**Deliverable**

**Lab Deliverable 2-2**

## 1. Follow Lab 2 - 4 and complete the whole process to the end. Then submit your work as follows. (10 pts)

Verify if target image is recognized.

Switch the target image to the same image as 3.

Compleress your project folder as one zip file and name it as “LastName\_FirstName\_2-4.zip”.

Discuss about your work compared with using Unity:

Using Android Studio as opposed to Unity was much more technical and complicated for me. I think that placing the directory was maybe the most confusing part somehow, but after I grasped the concept of what we were actually doing it became simpler. Opening a project in Android Studio is arguably more straightforward than in Unity and I prefer it because it has a hierarchy sorting system of folders that I’m more familiar with. I also had some trouble with having the updated version of Gradle but when I downloaded Android Studio on my own personal laptop everything ran smoothly, and I could switch my target to my personal painting with the teapot displayed as well.

## 2. Follow Lab 2 - 5 and complete the whole process to the end. Then submit your work as follows. (20 pts)

There are multiple sample example sets provided in the [Vuforia site](https://developer.vuforia.com/downloads/samples) for Unity and for Android.

Try out those sets and explore all kinds of features they provide.

Compleress your project folder as one zip file and name it as “LastName\_FirstName\_2-5-Unity.zip” and “LastName\_FirstName\_2-5-Anroid.zip”

Discuss about your work regarding 1) comparison of those two platforms (Unity vs. Android) and 2) discuss here below about the features that you have been able to explore and what you would do for the goal of this stream with these:

Unity is beginning friendly and more based around scripts and can support different languages and is definitely used for more game development-based projects. Assets are imported to add features to a program and has a visual aspect to it that previews the display to play around with. For this Lab I had to download the Vuforia samples from the asset store and then import them to the current project. Android on the other hand, is much more of a generic programming IDE that allows users to create from the ground up without the help of presets that unity may provide. The features that I have explored are mainly the multitargets, cylinders and image targets. The Unity app could only view the animations from the astronaut collection of images such as the oxygen tank, mars box and the rocket. Some images such as the fissure card played videos while others had a drone flying and scanning around the object.