Holome Unity SDK V1.2

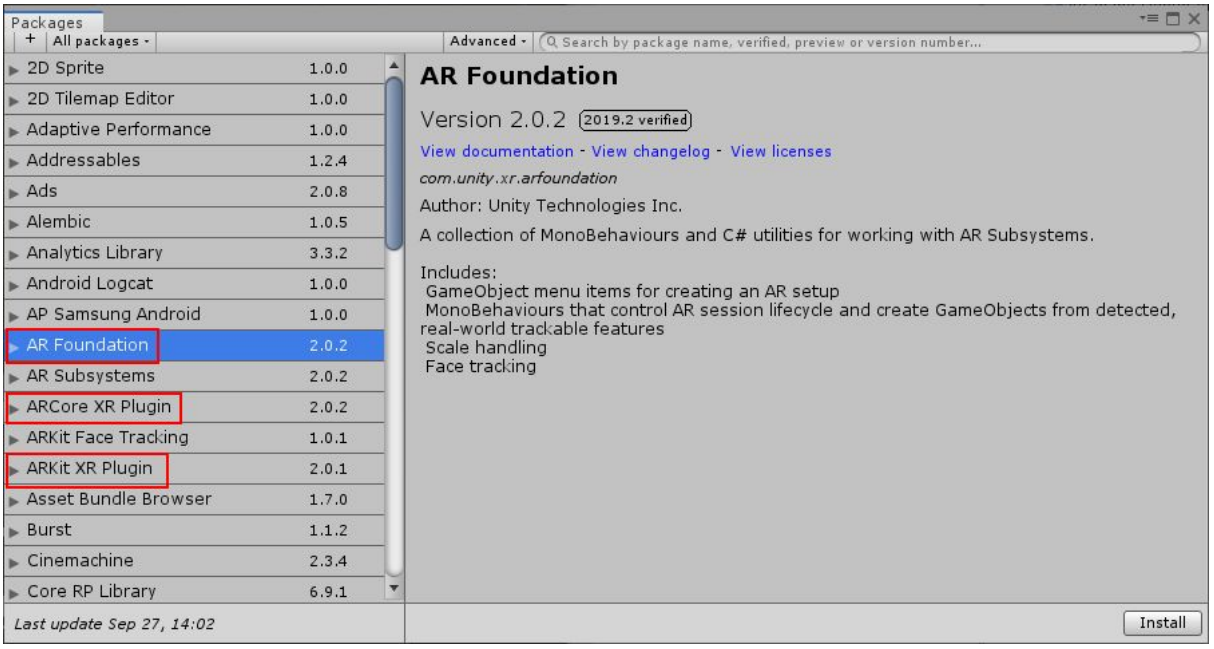
SDK for playing video in augmented reality

INSTALLATION

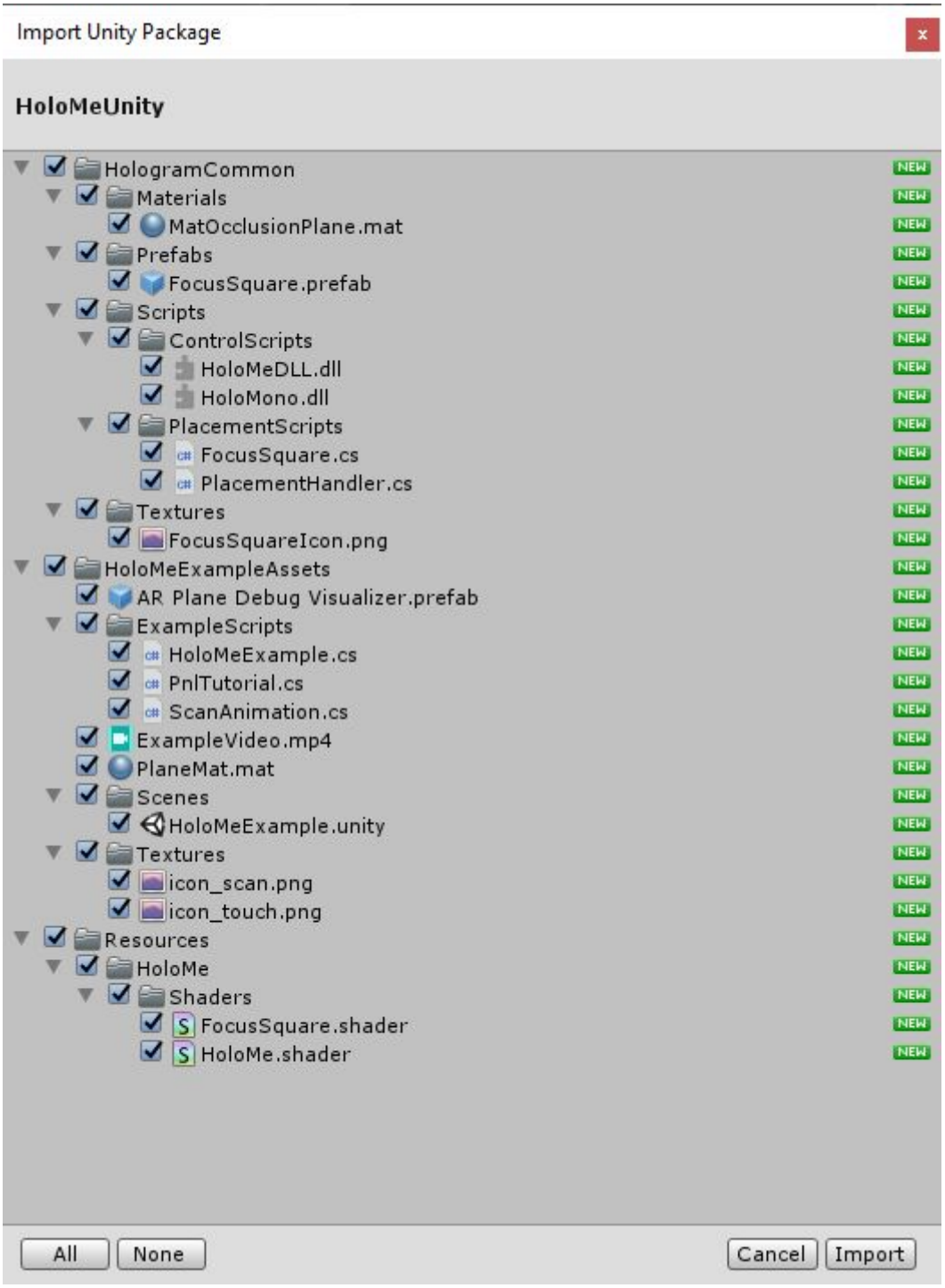
- Currently compatible with Unity 2019.2 and above
- The Unity SDK currently requires the AR Foundation package to be installed otherwise errors will occur
- The SDK can be installed via Unity package file, this file contains optional example files.

Here is the example how to use package

1. Create and new 3D Unity project and use the package manager to install the AR Foundation and the ARcore and or the ARKit XR plugins depending on your target platform.



2. Now import the HoloMeUnity package, if you prefer not to import the example scene uncheck the “HoloMeExampleAssets” folder



3. Now you are ready to use it. The example scene provides use cases for most of the common SDK features

BASIC USAGE

1. Create a new sdk instance and call the init function.

```
holoMe = new HoloMe();
holoMe.Init()
```

2. The next step is the bind the controls you would like to use to events for a fully customised experience.

```
placementHandler.OnPlaceDetected = PlayOnPlace;
btnInitSession.onClick.AddListener(ToggleInitialization);
btnToggleScaleFactor.onClick.AddListener(ToggleScale);
btnPause.onClick.AddListener(holoMe.PauseVideo);
btnResume.onClick.AddListener(holoMe.ResumeVideo);
btnPlayLocalVideo.onClick.AddListener(PlayLocalVideo);
btnStreamVideo.onClick.AddListener(PlayStreamVideo);
```

3. Scale can be adjusted with a simple multiplier using the SetScale(float scaleFactor) function, so for example to double the scale you would pass 2

```
holoMe.SetScale(2);
```

4. When finished with the experience use the DeInit() function, this will clear all linked resources and destroy any relevant objects. If your app is likely to open the experience frequently it may be better to avoid calling this to save garbage collection spikes.

```
holoMe.DeInit();
```

AMBIENT LIGHTING

Ambient lighting allows the hologram's brightness to change based on the environment it's in giving a more realistic experience.

To use ambient lighting your scene must have a directional light with an AR Ambient light script applied to it. See the example scene on how to set up the light object. Be sure to set the "Light Estimation Mode" to "Ambient Intensity" on the AR Camera Manager script.

Next make sure to enable ambient lighting feature in the SDK

```
holoMe.EnableAmbientLighting();
```

TROUBLESHOOTING

- **Application crashes when playing videos:** Try adjusting the import settings for the video to be half the size for the designated platform.
- **Build fails to run on my device:** If building for Android make sure the device supports ARCore, see here. If building for iOS make sure the device runs iOS 11 or later and check for compatibility here

REQUIREMENTS

- Unity 2019.2 and above
- AR Foundation package
- ARCore XR plugin for Android
- ARKit XR plugin for iOS
- Videos converted through the HoloMe portal