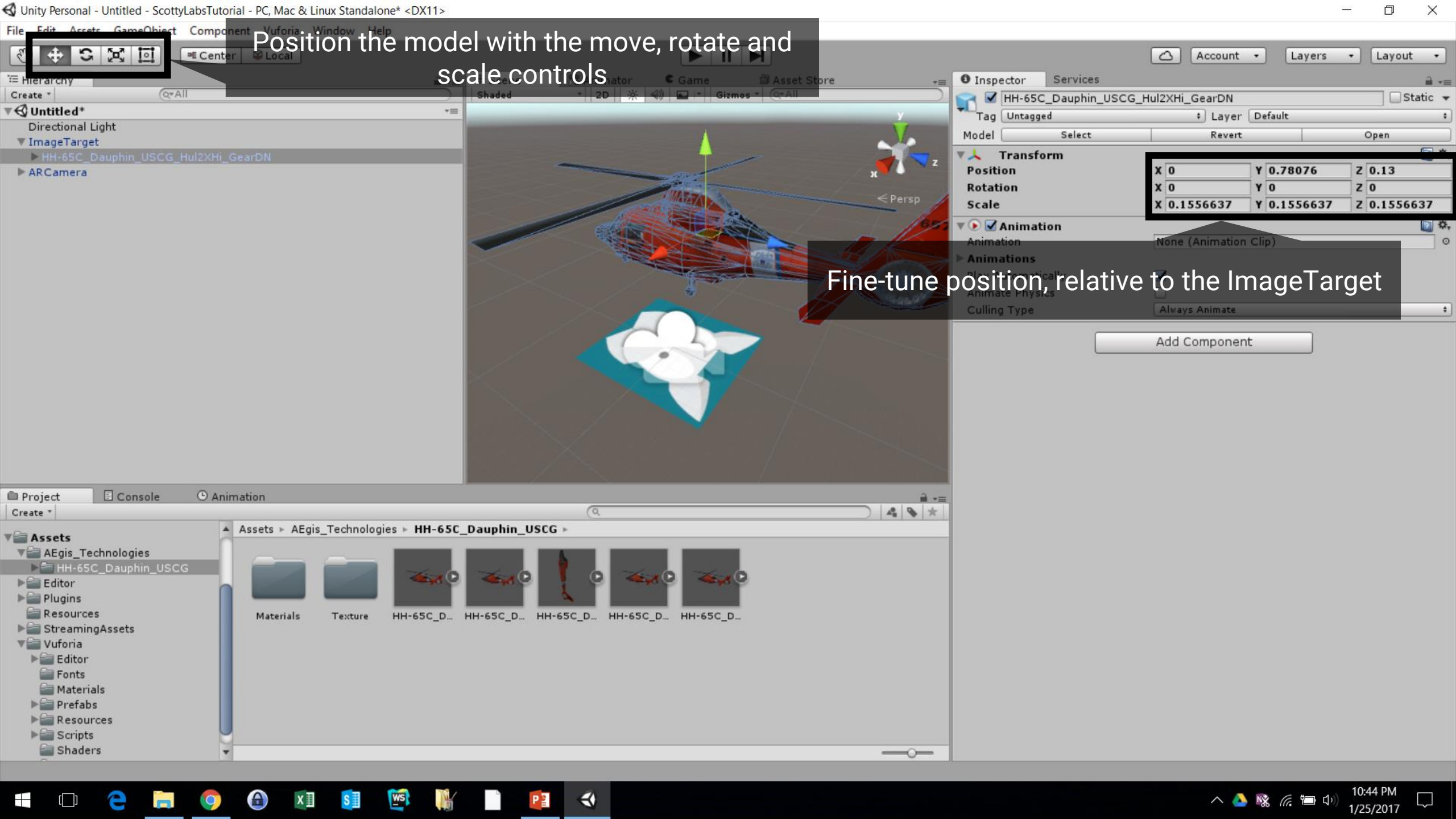
Mesh ScottyLabsStickerMaterial

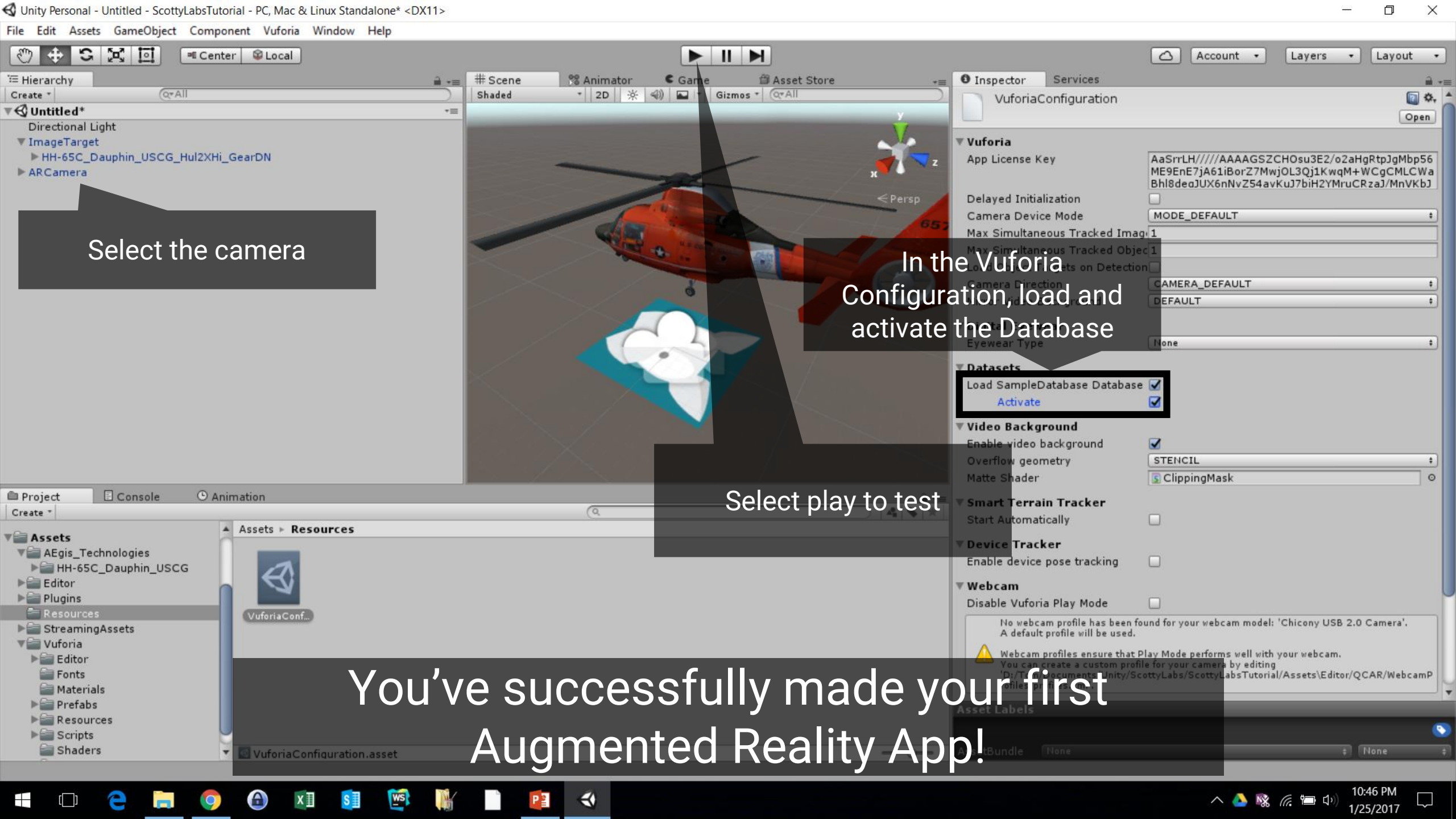
ScottyLabsStickerMaterial



Drag the model to the ImageTarget

Find the model





Select the camera

In the Vuforia Configuration, load and activate the Database

Select play to test

You've successfully made your first Augmented Reality App!