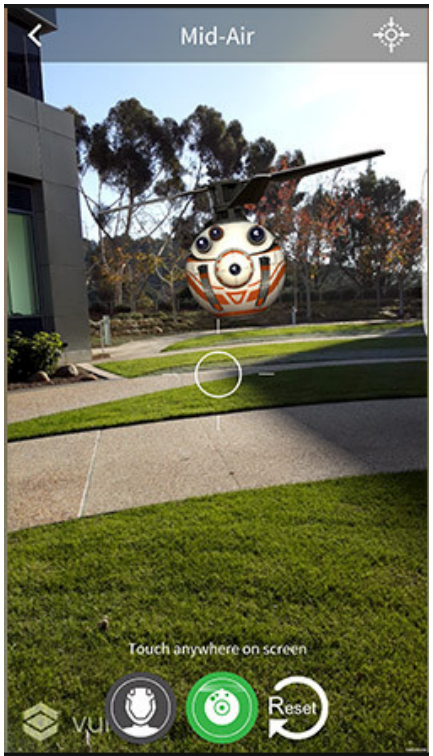
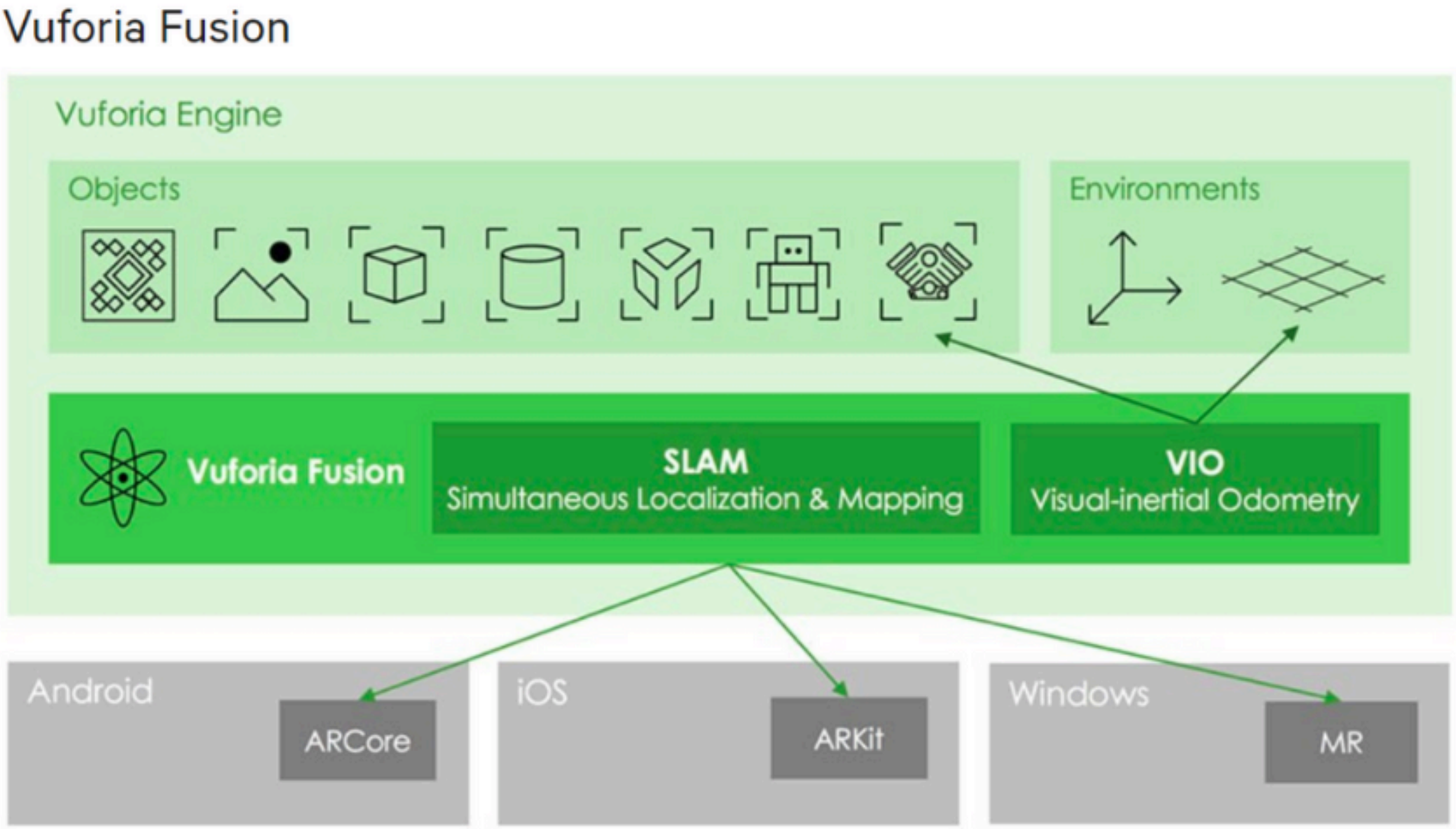
Rethinking Vuforia

Mid Air & Ground Plane (without target)



Vuforia Fusion (enhanced slam & rendering)



Positional Device Tracking

Video: Positional Device Tracking - Vuforia vs. Android Native App

Positional Device Tracking: HakArt (RAA2018)

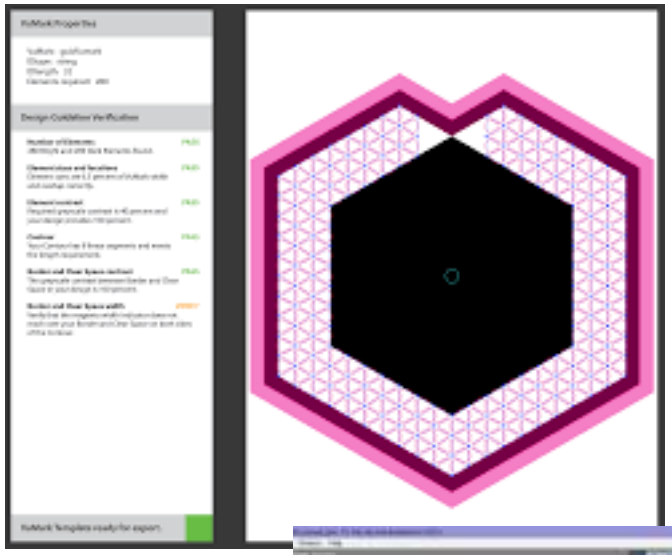
Video HakARt https://www.youtube.com/watch?v=MYqkjbVgGVI

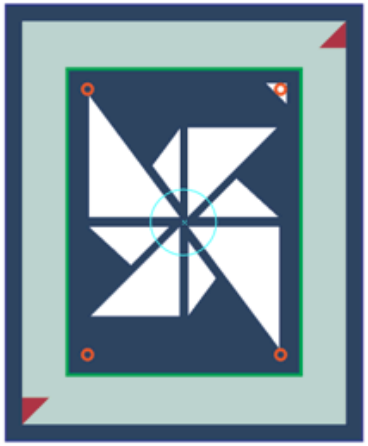
Cloud Recognition (from image target online)

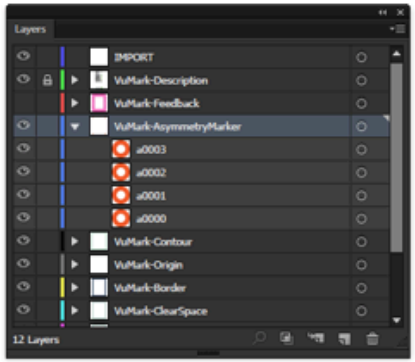
Video: Vuforia Cloud Recognition

VuMarks – data + id (an advanced version of qr-codes)

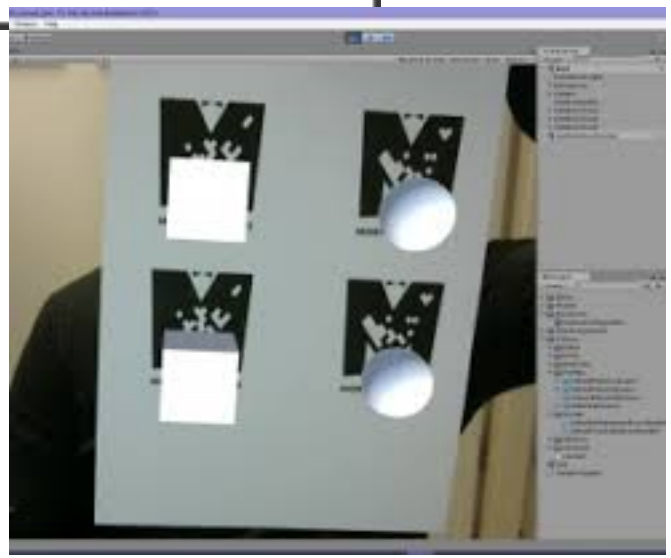
Order 2 asymmetry marked up in ACME design







Order 4 asymmetry marked up in windmill design

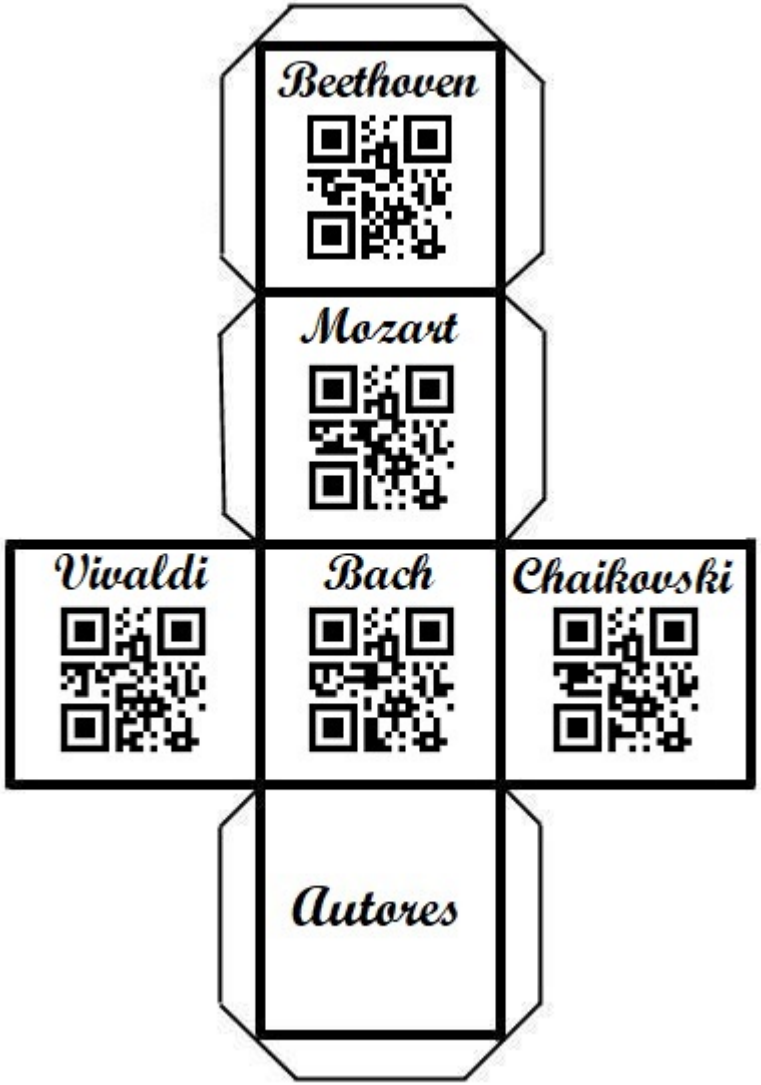


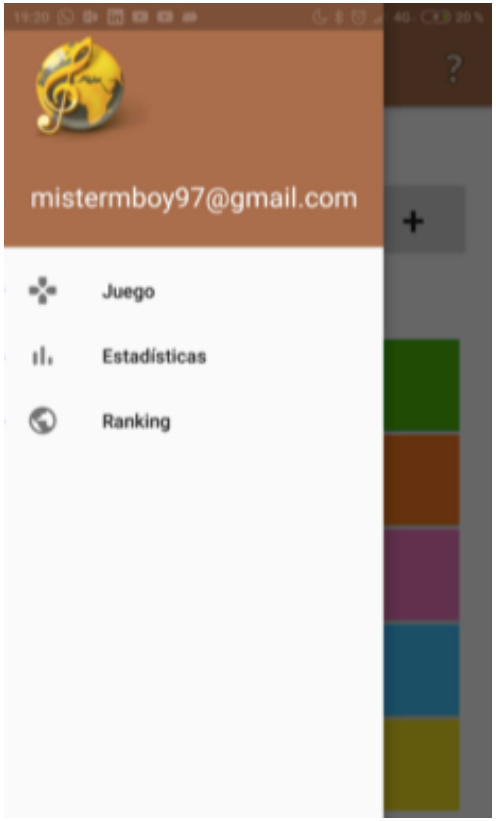
VuMark design with Adobe Illustrator + example

User defined targets (from 2D image at runtime)

Video: Garage Dance – User defined target

Cuboid (not multi-target): Interactive Cubes (RAA2018)





Cuboid Multi-Target

Video: Vuforia Cube Learning / Multi-target

Cylinder Targets

Add Target

Type:

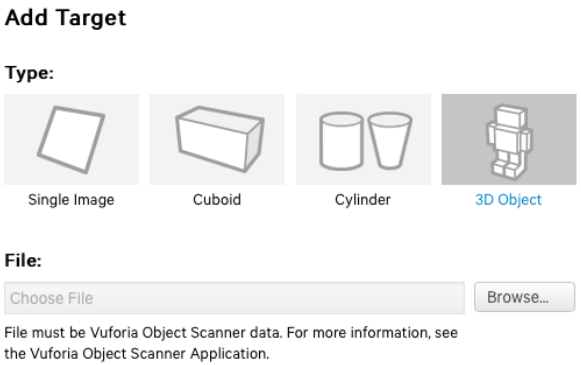
Dimension:

Bottom Diameter:	l/3.14
Top Diameter:	l/3.14
Side Length:	

Enter the dimensions of your target in scene units. The size of your target shall be on the same scale as your augmented virtual content. If you enter '0' for the top or bottom diameter, your target will be cone shaped.

Video: AR Mug - 3D Sublimation + Unity + Vuforia

Object Targets (from camera-scanned object)



Vuforia Object Scanner
Apk available only
for some Android phones

Video: Car toy object target

Model Targets (from 3D models)

Object Targets detect based off the texture features of the object and need to be scanned in using our scanner tool. Model Targets detect based off the geometrical data of the target and require the 3D/CAD model of the object.

Video: Motorbike toy model target