**Physical Computing Project – Enterprise Development**

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This project was built using the Vuforia framework for Unity3D. The system allows a user to scan a business card, which then prompts an augmented reality interface with clickable social media buttons appearing above the business card. The user can then click the social media Icons and it will open the company’s / person’s social media account on their phone.

The system uses Vuforia for the ARCamera prefab alone with the Image Recognition software. The target image is then stored in the image database, which sits as a child of the ARCamera in Unity. The social media icons are then placed in the scene as children of the target image. C# scripts were then attached to each of the icons which integrates the event handling code for the buttons. Box colliders were attached to each of the icons to allow them to interact with the code.

An issue arose when I deployed the project on my android device. The app does not focus the camera by default, which means if your camera is not of good quality, it will not be able to pick up the target image. This meant needing to write a script to attach to the ARCamera prefab. This script modified the camera object to make it continually auto-focus. This script allows older devices with weaker camera sensors to also use the app just as well as other devices.