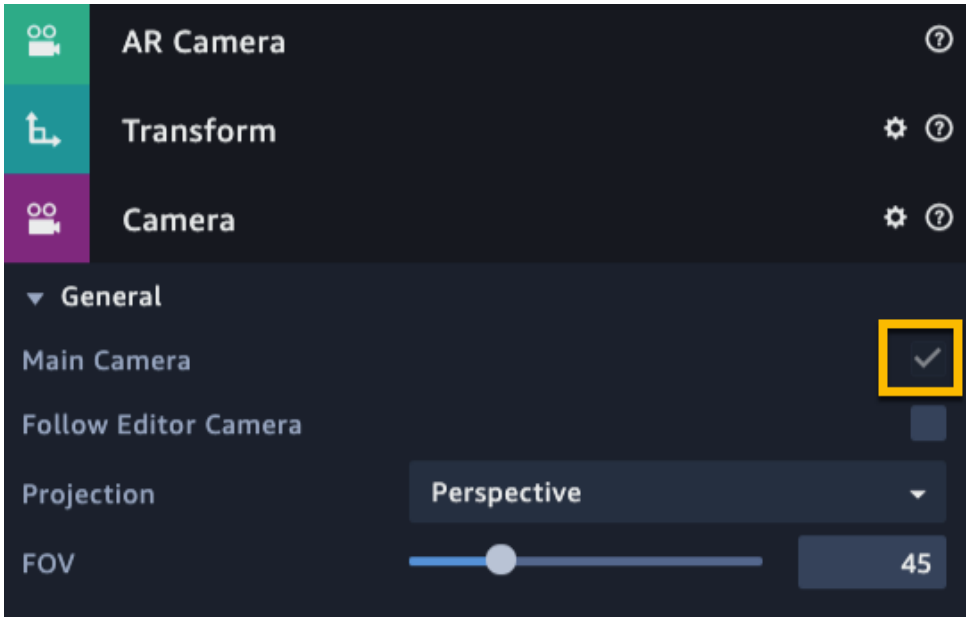
CONFIGURE AR CAMERA

Under the Camera component, make sure the AR Camera entity is set as the Main Camera.



With the AR Camera still selected, in the Transform component, enter a Translation value of 0.4 in Y.

`8thWall` will use the camera height to effectively scale virtual content so this cannot be set to zero (see 8th Wall's troubleshooting guide for more information).

Note

IMPORTANT: Delete the Default Camera and any other cameras in your Entities panel out of the AR Camera. You must have the AR Camera to be the only camera in your scene.