**Deliverable**

**Lab Deliverable 2-2**

## 1. 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.

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

Discuss about your work compared with using Unity:

**In this part of Deliverable 2, I was able to connect my Vuforia database to Unity and run one of the provided sample projects to see that the model was recognized and tracked onto the provided target image. I was then able to set my assigned image painting from the Phillips Collection within the database as the target image in the project. I then tested and ran my application on an Android device to verify the model was tracked to the painting rather than the provided target image. Using this knowledge, I can apply it to this stream as I now have the knowledge to set target images in Unity to be able to track models onto them. I could use this in the development of an AR app which can track models or other information onto paintings in the museum which can assist visitors with providing insight into the paintings or other useful information.**

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

There are multiple sample example sets provided in the [Vuforia site](https://developer.vuforia.com/downloads/samples) for Unity and for Android.

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

Compress 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 about the features that you have been able to explore and what you would do for the goal of this stream with these:

**In this part of Deliverable 2, I was able to test Vuforia provided sample projects on both Unity and Android Studio and compare the applications themselves and their performance. Both platforms allow for development of AR applications on Android however, I personally found that Unity was much simpler to use and resulted in less errors than Android Studio. Even the installation process of Android studio resulted in convoluted errors which took hours to resolve. Samples on both platforms had very interesting and engaging features. For example, the “VirtualButtons” example allowed the color of the teapot to change colors and provided a degree of interactivity to the augmentation. Other examples such as “Cylinder Targets” allowed AR to be used on actual 3D physical objects. This could particularly be useful if an app were developed to augment the more 3D pieces in the museum. Hopefully, I can use ideas from these features to create an application that could interact with all pieces in the museum, both 2D and 3D and track/superimpose useful information or interesting animations onto the paintings.**