

[1.1.1 ARColor Overview](#)

[1.1.2Project Analysis](#)

[1.1.2 Demo Case Planning](#)

[1.2.1 Recognition Rate of Image](#)

[1.2.2 Content Analysis of Recognition Image](#)

[1.2.3 Recognition Angle of Model Image](#)

[1.2.4 Common presentation methods of recognition Images](#)

[1.2.5 The Recognition Image For Printing And The Recognition Image For Program](#)

[1.3.1 Basic knowledge of models](#)

[1.3.2 Criteria of the model](#)

[1.3.3 Planning How to Make Models](#)

[1.4.1 The concept of UV](#)

[1.4.2 Planning how to match UV](#)

[1.4.3 Adding Texture to the model in Maya](#)

[1.4.4. UV Matching Earth Part](#)

[1.4.5 UV of Matching Axis Part](#)

[1.4.6 UV matching Base part](#)

[1.4.7 UV matching the outer frame](#)

[1.4.8 Adjustment model](#)

[1.4.9 Export Model](#)

[1.5.1 Attach the screenshot pattern to the model as a Texture](#)

[1.5.2 How to Get the Right Mapping](#)

[1.5.3 Getting coordinates of four corners](#)

[1.5.4 Shader For ARColor](#)

[1.5.5 C# passing information to the shader](#)