Learning checkpoint - using Poly and Unity to create ARCore assets

- Unity is a cross-platform game engine and development environment for both 3D and 2D interactive applications. It has a variety of tools, from the simple to the professionally complex, to allow for the streamlined creation of 3D objects and environments.

- Poly toolkit for Unity is a plugin that allows you to import assets from Poly into Unity at edit time and at runtime.

- Edit-time means manually downloading assets from Poly and importing them into your app's project while you are creating your app or experience.

- Runtime means downloading assets from Poly when your app is running. This allows your app to leverage Poly's ever-expanding library of assets.

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