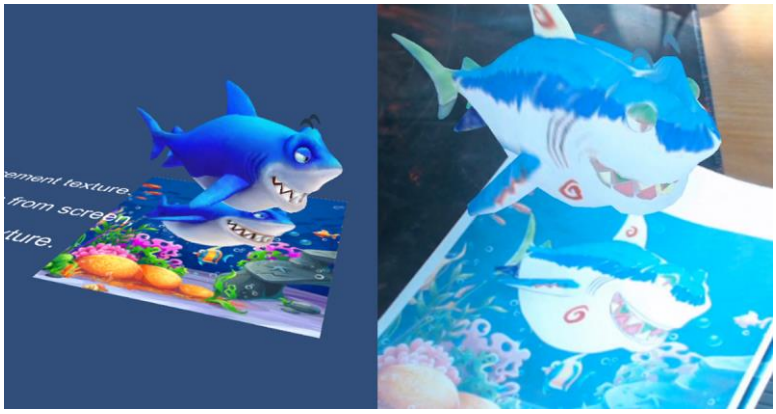
Thank you for downloading **AR Color Fishes** Package!



1 DESCRIPTION

2 .How to use Example Scenes

3.How to Change Fish In AR Scene

4. **Common problem !! (Very Important!!)**

5. How to make your own ARColor

DESCRIPTION

The classic technology in AR.

You can make a AR color app with this package.

Detailed instructions for use are included in the manual.

Fill the pattern with the color and display it on the AR model.

Support for Unity Editor/PC/Android/iOS.

7 fishes models with animations:

Shark, Angelfish, Clownfish, Monkfish, Swordfish, Turtle, Tuna

Very meticulous UV layout.

And It's fit to all AR SDK.

How To USE Example

There are two patterns in

1.Normal mode: Can run without AR

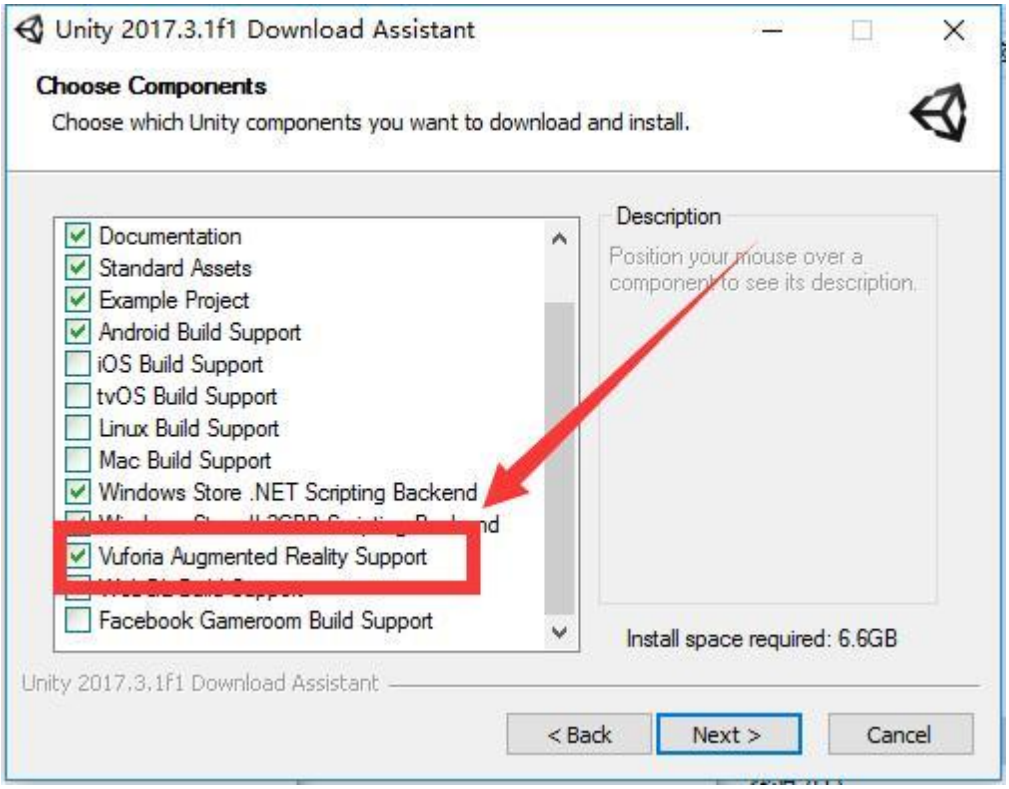
2. AR mode: Run after adding ARSDK

Show you the Normal Mode first ☺

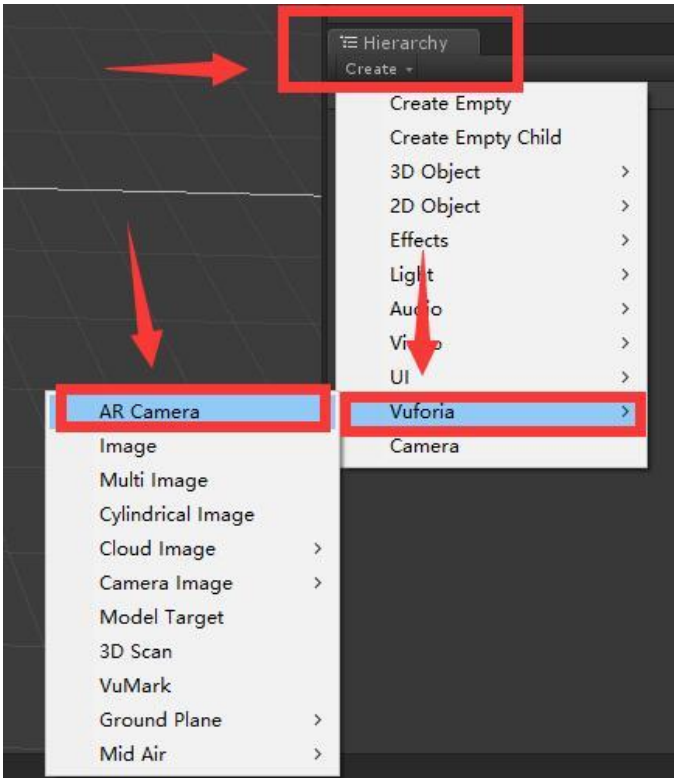
Normal mode: Just Run it ;

AR mode :

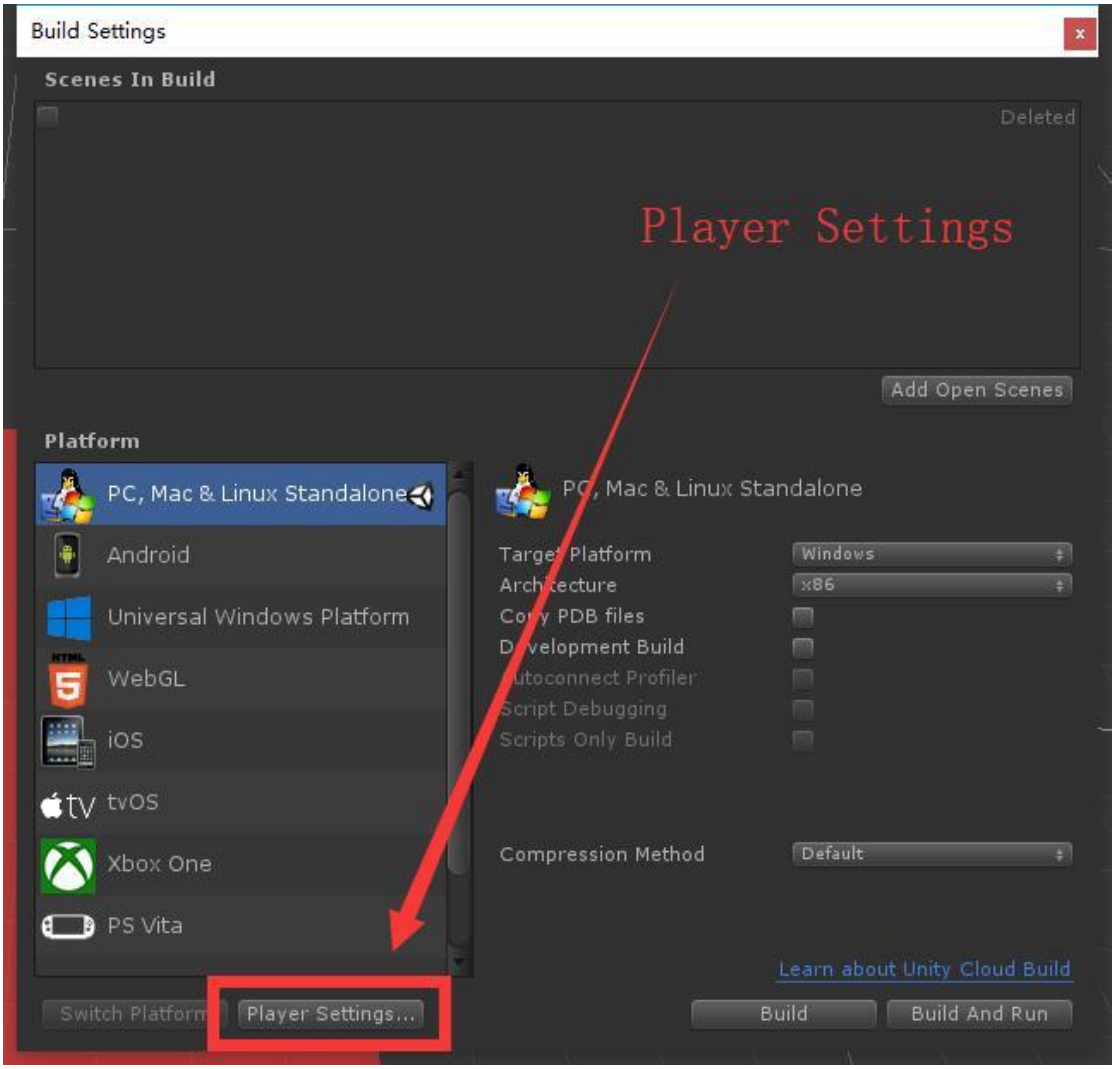
1. Make sure vufoira is selected when you install unity



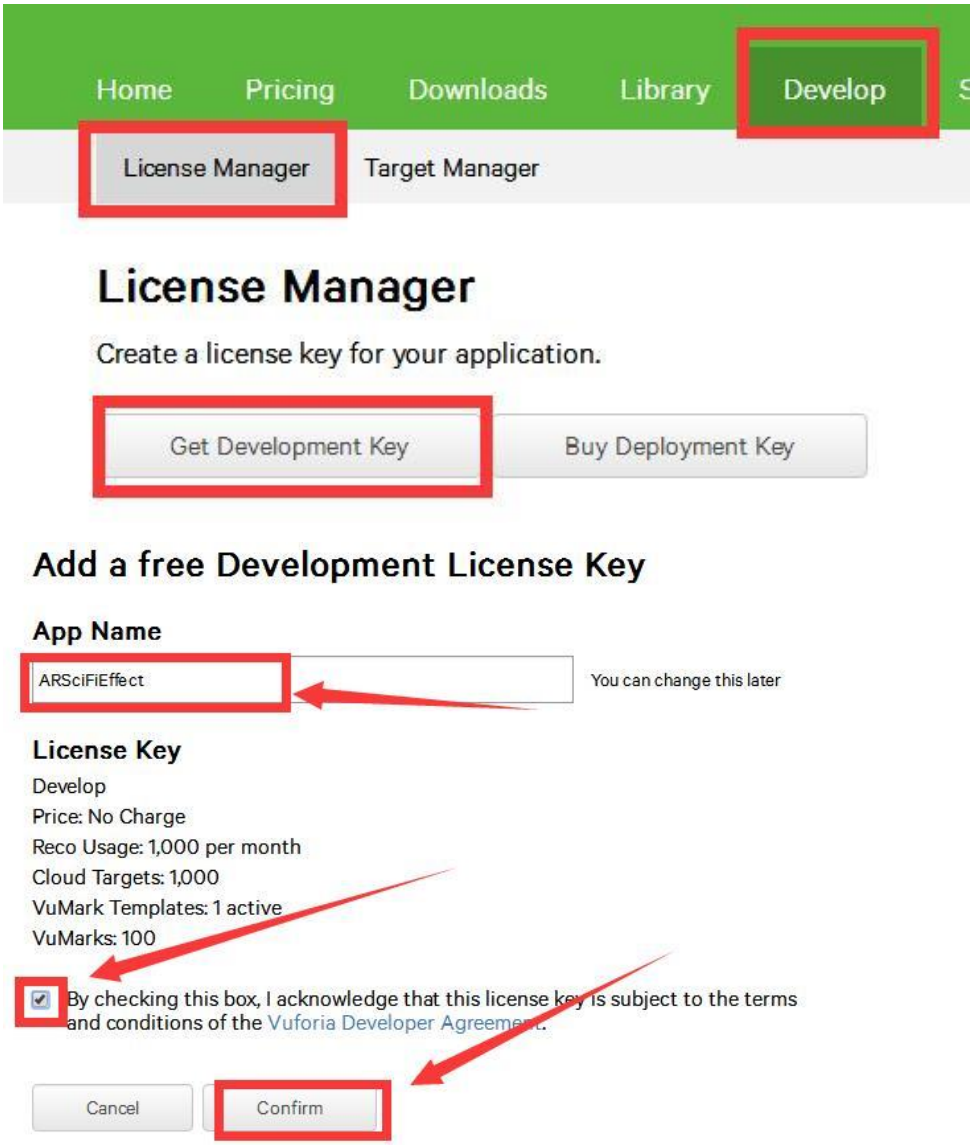
2. Adding an AR camera to the scene, options for loading vuforia components will appear

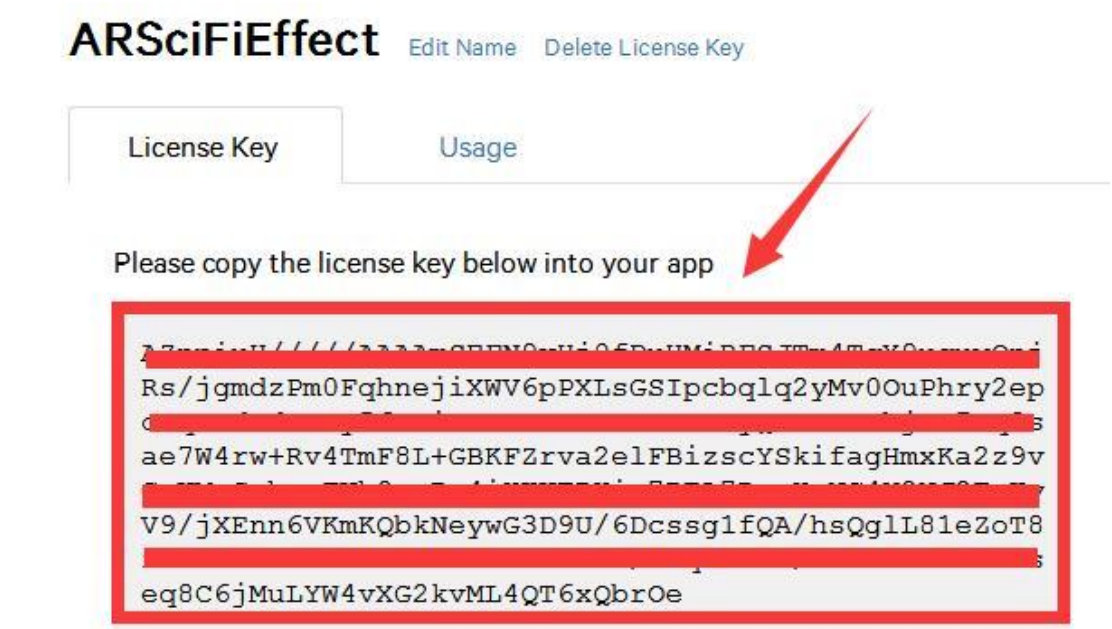


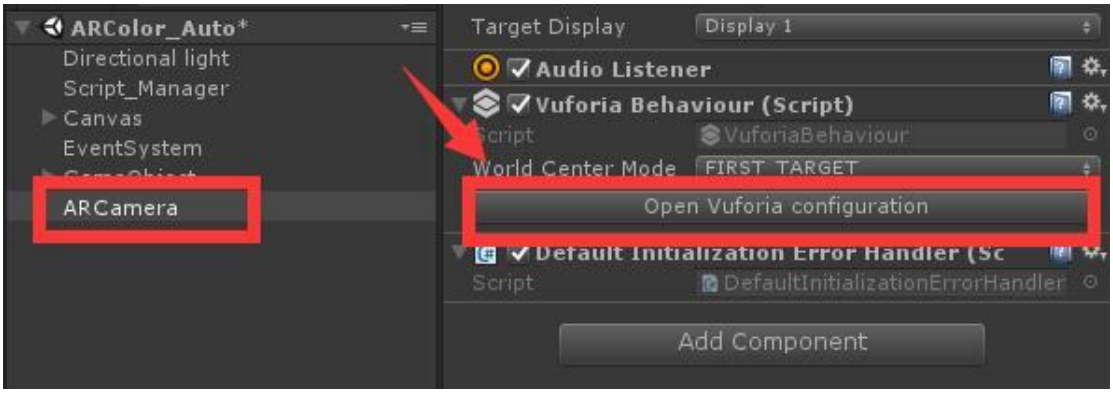
3. Confirming Vufoira Function in PlayerSetting

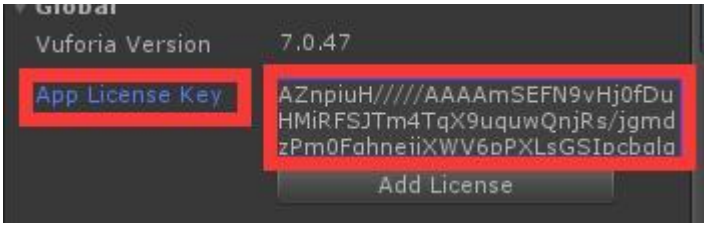


4. Get Vufoira Key

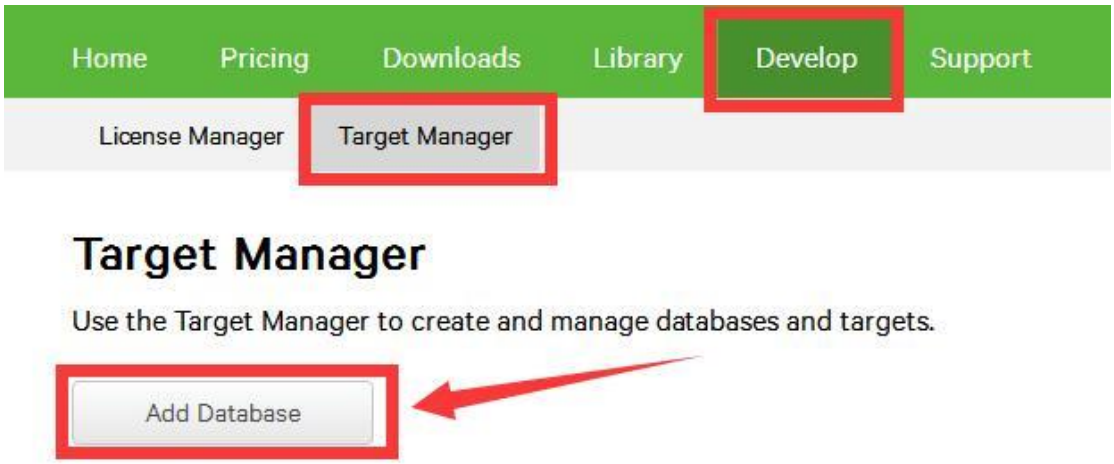


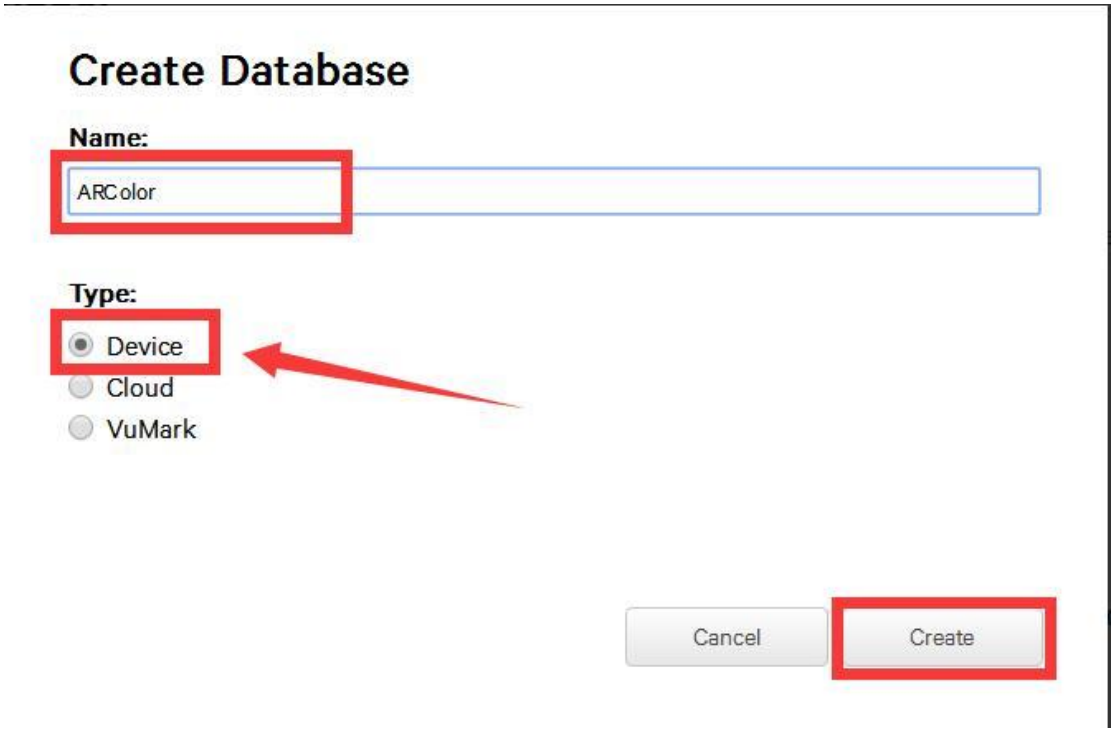


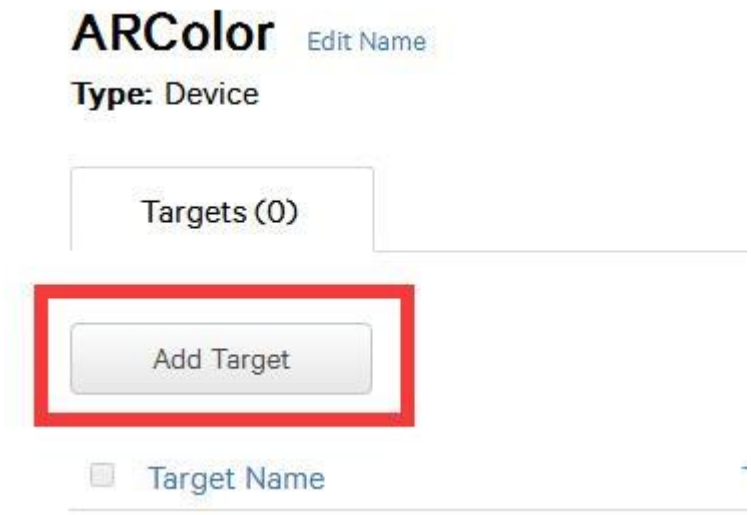


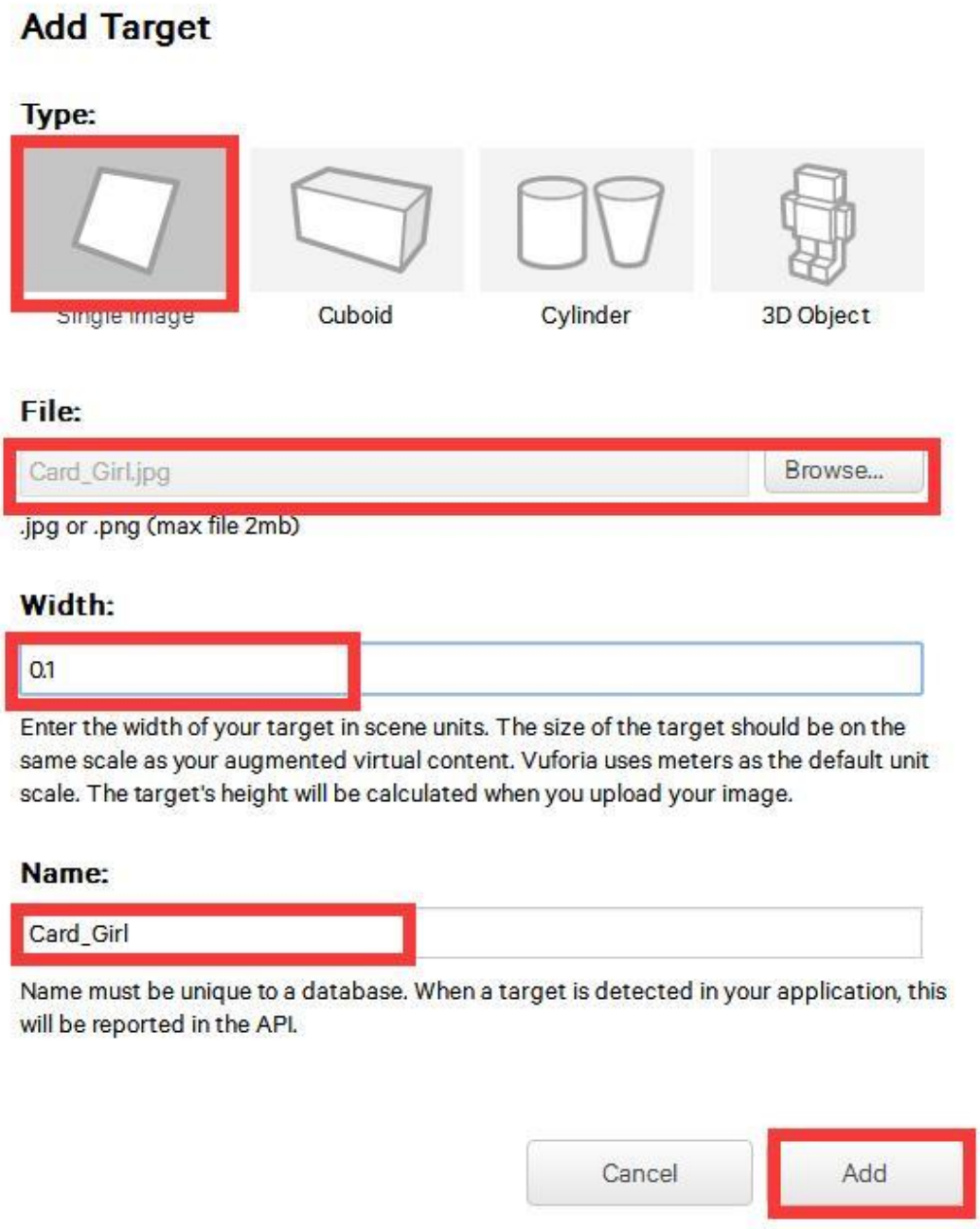


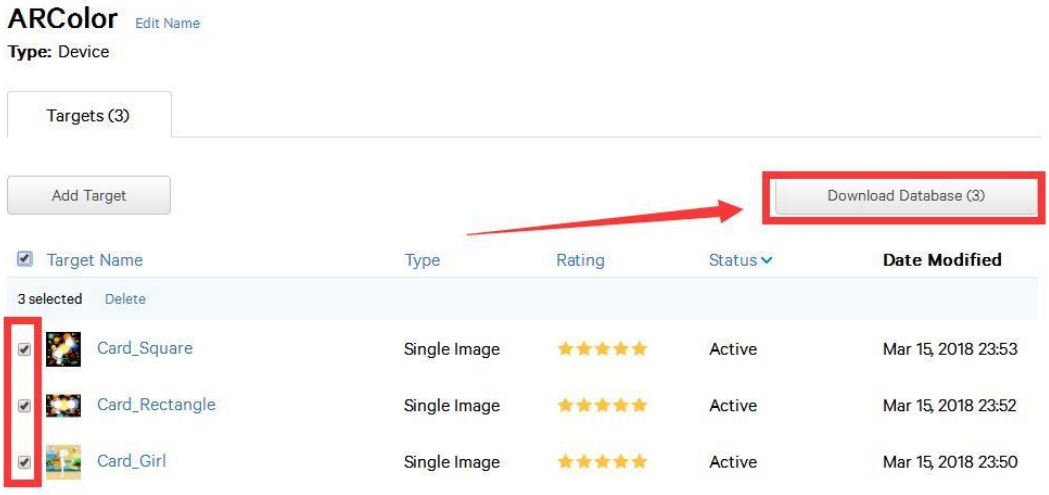
5. Get Vuforia Image Database

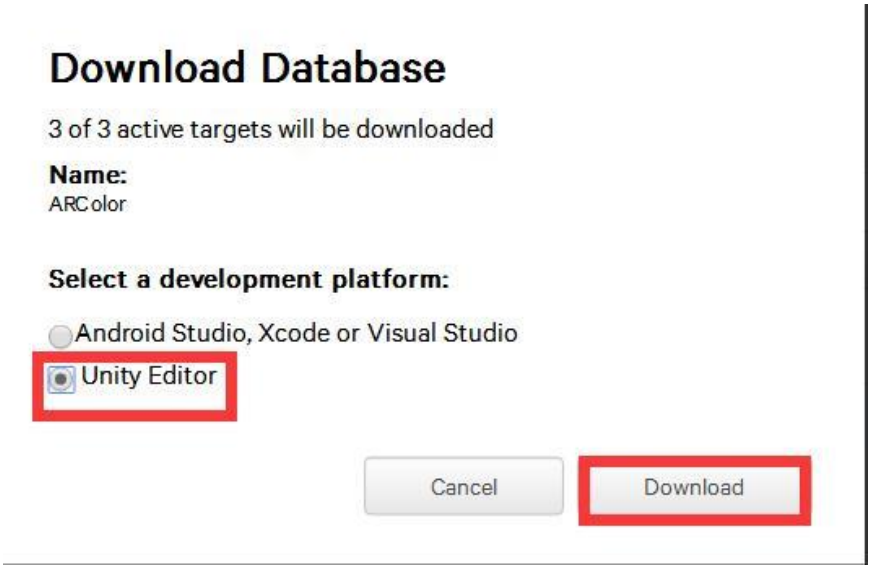

Home
Pricing
Downloads
Library
Develop
Support
License Manager
Target Manager
Target Manager
Use the Target Manager to create and manage databases and targets.
Add Database

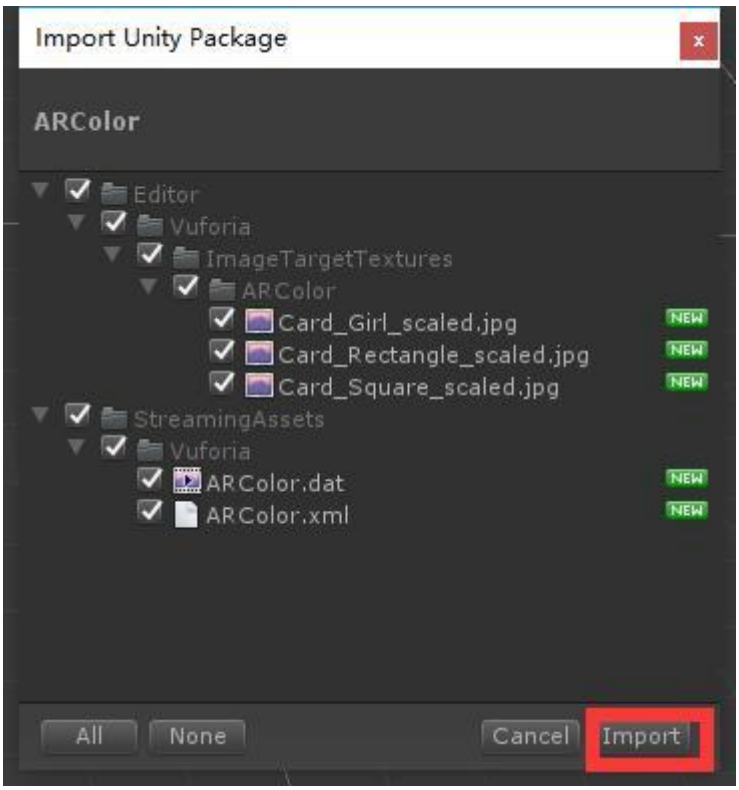

Create Database
Name:
ARColor
Type:
Device
Cloud
VuMark
Cancel
Create

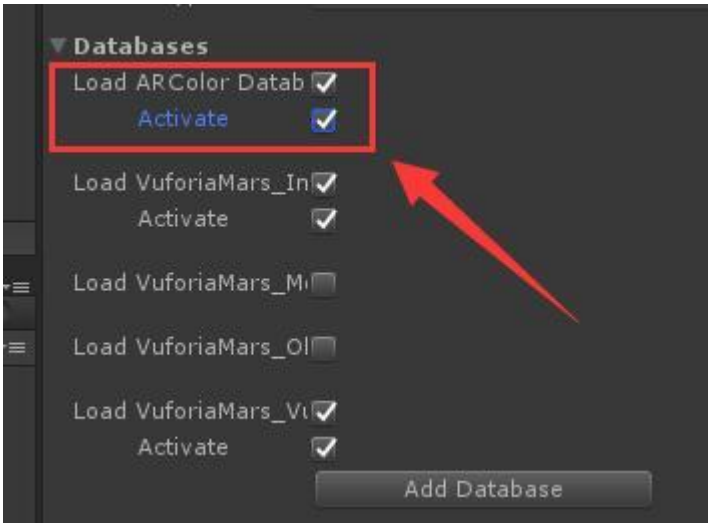

ARColor
Edit Name
Type: Device
Targets (0)
Add Target
Target Name


Add Target
Type:
Single Image
Cuboid
Cylinder
3D Object
File:
Card_Girl.jpg
Browse...
.jpg or .png (max file 2mb)
Width:
0.1
Enter the width of your target in scene units. The size of the target should be on the same scale as your augmented virtual content. Vuforia uses meters as the default unit scale. The target's height will be calculated when you upload your image.
Name:
Card_Girl
Name must be unique to a database. When a target is detected in your application, this will be reported in the API.
Cancel
Add

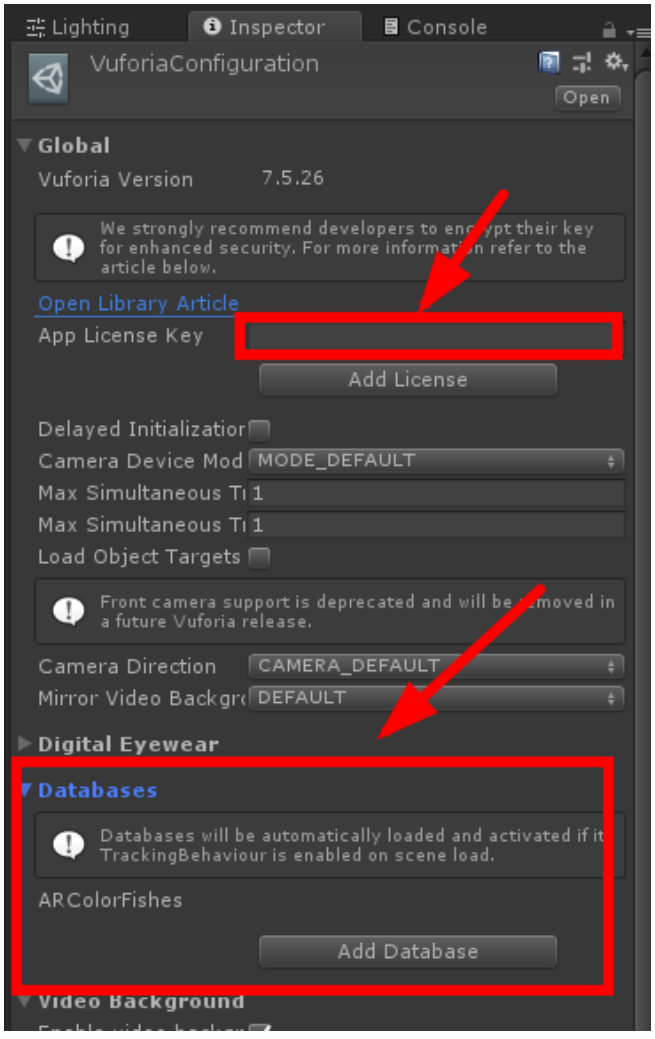

ARColor
Edit Name
Type: Device
Targets (3)
Add Target
Download Database (3)
Target Name
Type
Rating
Status
Date Modified
3 selected
Delete
Card_Square
Single Image
Active
Mar 15, 2018 23:53
Card_Rectangle
Single Image
Active
Mar 15, 2018 23:52
Card_Girl
Single Image
Active
Mar 15, 2018 23:50


Download Database
3 of 3 active targets will be downloaded
Name:
ARColor
Select a development platform:
Android Studio, Xcode or Visual Studio
Unity Editor
Cancel
Download


Import Unity Package
ARColor
Editor
Vuforia
ImageTargetTextures
ARColor
Card_Girl_scaled.jpg
Card_Rectangle_scaled.jpg
Card_Square_scaled.jpg
StreamingAssets
Vuforia
ARColor.dat
ARColor.xml
NEW
All
None
Cancel
Import



If the vuforia version is new, maybe you will see it like this, in this case , No need to check Database by hand

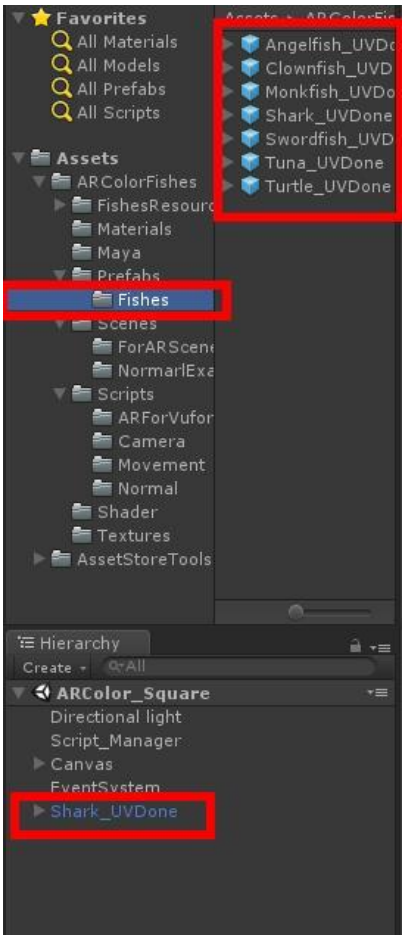


6. add Vufoira ARCamra in the scene
7. add Vufoira Image in the scene
8. Adjust the size of image to match the model
9. Add Image to the script variable

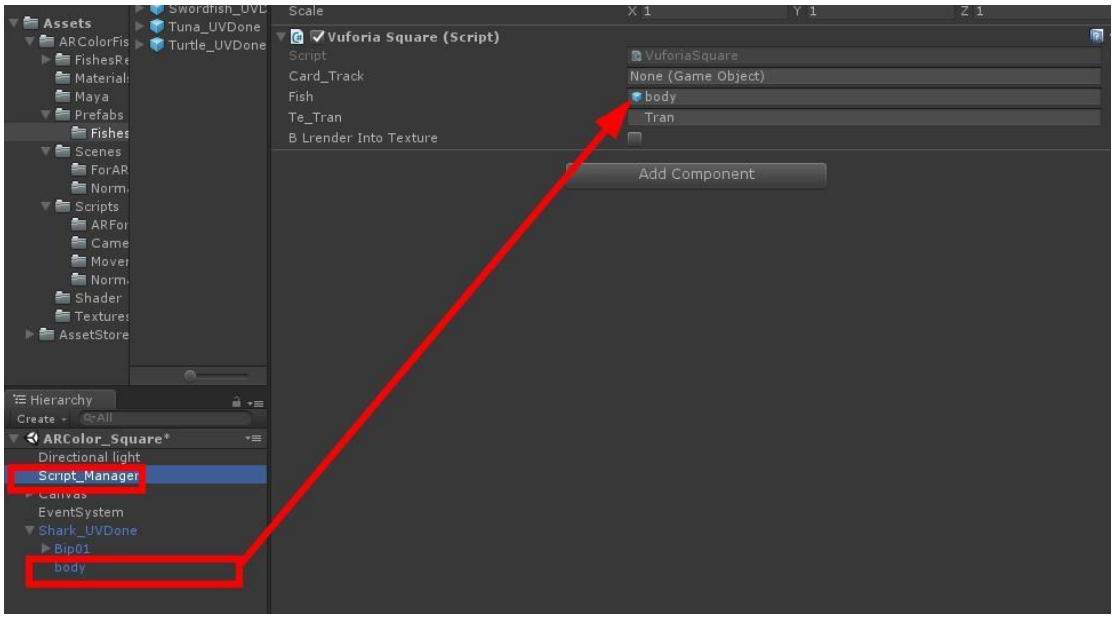
Run progr**ame,color the picture,It's done**

How to Change Fish In AR Scenes

1. Delete the original shark model in the scene, add a model of the fish you need to the scene. Prefab models in ARColorFishes-Prefabs-Fishes.



2. Expand the fish in Hierarchy, find “body” in the child object.Find "Script_Manager" in the Hierarchy , add body to "Fish"in Inspector of "Script_Manager".



2. The rest of the operation is the same as in the "How to use Example Scenes" section.

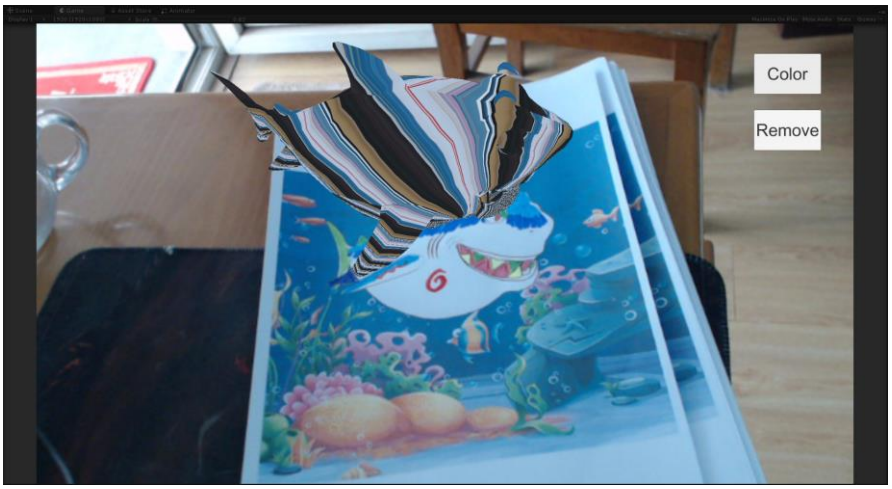
3.

Common problem (Very Important)

1. Why are there no configured AR scenarios in the asset?

   Third-party plug-ins is not allowed when upload Asset. This is an official requirement of Unity3D.

2. Abnormal color on the model



Different Unity versions, different vuforia versions, may have different default configurations, which may cause some differences in coordinates. Common problems are:

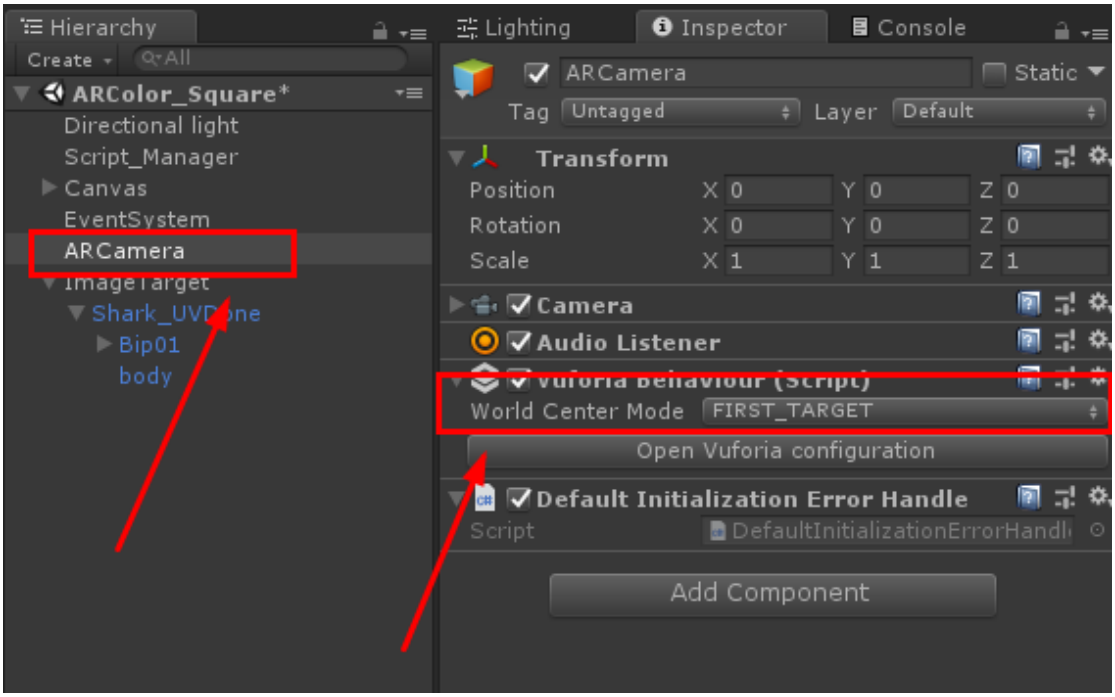
a . The space parameter of the camera and target is wrong.

Solution :Make sure the main camera in the scene is ARCamera.If the main camera is other camera, It may result in parameter errors that C# passed to the shader.

b . World Center mode Wrong

Solution :World Center mode please select FIRST_TARGET.

If you are familiar with the mechanism of ARColor, of course, you can use other patterns and adjust them from the code accordingly.



3. Failure to recognize the target image, resulting in failure to display the corresponding model

   a. Because the resolution of the camera of the computer is generally low, the slice that can recognize the picture on the mobile end is sometimes not recognized on the PC .

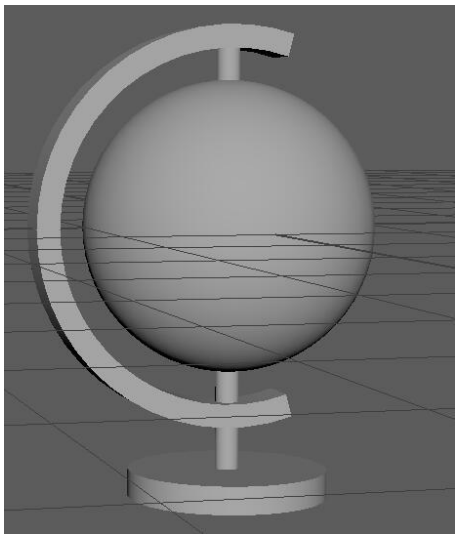
   Solution : **Replace higher resolution camera hardware**

   b. Check whether the printed paper is flat or not. If the paper curls, it may affect the recognition effect.

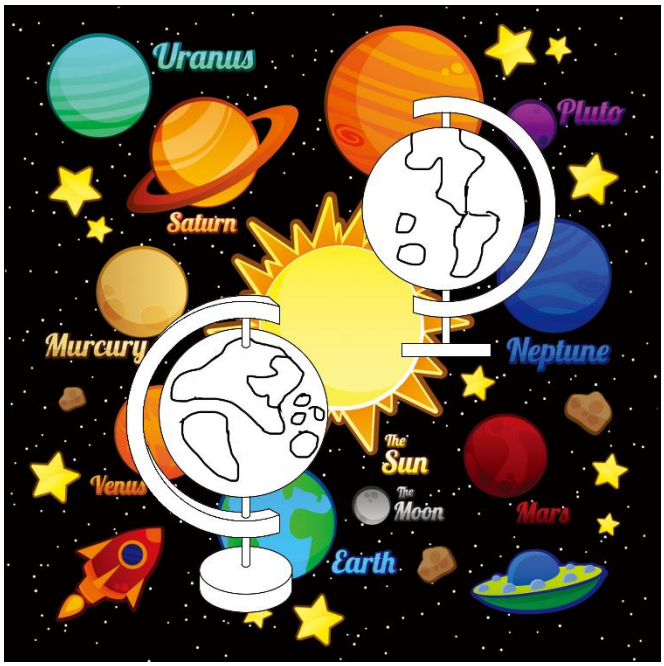
   Solution : **Place the paper flat**

How To Make Your Own ARColor

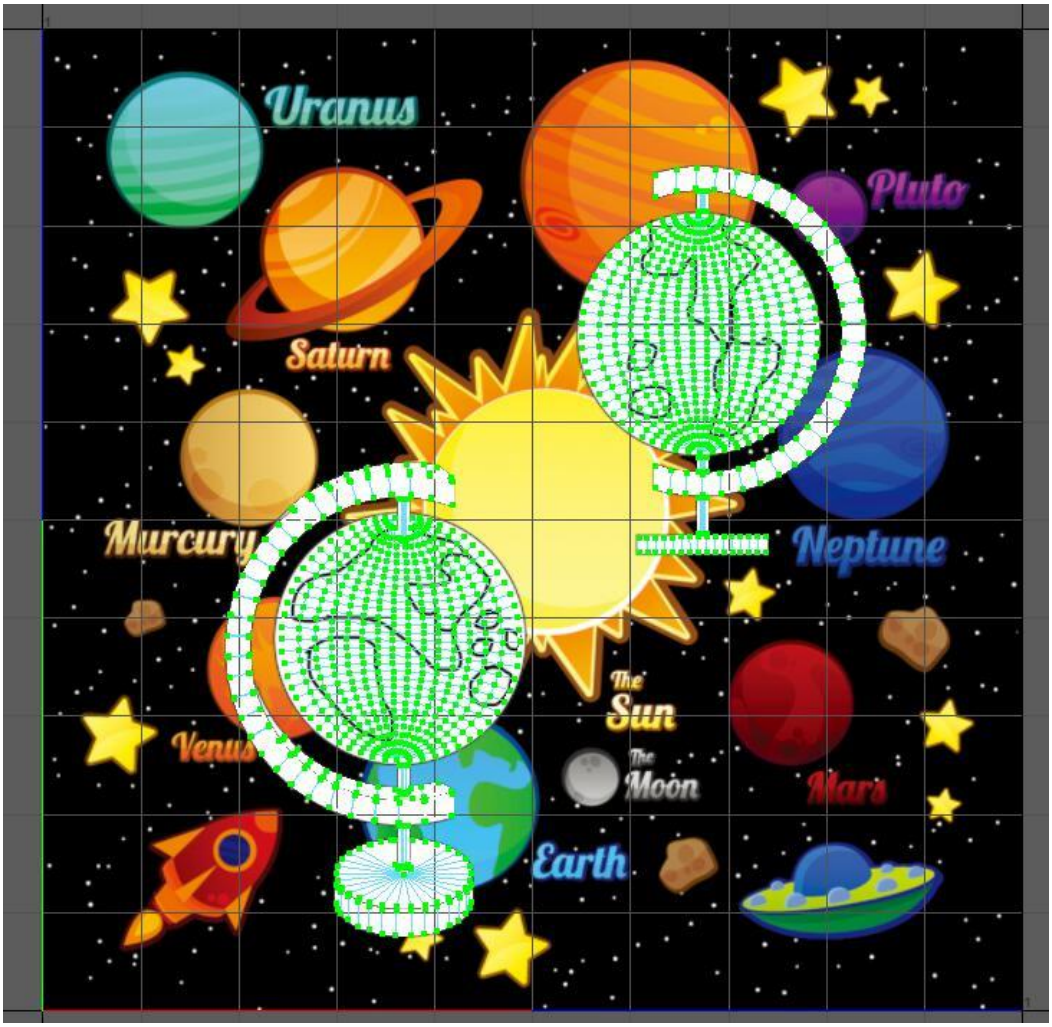
1. You need to know the principle of this kind of AR。
2. Prepare a 3D model.



3. Make a picture you like (or your child likes), the picture content needs to be related to the model.The model part of the pattern blank, the background as complex as possible. This is a picture used to paint ,also as a Track card.



4. Let the UV of model itself match the pattern on the image.



5. In the unity, give the model a transparent map. To prevent effects on screenshots
6. Use the Script and shader in this pakage. Take the screenshot as a Texture of the model, correctly calculate the rendering method.

principle of this kind of ARColor

1. The content displayed on the model is represented by a texture.

2. The correspondence between the texture and the location on the model is determined by the model UV.
3. The color of the reality is displayed on the virtual model because the screenshots are passed as a texture to the model.
4. But the correct corresponding to the UV need to AR through the screen and the relative position of the camera to calculate. And by the shader to adjust the rendering.