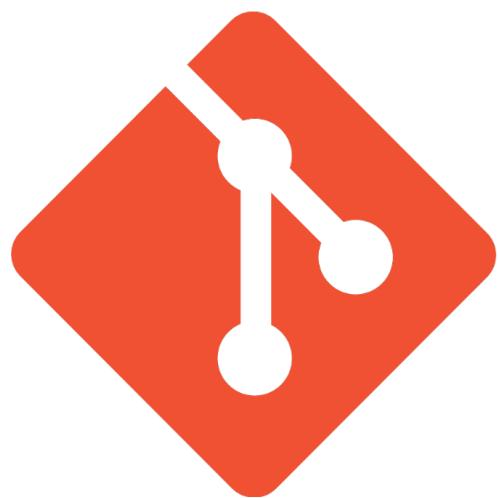




**TECH 3707 - Advanced Mixed Reality**



vuforia®



git

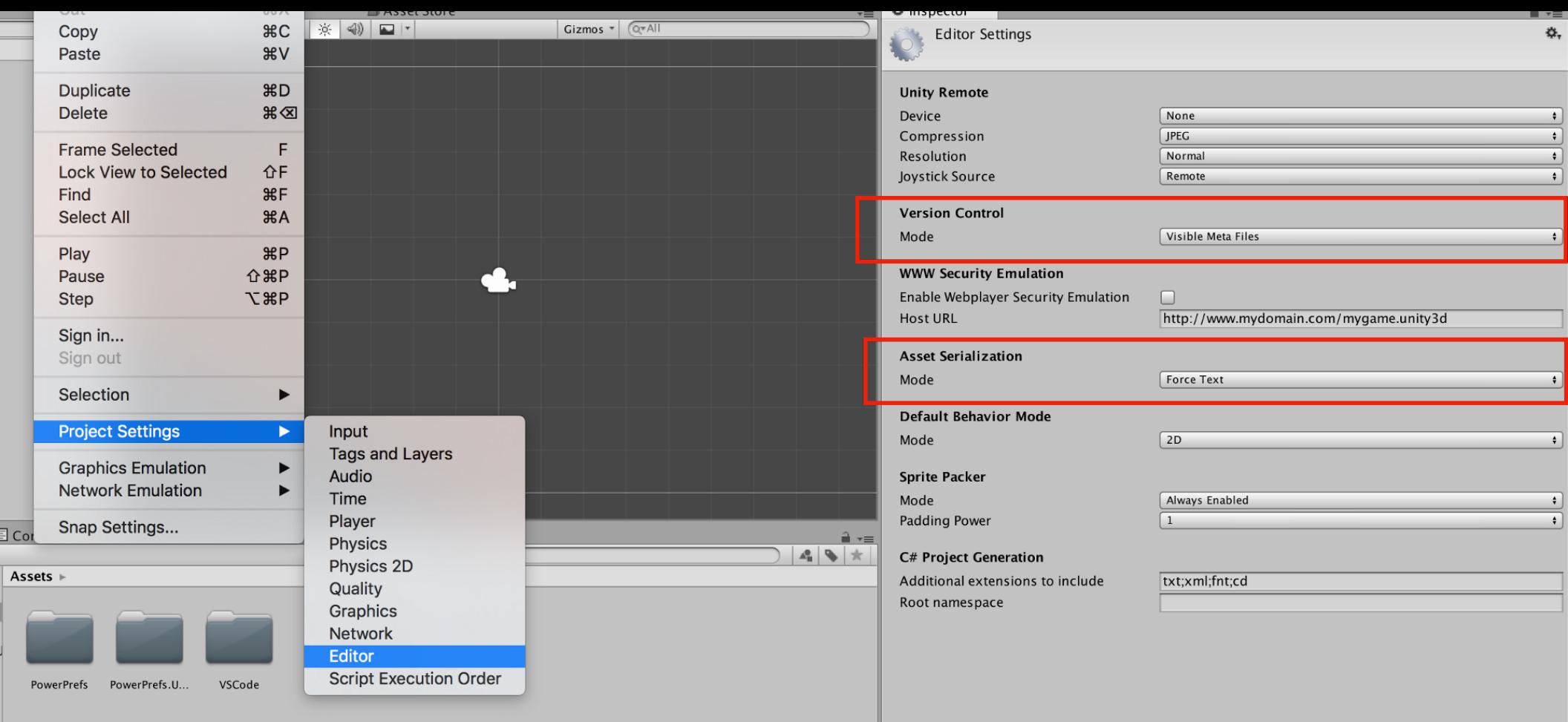
# Setting up Unity for Git

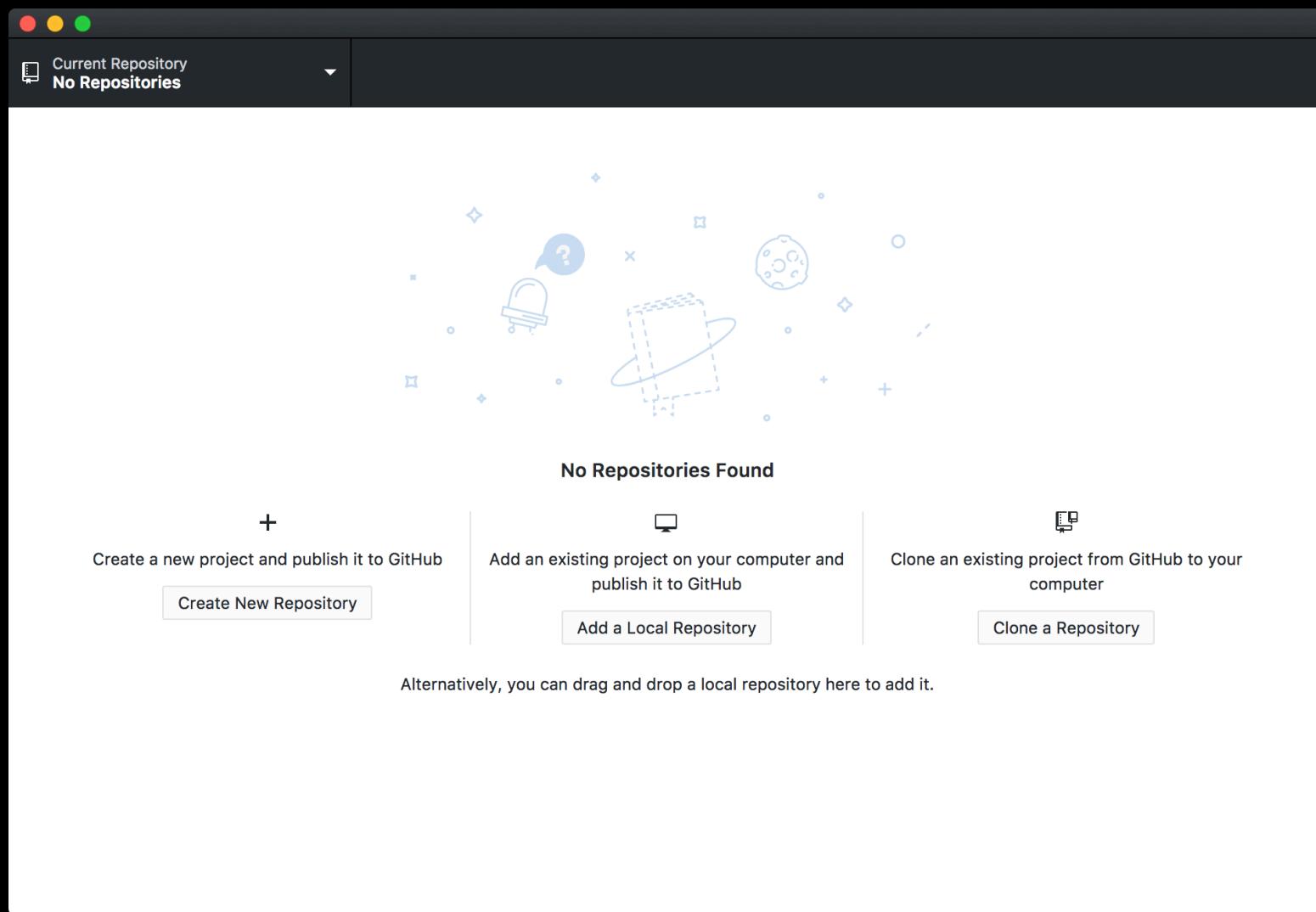
You only have to do this once and it is set for all projects.

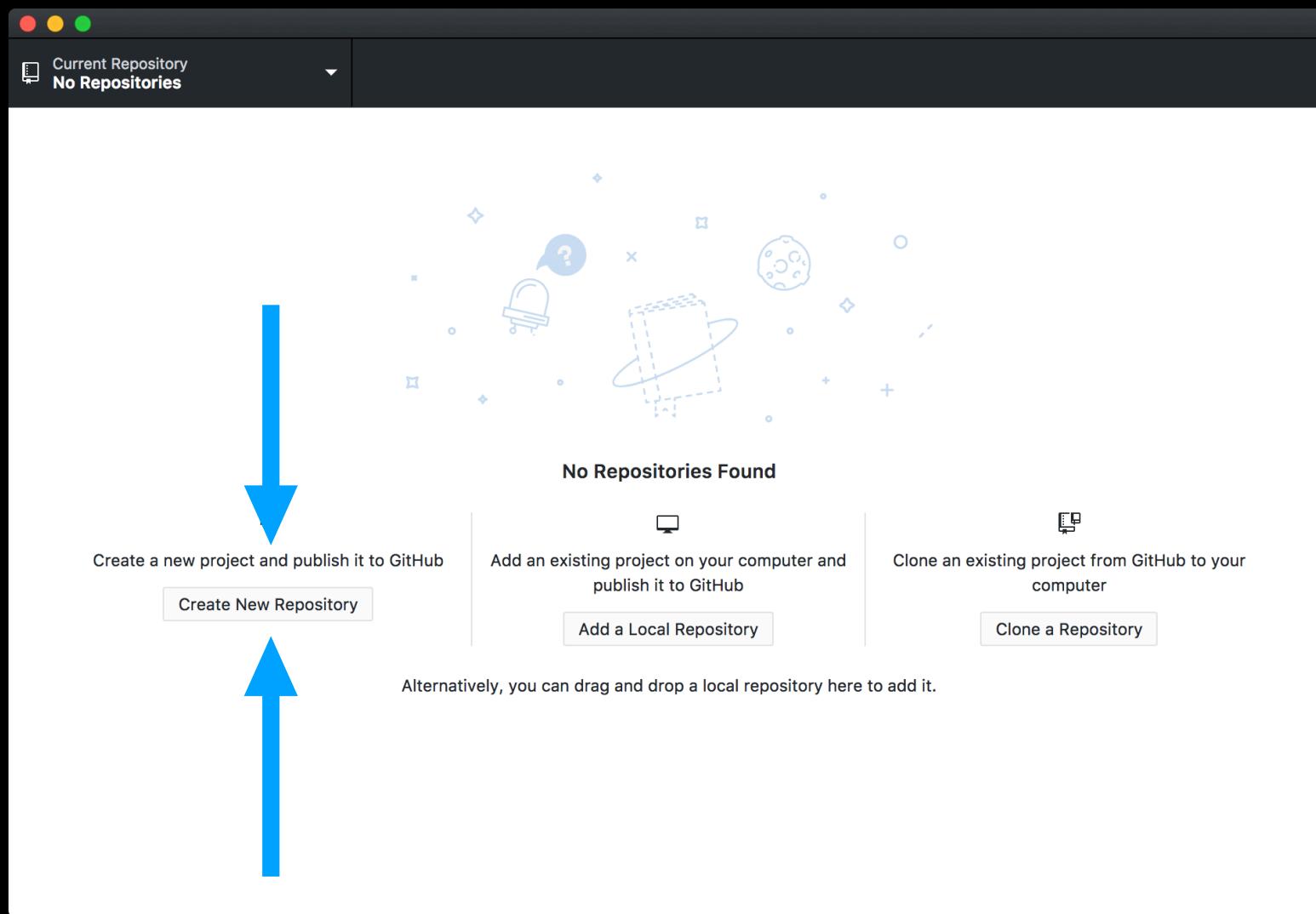
Edit > Project Settings > Editor

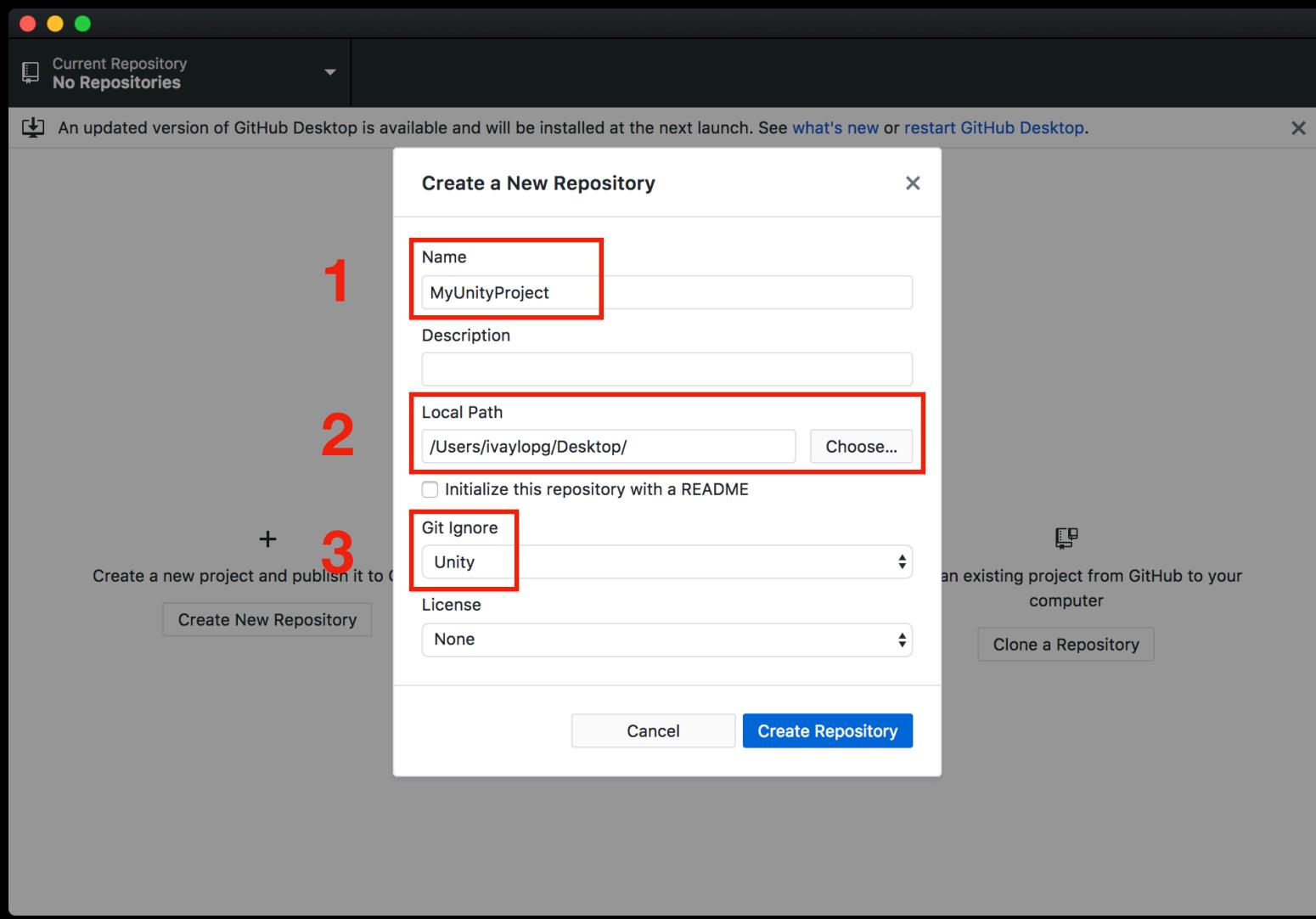
Version Control Mode set to:  
**“Visible Meta Files”**

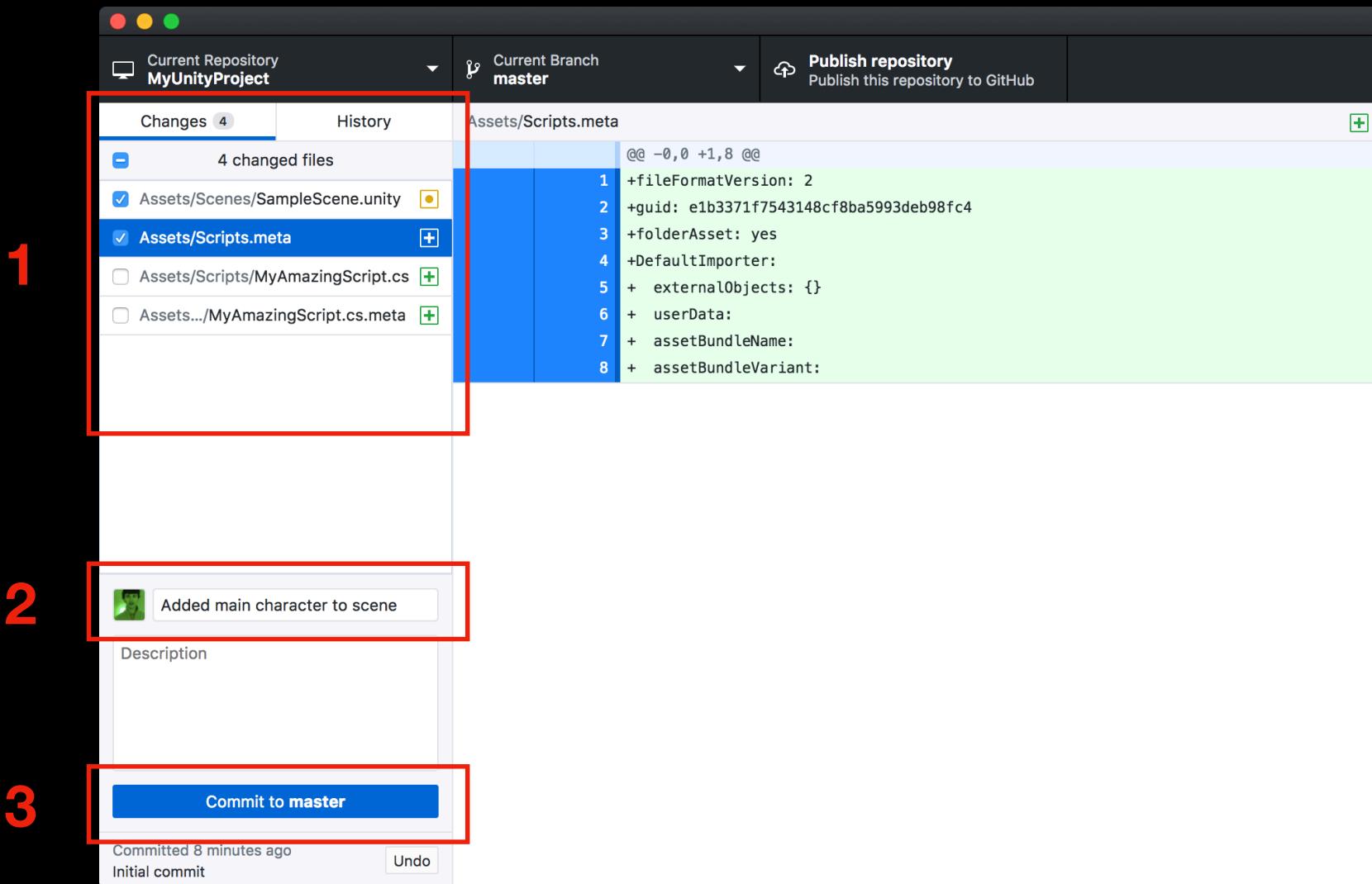
Asset Serialization Mode set to:  
**“Force Text”**











# Using Git

GitHub is not Git!

- You can use Git entirely on your local computer.
- GitHub is a place where you can share/store/backup your repositories.

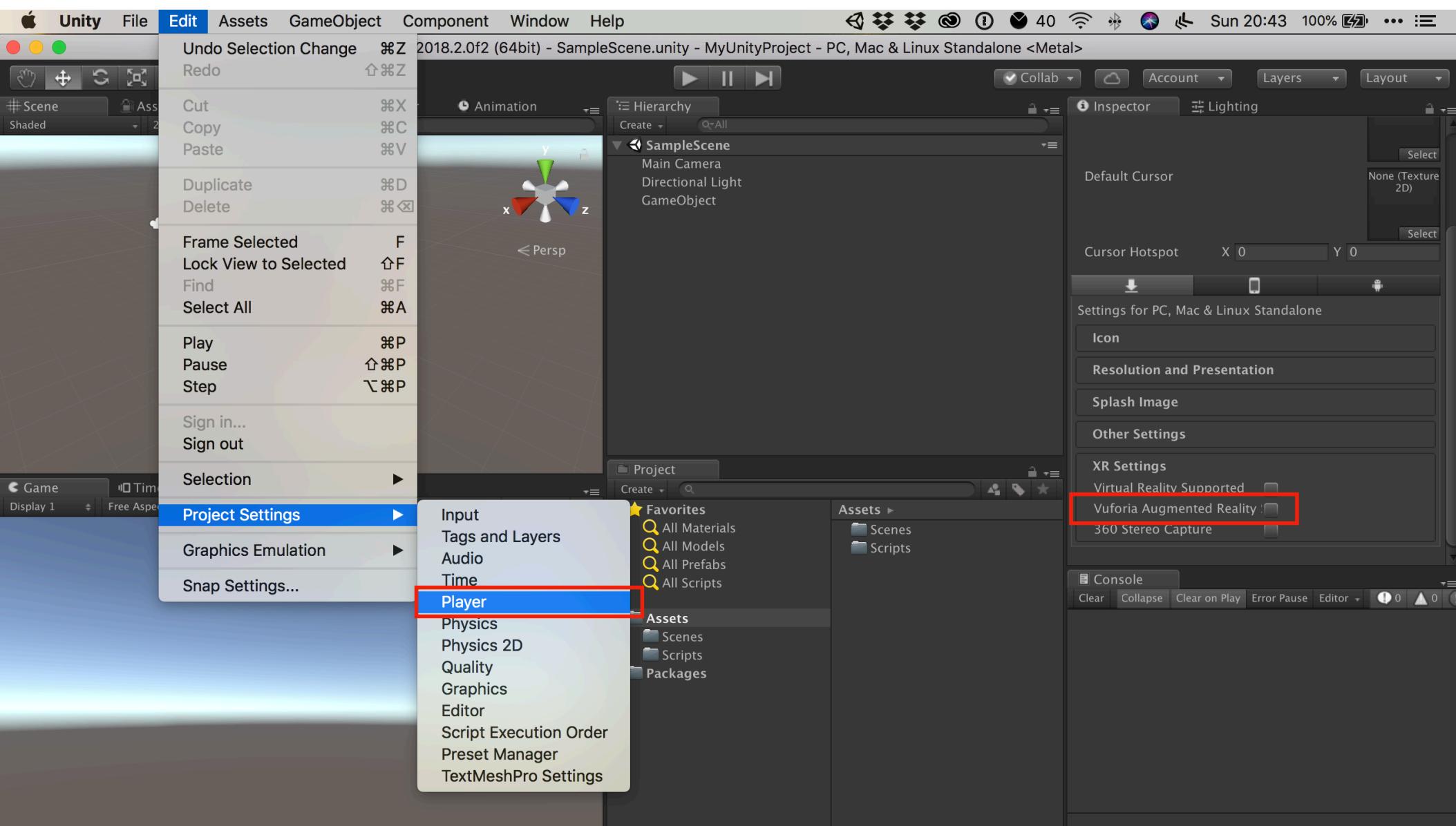
Commit often. The benefits of git are lost if you just do a few massive commits that each contain tons of changes.

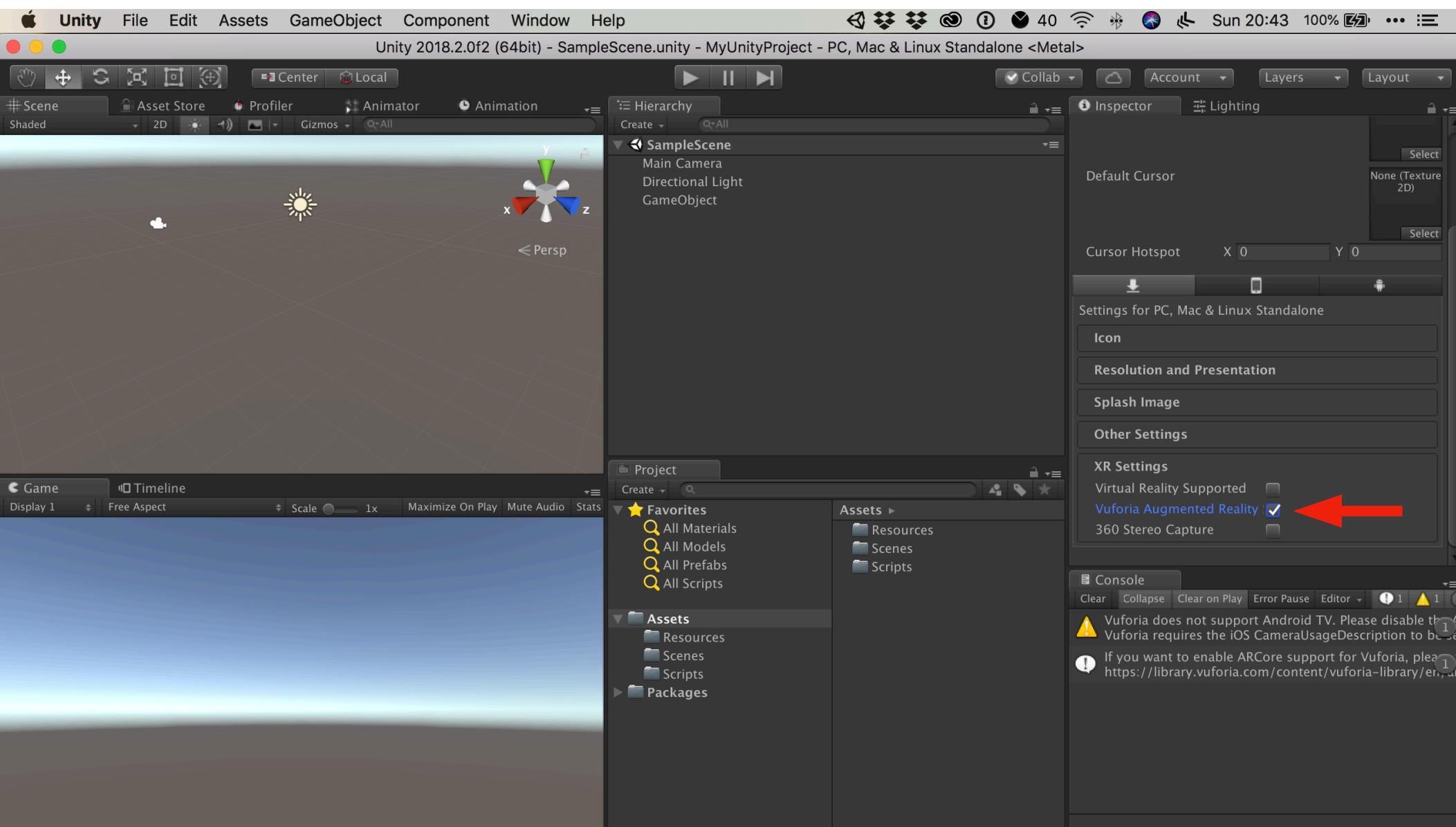


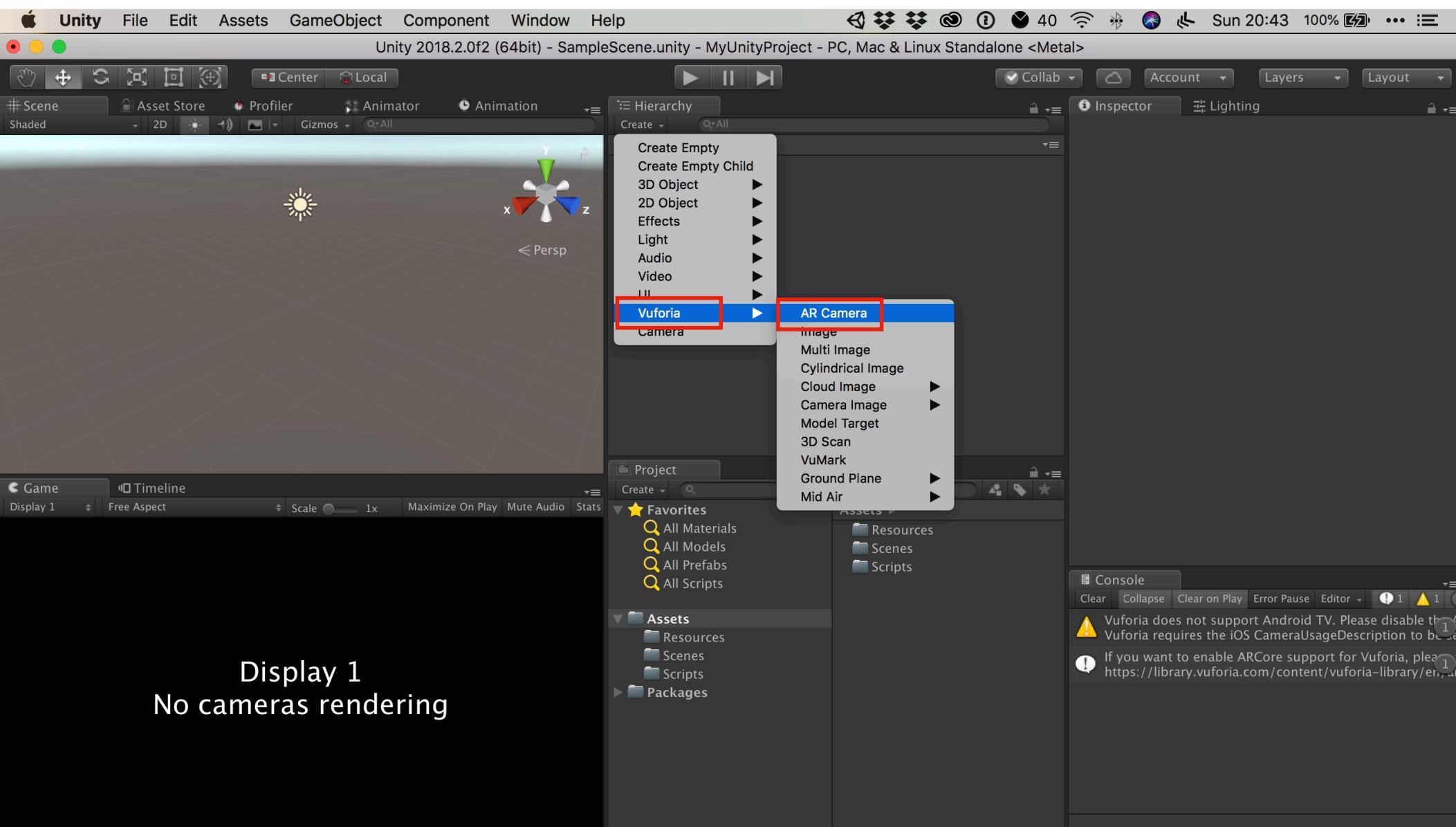
# vuforia™

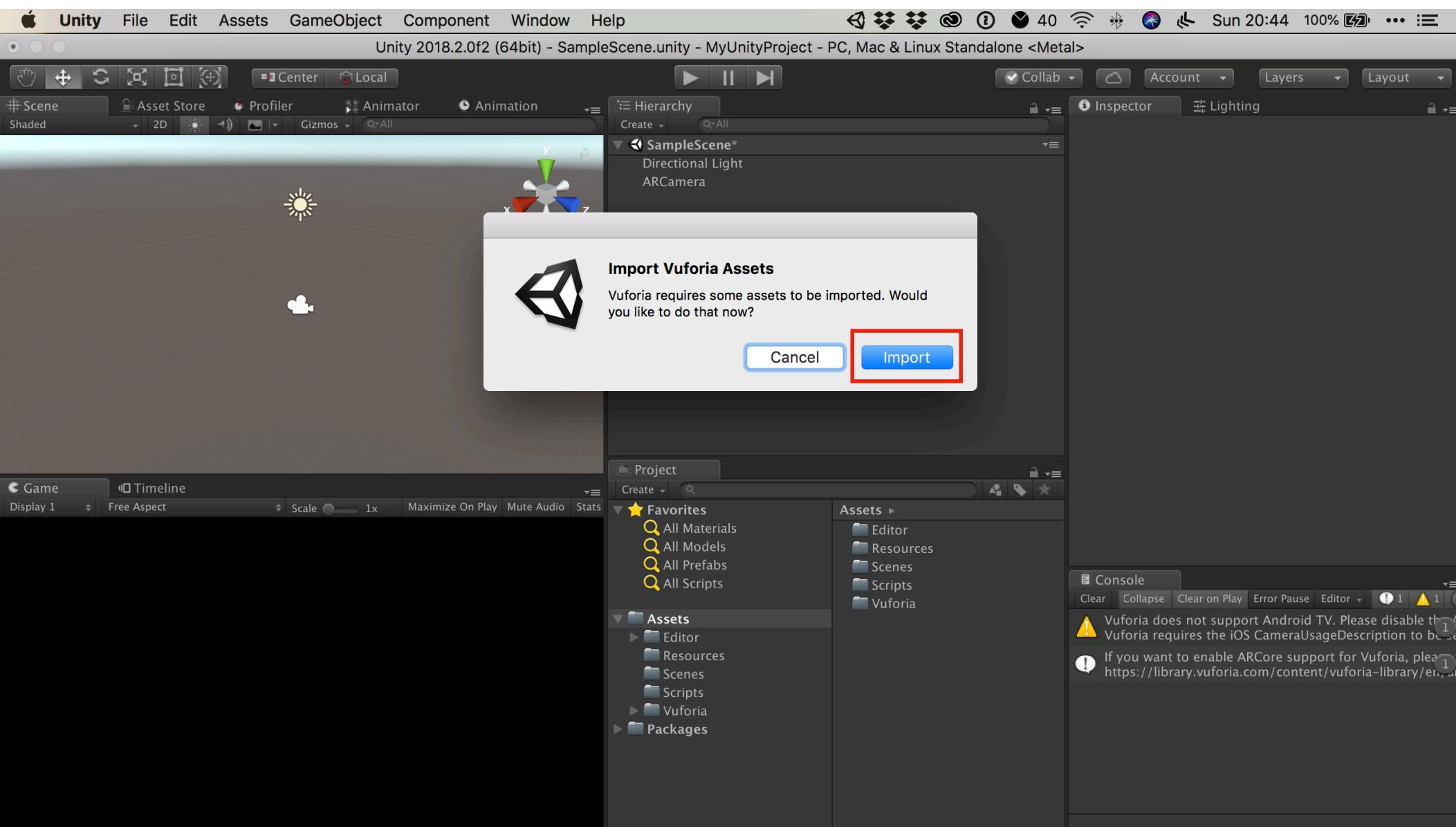
Since 2017.X, Vuforia is built into Unity!

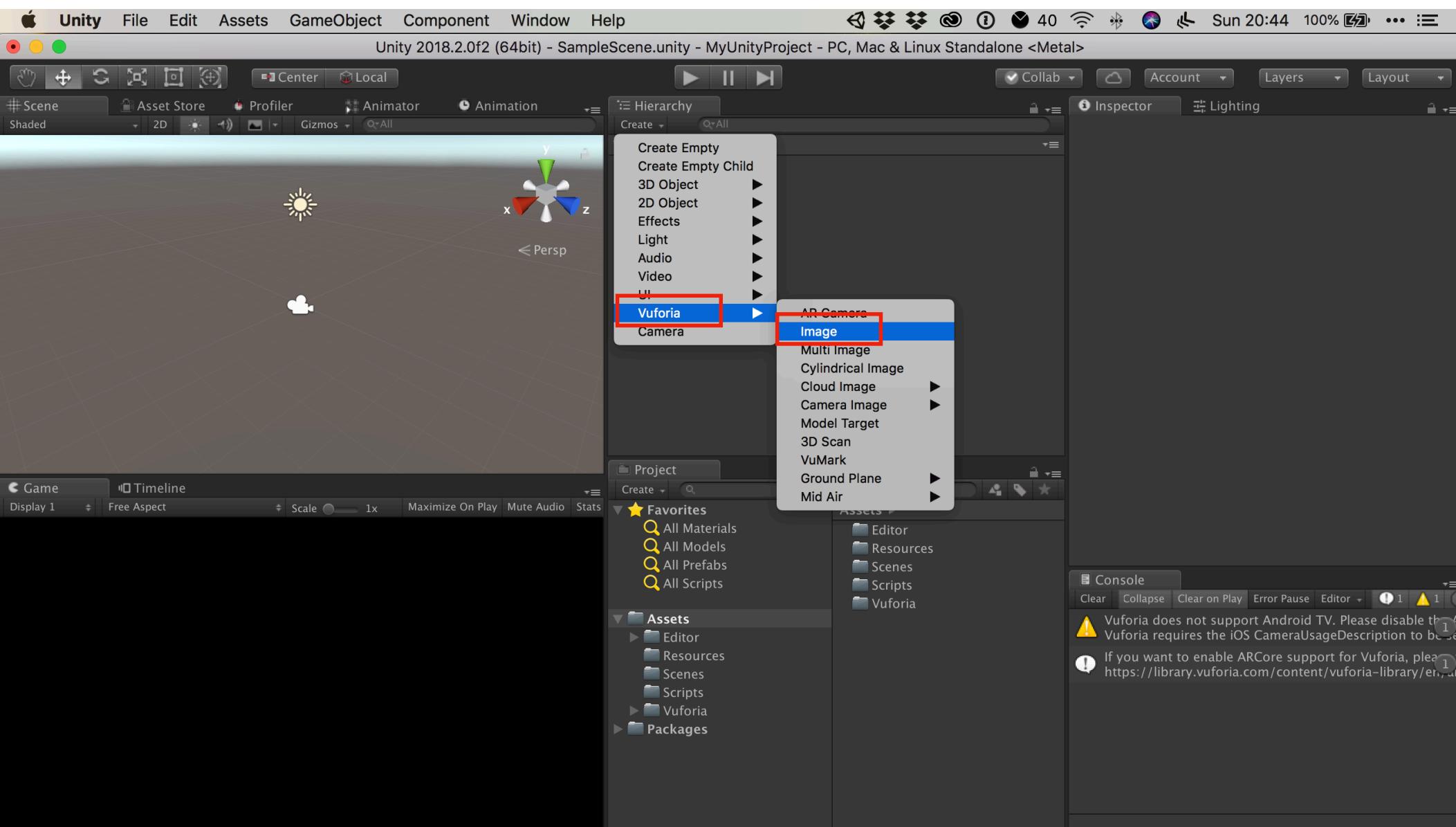
Make sure that you install Unity with the  
**Vuforia Augmented Reality Support** component  
enabled

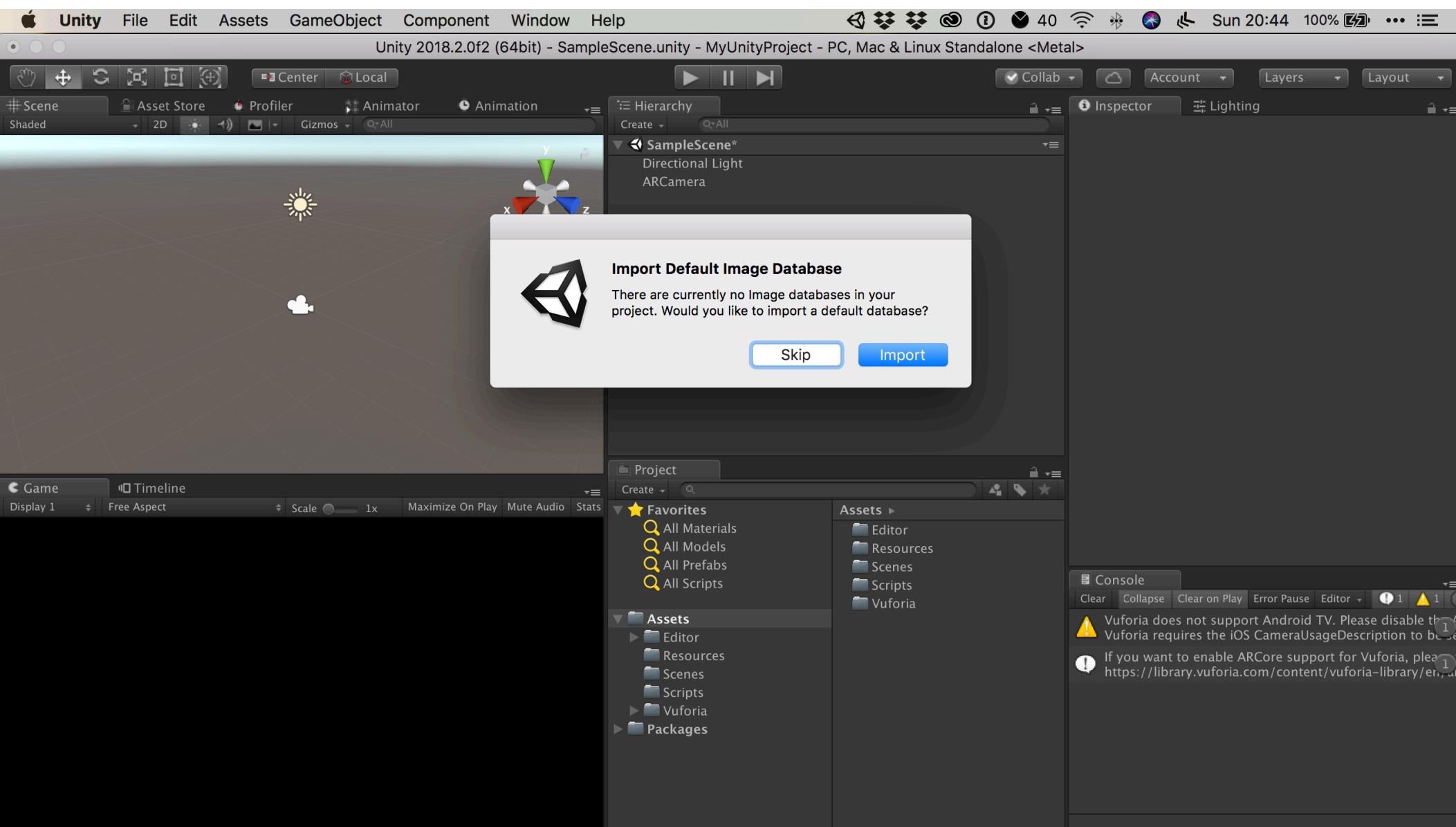


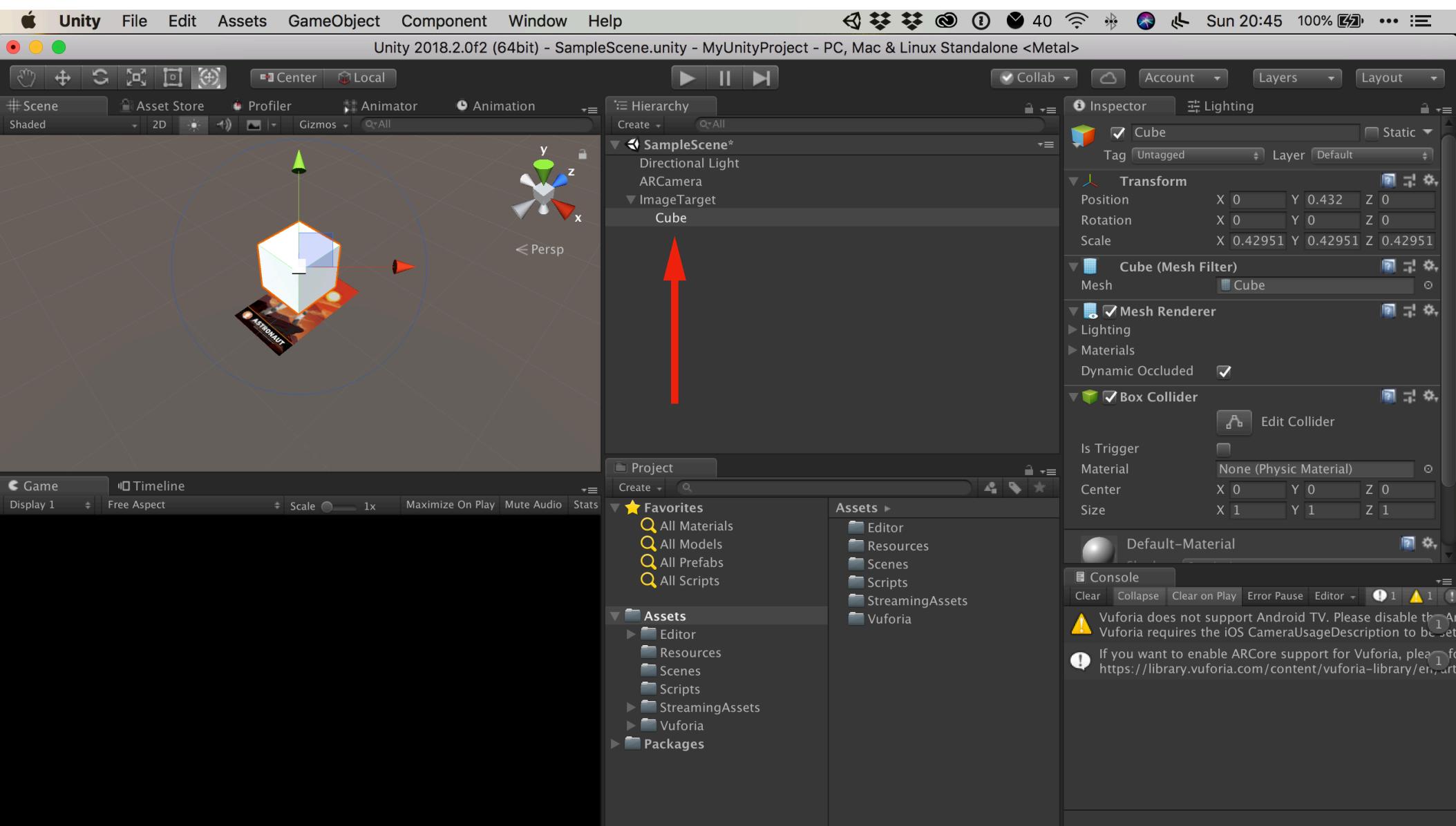


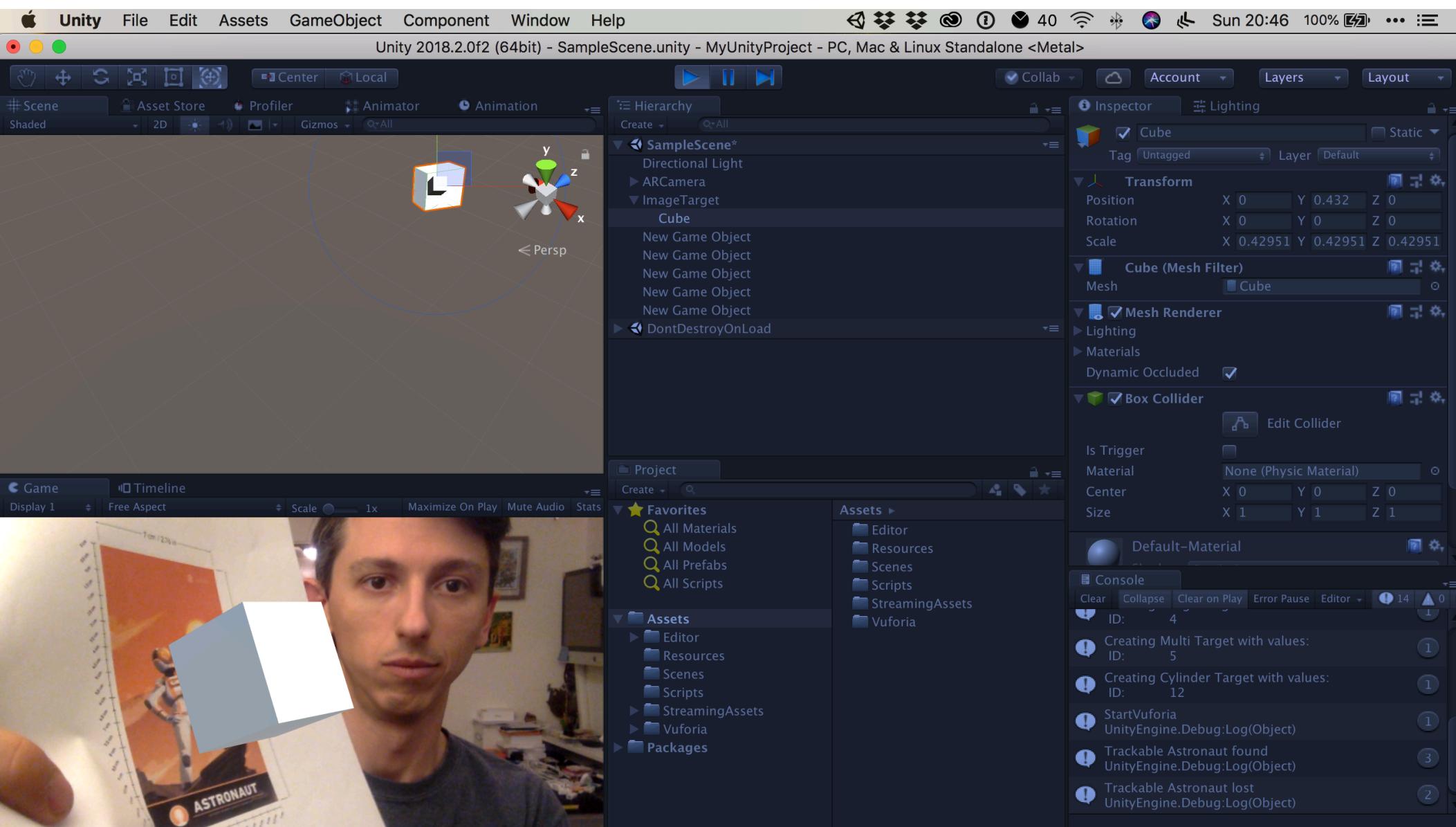








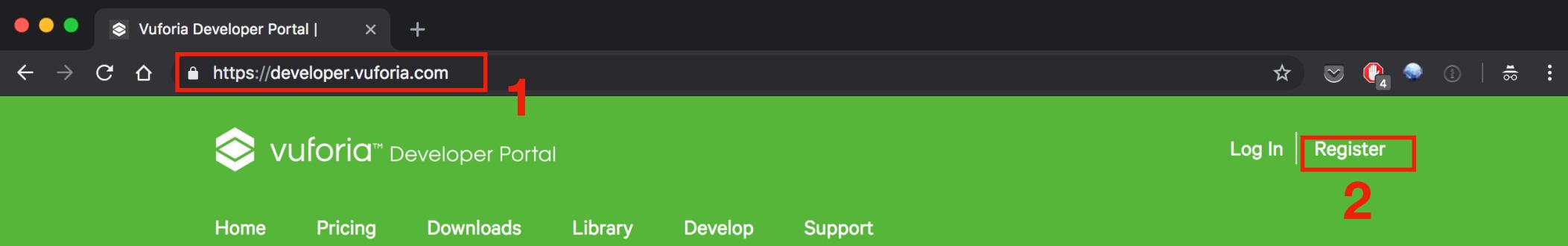




# That's It!

(We'll talk about adding our own marker images next week)

Lastly, set up your Vuforia developer ID



Vuforia Developer Portal | <https://developer.vuforia.com>

vuforia™ Developer Portal

Log In | [Register](#)

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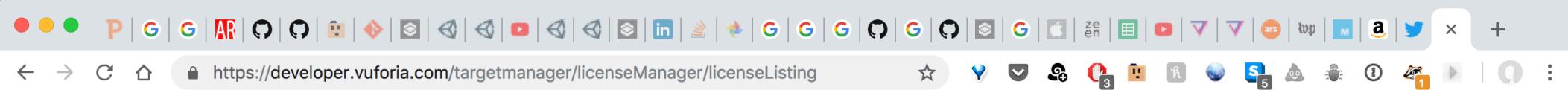
Sep 26, 2018

## Vuforia Engine 7.5 is Available!

Vuforia Engine offers advanced computer vision and a wide range of functionality to help power some of the most innovative AR applications. As the expectations for AR grows, so does the demand on the technology. We strive to provide our customers and the developer community not only with new ways to create AR experiences, but also to improve on the features we have now. That's why the Vuforia Engine team is excited to announce our feature focused 7.5 release!

- Introduction of our new feature: External Camera
- Support for ARCore 1.4
- Enhanced tracking for Model Targets
- Increased ability to detect small targets
- Support for DragonBoard™ 410c

[External Camera](#) provides a new perspective on what's possible with Augmented



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1

Develop

Support

License Manager

Target Manager

## License Manager

Create a license key for your application.

2 Get Development Key

Buy Deployment Key

Name	Type	Status	Date Modified
Actual Reality OS	Classic	Active	Sep 10, 2018 02:35
ActualRealitySerpentine	Develop	Active	Jun 23, 2018 14:35
AdvancedMixedReality	Develop	Active	Oct 05, 2018 11:53
After ALife Ahead	Classic	Active	May 13, 2017 14:17
ARSyncTesting	Develop	Active	Oct 23, 2017 17:40
PHAR	Develop	Active	Apr 08, 2017 11:18

https://developer.vuforia.com/targetmanager/licenseManager/licenseListingDetails

License Manager Target Manager

License Manager > AdvancedMixedReal...

## AdvancedMixedReality [Edit Name](#) [Delete License Key](#)

License Key Usage

Please copy the license key below into your app

AO744at//AAABmfalLpaAb0N/αKHNeXiJ09UuwnNGG3xmbR0n  
B  
E  
K  
G  
4  
P  
4jX07zCPJ8oxTnVan

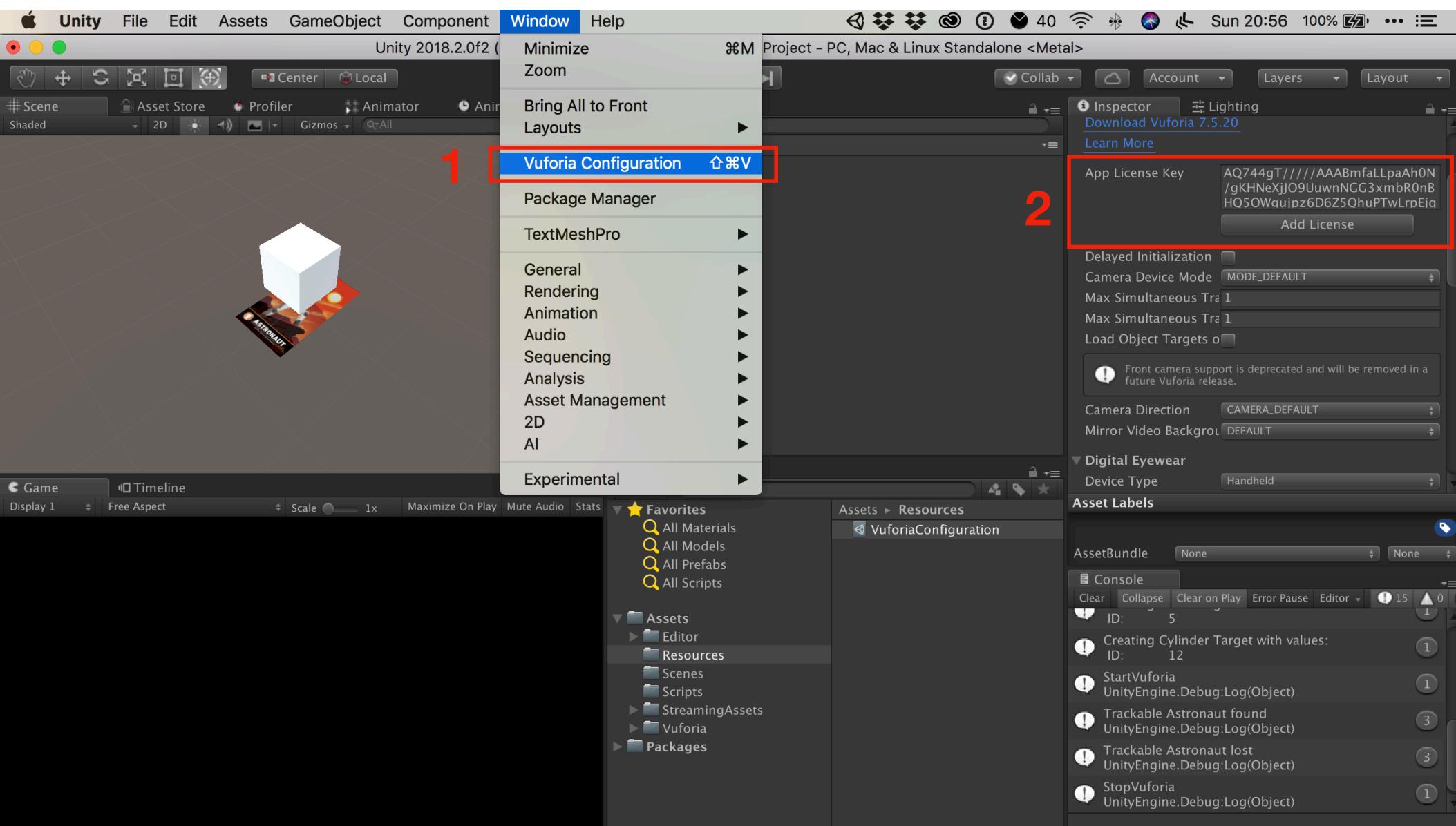
**Type:** Develop

**Status:** Active

**Created:** Oct 05, 2018 11:53

**Permissions:**

- Advanced Camera
- External Camera
- Model Targets





A red sports car is shown from a side-front angle, driving towards the right on a grey asphalt road. The background is a vibrant, abstract landscape with rolling hills in shades of orange, yellow, and purple under a bright blue sky with wispy white clouds. In the center of the image, the words "Interactive AR" are displayed in a bold, stylized font. The letters are primarily white with blue outlines, and they have a three-dimensional, layered effect that creates a sense of depth, as if they are floating in the air.

Interactive AR



Interactive AR

Augmented Reality scene that can fit inside a  
1 x 1 x 1 meter volume

You must have one repeatable cause and effect

Knows when a marker has been detected

Running on ACS iPad Pro

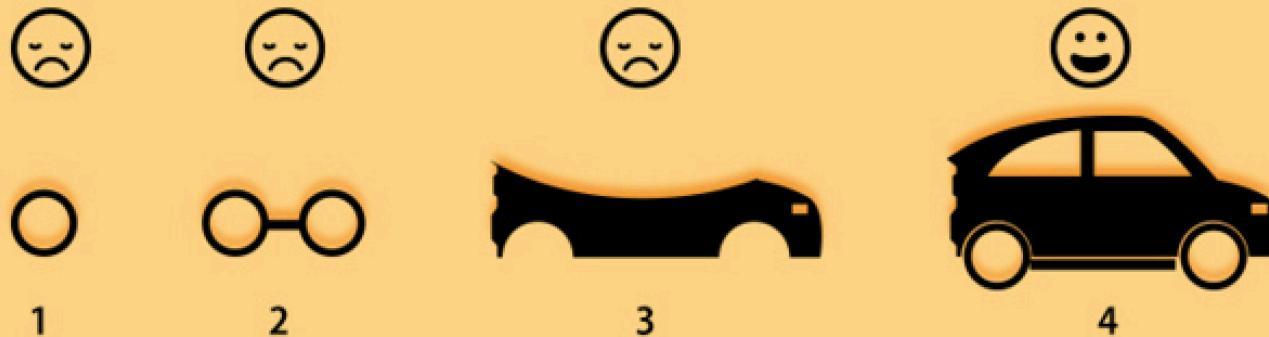
No content from the asset store!

Due 10/26



# HOW TO BUILD A MINIMUM VIABLE PRODUCT

NOT LIKE THIS —



LIKE THIS —





**TECH 3707 - Advanced Mixed Reality**