Augmented Reality Tutorial Series Outline

Before You Start

This is a beginner-level tutorial series. No prior programming experience is expected. However, the most important prerequisite for following this tutorial is enthusiasm.

Week 1: Make a Newspaper AR Application

We will implement a basic app that displays related digital content (video, images etc.) about an article when a photo in the article is scanned with the camera of a mobile device.

The end result would look something like this: YouTube Video

Contents of this Tutorial

- Introduction to Augmented Reality (AR)
  - What is Augmented Reality?
  - A brief history of Augmented Reality
  - How does it work?
  - Applications of Augmented Reality
- Getting Started in Unity
  - Installation of Unity software
  - Basics of Unity
  - Basics of Vuforia

What you will learn?

- Adding 2D object into a real world
- Hovering Images over the real world target
- Playing Videos on the real world target

Week 2: Build a 3D model visualization AR Application

The end result would look something like this: YouTube Video

What you will learn?

- Adding 3D objects into a real world
- Adding animation (rotation & moving effect etc.) to these objects
- Adding audio to real word objects
- Adding 3D characters (Trump, robot etc.) into a real world and adding an animation to the same.

Week 3: Build an AR food menu

We will implement a basic app that will enable users to see virtual 3D food on their table in-restaurant and when ordering online.

The end result would look something like this: YouTube Video

What you will learn?

- Tracking text in a real word
- Text recognition using Vuforia

Week 4: Build a 3D drawing Application

We will implement a basic app lets you paint in the real world!

The end result would look something like this: YouTube Video

What you will learn?

- Creating a 3D object in runtime in the real world
- Using 2D objects as 3D object
- Controlling camera view using scripts