**Deliverable**

**Lab Deliverable #2**

## 1. Follow Lab 2 - 2 and complete the whole process to the end. Then submit your work as follows. (1 pts)

Compleress your project folder as one zip file and name it as “LastName\_FirstName\_2-2.zip”.

Describe the result of this work and discuss here below what you would do for the goal of this stream with this:

In this project, I was able to figure out how to make 3D objects appear through the camera when an image is visible. There are different images that I can import to make as the plane. I am learning different AR techniques on an android that can help me form an idea for the project.

## 2. Follow Lab 2 - 3 and complete the whole process to the end. Then submit your work as follows. (1 pts)

Compleress your project folder as one zip file and name it as “LastName\_FirstName\_2-3.zip”.

Describe the result of this work and discuss here below what you would do for the goal of this stream with this:

## In this lab, I was supposed to test the pill on the plane using the camera. However, I am unable to write the code correctly to do so.

## 3. Follow Lab 2 - 4 and complete the whole process to the end. Then submit your work as follows. (1 pts)

You need to download the images (AR Image Targets from Phillips.zip) and pick up one with a name that matches with your last 3 digits of lab accounts (fpvcXXX) from Canvas. Check with your lab accounts from 2’nd tab of google spreadsheet. Then switch the target image with it

Compleress your project folder as one zip file and name it as “LastName\_FirstName\_2-4.zip”.

Discuss about this work:

In this lab I downloaded the device database that contains an image target. The purpose of a Device Database is to provide the AR application with a locally accessible database of targets. The Target Manager allows you to create and manage those databases online, and provides download options for both Unity and native projects.

## 4. Follow Lab 2 - 5 and complete the whole process to the end. Then submit your work as follows. (1 pts)

Verify if target image is recognized.

Switch the target image to the same image as 3.

Compleress your project folder as one zip file and name it as “LastName\_FirstName\_2-5.zip”.

Discuss about your work compared with using Unity:

This lab, I made the target image the phillips artwork 057. Now when the artwork is shown in the camera, the astronaut can stand on it. I had to import the device database and I changed the target image.

## 5. Follow Lab 2 - 6 and complete the whole process to the end. Then submit your work as follows. (1 pts)

There are two example sets provided in the Canvas: one for Unity and the other one for Android

Try out those sets and explore all kinds of features they provide.

Compleress your project folder as one zip file and name it as “LastName\_FirstName\_2-6-Unity.zip” and “LastName\_FirstName\_2-6-Anroid.zip”

Discuss about your work regarding 1) comparison of those two platforms (Unity vs. Android) and 2) discuss here below all kinds of features and what you would do for the goal of this stream with this:

Android was a little difficult to work with because it took me awhile to figure out how to put in the licensing key. I was able to make the one with the capsule and astronaut work. When I clicked the capsule with my finger, it disappeared. Android is very useful because I am able to download the app to the device and run it easily. However, with unity I have to build and run every time which takes a long time.