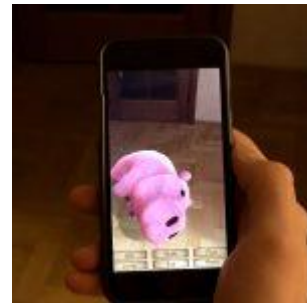
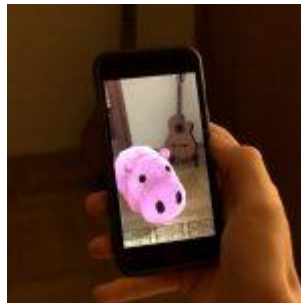
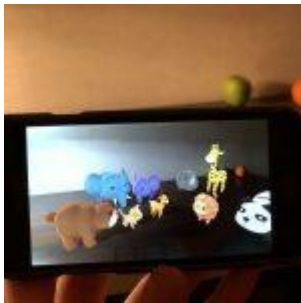
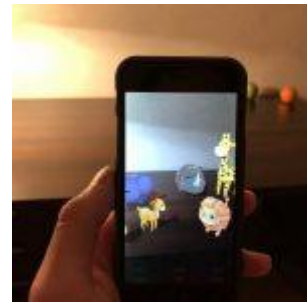


# AR Shadow

• April 7, 2019 🔥 1,439

AR Shadow for Unity game engine implements simple real-time shadows for apps with Augmented Reality (Vuforia, Gyro, Accelerometer, any AR). This is Unity shader for transparent surfaces.



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# Advantages of AR Shadow



*Bring the enchanting Power of Unity AR Shadows into your Augmented Reality:*

- ★ *Support for Any AR engine;*
- ★ *Vuforia Shadow — Demo Scene in the package;*
- ★ *3 minutes installation for Your Scene.*

## Package is a part of Unity Assets

AR Survival Shooter (docs).

AR Survival Shooter 🎯 Augmented Reality for Unity ...



AR Camera GYRO (docs).

AR Camera GYRO 📱 🖐️ Augmented Reality for Unity



[AR Camera ACCELEROMETER \(docs\)](#).

AR Camera ACCELEROMETER 📱 🖱️ Augmented Re...



## Tested with Devices

Mobiles:

- ★ iOS on iPhone 6;
- ★ Android on Lenovo A606, Samsung Galaxy S7.

Tablets:

- ★ UWP on Microsoft Surface Pro 5 & Acer Switch 5.

## Tutorial

### Vuforia

[Open Vuforia Documentation](#).

## Getting started from scratch

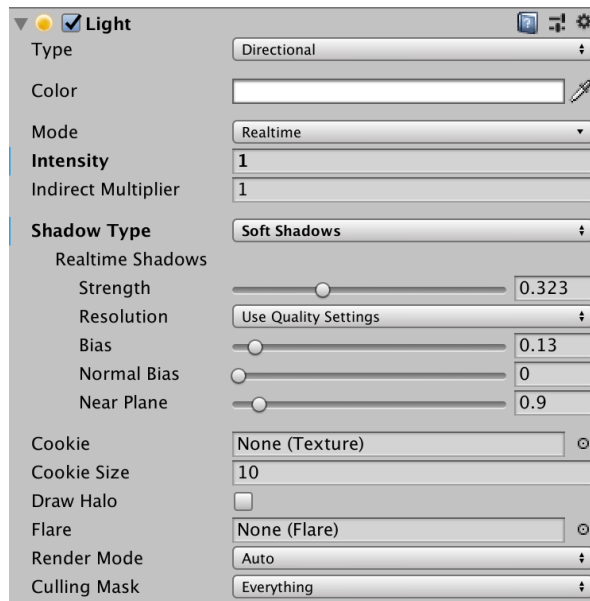
Package has customized prefabs: ARGround & ARDirectionalLight.

So just use them for your scene & enjoy.

- 1 Go to Edit > Project Settings > Quality.
- 2 Choose **Default Quality Level** for a target platform.
  - 1 Shadow Projection = Close Fit.
  - 2 Shadow Distance = 400.
- 3 Create Plane (ARGround prefab).
  - 1 Place plane on the marker (a bit higher) if you use marker AR like [Vuforia](#). If you use markerless AR (e.g. [AR Camera GYRO](#)) then place the plane on your origin so you can see the shadows.
  - 2 Resize plane for all your active area of game action.
  - 3 Attach ARShadow material with ARShadowSurface shader (AR/ARShadowSurface) to the Plane.
    - 1 Cutout = 1.

4

Create Direction Light (ARDirectionalLight prefab).



1

Intensity = 1.5 or 1.0.

2

Shadow Type = Soft Shadows.

1

Strength = 0.323.

2

Bias = 0.13.

3

Normal Bias = 0.

4

Near Plane = 0.9.

5

Press Play and see the AR shadows from objects.

## AR Shadow and AR Camera GYRO

You can transform your game scene into Augmented Reality in 4 minutes with [AR Shadow](#) and [AR Camera GYRO](#) ([docs](#)).

Getting Started with AR Camera GYRO in Unity 📱 🖱️ ...



## Support

First of all, [read the latest docs online](#).

If it didn't help, [get the support](#).

## Changelog

Check the current version on [Asset Store](#).

*The latest versions will be added as soon as possible.*

1.3:

- ★ Vuforia 8.1.7 version.

1.2:

- ★ Unity 2018.3 version.

1.1:

- ★ Unity 2017.3.1 version;
- ★ Unity 5.6.5 version (without Vuforia demo);
- ★ [Publisher Window](#).