Sensor Based Augmented Reality

Rich Fiore
PRODUCER/ DIRECTOR
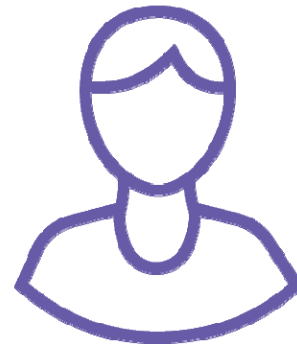
rich@digitalfrosting.com
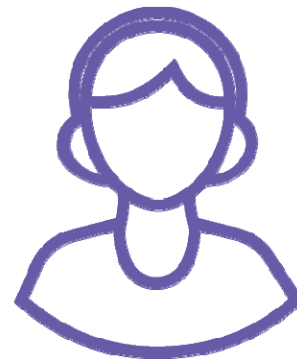
Equipment Needed

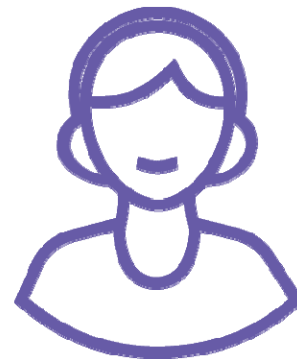**Device with gyroscope**
- Working correctly

Parent Child

Parent Child

Parent Child

Audio

Streaming

Compressed in Memory

Compressed in Memory

Holds audio in RAM

- Limited RAM on mobile devices

Streaming

Holds audio in storage

- Flash memory **-** hard drive

Realism

Lighting

Shadows

Textures

Movement

Gyroscope

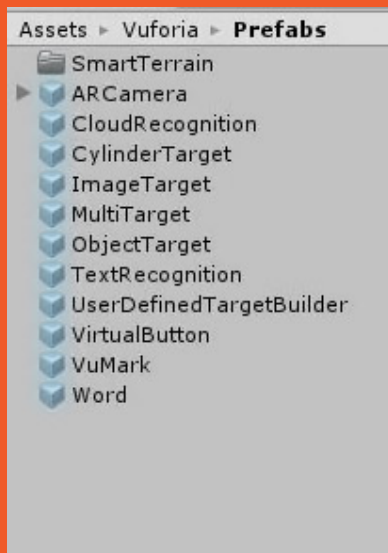**Device must have gyroscope**
- Higher end devices ($$$)

Next

Export to Android or iOS

Vuforia Pre-Fab

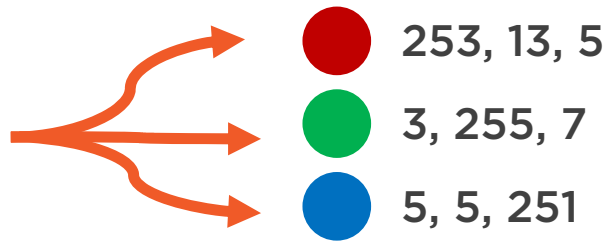- Target Images
- Logos
- Target Objects
- Words and Phrases

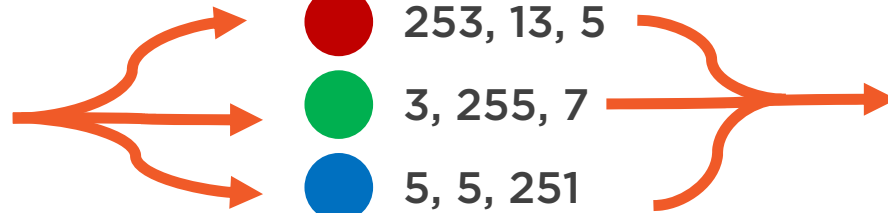# Backplate

Backplate

Color

🔴 253, 13, 5

🟢 3, 255, 7

🔵 5, 5, 251

Backplate   Color   Average

253, 13, 5

3, 255, 7   87, 91, 88

5, 5, 251

Backplate

Color

Average

253, 13, 5

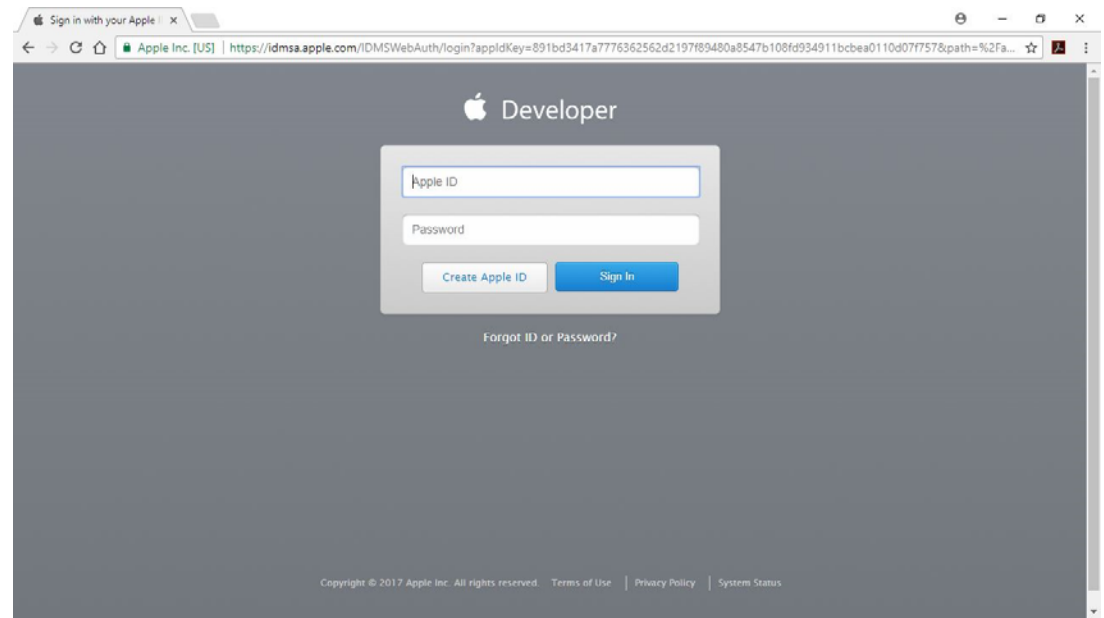3, 255, 7

5, 5, 251

87, 91, 88

MyLight = (87, 91, 88)
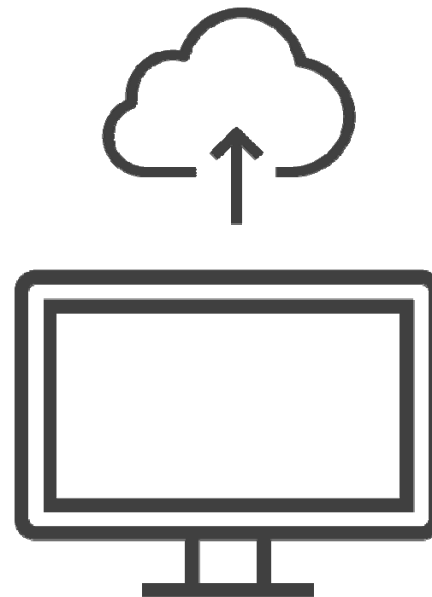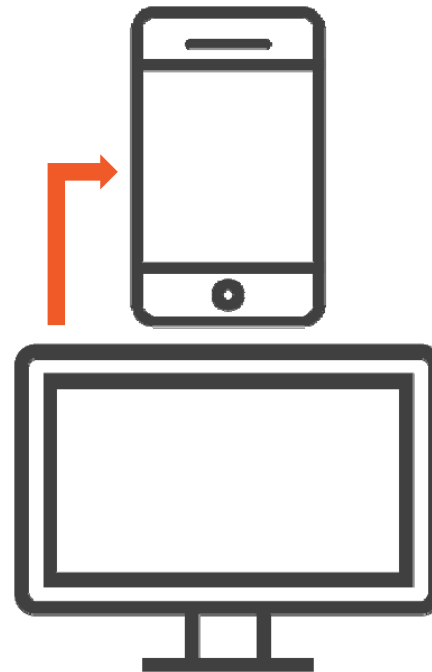
Output to Android

Output to iOS

Side note
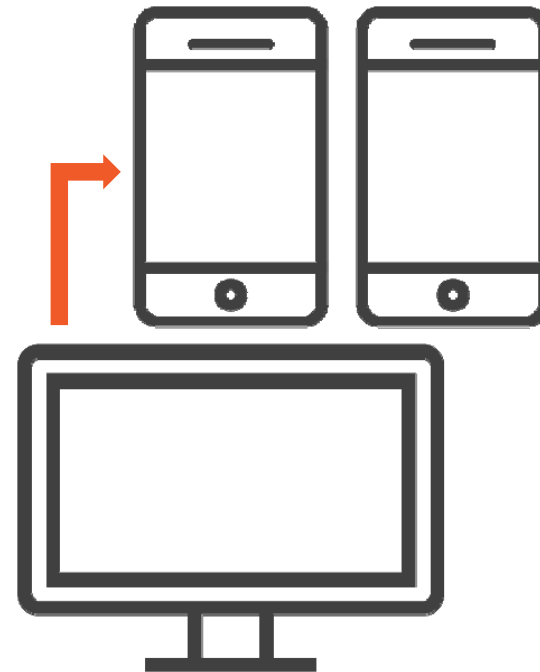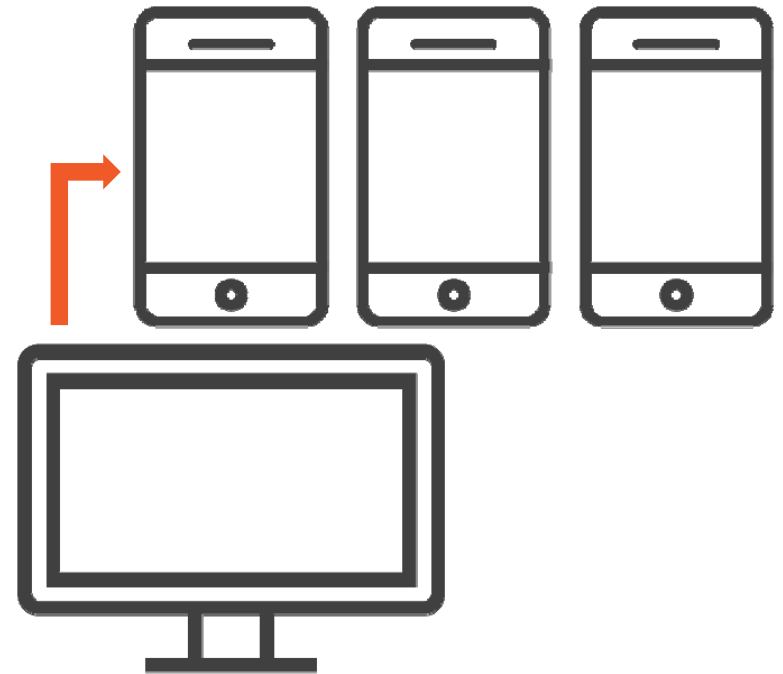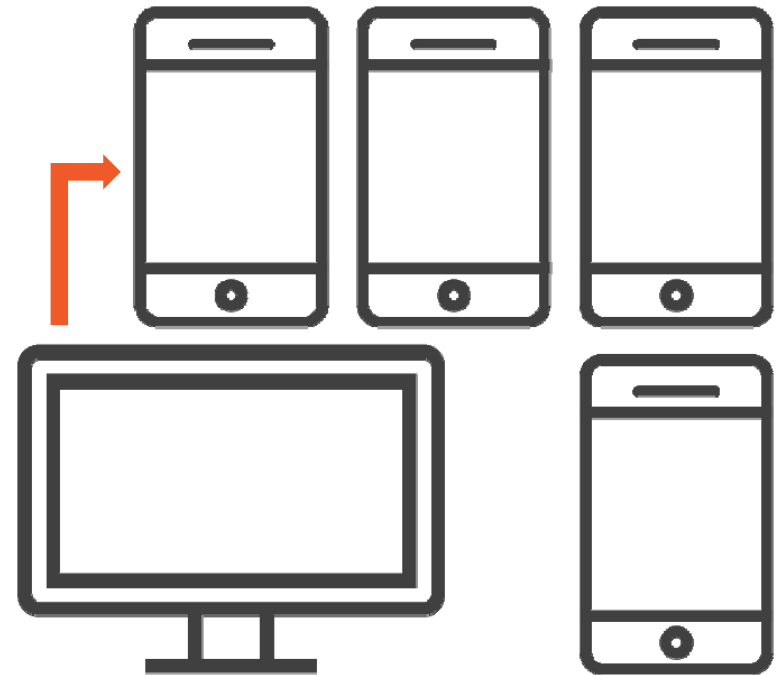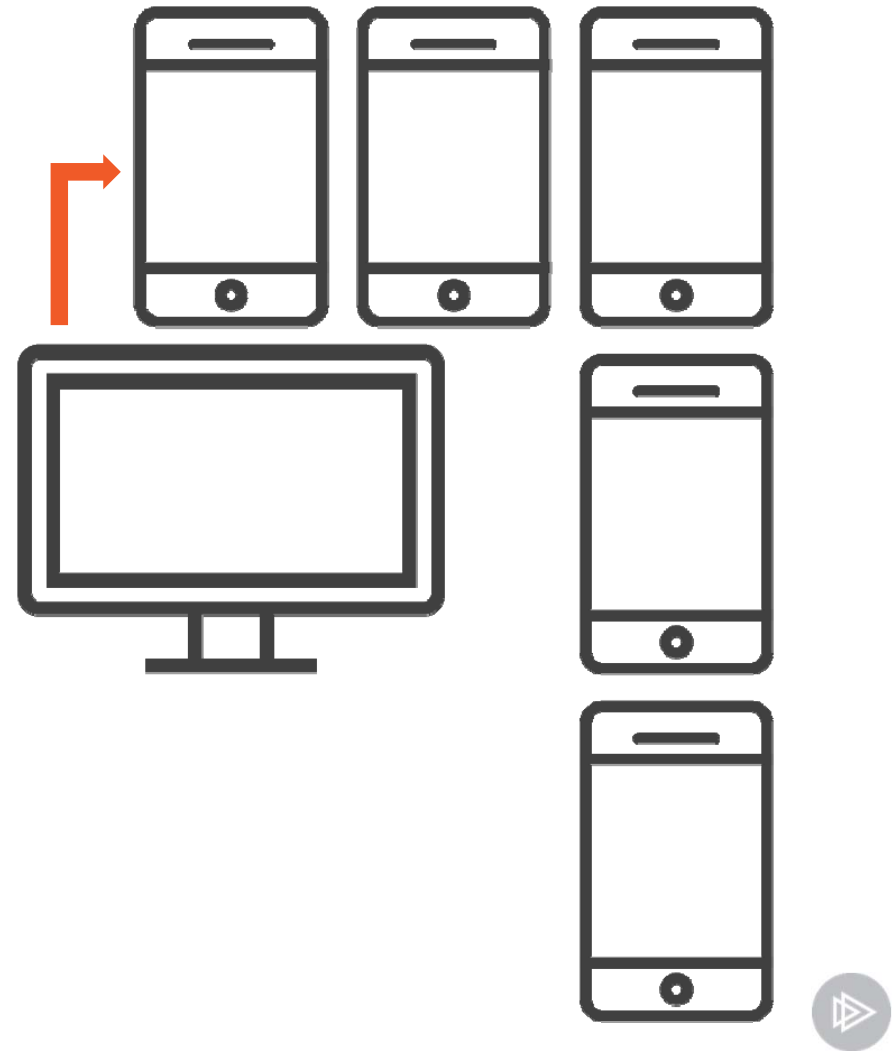
Side note

Enterprise App

Enterprise App

Enterprise App
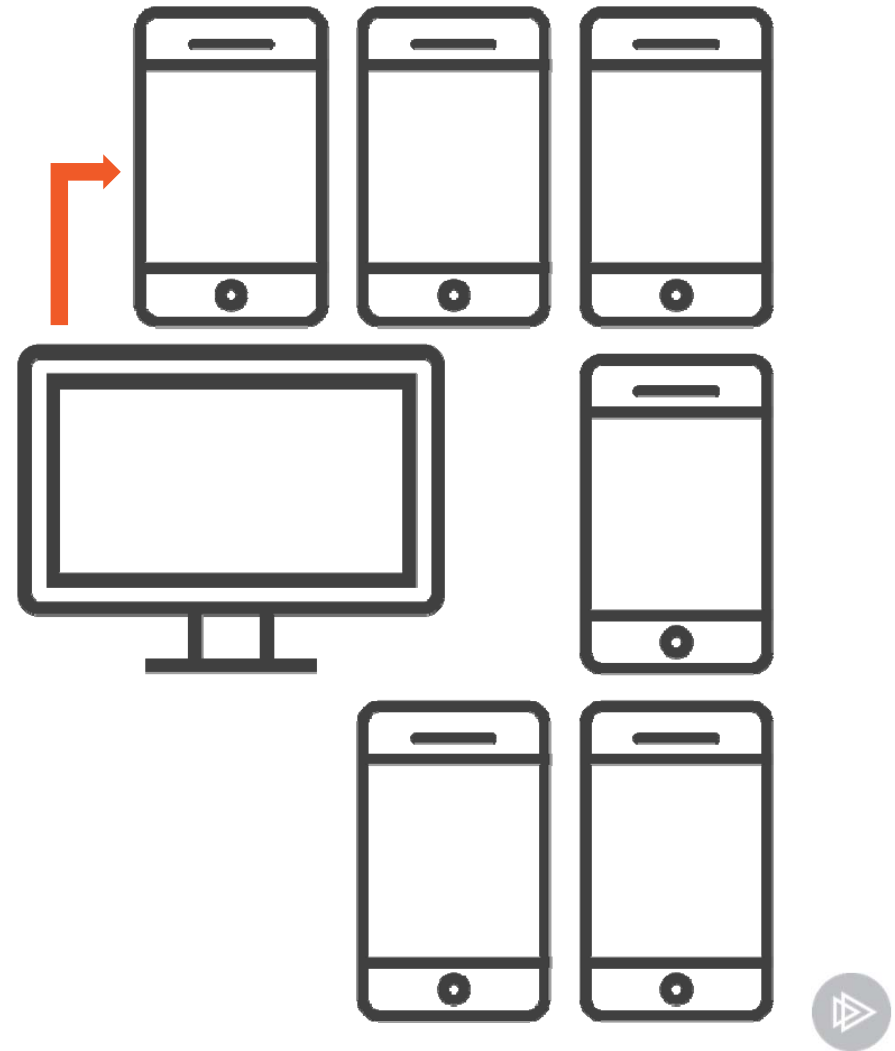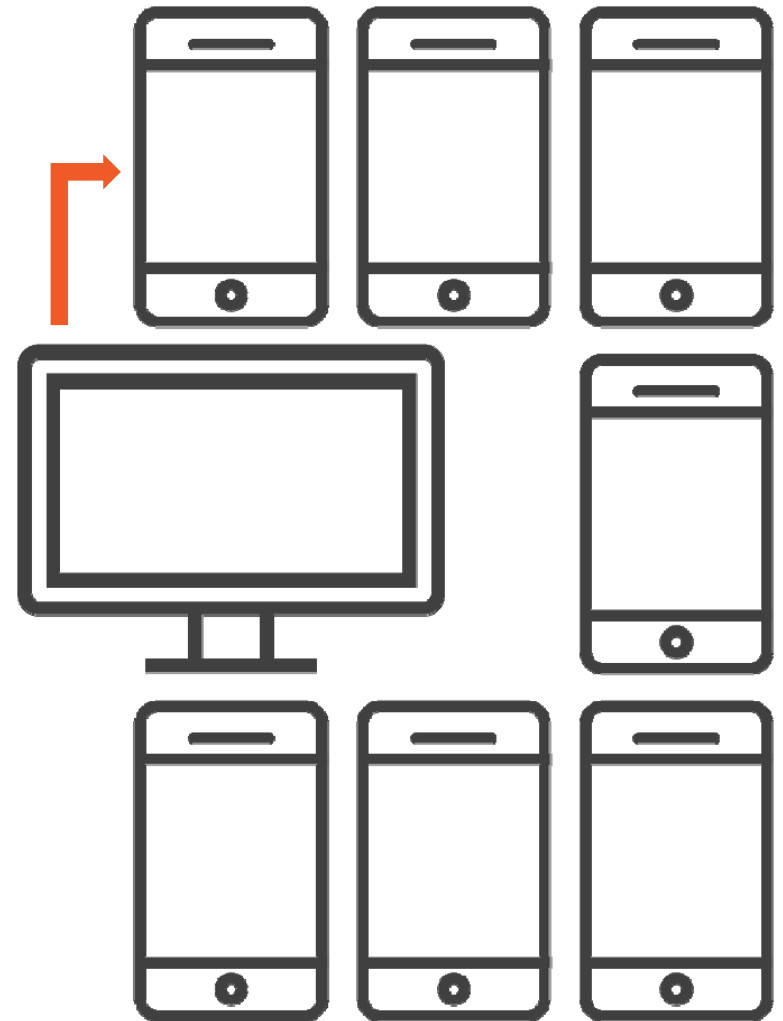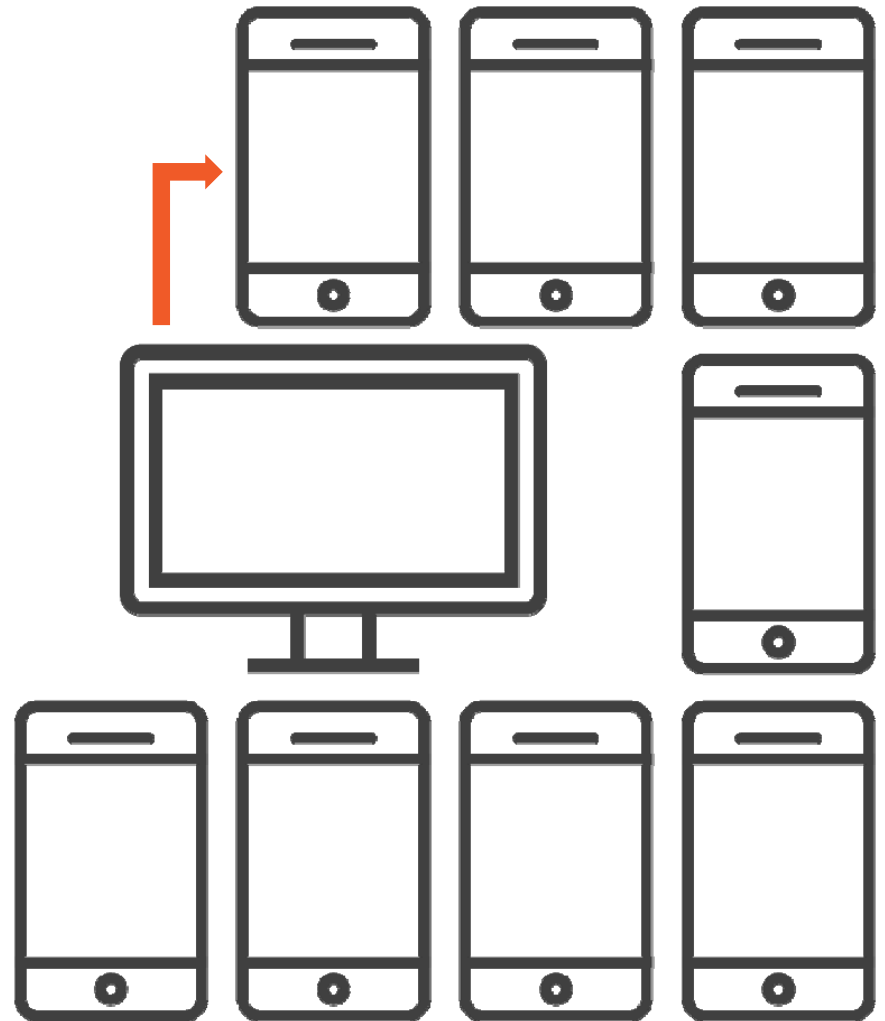
Enterprise App

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Requirements

Mac

Unity
- Match PC version

Apple Developers account
- XCode

Next

AR with an image target

AR Fundamentals in Unity

COURSE OVERVIEW

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