

Introduction to

# Unity3D + Vuforia AR

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# Tech Stack



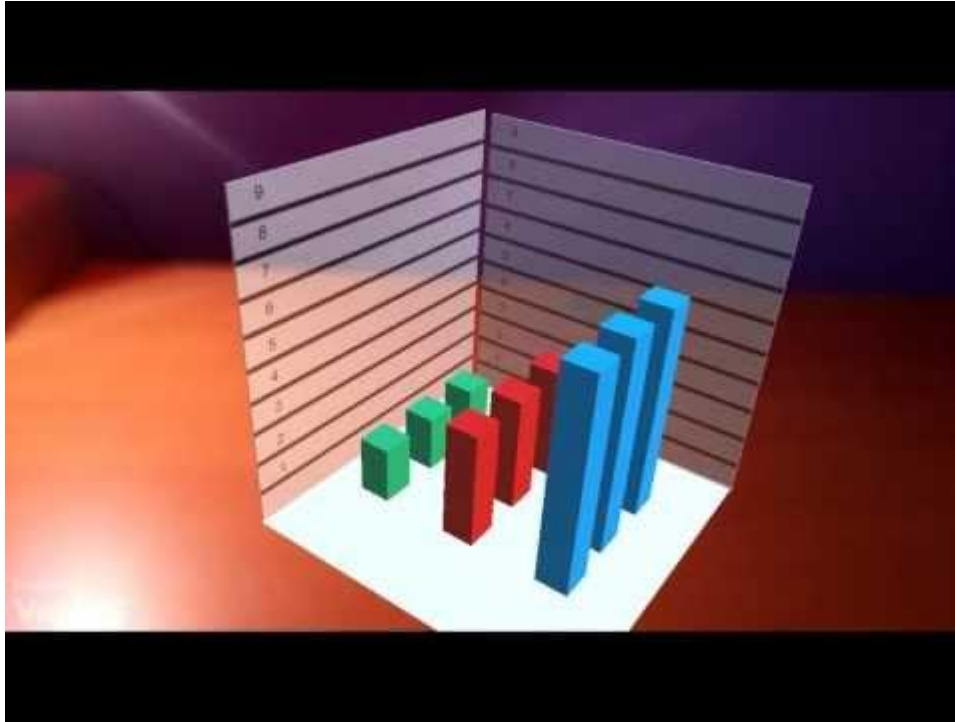
unity



vuforia™



# AR Examples



# AR Examples



# AR Examples



# AR Examples

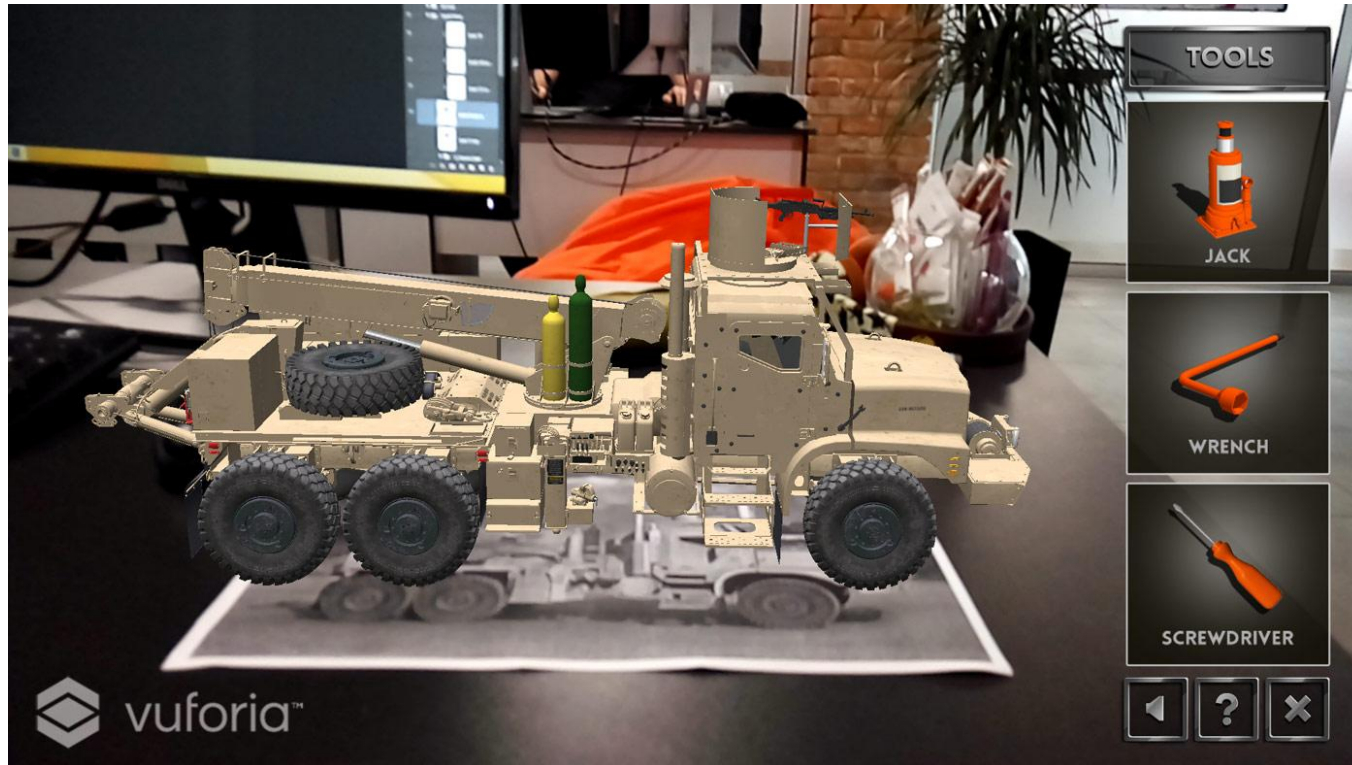


# RA Examples

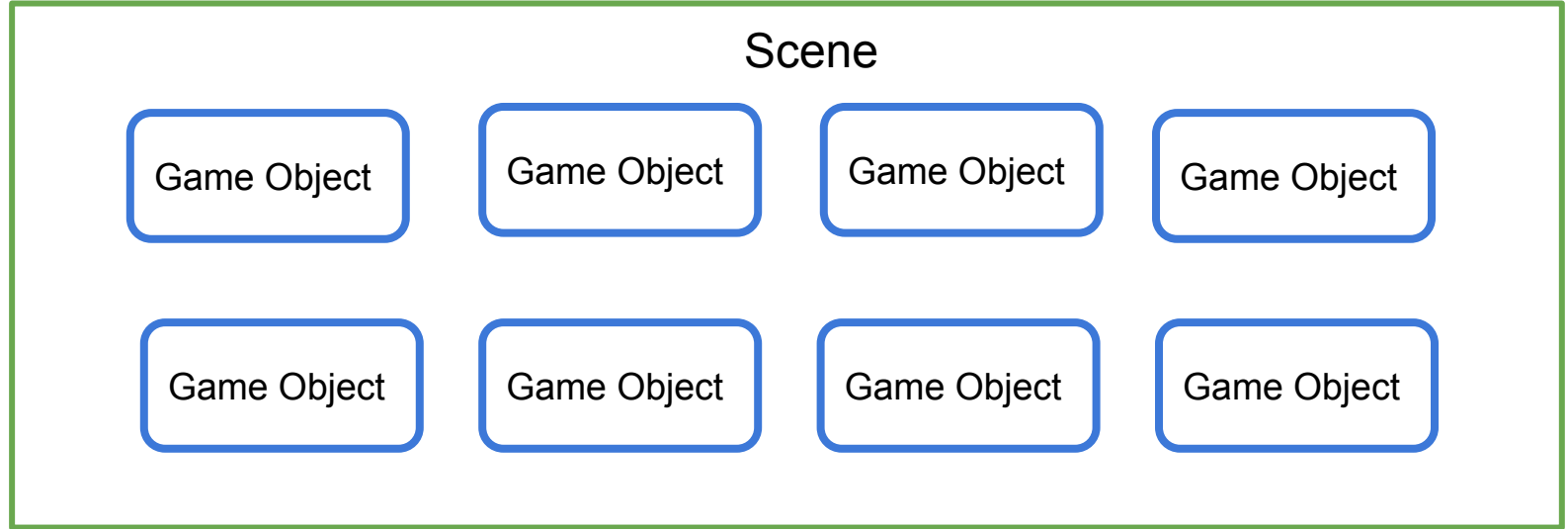




# RA Examples

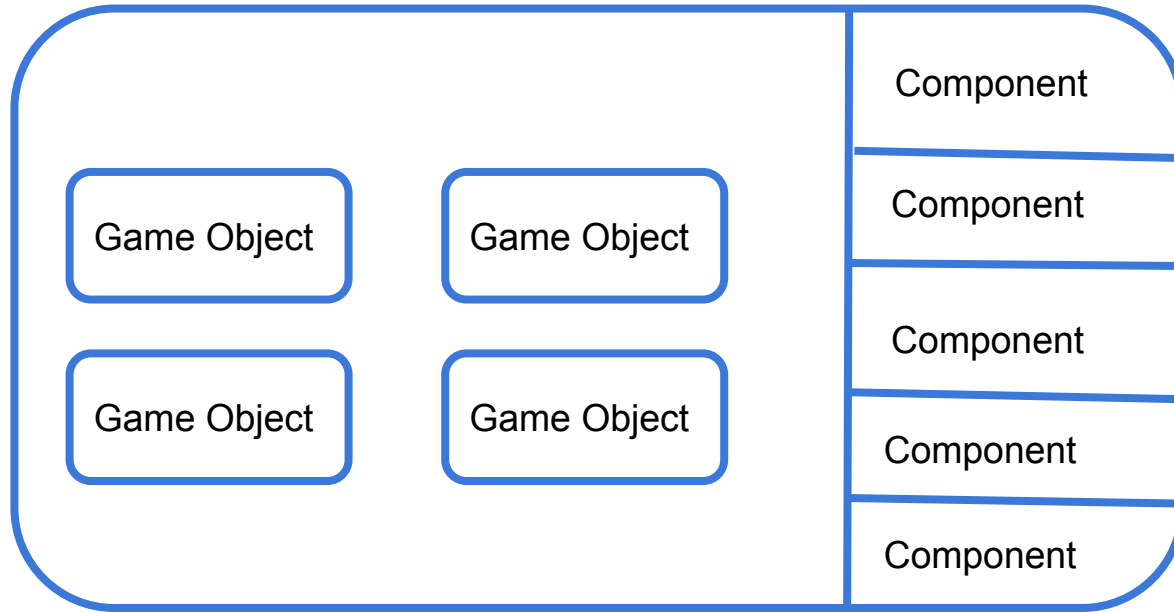


# Scene organization



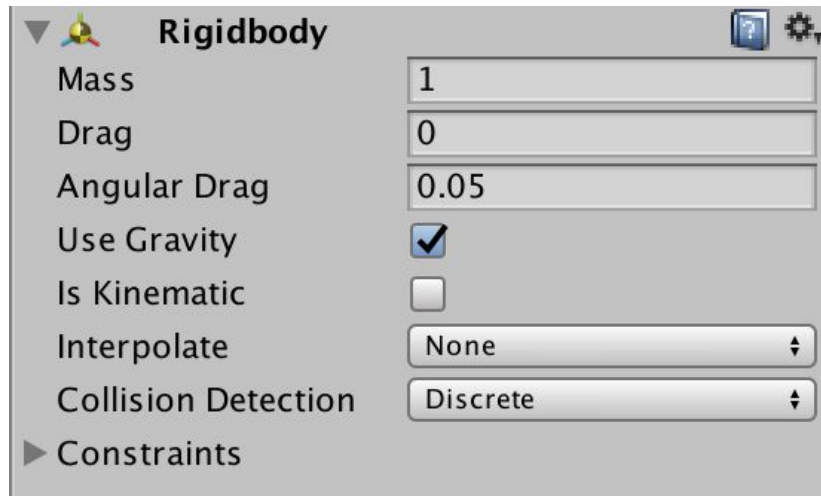
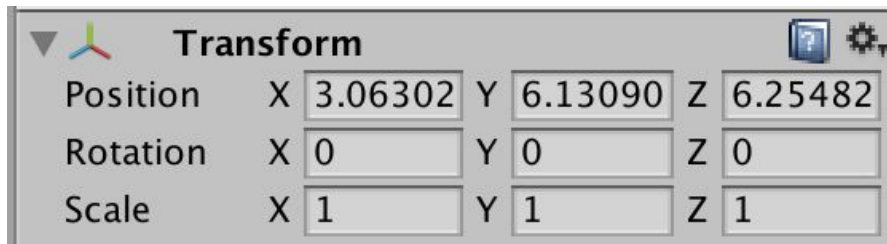
# Scene organization

## Game Object



# Components

Components are the functional parts of a GameObject



Components can be Added, Removed  
or created from Scratch

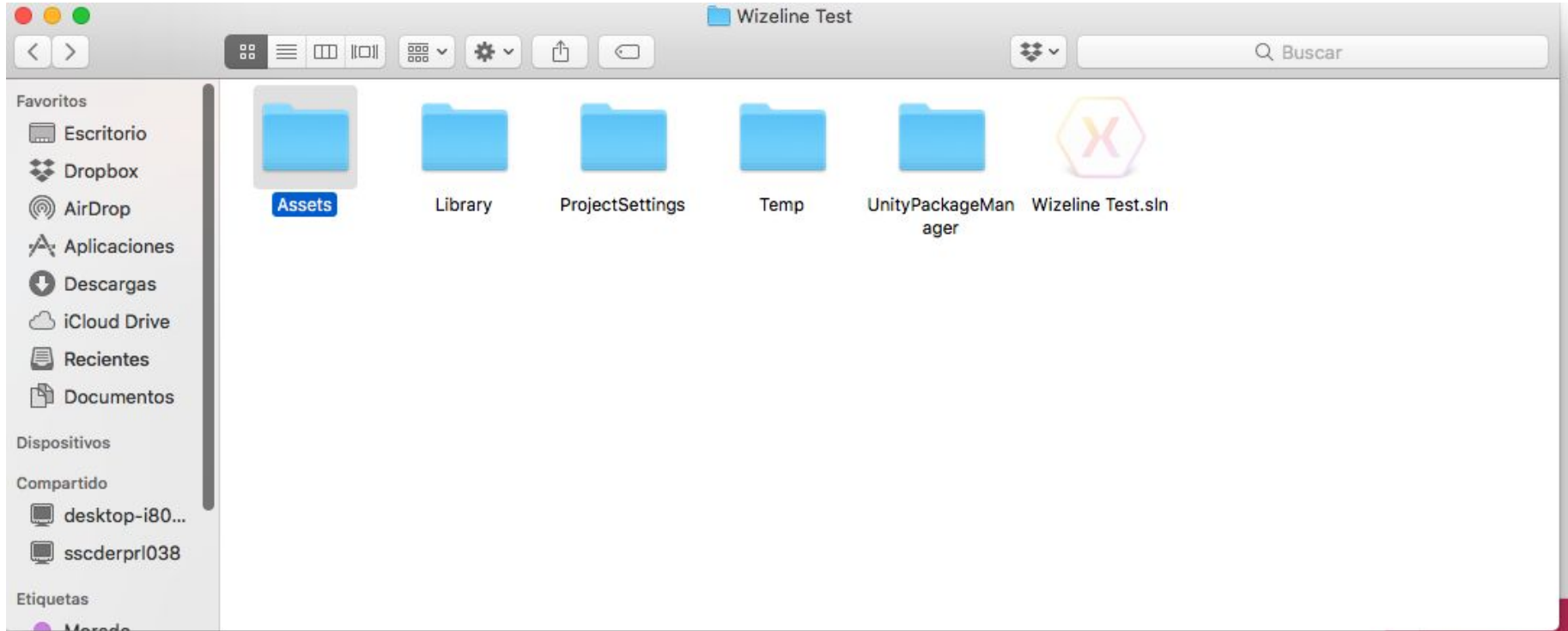
# Assets Folder

This is where your game/application assets are stored, including:

- Scenes.
- Models.
- Materials.
- Sprites.
- Sound/Music.
- Custom components.
- Plugings.
- Long etc. etc.



# Assets Folder

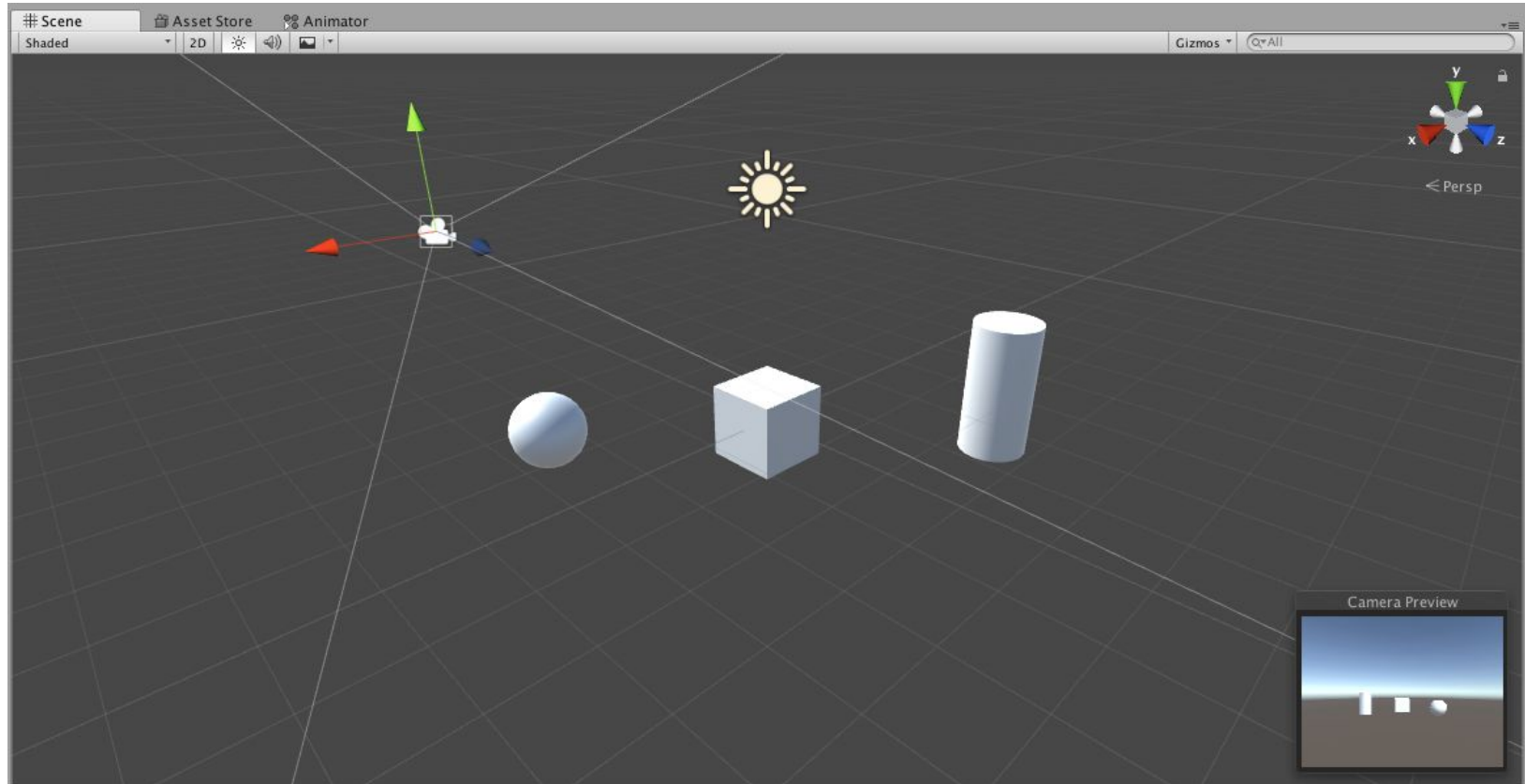


# Interface Basics (WalkThrough)

- Scene View
- Game View
- Hierarchy Window
- Project Window
- Inspector Window
- Build and Player Settings

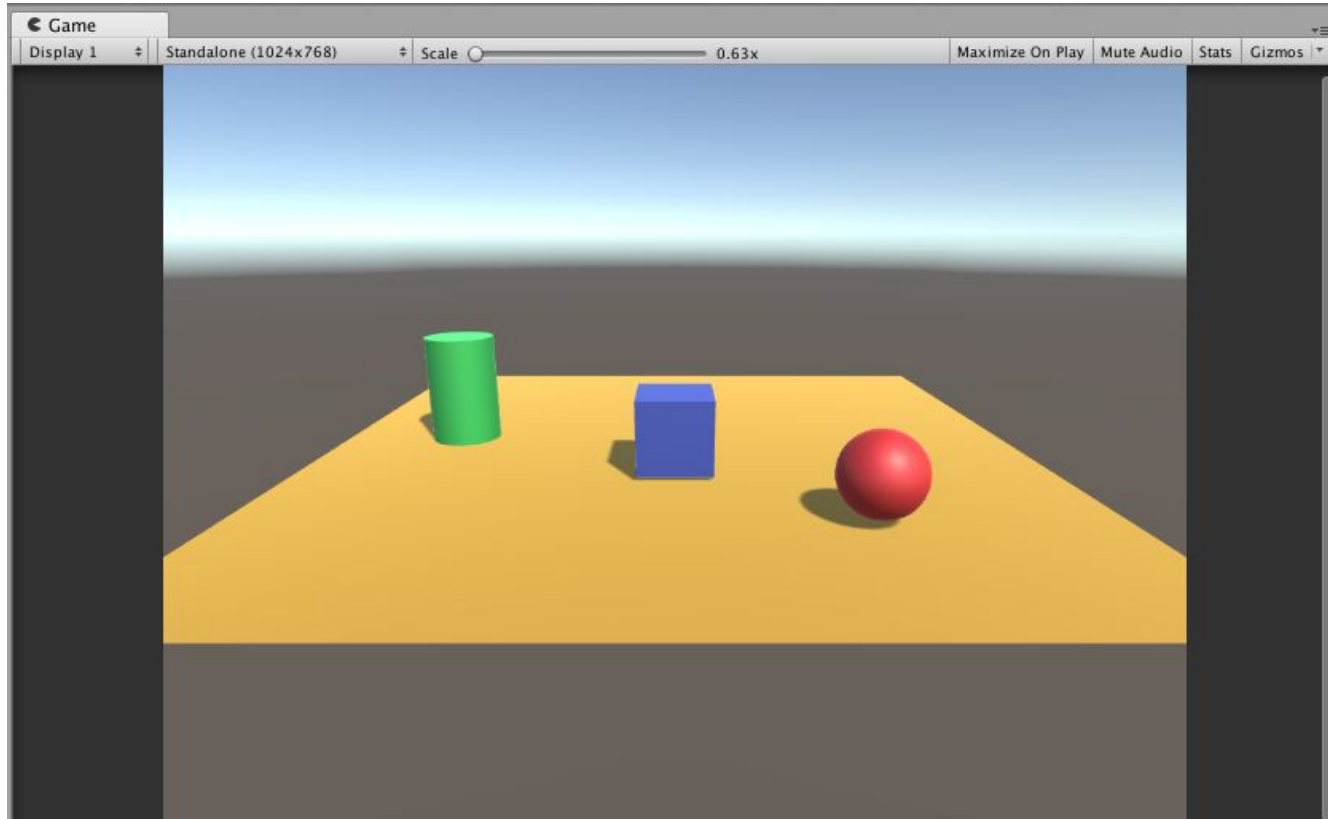


# Scene View

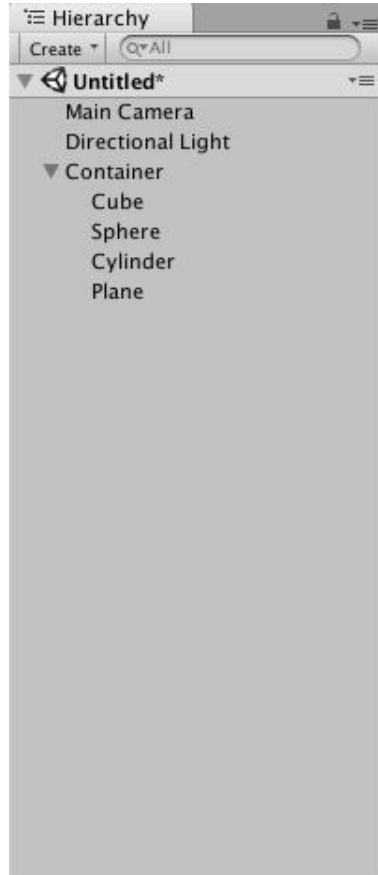




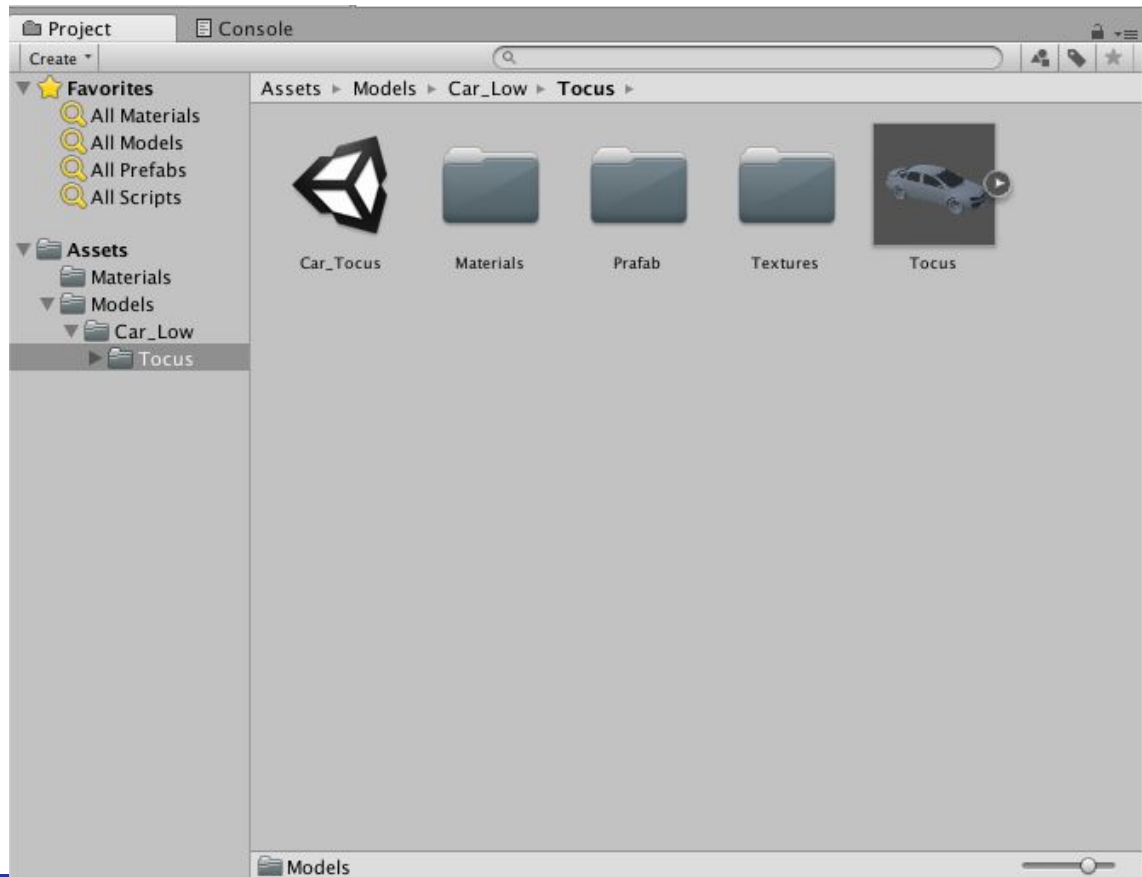
# Game View



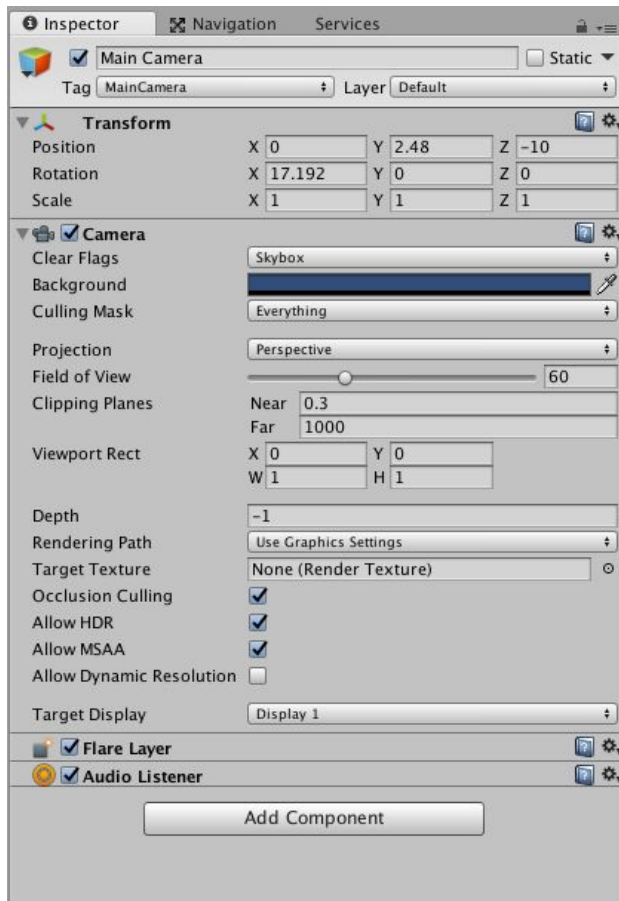
# Hierarchy Window



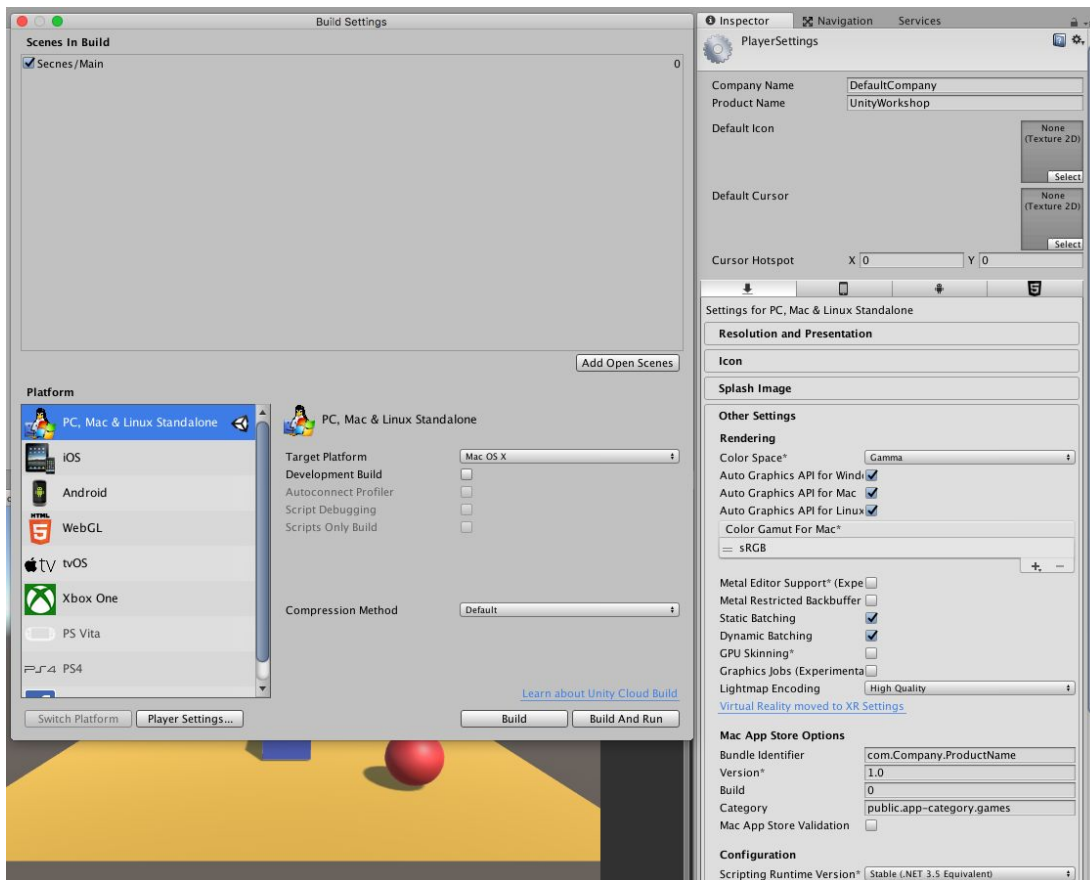
# Project Window



# Inspector Window



# Build And Player Settings



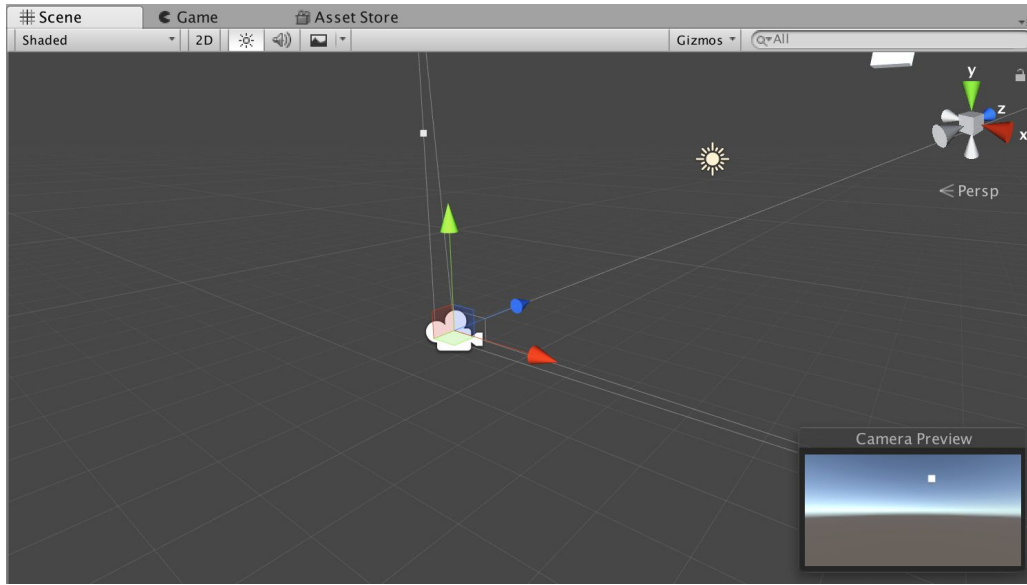
# Creating Objects

Hierarchy Window -> Create



# Camera

The Camera Object will let you see the Scene in the game on game time.



# Moving, Panning, Selecting, Orbiting

**Move:** Right Click + WASD

**Pan:** Center Click

**Selecting:** Right Click and F

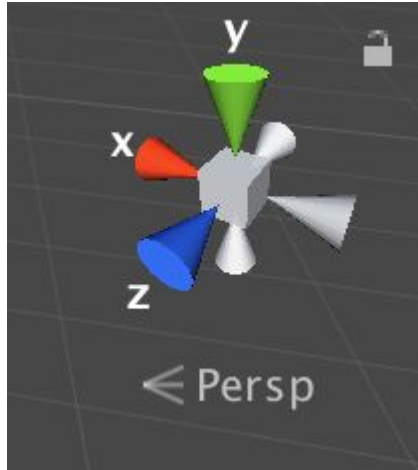
**Orbiting:** Alt + Mouse move

<http://github.com/neerwest/ar-workshop>





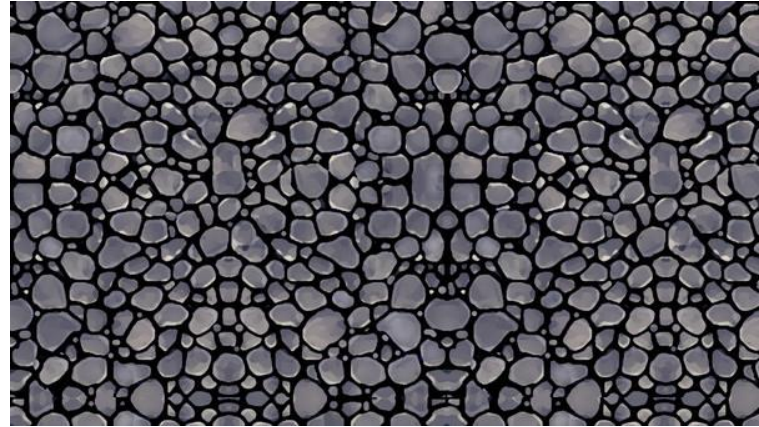
# Widgets and Tools



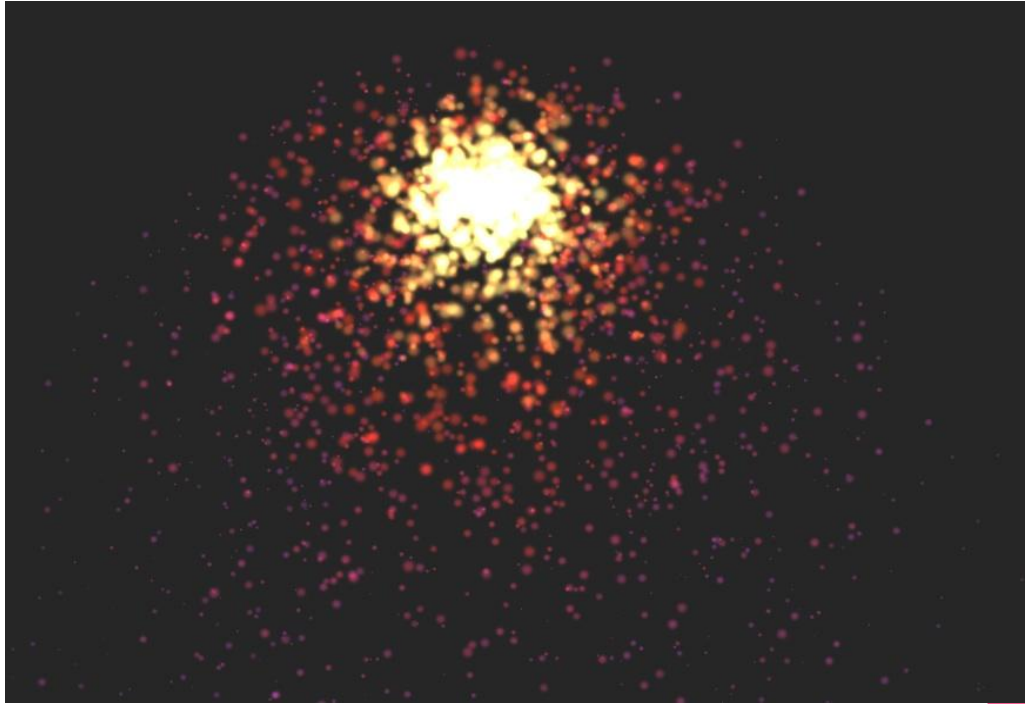
# Materials

Materials are textures and surface effects for objects

Project Window -> Create -> Material



# Particle systems



# Cylinder Marker



Upload  
Top



Upload  
Bottom

# Real object Detection

- 1.- Target from a real world object
- 2.- Target from a 3D Model object



## Target from real object

- 1.- Get the Vuforia target from a 3D Scanner.
- 2.- Input the Vuforia target into Unity.
- 3.- Create AR for that target.



Pool

<https://strawpoll.me/15533327>

