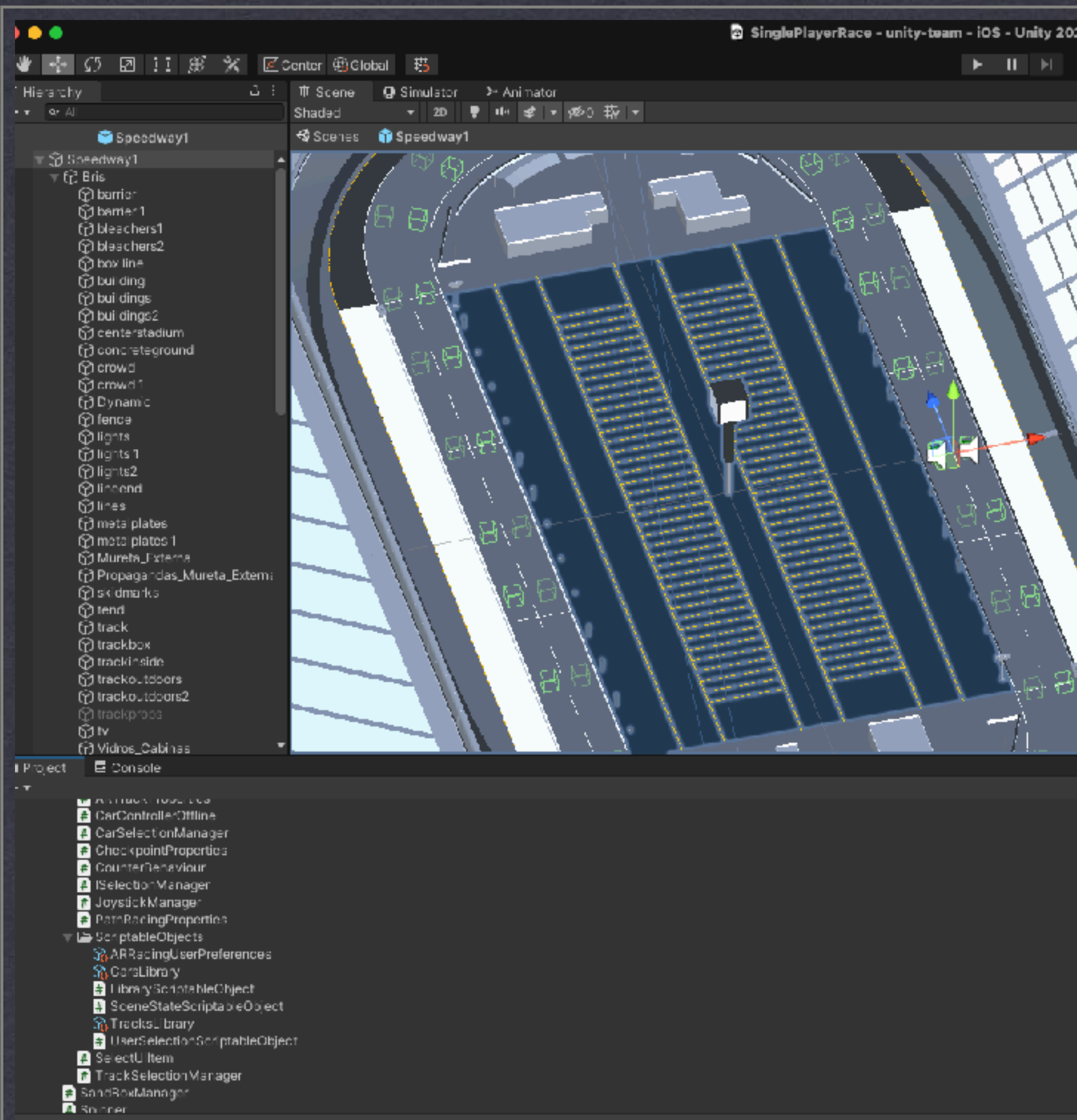


DAVID LEONARDO ACOSTA LAVERDE

PORTFOLIO

AUGMENTED REALITY PROJECTS



```

private Vector3 target;
public bool isPlayer;

// Frequently called
get => _isPlayer;
set
{
    _isPlayer = value;
    if (_isPlayer)
    {
        you.gameObject.SetActive(true);
    }
    else
    {
        you.gameObject.SetActive(false);
    }
}

SetPath():
    GameManager.Instance.GetComponent<ARSinglePlayerRacingUIManager>().Car

// Frequently called
private void MoveNextCheckpoint(float speed)
{
    var currentPosition = transform.position;
    var finalSpeed = speed * Time.deltaTime;

    transform.LookAt(path.nextCheckpoint);
    transform.position = Vector3.MoveTowards(currentPosition, target, finalSpeed);
}

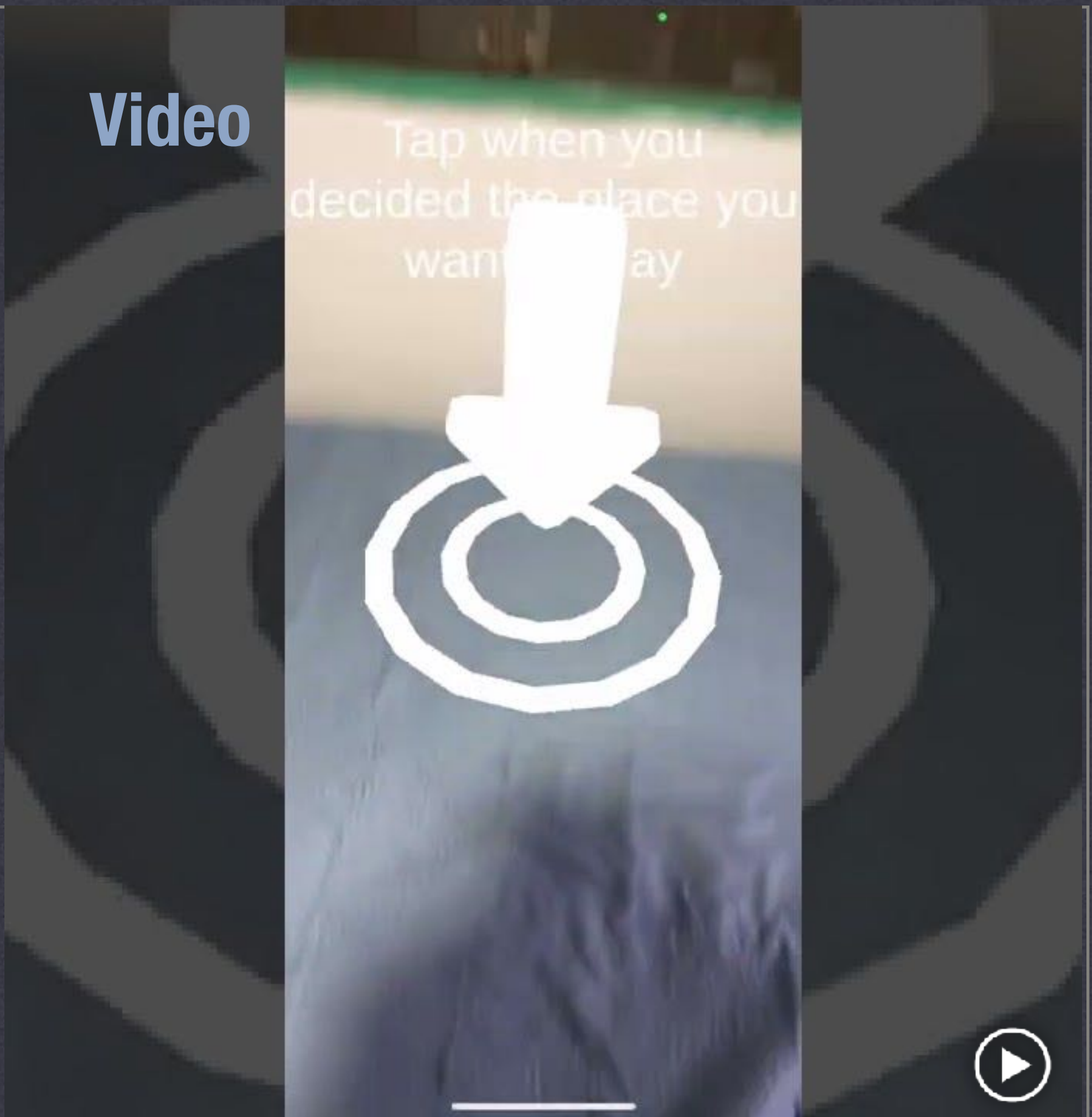
public class ARCursorManager : MonoBehaviour
{
    // Summary
    // This script has the following responsibilities:
    // - Enable and disable AR Cursor
    // - Spawning the prefab on the last position of AR Cursor
    // Examples
    [SerializeField] private ARaycastManager rayManager; // AR Session Origin (ARaycastManager)
    [SerializeField] private GameObject arCursor; // AR Cursor

    private bool _isARCursorVisible = true;
    private GameObject _spawnedGameObject;

    [SerializeField] private UserSelectionScriptableObject userSelectionScriptableObject = null;
    [SerializeField] private LibraryScriptableObject _trashLibrary = null; // Changed in 4.0 assets

    public Action<tool> cursorVisibility;
    // Usage
    // David Leonardo Acosta Lora
    public bool isARCursorVisible
    {
        get => _isARCursorVisible;
        // Frequently called
        set
        {
            _isARCursorVisible = value;
            cursorVisibility?.Invoke(_isARCursorVisible);
        }
    }

    [SerializeField] private GameObject prefabToSpawn = null; // Changed in 4.0 assets
    
```



PROJECT

AR CAR RACING GAME

Platform: Android / iOS

AR Racing game (in progress)

- ACTIVITIES**
- Game design
 - Development in Unity Engine
 - AR Foundation 4
 - Scriptable objects
 - C# Subscriptions
 - To do: Mirror networking, cars and tracks modeling, game balancing.

Repo: NA



- Me gusta
- No me gusta
- 0
- Compartir

Video



PROJECT

AR CHRISTMAS CARD

Platform: Android / iOS

AR with image tracking

ACTIVITIES

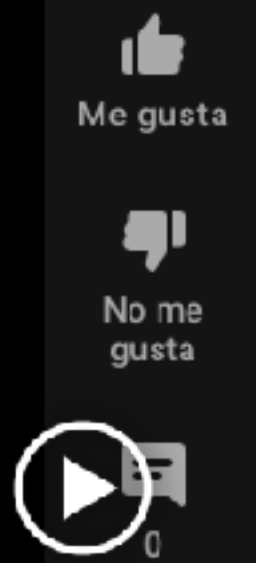
- Development in Unity Engine
 - AR Foundation 4
 - Unity Particle system

After this demo, I decided to record and publish a video tutorial about how to do it
<https://www.youtube.com/watch?v=-QSAuXF0cBY>

Repo: <https://github.com/batiacosta/GrazilesAR.git>



Video



PROJECT

AR BODY TRACKING

Platform: iPhone

AR body-tracking testing

ACTIVITIES

- Development in Unity Engine
 - AR Foundation 4
 - http requests for textures downloading
- Body tracking is only available for iOS devices

Video



PROJECT

REKOVELLE AR

Platform: iPad

AR interactive presentation

Published on Appstore

Download:

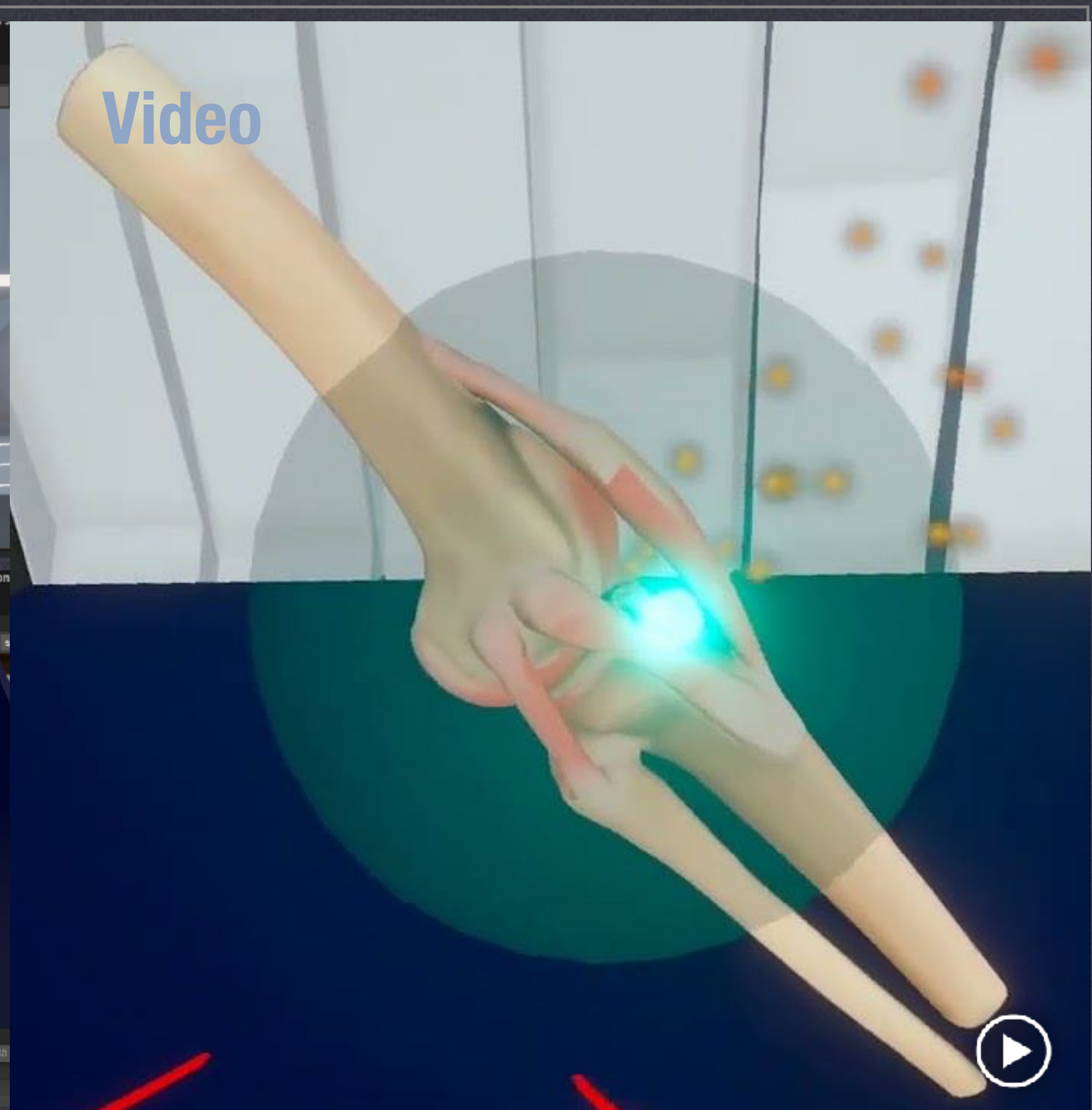
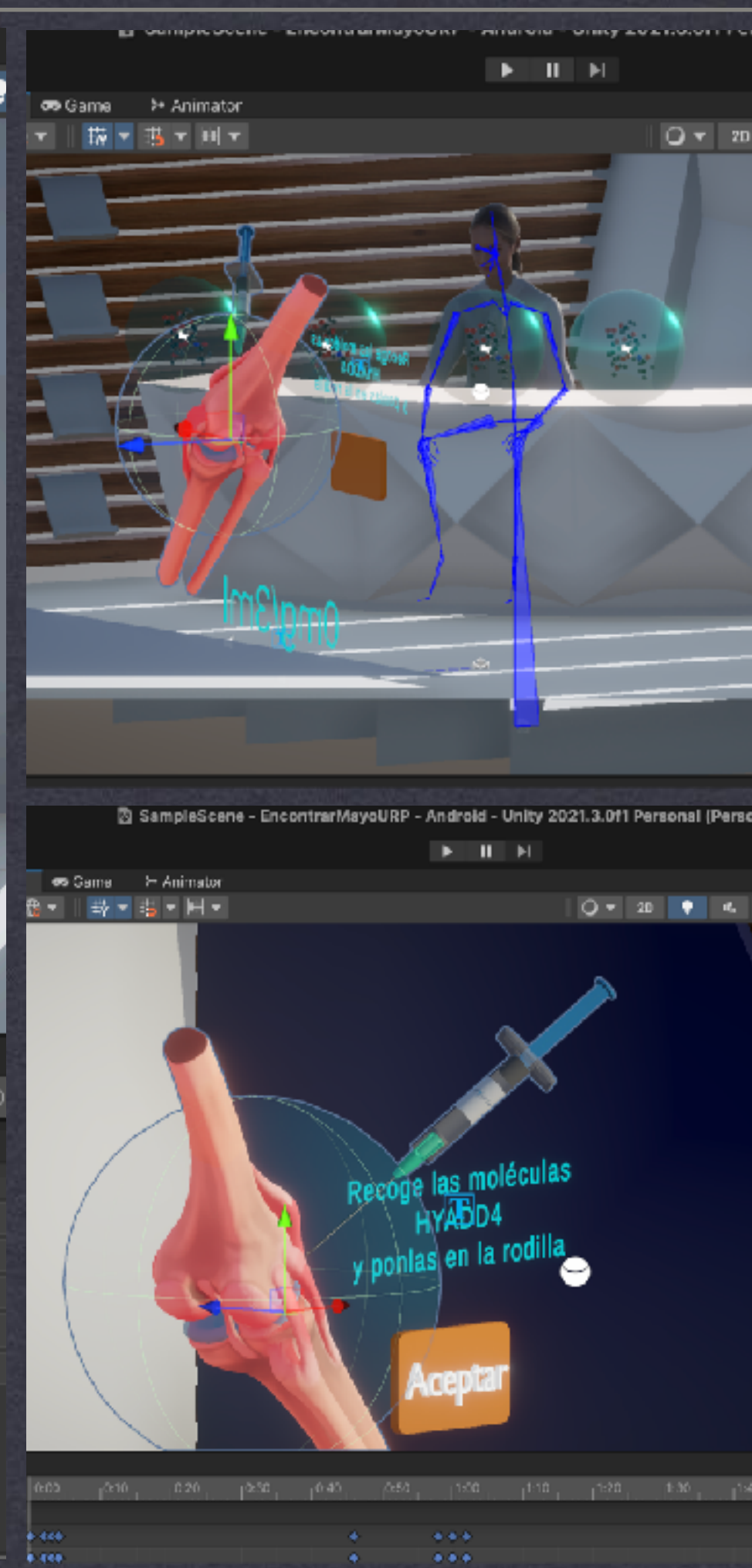
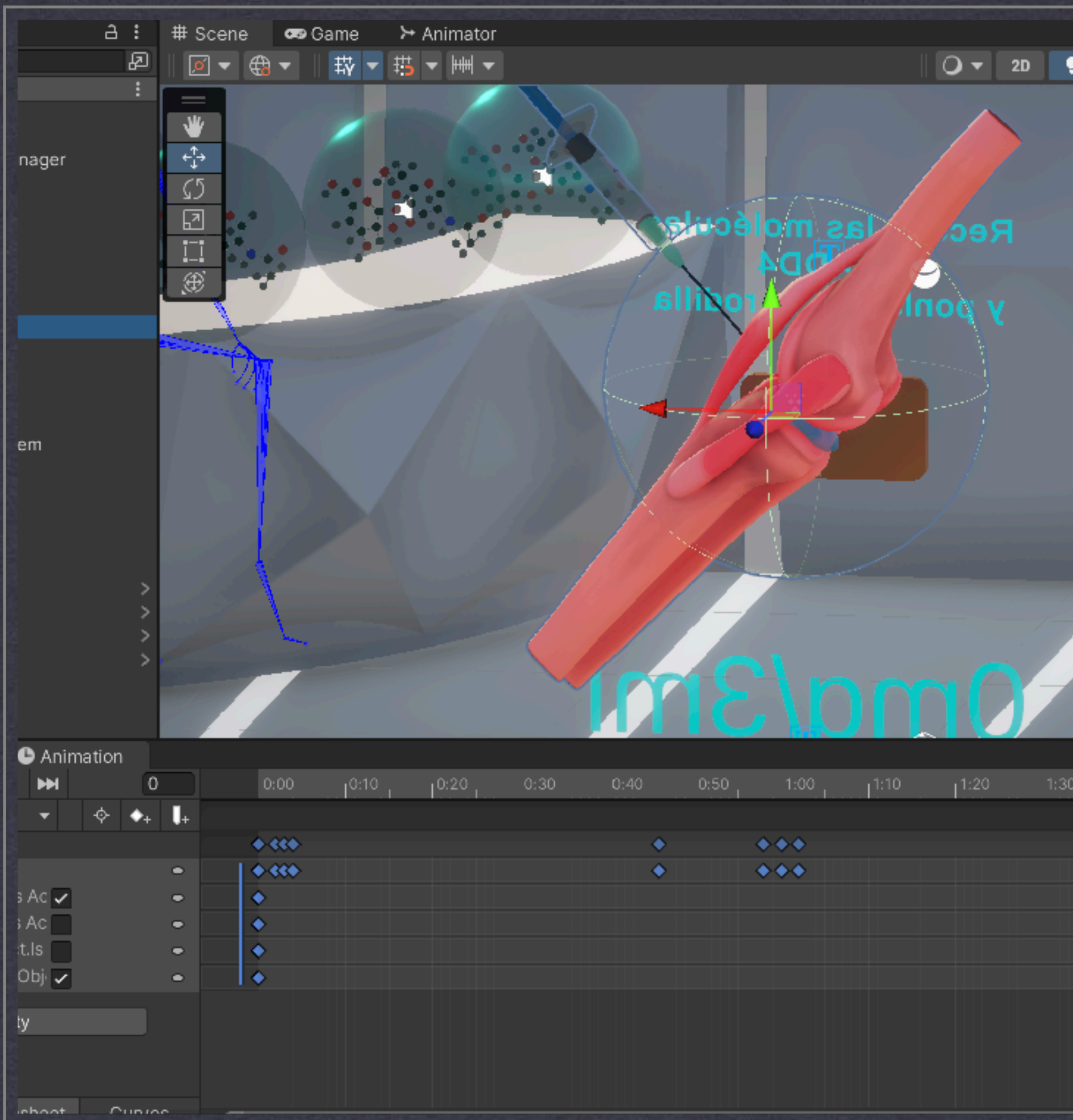


ACTIVITIES

- Development in Unity Engine
 - AR Foundation
 - Unity Particle system
 - Audio management
 - Animations
- 3D Modeling in Blender #D

Repo: NA

VR PROJECTS



PROJECT

HYMOVIS VR

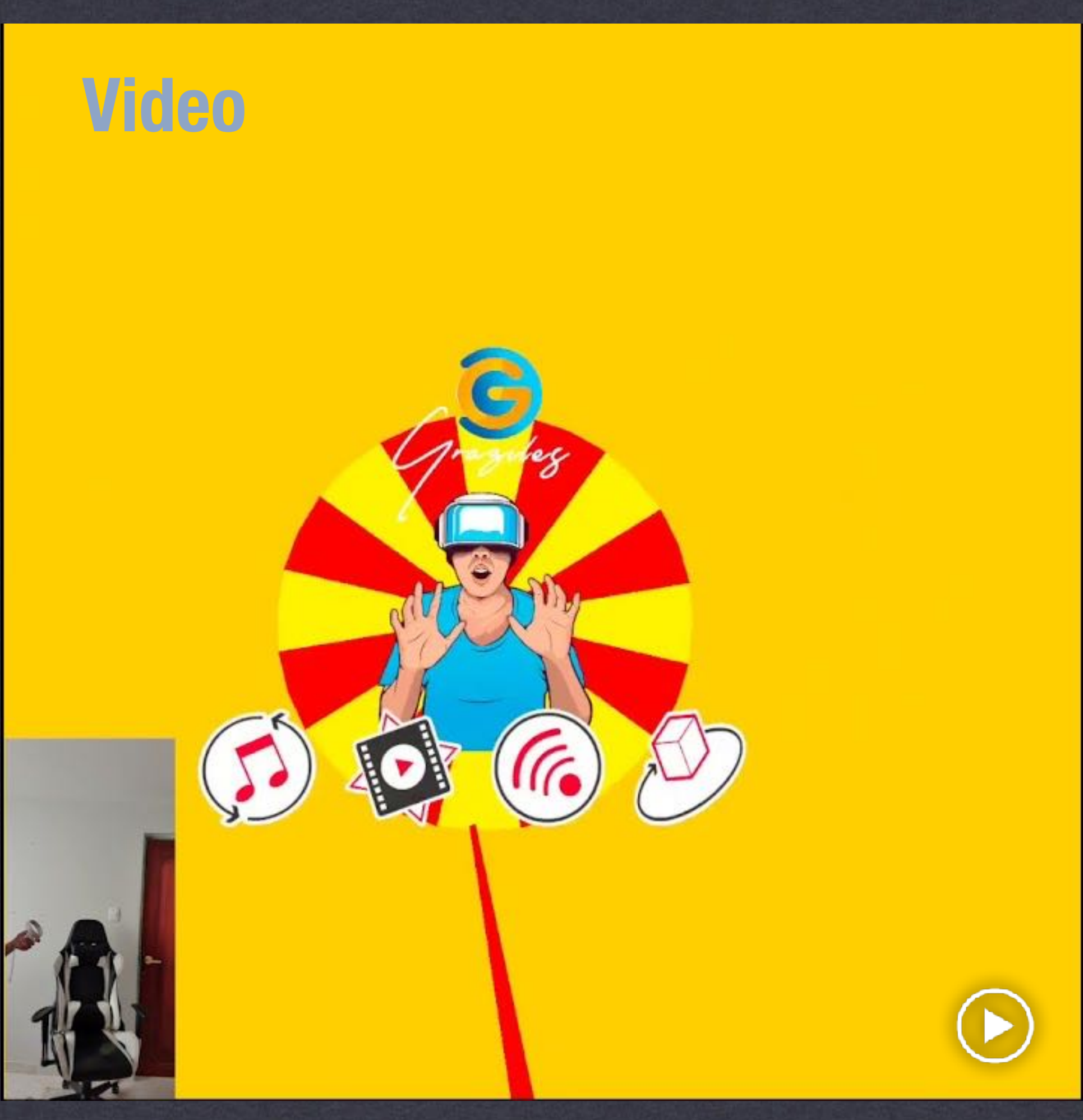
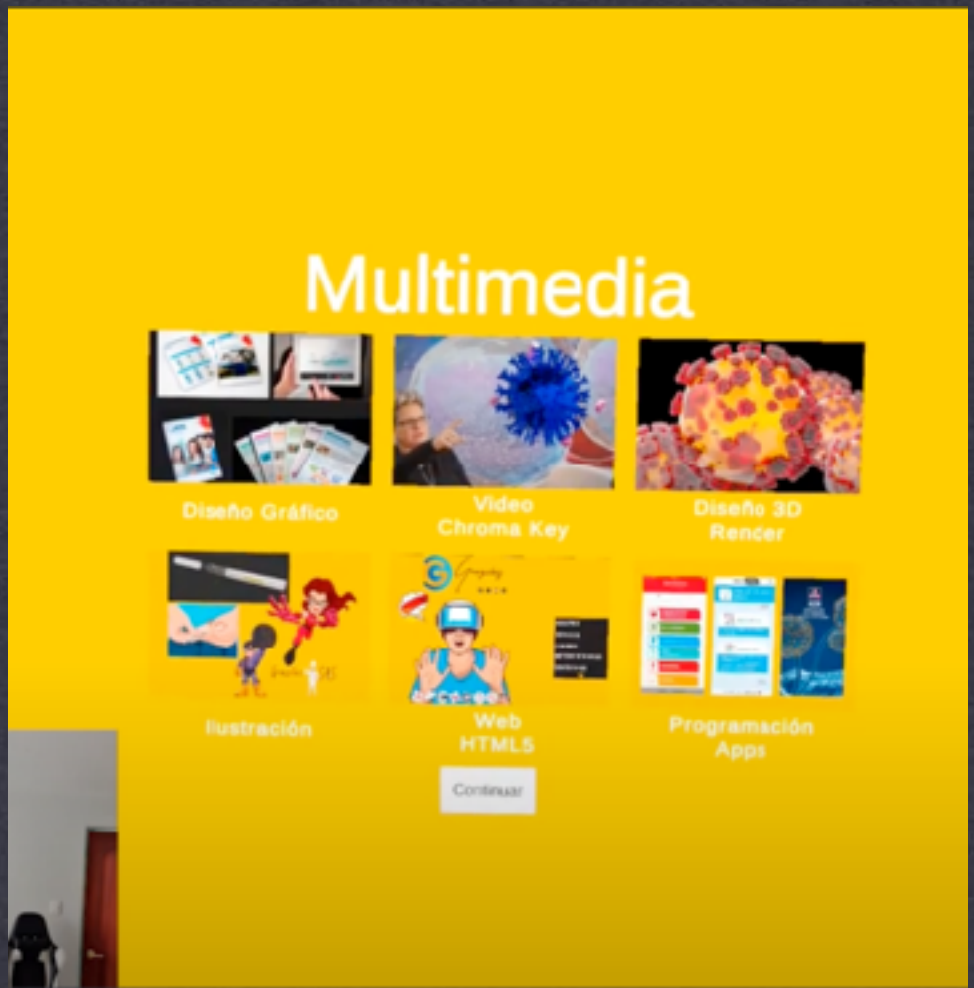
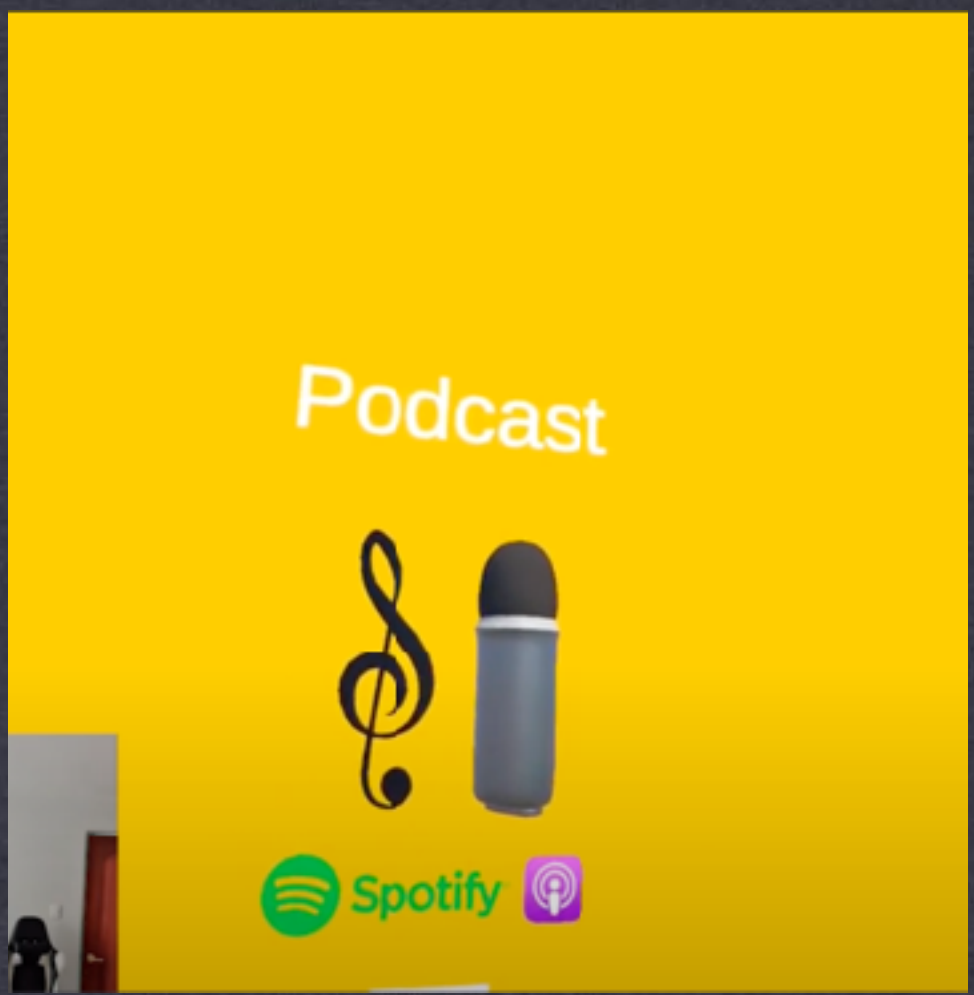
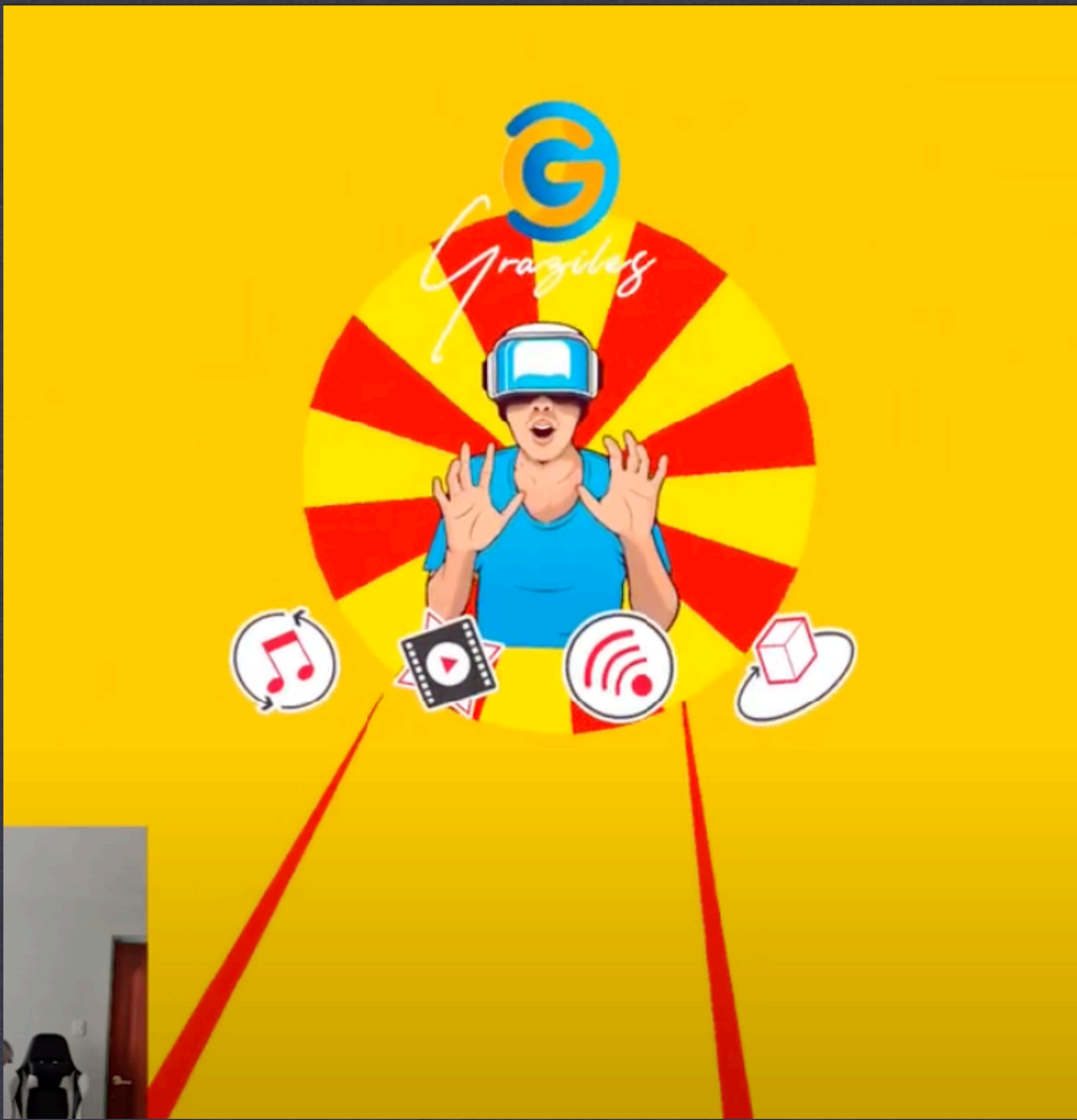
Platform: Oculus Quest 2

VR mini game

ACTIVITIES

- Game design
- Development in Unity Engine
 - XR Interactions toolkit 2.0.2
 - Oculus XR plug-in
- Rigging and animation of the knee in Blender 3D and Unity Engine
- 3D modeling of hyaluronic acid molecules, and custom syringe in Blender3D

Repo: <https://github.com/batiacosta/EncontrarMayoURP.git>



PROJECT

GRAZILES PORTFOLIO DEMO VR

Platform: Oculus Quest 2
VR presentation

ACTIVITIES

- Development in Unity Engine
 - XR Interactions toolkit 2.0.2
 - Oculus XR plug-in
- Animation of elements in Unity EngineD

MIXED REALITY PROJECTS

systems

Video



Juan Diego Botero



ASTELLAS MR

Platform: Hololens 1

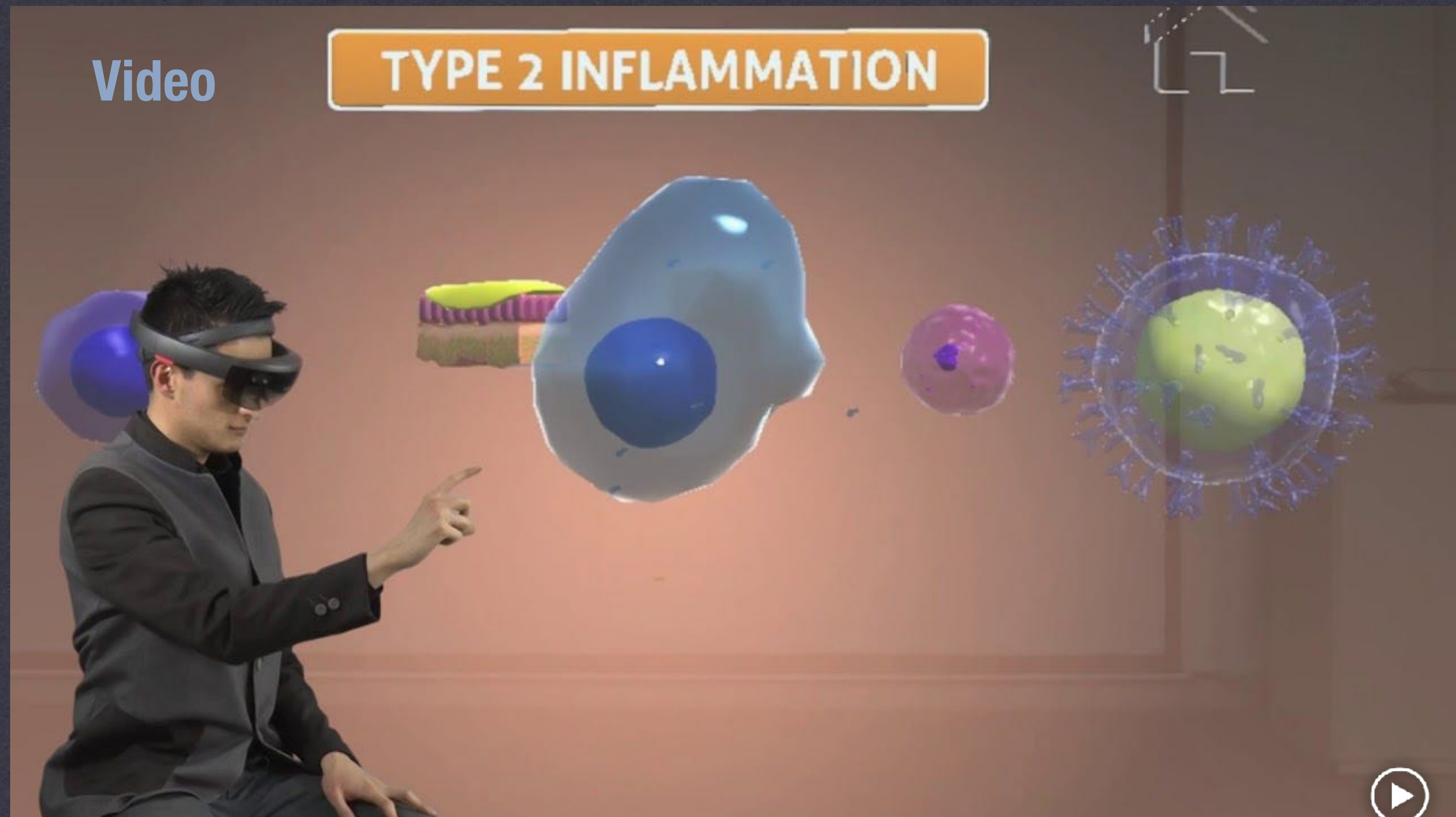
MR interactive presentation

- **UNITY ENGINE PROGRAMMING**
 - MRTK I (2014)
 - ANIMATOR
 - AUDIO MANAGEMENT
- **3D MODELING ON BLENDER**

TYPE 2 ASTHMA

Platform: HoloLens 1

MR interactive presentation



- **UNITY ENGINE PROGRAMMING**
 - MRTK I (2014)
 - ANIMATOR
 - AUDIO MANAGEMENT
- **3D MODELING ON BLENDER**

APPS (FLUTTER)

PROA UNAL

Platform: Android / iOS

App with quick guides about antimicrobials for medicine professionals.



• FLUTTER FRAMEWORK

Download:



YOUTUBE CHANNEL

OCTE

TUTORIALS ABOUT UNITY ENGINE,
BLENDER 3D AND PROGRAMMING

[HTTPS://WWW.YOUTUBE.COM/CHANNEL/
UCL01EPVAIPCPUTLKWMGALBA](https://www.youtube.com/channel/UCL01EPVAIPCPUTLKWMGALBA)

