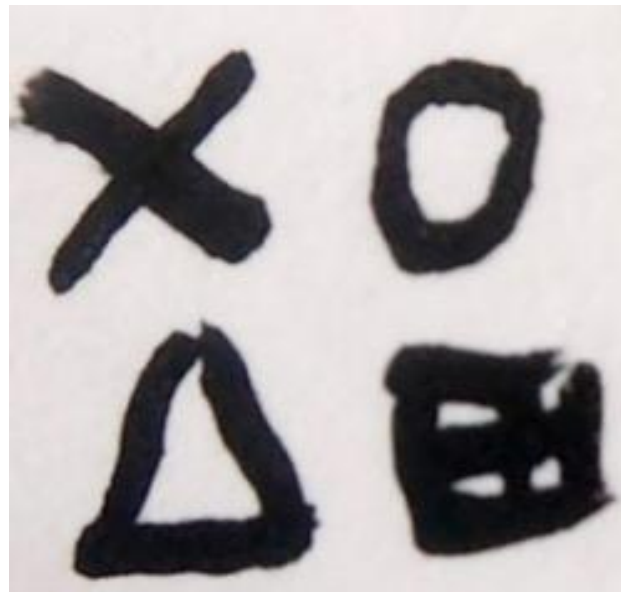# BASIC AUGMENTED REALITY WITH BIOLOGICAL RECORDING
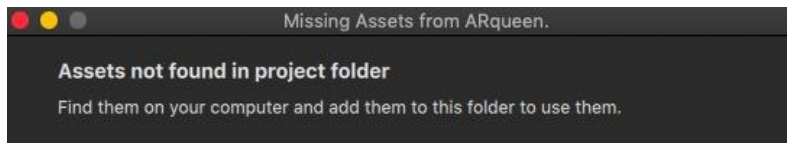
For this project you will need a laptop and a smartphone.
Then do the following :
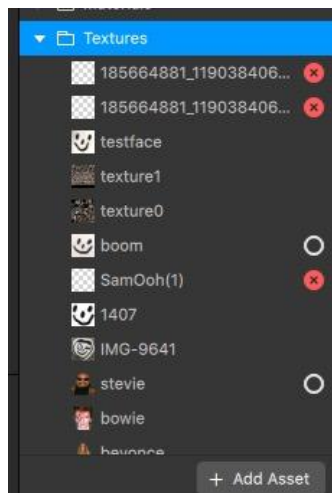
- Download SparkAR for your laptop
  https://sparkar.facebook.com/ar-studio/download/

- Download SparkARplayer for your phone
  https://apps.apple.com/us/app/spark-ar-player/id1231451896

- Download the relevant folder (ARqueen) from my Github
  https://github.com/samtreesandbushes/PollinatorProjects

- Next, create an anchor point to use as a trigger for the augmented reality.
  Photograph it and edit it to create a simple marker. It should not be symmetric or have too much white space.
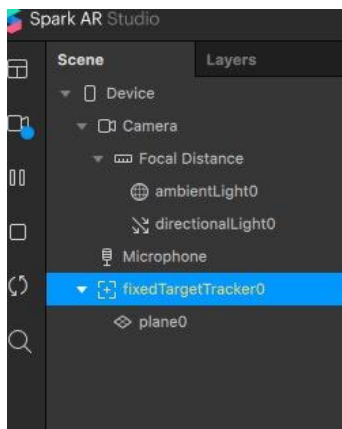
- Next, load up the ARqueen.arproj file in SparkAR on your laptop.
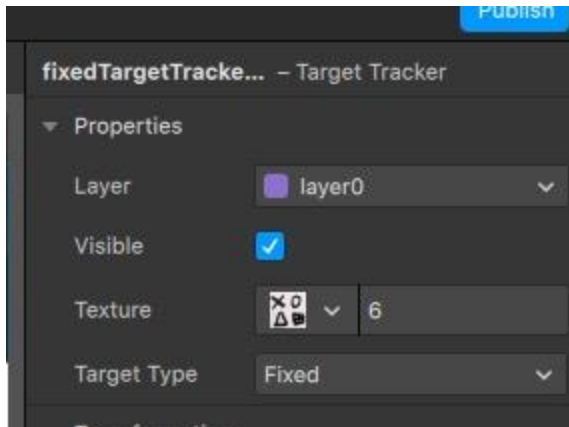 Ignore any missing assets, they will not be needed

- In the Textures folder to the bottom left, click Add Asset and upload the image of your anchor point marker you just created.
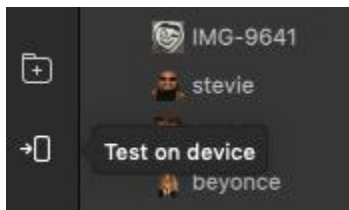

- Select fixedTargetTracker0 on the top left

- This will trigger a menu on the top right. Here you can use the Texture drop down menu to select the Texture anchor point marker you have just uploaded.
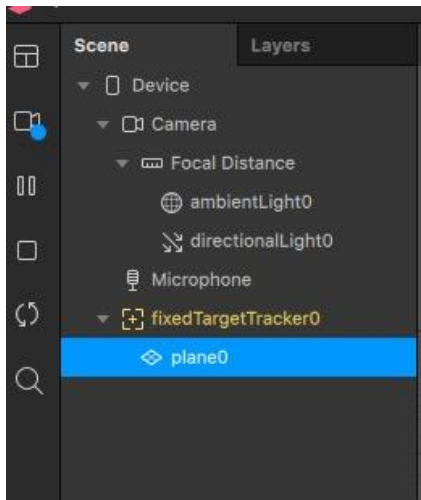
- Connect your smartphone to your laptop via USB cable. Open the SparkAR player app on your phone.

- On the laptop, select Test on device in the bottom left of the screen and then "Preview in SparkAR player on your device".
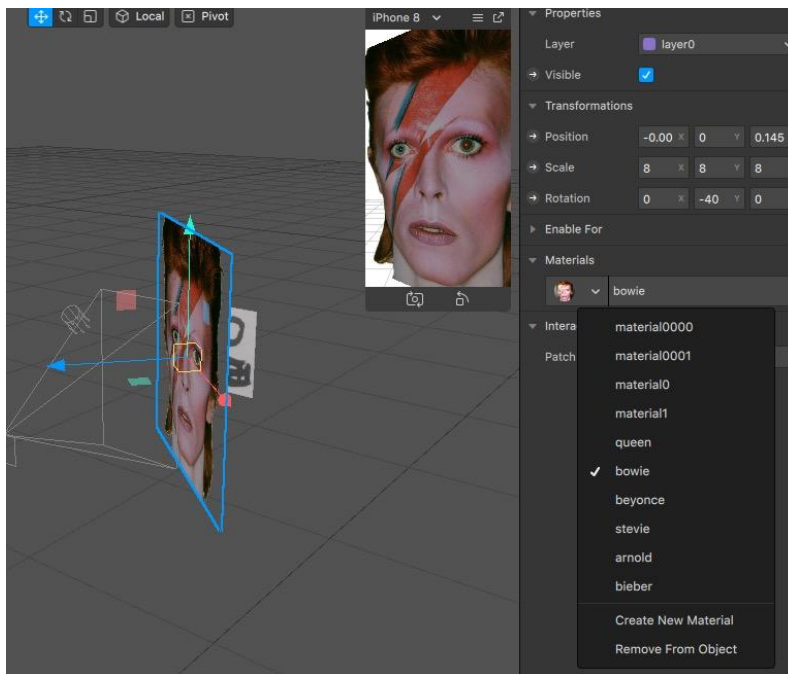

- If connection is successful, you should have an update visible on your app on the phone and hovering in front of the anchor point should trigger the anchor point to change into the character image.

- You can now take the phone and test without the laptop outside, with a pollinator. Pressing the photo button in the app will take a photo, or you can also screen record using the inbuilt iPhone screen recording option available if you wish to video the interaction. See the qe2.mov file in the Github to understand what this looks like.

- In order to select a different character than the queen, go to plane0 on the top left menu.

- Now select the character you wish from the materials menu on the right

NOTE
If you wish to upload new characters, do so in the add asset menu on the bottom left.
Characters will need to be png files or similar in order to retain their alpha channel.