

CSE462/562 – Augmented Reality (Fall 2021)

Homework #1

Handed out: October 22, 2021.

Due: 11:55pm November 9, 2021.

Build an AR application (Using Unity + Vuforia/ArKit/ArCore) and publish the app. You can submit your app named `yourfirstname_lastname_studentnumber_hw1.apk.zip`. Extra credits will be given to those that publish the app in Apple Store or Google Play etc.

Your AR application should have the following:

- At least one stationary virtual object.
- At least one animated virtual object.
- At least one moving object.
- At least one textual virtual object.
- At least one virtual object mapping a single picture.
- At least one virtual object mapping and playing a video.
- At least a three-step scenario where the user is interacting with the virtual objects.
- At least one step involving the (user) selection of a virtual object.
- At least one step involving the (user) selection of a button to change scenarios.

Grading:

- 100 points for the correctly working app (should be shown to the instructor) with all the above features.
- 50 extra points for correctly working app that is published on one of the stores.

Submission:

- Submit the apk with with name `(yourfirstname_lastname_studentnumber_hw1.apk.zip)`.
- Submit the link to the code (preferably GitHub) with proper access (you can add the instructor to your project using the GitHub handle `yakup.genc@gtu.edu.tr`)
- Do a demo to the instructor.
- [Extra credit] Submit the link where the app can be reached in one of the stores.