



AR/VR TEAM - WEEK 2

Task 2

An interactive filter using a plane tracker

- The filter should detect a plane and a 3D object should appear when detected.
- When the screen is tapped, the object should bounce.
- When the screen is again tapped, the object should return to its original position.
- The filter should have a colour background, with an option to change the intensity by the user.

Resources & References:

Links for Tutorials :

Intro to patches :

<https://sparkar.facebook.com/ar-studio/learn/patch-editor#Creating-patches>

[LUT + Intensity Slider - Spark AR Tutorial! | Color Grading Filter with UI Slider for Instagram](#)

[Keyframe Patch Tutorial | Instagram & Facebook | Spark AR Tutorial](#)

THANK YOU!