



ADD VIDEO ANCHOR

In this step we add a script to anchor the **videoQuad** Entity in the AR scene.

we do that by creating a script that responds to **xrimageupdated** events provided by the 8thWall library that we are giong to include in our solution later in this worlshop.

We do that in order to anchor the **videoQuad** entity to a tracked image in the real world.



