

# CSE462/562 – Augmented Reality (Fall 2022)

## Homework #1

**Handed out:** September 29, 2022.

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In this assignment, you will build a complete AR application using Unity + Vuforia/ArKit/ArCore/... and demonstrate it. Your AR application should have the following features:

- At least one stationary virtual 3D object.
- At least one animated virtual 3D object.
- At least one moving object.
- At least one textual virtual object (with a unique reference to you).
- At least one virtual object mapping a single picture (your own picture).
- At least one virtual object mapping and playing a video (your own video).
- At least a three-step scenario where the user is interacting with the virtual objects.
- At least two steps involving the (user) selection of a virtual object.
- At least two steps involving the (user) selection of a button to change scenarios.

Grading:

- 100 points for the correctly working app (should be shown to the instructor) with all the above features.

Submission:

- Submit a short video showing your application in use with all the above features demonstrated (note you should show both your app on screen as well as the user and their environment) (studentnumber\_lastname\_yourfirstname\_hw1.avi.zip).
- Submit the link to the code (preferably GitHub) with proper access (you can add the instructor to your project using the GitHub handle yakup.genc@gtu.edu.tr)
- Do a demo to the instructor.