# AR Development Workflow – Action Steps

1. Created a Unity project with AR template using Unity 2022.3.6f1.

2. Installed AR Foundation and ARCore XR Plugin via Package Manager.

3. Set up AR Session and AR Session Origin in the scene.

4. Imported the .fbx 3D model into Unity and placed it in the scene.

5. Scaled the model appropriately and added basic materials.

6. Created X, Y, and Z axes using 3D cylinders and colored them (Red, Green, Blue).

7. Used TextMeshPro to add 'X', 'Y', and 'Z' labels near the respective axes.

8. Built the project as an APK and connected an Android device via USB.

9. Enabled Developer Mode and USB Debugging on the phone.

10. Used Build and Run to deploy and test the AR app on the phone.

11. Uploaded the final APK to Google Drive and generated a direct download link.

12. Generated a QR code from the download link for easy installation.