Summary Description: My Experience With Using Unity To Develop Scenes In UAlberta's AR App

Tags: software; Unity; University of Alberta; Augmented Reality; smartphone

Why I did this:

I had the opportunity to work with some fine people on the University of Alberta’s Augmented Reality app called “UAlberta AR”. The app showcases many engineering course concepts that students and teachers can use as an aid in visualizing/ experiencing said concepts. It was a great experience to develop my Unity skills but also develop team collaborations skills especially with DevOp style git version control (we had our project on a git repo and used Unity’s Continuous Integration checker to check our updates everything we made a revision to the app). We also followed a sprint team review style when setting project goals.

(summary pic of system)

Design Walkthrough:

Parts: Unity; smartphone

I made quite a few scenes, but I uploaded to YouTube a showcase video of three scenes I particularly liked: <https://youtu.be/-mmq2LekMbI>

The video description details more about the project and scenes.

(pics of system)

Lessons Learned and Future Changes:

It was a great experience. I got to develop my Unity skills and collaborate with other teammates on their Unity skills. I learned more about the sprint work style. I got to see how Unity does continuous integration. I learned more engineering concepts while I developed the simulations for them.

References:

Unity game engine: <https://unity.com/> <br>

UAlberta AR app: <https://play.google.com/store/apps/details?id=ca.ualberta.ar&hl=en_CA&gl=US>

YouTube video: <https://youtu.be/-mmq2LekMbI>