Object Based Augmented Reality



Rich Fiore
PRODUCER/ DIRECTOR
rich@digitalfrosting.com



Summery



Object Based AR

- Instructional
- Entertainment





Object as trigger

- Noodle dish cast in plastic



Vuforia Object Scanner

The Vuforia Object Scanner allows you to create a target by scanning an object with an Android device. Simply install the app, place an object on the Vuforia scanning target, and start the scan. The app gives you real-time visual feedback on the scan progress and target quality and establishes a coordinate system so that you can build immersive experiences with precisely aligned digital content. The test mode allows you to evaluate the recognition and tracking quality within the app before you start any development. Complete instructions can be found in the guide.

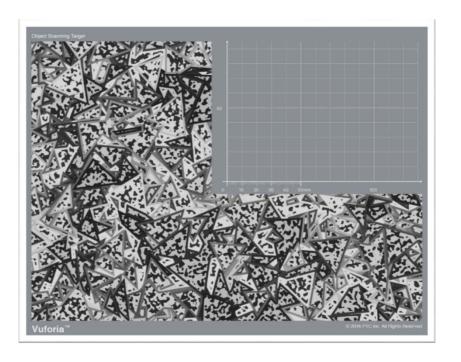
Note: the Vuforia Object Scanner is only supported on the Samsung Galaxy S6 and Galaxy S7.



Download APK

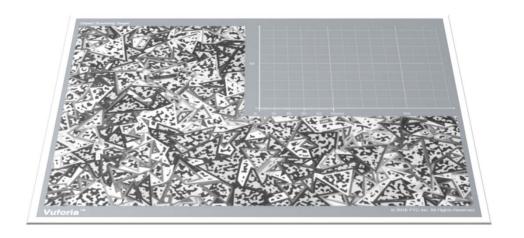
scanner-5-5-11.zip (8.78 MB)

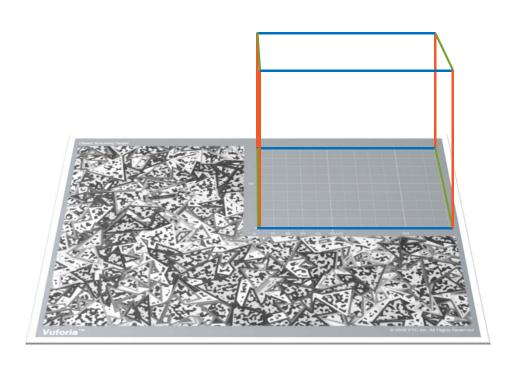


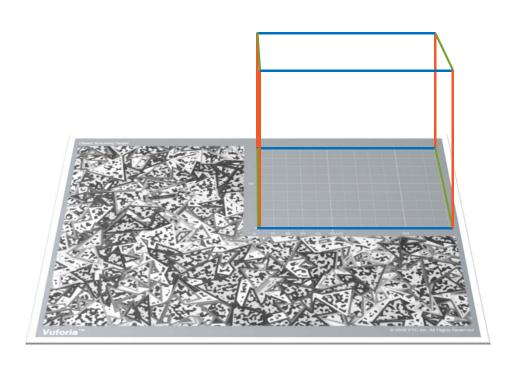




Object Scanner Android based only







Bad Object Target



Problems

- Reflections
- Transparent
- Smooth



Good Object Target



Features

- Detail
- Contrast
- Edges



Find Object to Scan



4 or 5 inches in length or width



Non-glossy, Non-transparent



Lots of edges and details



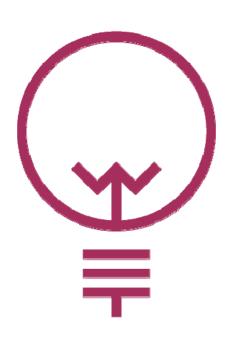
iOS users

The Vuforia scanner is Android based only





Lighting



Key to good scan

- Soft smooth light
- Limit shadows
- Limit gloss and reflections

Next



Building the scene



Building the Object Target Scene



Summery



Scene Limitations

- Limits are based on RAM and GPU
- Size and complexity of assets
- Material shaders

Any .FBX file can be imported.



Next



Making a Splash Screen



Building a Splash Screen



Next



Making a Menu System



Building a Menu System



Review



Scan in 3D object using Android App
Converted 3D scan to a dataset
Built the AR scene in Unity
Scripted shadows to follow movement
Make a Splash Screen with a logo
Designed a flexible menu system







Using VuMarks and User Defined Targets



END OF M4



```
Put code on this side

var proto = {
foo:'Hello World'
};

function Bar(){}
Bar.prototype = proto;

var baz = new Bar();

console/log(baz.foo);
```

- **◄** Line up with these notes
- Set up prototype object

- Constructor function and set prototype property
- **◄** Create instance
- Call inherited member



Demo



This bullet list is preset with animations
Use this layout to introduce your demo
How to do this one thing

- Why we do it
- How we do it

Then there's that thing

Don't forget to do this

We'll finish it off with this thing





Using the Image Chunking Slides



Two Image Chunking



Four Image Chunking



Three Image Chunking



Six Image Chunking

These layouts can be used as an alternative to a bulleted list.

They're built specifically for **photos** or **graphics** and look especially awesome when you incorporate icons from the **Pluralsight Icon Library.**

See them in action in the next 4 slides.



Example of Image Chunking Two Items



Jill Anderson

Some information about this graphic goes here and four lines or fewer is best



John Doe

Some information about this graphic goes here and four lines or fewer is best



Example of Image Chunking Three Items





or fewer is best



Book

Some information goes here; three lines or fewer is best



Film

Some information goes here; three lines or fewer is best



Example of Image Chunking Four Items



Example of Image Chunking Six Items



Address book



Binoculars



Camera



Eyeglasses



Megaphone



World



Icons with Bullets



An image chunking option for when you have longer text



Two whole lines of text per image also fits nicely however, you should avoid using three lines



Add relative icons on the left for each text item on the right



An alternative to bullets





Using the **Text Chunking Slides**



Two Text Chunking



Three Text Chunking

These layouts are intended to group chunks of text. Among other uses, they can be a great alternative to a bullet list.

Use **animations** to bring focus to the point you're speaking on one at a time, and/or use **color** to group points together.

If you have more than six points to discuss, you may want to use a standard bullet list.



Four Text Chunking



Five Text Chunking



Six Text Chunking

We have provided some **example uses** of these layouts in the next few slides.



Text Chunking Two Items

Talking point one

Be concise and keep the text to four lines or fewer

Talking point two

Be concise and keep the text to four lines or fewer



Text Chunking Three Items

Talking point one

Be concise and keep the text to four lines or fewer

Talking point two

Be concise and keep the text to four lines or fewer

Talking point three

Be concise and keep the text to four lines or fewer



Text Chunking Four Items

This is the first talking point that should be kept to three lines or fewer

This is the second talking point that should be kept to three lines or fewer

This is the third talking point that should be kept to three lines or fewer

This is the fourth talking point that should be kept to three lines or fewer



Text Chunking Five Items

Talking point one

Keep the text to three lines or fewer

Talking point two

Keep the text to three lines or fewer

Talking point three

Keep the text to three lines or fewer

Talking point four

Keep the text to three lines or fewer

Talking point five

Keep the text to three lines or fewer



Today's Mobile World

iPhone Nexus 5 Lumia 950 XL
iPad Nexus 7 Surface





Using the Title Only Slide

Click to Add Slide Title in Title Case

Title Only

This is the slide you'll want to use when you just need a big space for a diagram, chart, or graphic.

Make sure you check out the training videos available on the **Author Kit** for design best practices.

If you need help bringing your ideas for this space to life, contact your Editor about getting help from one of our **Content Graphic Designers**. In most cases, you just need to submit a rough outline and let our designers work their magic. However, in some special cases, your Editor can get you in touch with a designer directly.

We included some possible starting points for you in the next few slides.



Remember, we are here to help!



Customer Acquisition and Loyalty

Observed higher sales

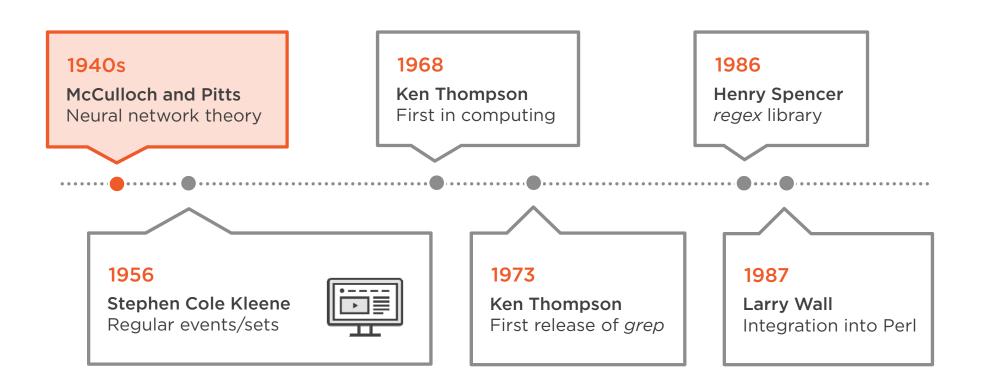
42%

Observed more loyal customers

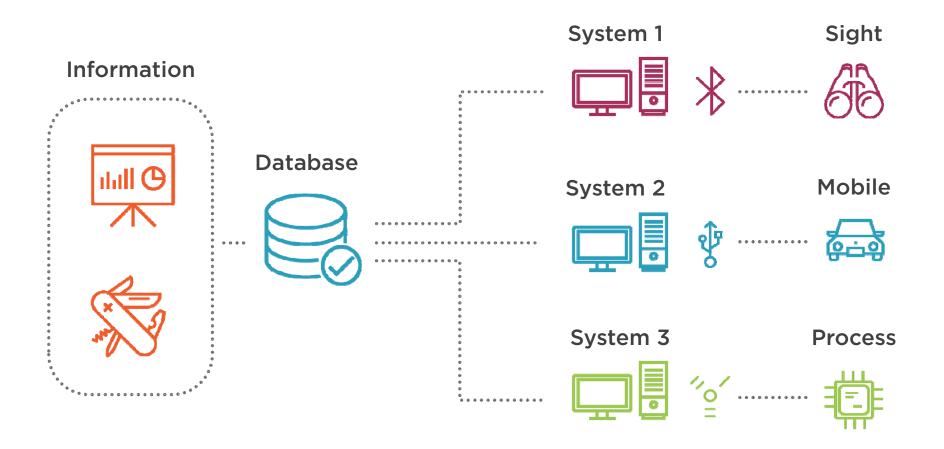
70%



Timeline of Events



Title Only Layout Example





Click to add code

Using the Code Slides



Code Top (Dark)

Click to Add Slide Title in Title Case



Code (Dark)



Code Notes (Dark)



Code Top (Light)



Code (Light)



Code Notes (Light)

Code Top Layouts

Use when you need a slide title and info about your code

Code Layouts

Best for larger code snippets

Code Left Layouts

Great for annotating code structure



Make use of the color palette to highlight code.

We recommend using the **Roboto Mono** typeface for your code slides. However, if you use a different font for code in your demos, feel free to use that instead to reinforce a consistent look.



Slide Title in Titlecase

Information about the code above



Slide Title in Titlecase

Information about the code above



Code Snippet on Dark



Code Snippet on Light



```
Put code on this side

var proto = {
foo:'Hello World'
};

function Bar(){}
Bar.prototype = proto;

var baz = new Bar();

console/log(baz.foo);
```

- **◄** Line up with these notes
- Set up prototype object

- Constructor function and set prototype property
- **◄** Create instance
- Call inherited member



We've provided some bullet list layouts to accommodate various quantities of information.

Content left | Title/Image right

Intended for bullet text that is shorter and titles/images that are larger

Title/Image left | Content right

Intended for bullet text that is longer and titles/images that are smaller



Content | Image/Title

Image/Title | Content



Animation built in
Bullet alternative
Sentence fragments
List of things
Procedure list
Talking points

Title or Relevant Graphic





Animation built in

Bullet alternative

Room for a bit more text

Use this layout for

- Longer sentence fragments
- List of things
- Procedure list
- Talking points





Graphic on left should fill the entire space

- Graphic must be high quality and royalty free

Graphic and text animation is built in



Icons with Bullets



Keeping it to one line is best



However, if it is absolutely necessary you can utilize the second line if it does not cause a widow



It would look better if you pulled in the box to even it out though



This is a fourth bullet



Use this slide if you need to compare single items or groups of items.





Comparison Example

Functional group

Configure and administer security
Configure advanced networking
Configure advanced storage
Administer and manage resources
Configure availability solution
Deploy and consolidate vSphere

Objectives

Manage vSphere storage virtualization

Configure software-defined storage

Configure vSphere storage multipathing and failover

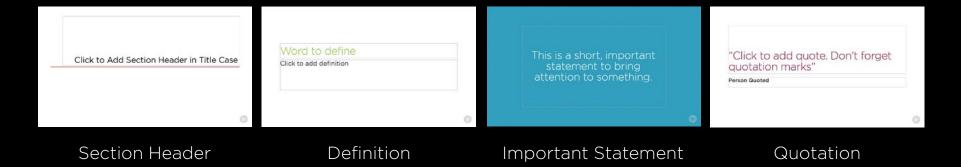
Perform advanced VMFS and NFS configurations and upgrades





The following self-explanatory slides are a good way of adding diversity into the flow of your course.

Use them purposefully.





Word Definition

Here is where you put the definition. This is one of the few places where complete sentences are appropriate. Be sure to cite your source.

This is a short, important statement to bring attention to something.



"Using quotes in your slides can be powerful if used sparingly."

Heather Ackmann

