



JANUARY 4

MAKE AN AUGMENTED REALITY BUSINESS CARD



About the Assembly

- A Smart Lab based out of in5 since December 2014
- Over 250 Free workshops done
- Assembly : HACK - Embedded systems, IOT, hardware
- Assembly : CODE - Software projects - APIs, frameworks, apps
- Assembly: Data Science - Advanced topics related to AI/Machine Learning
- Target Audience – Students | Professionals | Entrepreneurs
- Focus on Smart Technology and Practical Applications
- Forum: members.theassembly.ae

MAKE AN AUGMENTED REALITY BUSINESS CARD
JANUARY 4



BUILD A TELEGRAM BOT FOR ARDUINO IOT CLOUD
JANUARY 11



**JANUARY
2020**



**DATA
SCIENCE**

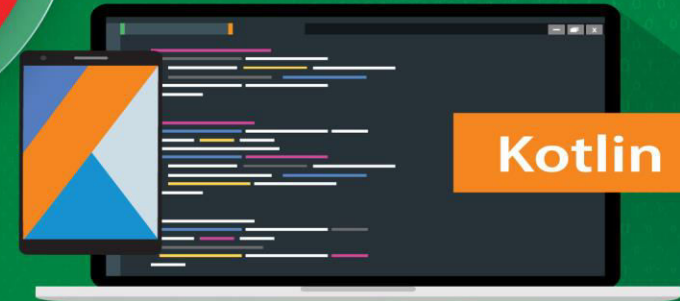
JANUARY 25
MACHINE LEARNING FOR BUSINESS SOLUTIONS



SPEAKER



RICARDO OCAMPO
SENIOR DATA SCIENTIST
PROPERTY FINDER



JANUARY 18
CODE AN ANDROID CHAT APP WITH KOTLIN



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Highlights

- Use Vuforia in Unity
- 2D Image Recognition
 - Augmented Reality Poster
 - Augmented Reality Business Card
- Build the project for Android/iOS



Prerequisites

- Unity v2019.1.4
- Vuforia support for Unity
- iOS/Android support for Unity
 - iOS devices requires macOS with latest version of XCode
- Unity Package and Targets Folder Downloaded from GitHub
 - GitHub Link Goes Here



AR? VR? What's the difference?

- Augmented Reality (AR), Virtual Reality (VR)
- AR superimposes with real life
- Mixed Reality
- Computer-mediated reality





Why Unity?

- Cross-Platform, supports more than 25 platforms
- Has a great asset store
- It's free for personal use. Even the paid license is cheap compared to competitors
- Wasteland 2, Inside and Call of Duty: Mobile





Why Vuforia?

- One of the most widely used AR development platform
- Supports multiple platforms including HoloLens
- 3D tracking capabilities
- Can integrate other SDKs
- Easy to use





Setup Unity



2D Image Recognition



Exporting Project for Android/iOS



3D Object Recognition