

Vuforia AR on Android

Rossukhon

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Making an Android app with Vuforia AR Library



vuforia™

Core Features

These samples show how to build apps using the following core features of Vuforia.

- Image Targets
- VuMark
- Object Recognition
- Cylinder Targets
- Multi Targets
- User Defined Targets
- Smart Terrain (Unity only)
- Cloud Recognition
- Text Recognition
- Virtual Buttons



[Download for Android](#)

vuforia-samples-core-android-6-2-10.zip (33.08 MB)



[Download for iOS](#)

vuforia-samples-core-ios-6-2-11.zip (39.24 MB)



[Download for UWP](#)

vuforia-samples-core-uwp-6-2-9.zip (15.64 MB)



[Download for Unity](#)

vuforia-samples-core-unity-6-2-10.zip (123.85 MB)

[Release Notes](#)

Setting up on Android

- Android sdk
- NDK
- Vuforia sdk

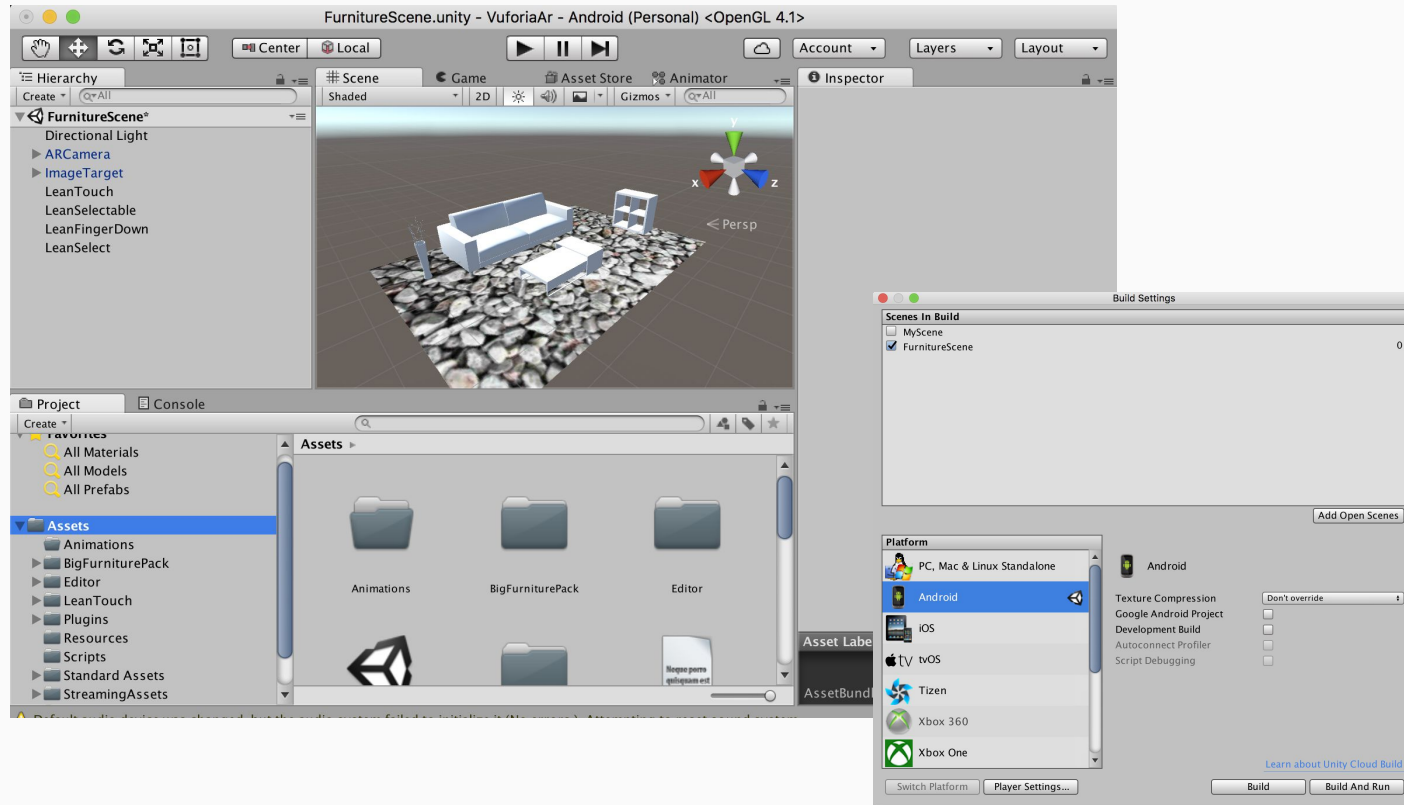
```
public class Teapot extends MeshObject
{
    private Buffer mVertBuff;
    private Buffer mTexCoordBuff;
    private Buffer mNormBuff;
    private Buffer mIndBuff;

    private int indicesNumber = 0;
    private int verticesNumber = 0;

    public Teapot()
    {
        setVerts();
        setTexCoords();
        setNorms();
        setIndices();
    }

    private void setVerts()
    {
        double[] TEAPOT_VERTS = { 11.222200, 0.110300, 20.030291, 10.302300,
            -4.461498, 20.030291, 10.152300, -4.397198, 20.644890,
            11.059500, 0.110900, 20.644890, 11.059500, 0.110900, 20.644890,
            10.152300, -4.397198, 20.644890, 10.326300, -4.471797,
            20.849890, 11.248200, 0.110300, 20.849890, 11.248200, 0.110300,
            20.849890, 10.326300, -4.471797, 20.849890, 10.679500,
            -4.623797, 20.644890, 11.632100, 0.108900, 20.644890,
            11.069200, -4.791098, 20.030291, 12.054700, 0.107300,
            20.030291, 7.811500, -8.153796, 20.030291, 7.696500, -8.037796,
            20.644890, 7.696500, -8.037796, 20.644890, 7.830200, -8.172096,
            20.849890, 7.830200, -8.172096, 20.849890, 8.101500, -8.445795,
            20.644890, 8.400800, -8.747095, 20.030291, 4.101500,
            -10.617595, 20.030291, 4.038200, -10.467195, 20.644890,
            4.038200, -10.467195, 20.644890, 4.111500, -10.641594,
            20.849890, 4.111500, -10.641594, 20.849890, 4.261200,
            -10.996194, 20.644890, 4.425500, -11.386794, 20.030291,
            -0.476900, -11.504094, 20.030291, -0.476600, -11.341495,
            20.644890, -0.476600, -11.341495, 20.644890, -0.477200,
            -11.530094, 20.849890, -0.477200, -11.530094, 20.849890,
            -0.478600, -11.914094, 20.644890, -0.479900, -12.336695,
            20.030291, -5.365400, -10.582894, 20.030291, -5.118100,
            -10.433894, 20.644890, -5.118100, -10.433894, 20.644890,
            -5.099100, -10.607894, 20.849890, -5.099100, -10.607894
```

Vuforia with Unity



ImageTarget



[Edit Name](#)

Type: Device

Targets (1)

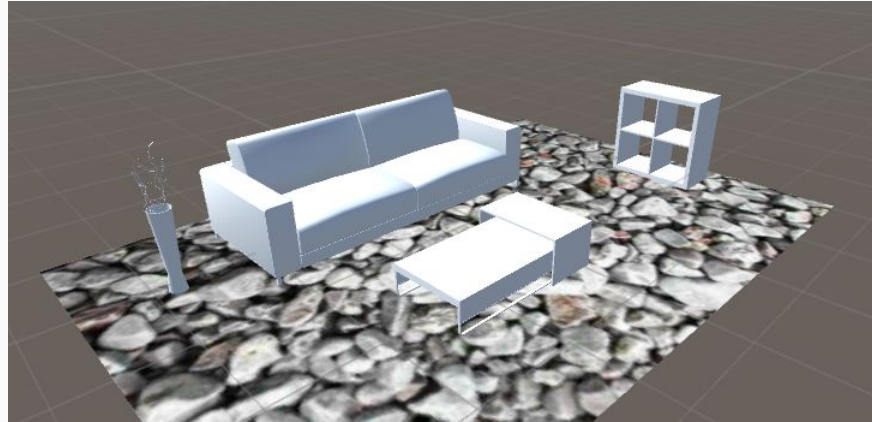
Add Target

Download Database (All)

<input type="checkbox"/>	Target Name	Type	Rating	Status 	Date Modified
<input type="checkbox"/>	 stones	Single Image	★★★★★	Active	Jul 20, 2017 17:29

Achievements and progress

- Can Drag/Rotate the object... but only one at a build time



Thanks!

Contact Nimbl3

hello@nimbl3.com

399 Sukhumvit Road, Interchange 21
Klongtoey nua, Wattana
Bangkok 10110

20th Floor, Central Tower
28 Queen's Road
Central, Hong Kong

nimbl3.com

