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| Vuforia – Sample | Vuforia – Beschreibung | Nutzung in AP |
|  | **Core-Samples** | |
| 01 - CloudReco | - | Mathias: Keine Verwendung |
| 02 - CylinderTargets | […] shows how to detect a cylindrical target and animate a 3D object around the circumference of the cylinder.  Key Functionality:   * Detection and tracking of a cylinder target * Occlusion handling * Activate Extended Tracking * Manage camera functions | Mathias: Faltbare Hindernisse |
| 03 - FrameMarkers | […] shows how to detect a Frame Marker and render a simple 3D object on top.  Key Functionality:   * Detection and tracking of multiple Frame Markers * Manage camera functions | Mathias: Tischbegrenzungen, PowerUps, Spawnpoints |
| 04 - ImageTargets | […] shows how to detect an image target and render a simple 3D object on top o fit.  Key Functionality:   * Simultaneous detection and tracking of multiple targets * Load and activate multiple device databases * Activate Extended Tracking * Manage camera functions | Mathias: Tischmarkierung (Zentrum) in Form des Spielecovers |
| 05 - MulitTargets | […] shows how to detect a simple cuboid 3D shape and Animate a 3D object around the shape.  Key Functionality:   * Detection and tracking of cuboid 3D shape * Occlusion handling * Activate Extended Tracking * Manage camera functions | Mathias: Faltbare Hindernisse |
| 06 - ObjectRecognition | […] shows how to recognize and track an object.  Key Functionality:   * Recognize and track up to 2 objects simultaneously * Activate Extended Tracking * Manage camera functions | Mathias: Keine Verwendung |
| 07 - SmartTerrain | […] shows how a stage is scanned and props detected that you can then use to build an AR experience on. It should show you how the primary surface and the props may be visualized.  Key Funcionality:   * Detect an initial target – image * Activate Smart Terrain * Scan and find props (objects) * Render simple boxes on each prop * Manage camera functions | Mathias: Das funktioniert wirklich nur unter den striktesten Laborbedingungen. Was hier fehlt ist die Tiefenkamera, dann wird die Technik mal richtig geil. Bis dahin, aber nur theoretisch nutzbar. |
| 08 - TextReco | […] shows dynamic recognition of English words within a specified region oft he camera frame.  Key Functionality:   * Detection and tracking of English words included in default word list * Manage camera functions | Mathias: Keine Verwendung |
| 09 - UserDefindedTargets | […] shows how to capture and create an image target at runtime from user-selected camera video frames.  Key Functionality   * Create and manage user defined image target * Activate Extended Tracking * Manage camera functions | Mathias: Eigentlich sau vielversprechend… Aber vorher angelerntes klappt wohl einfach besser.  Vielleicht als Zusatz? Für irgendwas nicht Spielentscheidendes? Fallen zum Beispiel, könnten mal funktionieren mal nicht…? |
| 10 - VirtualButtons | […] shows how the developer can define rectangular regions on image targets that triger an event when touched or occluded in the camera view. The sample renders a 3D Object that changes color when one of the virtual buttons is triggered.  Key Functionality:   * Button occlusion event handling * Activation of multiple virtual buttons * Manage camera functions | Mathias: Keine Verwendung |
|  | **Advanced-Samples** | |
| 11 – BackgroundTextureAccess | […] shows how to use two shaders to manipulate the background video. One shader turnst he video into inverted black-and-white and another distorts the video where you touch on the screen.  Key Functionality   * Apply shaders to video background * Manage camera functions | Mathias: Keine Verwendung |
| 12 – OcclusionManagment | […] shows the use of transparent shaders to let users partialy look inside a real object with an occlusion effect.  Key Functionality:   * Manage occlusion * Manage camera functions | Mathias: Keine Verwendung |
| 13 - VideoPlayback | […] shows how to detect an image target and play video on top o fit.  Key Functionality:   * Play video on target for devices that support (devices that don’t support will play full screen) * Optionally play video full screen in native player * Activate Extended Tracking * Manage camera functions | Mathias: Keine Verwendung |