**Deliverable**

**Lab Deliverable 2-1**

## 1. Follow Lab 2 - 2 and complete the whole process to the end. Then submit your work as follows. (10 pts)

Compress your project folder as one zip file and name it as “LastName\_FirstName\_2-2.zip”.

Describe the result of this work and discuss here below what you would do for the goal of this stream with this:

Lab 2-2 has discussed how to attach animations and game objects to targets and provided the basis of how it works together. I will probably use the parent child feature in later projects in unity to meld together targets and objects and create associations between other objects. I learned about the assets necessary for an image target and how animation and augmentation is implemented, while this is basic, I can use this with animations and art combined.

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## 2. Follow Lab 2 - 3 and complete the whole process to the end. Then submit your work as follows. (10 pts)

You need to download the images (AR Image Targets from Phillips.zip) and pick up one with a name that matches with your last 3 digits of lab accounts (fpvcXXX) from Canvas. Check with your lab accounts from 2’nd tab of google spreadsheet. Then switch the target image with it

Compleress your project folder as one zip file and name it as “LastName\_FirstName\_2-3.zip”.

Discuss about this work:

After being introduced to Vuforia and how targets are used in Unity I think that this lab will be especially useful when later working on our own independent projects. Creating a license to create apps later on will be definitely utilized and creating targets is something I’m very interested in doing as I plan to use AR within my own personal project. Lab 2-3 really sets the basic foundation of how targets can be manipulated and modified that can be useful when setting our own targets to be something that can be placed in the Phillips museum.