

1.5.1 Attach the screenshot pattern to the model as a Texture

When we only assign the screen captures in AR to the model as texture .It's done, but apparently the texture is not attached to the model correctly.



This is because when you take a screenshot, the content of the screen is like this.



When the screenshot is mapped to the model, the corresponding relationship between the effect and the UV of the model is actually the following. So it's impossible to show it correctly.

