

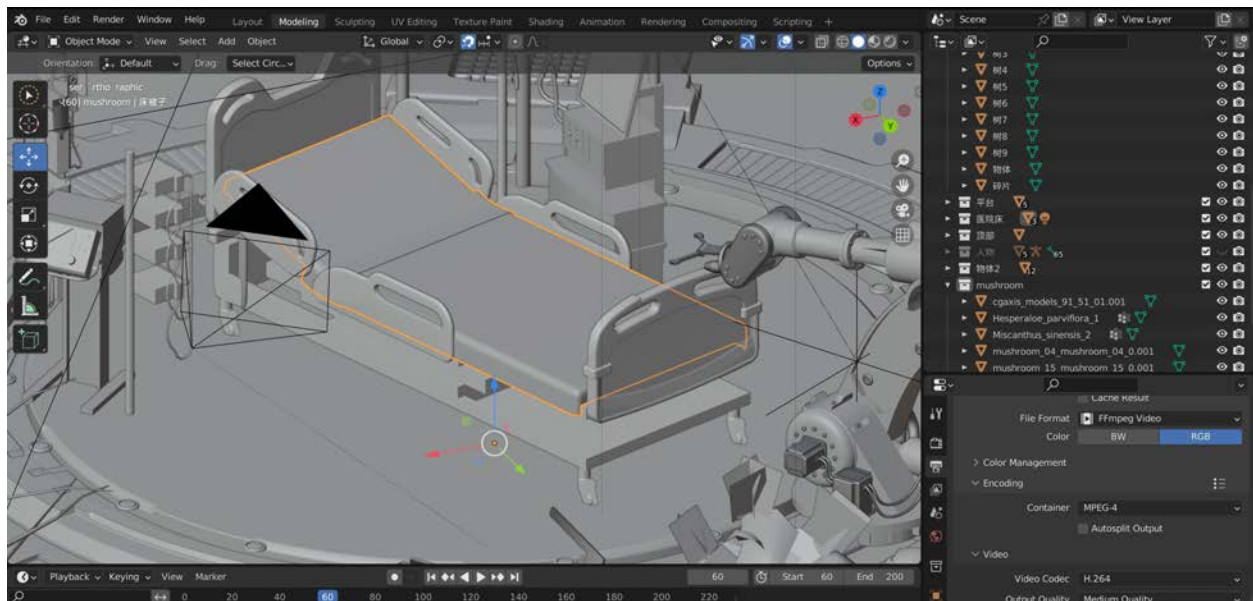
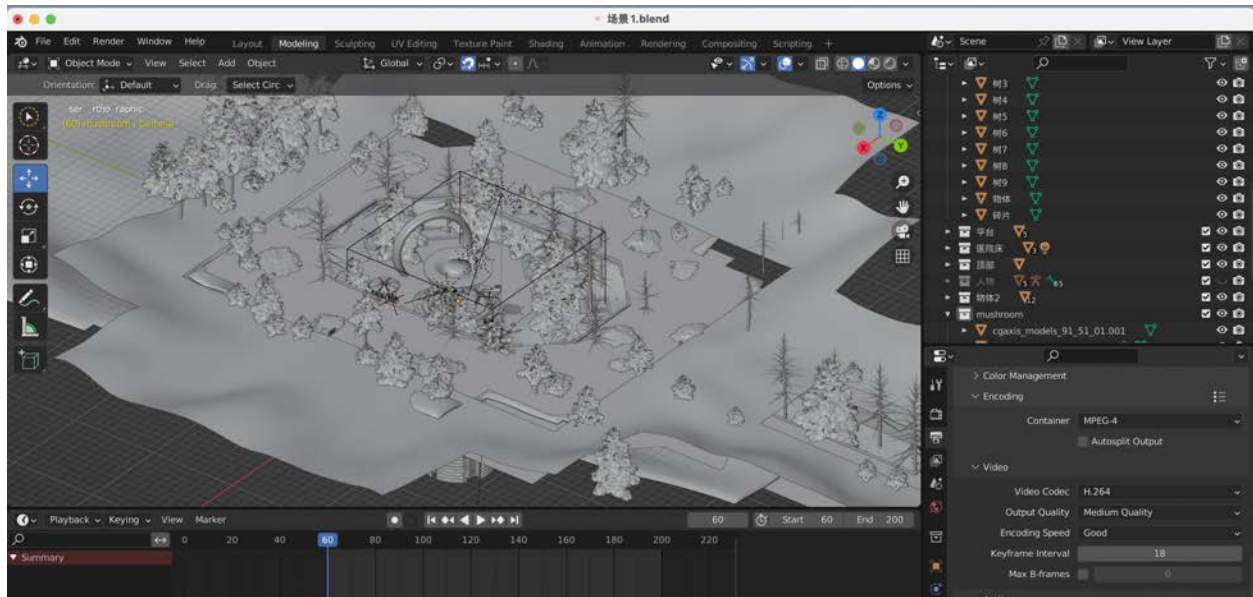
Technical Implementation(August-September)

The purpose of this stage

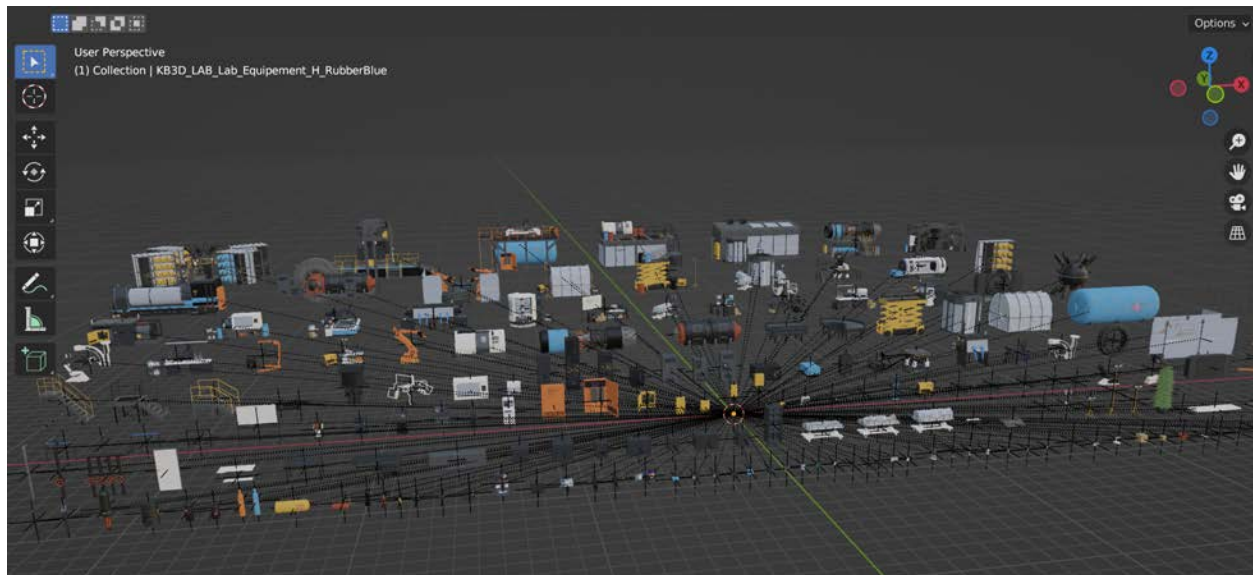
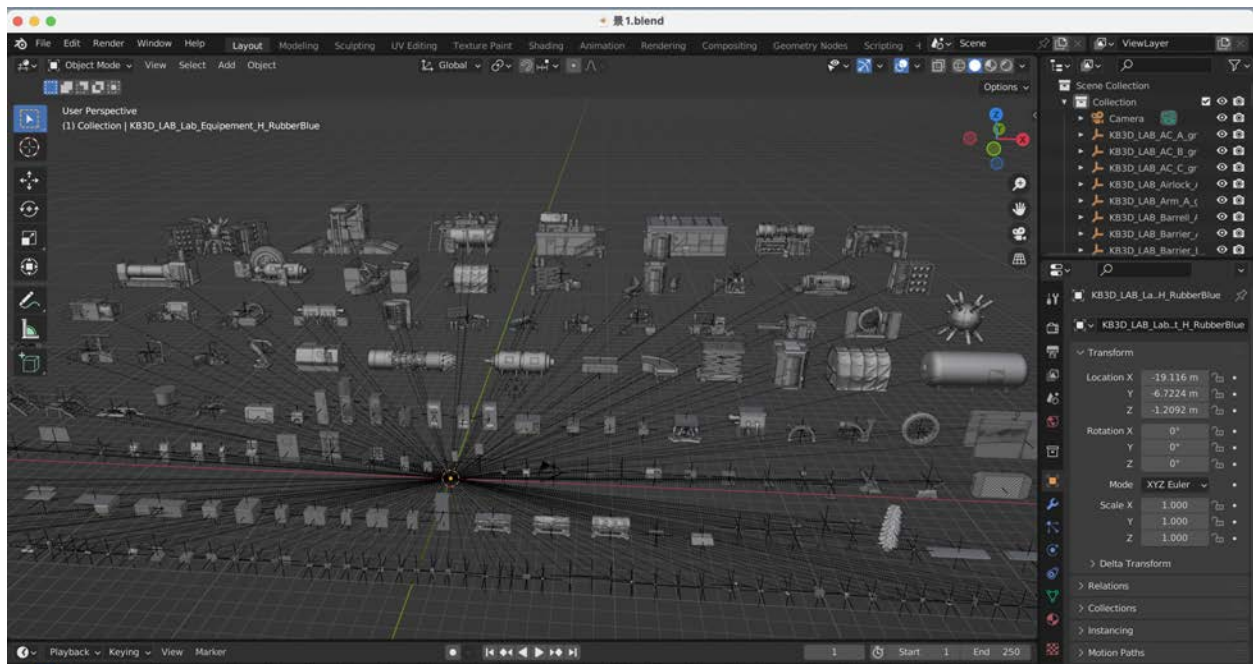
1. Start designing the scene of the video and some meaning
2. Add character into scene
3. Blender adds video in shader editor
4. Start designing unity AR

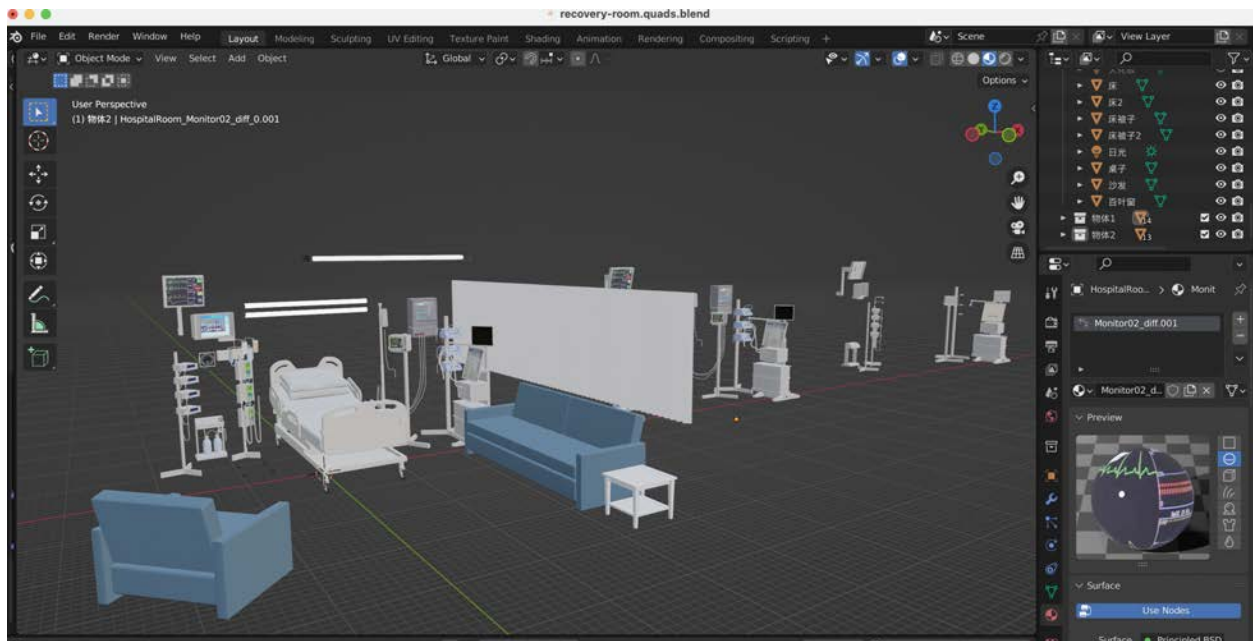
1.Start designing the scene of the video

In video 2 , i want my mushroom woman laying on the hospital bed and look like be healing by hospital and the environment need some healing equipment

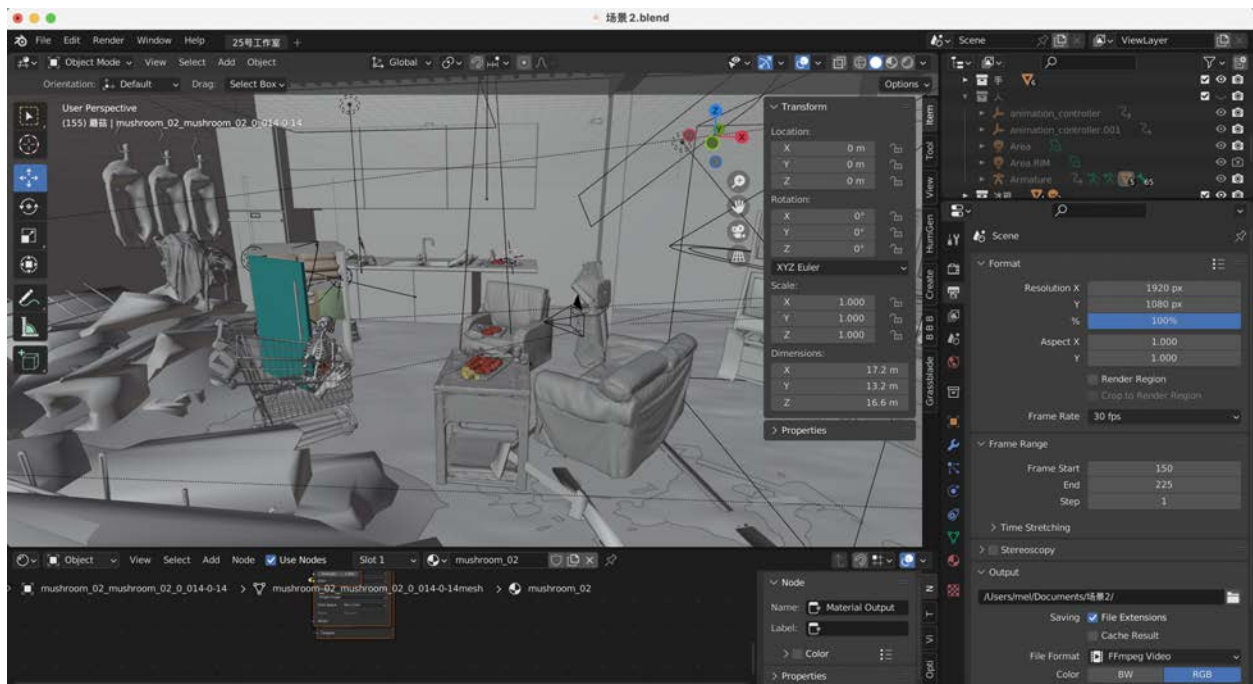


i also find some resource that is about recovery room

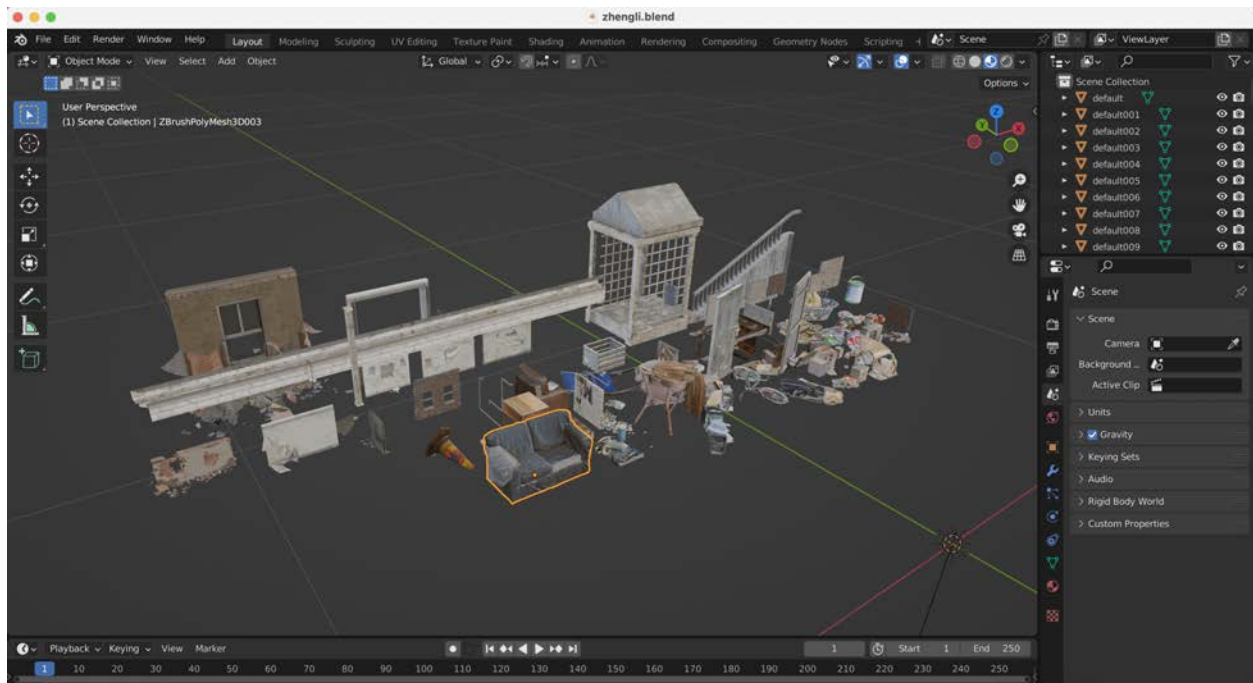




For video 1 , i want my mushroom woman setting in the kitchen environment , and crying for eating disorder problem , so there must have some meats and food are scattered around.

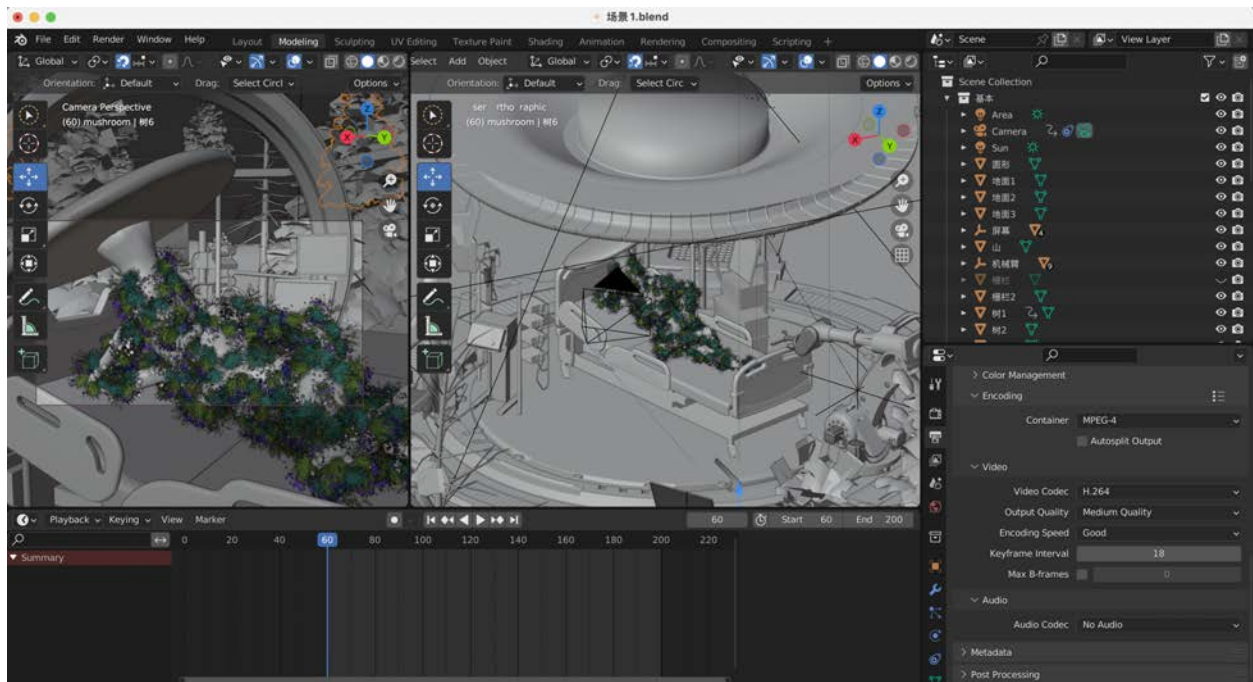


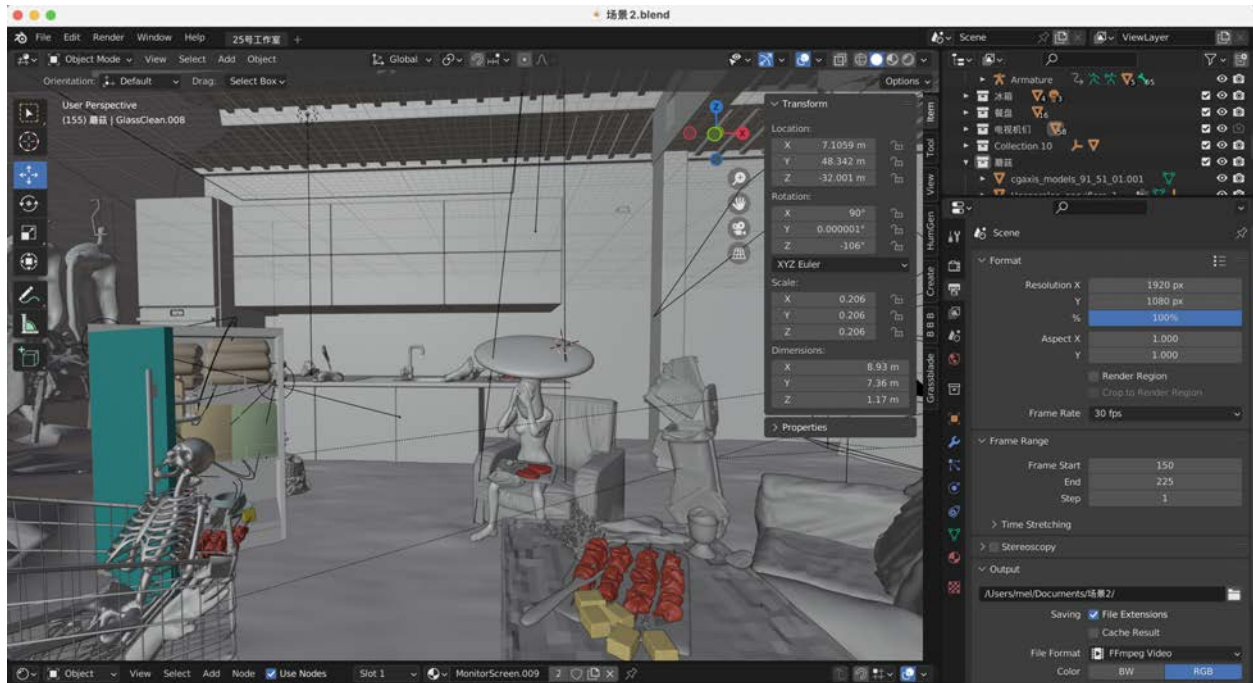
And i found the source of dilapidated environment



2.Add character into scene

Then i add my character into two scene, because the mushroom need growing on women body , it take long time to render 😭

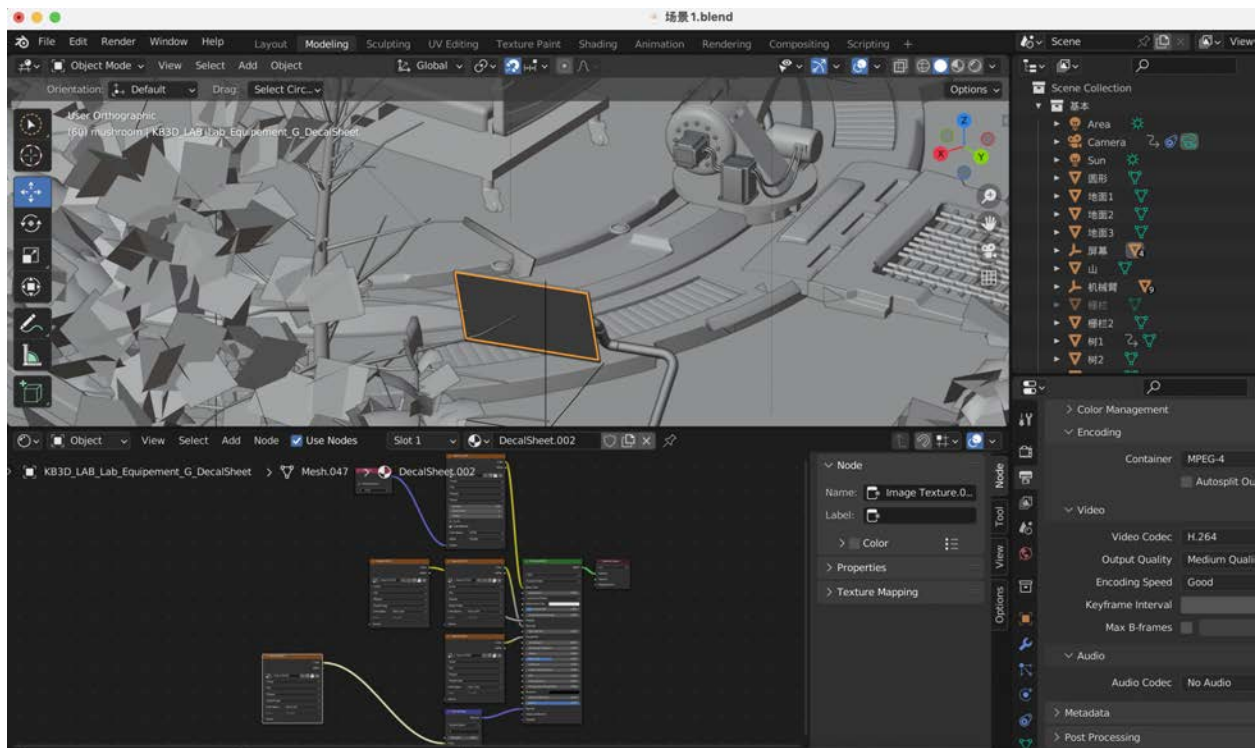
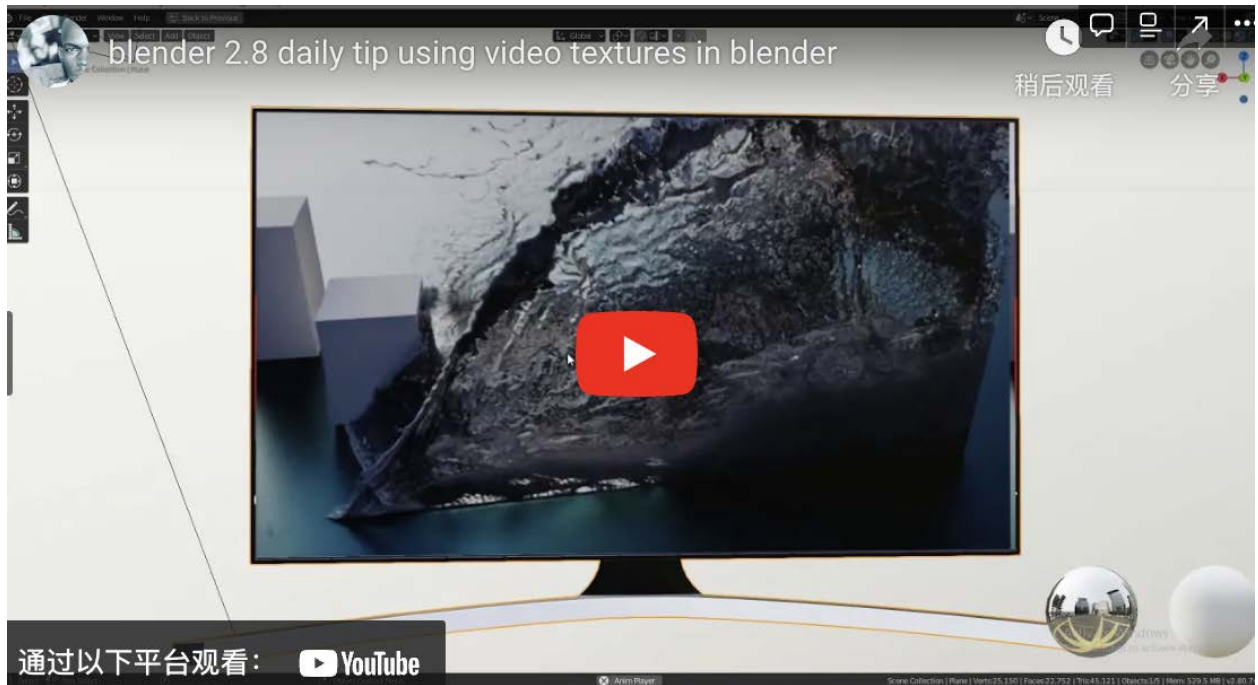


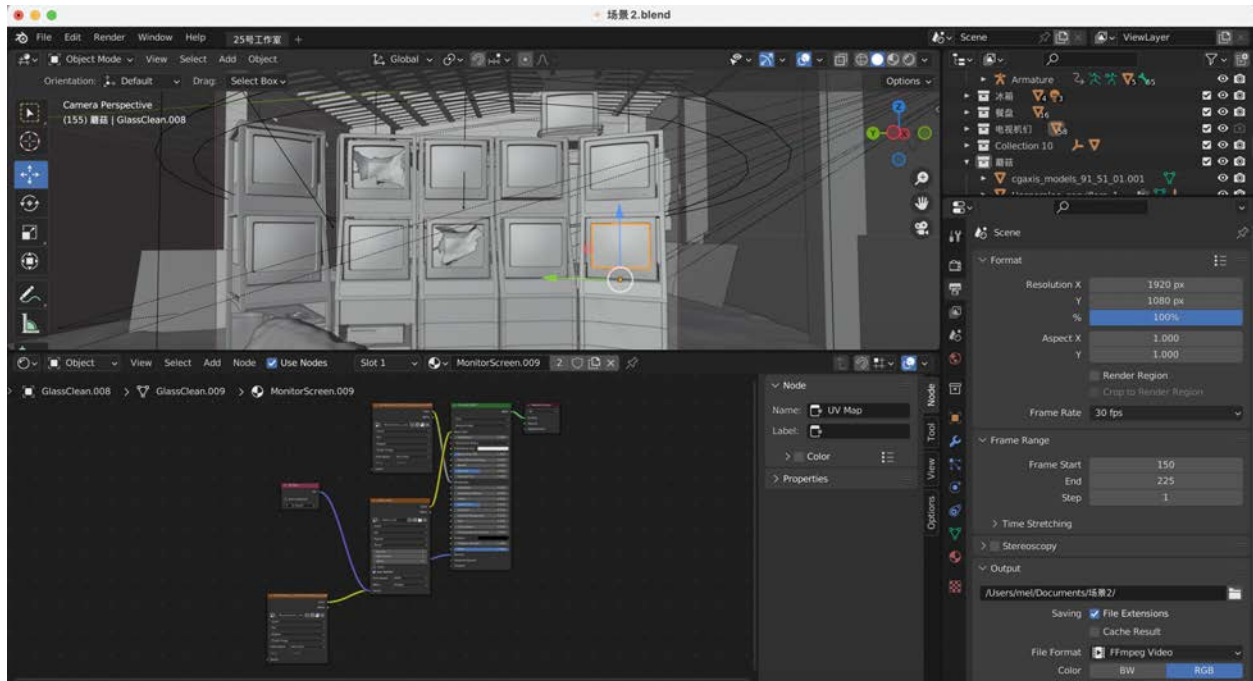


3. Blender adds video in shader editor

I find two tutorial to help me add video into the scene







4. Start designing unity AR

I wanted to show more 3D images of the image of the mushroom woman by scanning the product information label on the object with my phone, so I started the technical research of unityAR

First, I found a series of tutorials on unityAR on YouTube

Source of tutorial

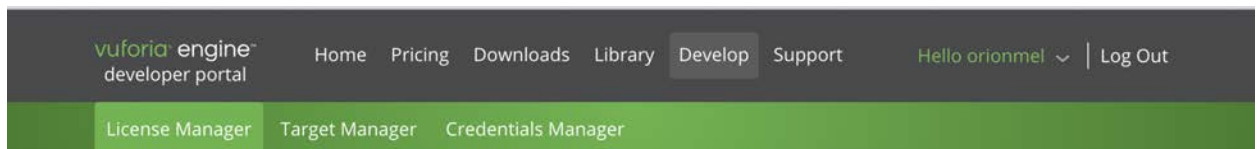
<https://www.youtube.com/watch?v=EVZpIEBnXf0>

https://www.youtube.com/watch?v=q_eK7koXnRM

<https://www.youtube.com/watch?v=5sTtdIm2Dd4>

<https://www.youtube.com/watch?v=Fgd21lbhikU>

then after compared different technology , i decided to use vuforia in unity which can help me do AR 😊 , so i need find the way to download vuforia.



License Manager

Get Basic

Buy Premium

Buy Cloud Add On

[Learn more](#) about licensing.
Create a license key for your application.

Name	Primary UUID ^①	Type	Status [▼]	Date Modified
ORION	N/A	Basic	Active	Oct 13, 2022