HW 3: Augmented Reality

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ANS 1

(Part 1) Following the tutorial, I added 3 cards as markers. The 3D models for tower, gun and creep were taken from Unity Asset Store. The gun is a Semi-automatic Refile (SAR) and the creep is a Troll. For bullet, I created a black coloured sphere. The working of the game has been shown in a video attached along with.
(Part 2) Did the required changes.

ANS 2

Followed tutorial and created the occluder. A video showing the same has been attached along with. To create an aquarium-like scene, a free 3D model was taken from 3dwarehouse.sketchup.com. The aquarium is in the form of a tank with a few static fish inside it. Another video for the same is also attached.

ANS 3

(Part 1) Again, by following the tutorial, I was able to create a grid like layout which could track the object in front of the camera. The corresponding video is attached.
(Part 2) DNA.

REFERENCES

All the links given in the handout.

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*This is the corresponding author