**Deliverable**

**Lab Deliverable #2**

## 1. Follow Lab 2 - 2 and complete the whole process to the end. Then submit your work as follows. (10 pts)

Comperes your project folder as one zip file and name it as “LastName\_FirstName\_2-2.zip”.

Describe the result of this work and discuss here below what you would do for the goal of this stream with this:

**By completing Lab 2-2, I was able to set up Unity for augmented reality development with Vuforia. I was also able to develop my first marked-based augmented reality app for Android. The app projects an astronaut character over a physical image of the astronaut. I was able to run and successfully test the application on an Android device.**

**With this basic knowledge of AR development using Unity and Vuforia, I can generate possible ideas and projects on how to apply this technology to a museum environment. Specifically, with marker-based AR, there are various possibilities of applications that came to mind such as using paintings as markers and projecting different types of animations and information on top of them. For example, an app that projects what the 2D painting might look like in 3D to give the museum viewer a new perspective on how to interpret the art.**

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## 2. Follow Lab 2 - 3 and complete the whole process to the end. Then submit your work as follows. (10 pts)

You need to download the images (AR Image Targets from Phillips.zip) and pick up one with a name that matches with your last 3 digits of lab accounts (fpvcXXX) from Canvas. Check with your lab accounts from 2’nd tab of google spreadsheet. Then switch the target image with it

Compleress your project folder as one zip file and name it as “LastName\_FirstName\_2-3.zip”.

Discuss about this work:

**By completing Lab 2-3, I was able to setup a Vuforia developer account for future Vuforia development. In addition, I was able to create an object/image database for my Unity project to reference, as well as upload my first target image.**

**In Unity, I used a license key to access my newly created database. I built on my previous project in Lab 2-2 by replacing the target image of the astronaut card with my specific image provided to me for this project. I was able to test whether the tracking and augmentation still worked on this new image by testing on an Android device. The application worked successfully.**

## 3. Follow Lab 2 - 4 and complete the whole process to the end. Then submit your work as follows. (10 pts)

Verify if target image is recognized.

Switch the target image to the same image as 3.

Compleress your project folder as one zip file and name it as “LastName\_FirstName\_2-4.zip”.

Discuss about your work compared with using Unity:

## 4. Follow Lab 2 - 5 and complete the whole process to the end. Then submit your work as follows. (20 pts)

There are two example sets provided in the Canvas: one for Unity and the other one for Android

Try out those sets and explore all kinds of features they provide.

Compleress your project folder as one zip file and name it as “LastName\_FirstName\_2-5-Unity.zip” and “LastName\_FirstName\_2-5-Anroid.zip”

Discuss about your work regarding 1) comparison of those two platforms (Unity vs. Android) and 2) discuss here below all kinds of features and what you would do for the goal of this stream with these: