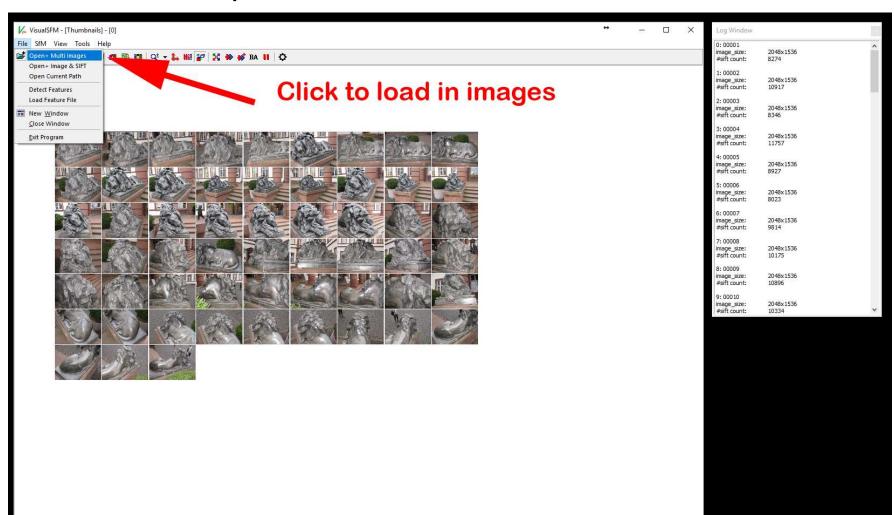
# Screenshot walkthrough and Suggested AR plugins for UNITY

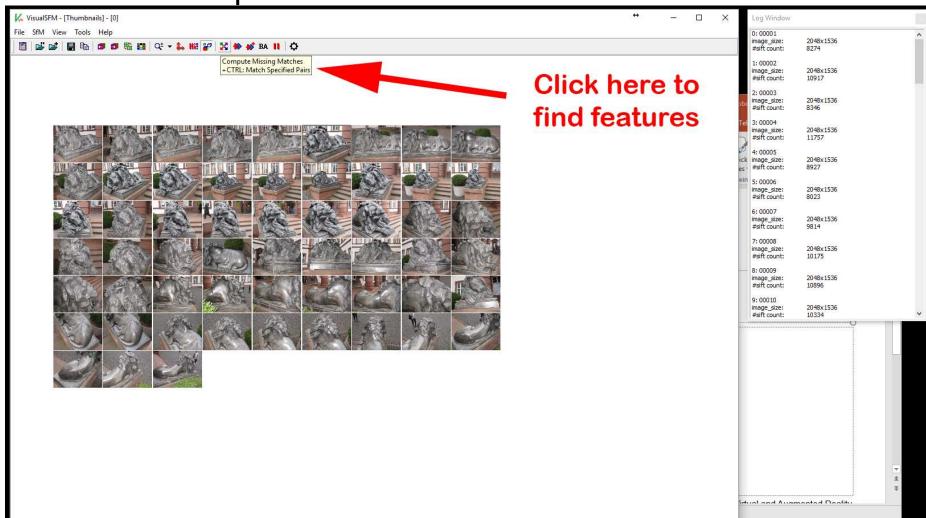
**COMP 30025J** 

Dr. Abraham Campbell

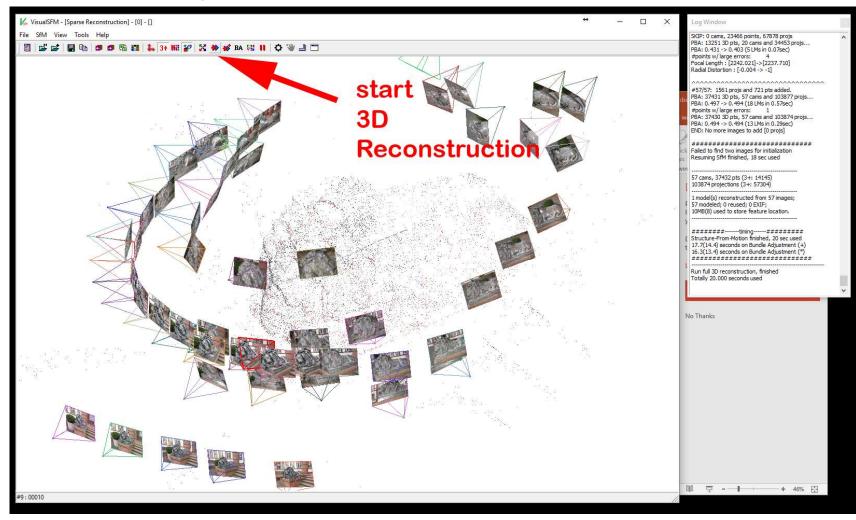




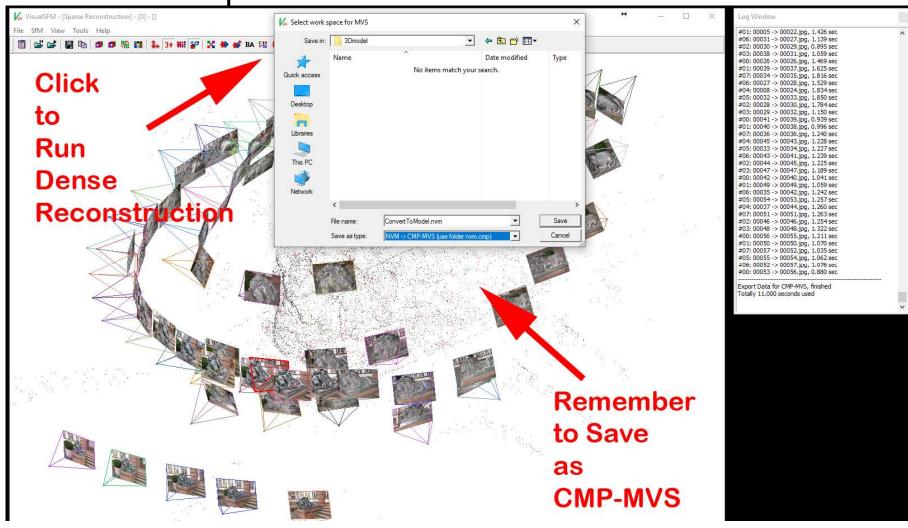














#### cmpmvs-v0.6.0 program

- We use cmpmvs-v0.6.0 to get our full model
- http://ptak.felk.cvut.cz/sfmservice/websfm.pl?menu=cmpmvs
- This is a command line program,
- You need to give it the "ini" file location to start the process
- For example if I copy CMPMVS to
- F:\unity\cmpmvs-v0.6.0-binary-win64-cuda\CMPMVS\_0\_6\_0
- And my output "ini" file is in
  - <u>\_F</u>:\unity\lionHanau\3Dmodel\ConvertToModel.nvm.cmp\00\mvs.ini

#### cmpmvs-v0.6.0 program

The command would look like this

```
F:\unity\cmpmvs-v0.6.0-binary-win64-cuda\CMPMVS_0_6_0>CMPMVS
"F:\unity\lionHanau\3Dmodel\ConvertToModel.nvm.cmp\00\mvs.ini"
```

- Remember the processing will take along time, depending on the machines graphics card
- Lab machines should take about 20 minutes for a 25 pictures at 4 mega
   pixel

### AR based projects

- I have been in contact with DAQRI and asked them their opinion on our course.
- They have suggested the ARToolkit Eclipse plugin is too diffuclt for undergradutes and after much careful refelection I do agree with them
- Thus I recommend two different AR plugins for UNITY instead as the recommend approach to creating an AR app on your phone for your project.



# AR plugins for UNITY that are recommended

- ARTOOLKIT for UNITY
- http://artoolkit.org/documentation/doku.php?id=6 Unity:unity about
   ut
- Vuforia for UNITY
- https://developer.vuforia.com/downloads/sdk

