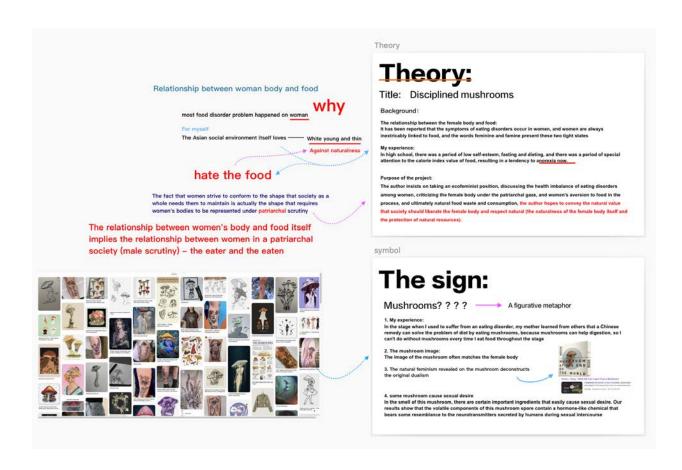


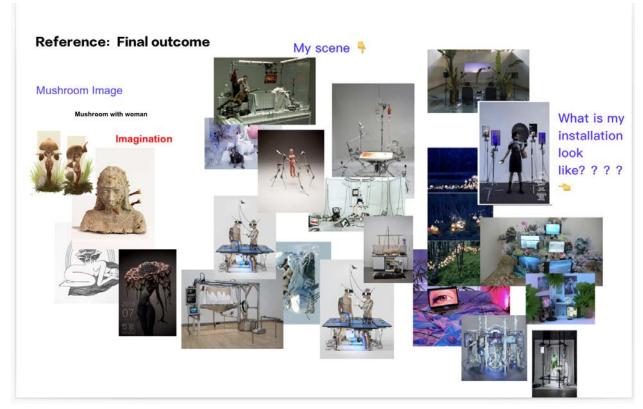
Technical Outcome(September - October)

The purpose of this stage:

- 1. Discuss recent results with your mentor
- 2. Unity AR tagging
- 3. Test unity AR
- 4. Display of final results
- 4.1 Two-segment video
- 4.2 Unity AR results

10.20 meeting





Drawing the sketch

Keywords: healing, nature, mushroom, horror, being monitored, crashing, powerlessness

Natural Background

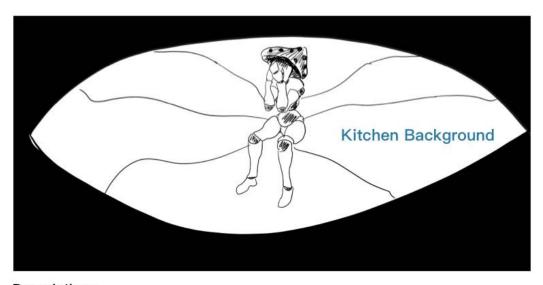


Description:

Imagination of a mushroom woman in therapy

in the hosptial?

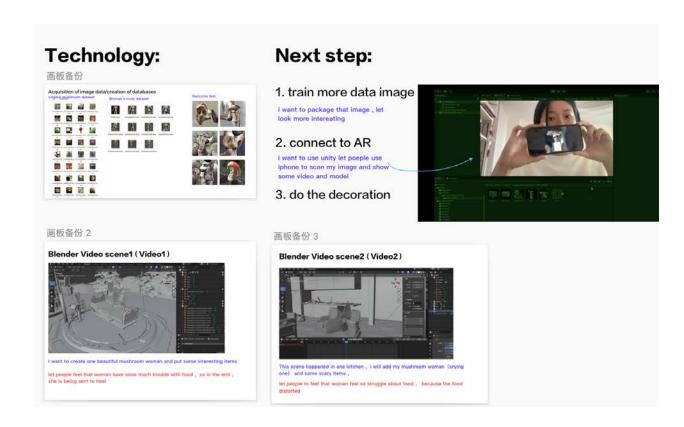
Some therapeutic appliances, hospital beds, hospital lights, a natural environment



Description:

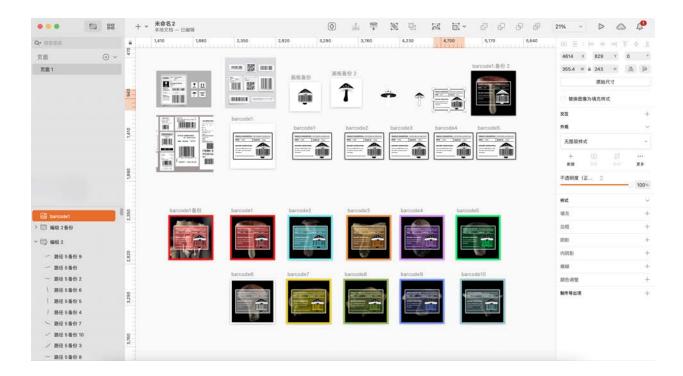
Imagination of a mushroom woman in kitchen

Being watched by other people, struggling with food, crying and shaking the head to express uneasiness and discomfort, I wanted to make the scene more terrifying



2.Unity AR tagging

I have created some AR target image on the sketch



I also test the unity AR, i want to see if it can work



3.Test unity AR

I need let my machine learning video run on unity after i scan, so i found this tutorial video

https://www.youtube.com/watch?v=3K5_6oySo1U

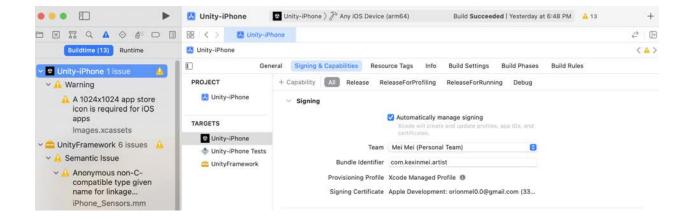
I want make it more interesting \odot , then i put almost five AR target item, so user can scan different target image then have different results on the phone.



And i want my ball to rotate , i also found the tutorial to help me to let rotate https://www.youtube.com/watch?v=q_eK7koXnRM

Because i want to run on my iphone , so it is ios system , i need find my ID team and create organization number , so i found the tutorial video

https://www.youtube.com/watch?v=rHjxC9pL3Z8



4.Display of final results

4.1 Two-segment video

Video 1:





Video2:







4.2 Unity AR results





