

# CSE462/562 – Augmented Reality (Fall 2023)

## Homework #1

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In this assignment, you will build a complete AR application using Unity + Vuforia/ArKit/ArCore/... and demonstrate it. Your AR application should have the following features:

- Show at least one stationary virtual 3D object.
- Show at least one animated virtual 3D object.
- Show at least one moving 3D/2D object.
- Show at least one textual virtual object (text shown towards the viewer of the app).
- Show at least one virtual object mapping a single picture (your own picture).
- Show at least one virtual object mapping and playing a video (your own video).
- Show at least a three-step scenario where the user is interacting with the virtual objects.
- Show at least two steps involving the (user) selection of a virtual object.
- Show at least two steps involving the (user) selection of a button to change scenarios.

Grading:

- 100 points for the correctly working app (should be shown to the instructor) with all the above features.

Submission:

- Submit a short video showing your application in use with all the above features demonstrated (note you should show both your app on screen as well as the user and their environment) (studentnumber\_lastname\_yourfirstname\_hw1.avi.zip).
- Submit the link to the code (preferably GitHub) with proper access (you can add the instructor to your project using the GitHub handle yakup.genc@gtu.edu.tr)
- Show a demo of your app to the instructor in person.