

Image Based Augmented Reality



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Overview



Image based trigger

Vuforia AR Pre-Fab

Make materials for high frame rate

Add audio trigger C# script



Target Image



Unique pattern
High contrast

Picking a target



Unique
No repeating patterns



Unique
No repeating patterns



Unique
No repeating patterns



Unique
No repeating patterns



Unique
No repeating patterns



Unique
No repeating patterns



High contrast
Sharp edges and
points



High contrast
Sharp edges and
points



High contrast
Sharp edges and
points



White boarder
More edges created
within the target area



Next



Maps and materials



Creating the Wireframe Look



Next



Building the AR scene in Unity



Building the AR Scene



Next



Scripting audio



Scripting the Audio



Next



3D object as an AR trigger



End of M3



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



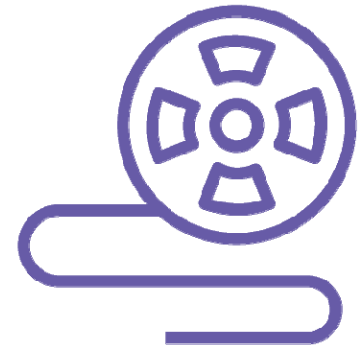
Clipboard

Some information
goes here; three lines
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



Write



Create



Record



Learn



Example of Image Chunking Six Items



Address book



Binoculars



Camera



Eyeglasses



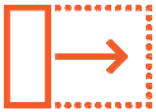
Megaphone



World



Icons with Bullets



An image chunking option for when you have longer text



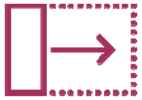
Be concise and keep the text to 3 lines or shorter



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



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



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



Customer Acquisition and Loyalty

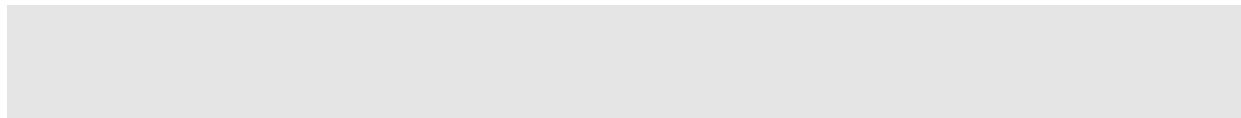
Observed higher sales



42%



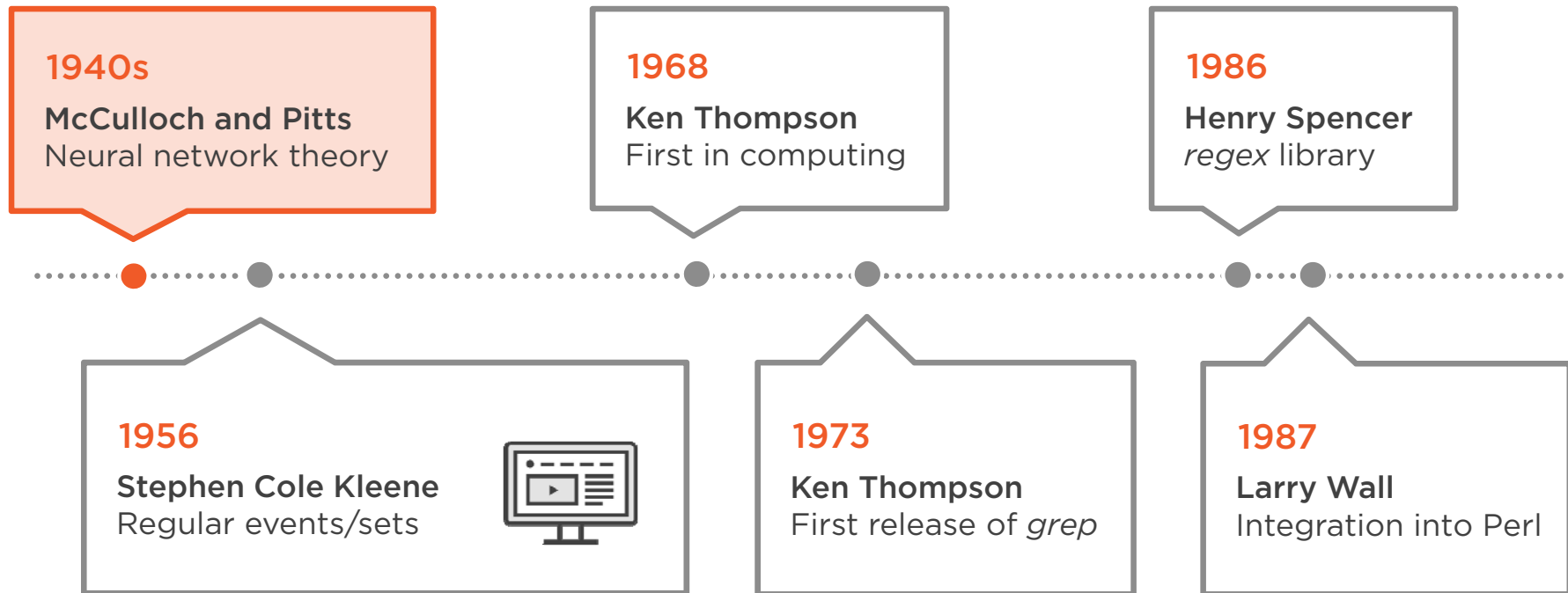
Observed more loyal customers



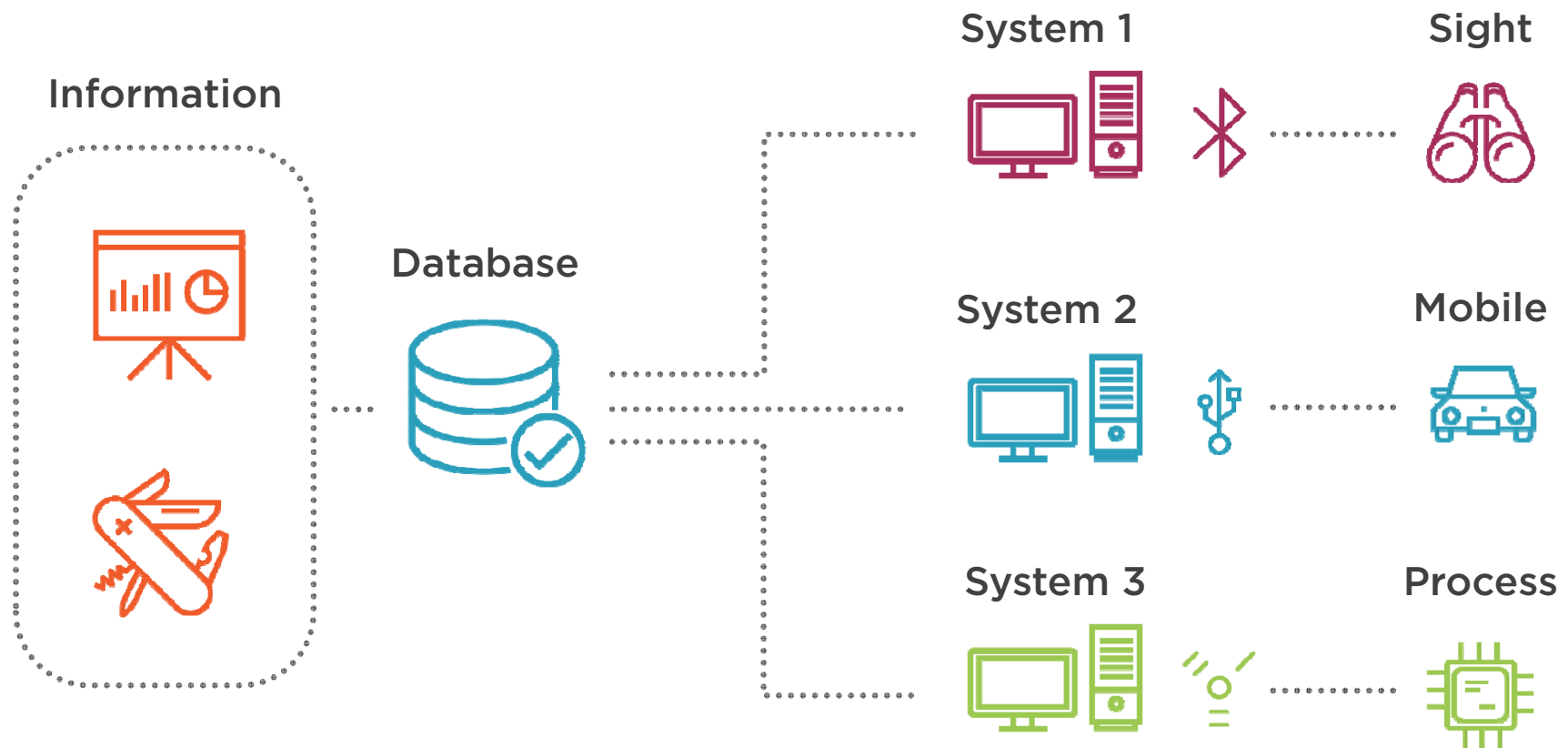
70%



Timeline of Events



Title Only Layout Example





Using the **Code Slides**



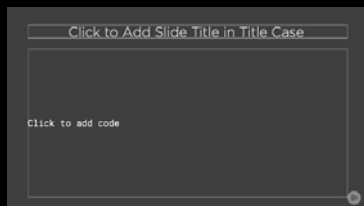
Code Top (Dark)



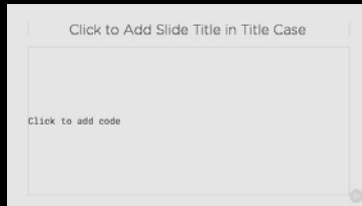
Code Top (Light)

Code Top Layouts

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



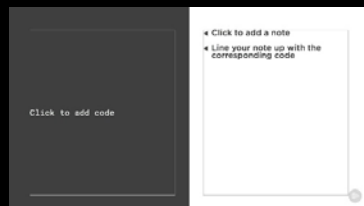
Code (Dark)



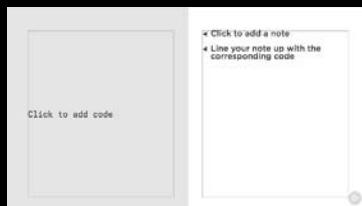
Code (Light)

Code Layouts

Best for larger code snippets



Code Notes (Dark)



Code Notes (Light)

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.



```
<div class="row carousel-indicators">  
    <div style="background-color:red;" class="col-  
md-4" data-target="#homeCarousel" data-slide-to="0"  
class="active">  
  
<div class="row carousel-indicators">
```

Slide Title in Titlecase

Information about the code above



```
<div class="row carousel-indicators">  
    <div style="background-color:red;" class="col-  
md-4" data-target="#homeCarousel" data-slide-to="0"  
class="active">  
  
<div class="row carousel-indicators">
```

Slide Title in Titlecase

Information about the code above



Code Snippet on Dark

```
<div class="row carousel-indicators">  
    <div style="background-color:red;" class="col-  
md-4" data-target="#homeCarousel" data-slide-to="0"  
class="active">  
    </div>  
    <div style="background-color:green;"  
class="col-md-4" data-target="#homeCarousel" data-slide-  
to="1">  
    </div>
```



Code Snippet on Light

```
<div class="row carousel-indicators">  
    <div style="background-color:red;" class="col-  
md-4" data-target="#homeCarousel" data-slide-to="0"  
class="active">  
    </div>  
    <div style="background-color:green;"  
class="col-md-4" data-target="#homeCarousel" data-slide-  
to="1">  
    </div>
```



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



Put code on this side

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

```
function Bar(){}  
Bar.prototype = proto;
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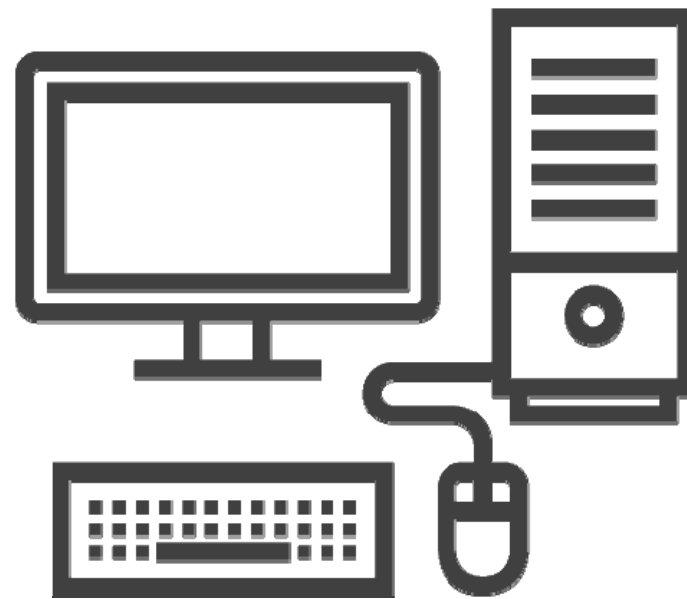
```
var baz = new Bar();
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```
console.log(baz.foo);
```

- ◀ Line up with these notes
- ◀ Set up prototype object
- ◀ Constructor function
and set prototype property
- ◀ Create instance
- ◀ Call inherited member



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





Animation built in

Bullet alternative

Room for a bit more text

Use this layout for

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Title Space with Image



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



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



Section Heading



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.



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

Heather Ackmann



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

