

AR Buildings

Introduction:

This package is a complete APP based on AR foundation. If you are thinking of making an AR APP, then it will be very suitable for you. It will show you world-famous buildings in AR. The main function of this package is to scan and recognize the plane through AR Foundation, and then generate a building model for display at the recognized plane position. Players can operate the AR model through gestures. The model can be rotated and zoomed, and the model can be switched arbitrarily through the UI operation. Click to view the text introduction of the corresponding building. It can be packaged into Android and IOS platforms to run directly without any modification.

Main features:

1. It is fully compatible with IOS and Android platforms, and the function of AR for all mobile platforms can be completed by writing once code, which is also the biggest benefit of AR Foundation
2. AR can recognize the plane and give a friendly prompt to the player
3. Recognition a real world plane and display a 3D model that can be rotated and scaled by finger gestures
4. The ground shadow, the generated AR model, will have a shadow to make the AR scene look more realistic

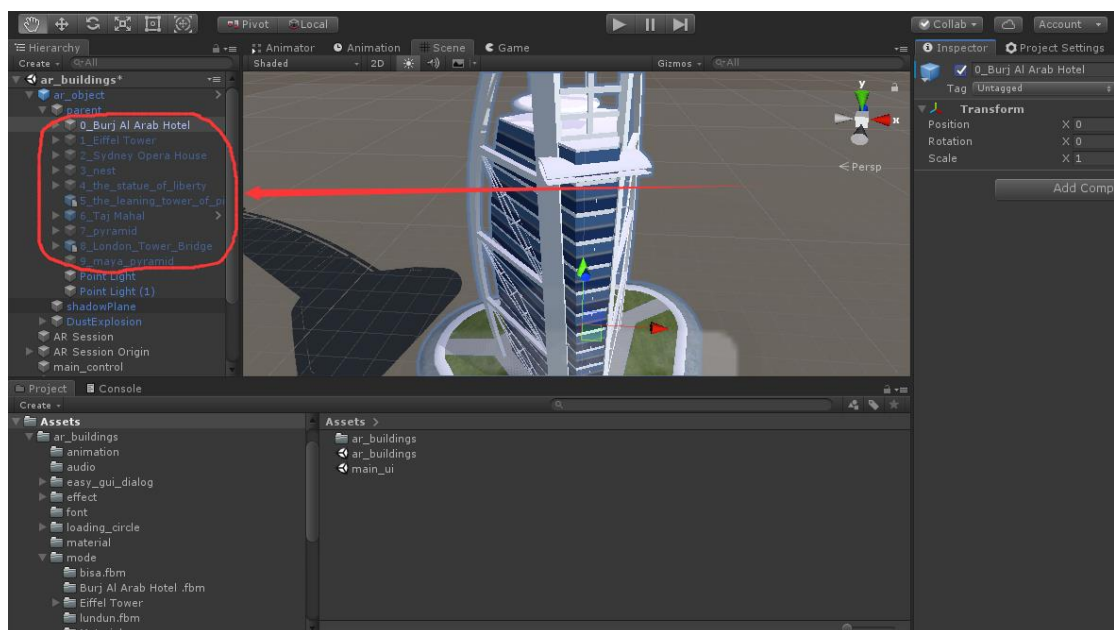
5. Simple to use, very easy to integrate into your own project
6. Cheap price
7. Contains 10 exquisite architectural models

Instructions:

1. How to run:

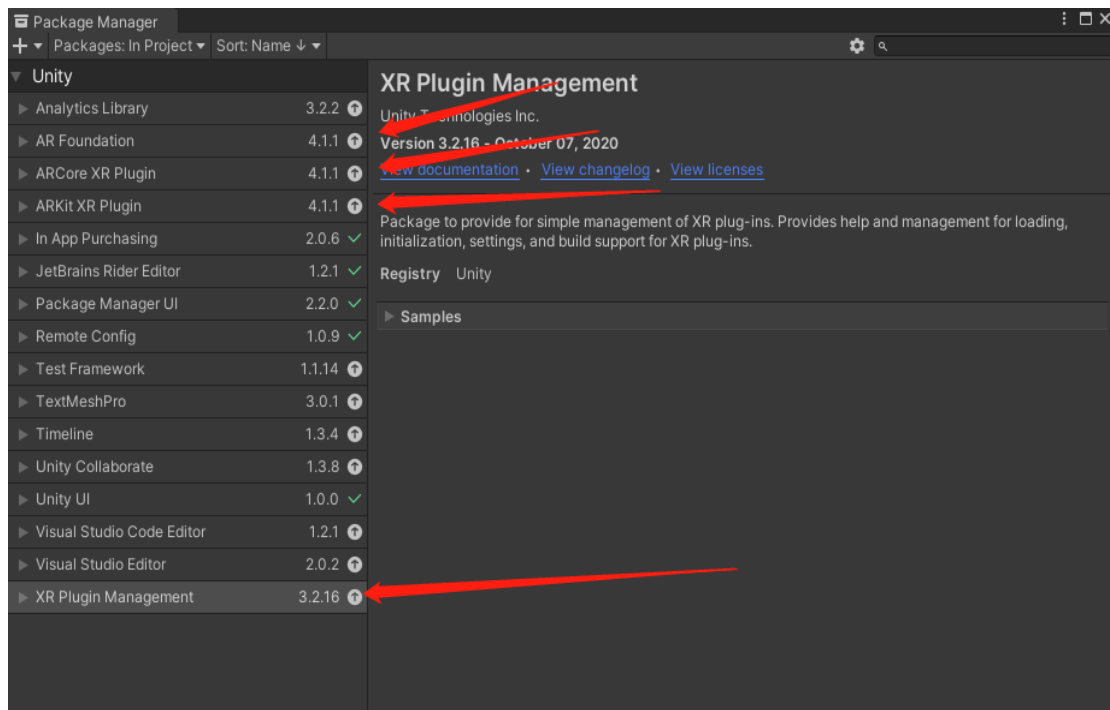
I suggest you create a new unity project and import this package, and choose to use the same unity version and AR Foundation version as mine, and then directly package it to the IOS or Android platform according to the release settings in the resource pack to run.

2. Replace the scanned model with your own "ar_buildings". There is a preset name in the scene called "ar_object". Open this prefab and replace the building model inside with your own model, and adjust the size. As shown below:



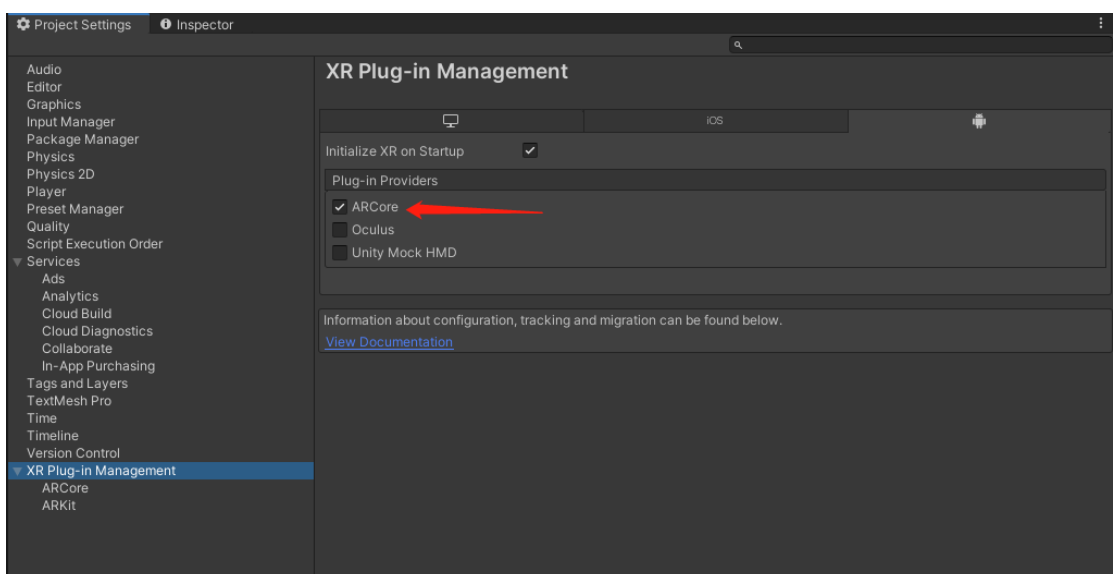
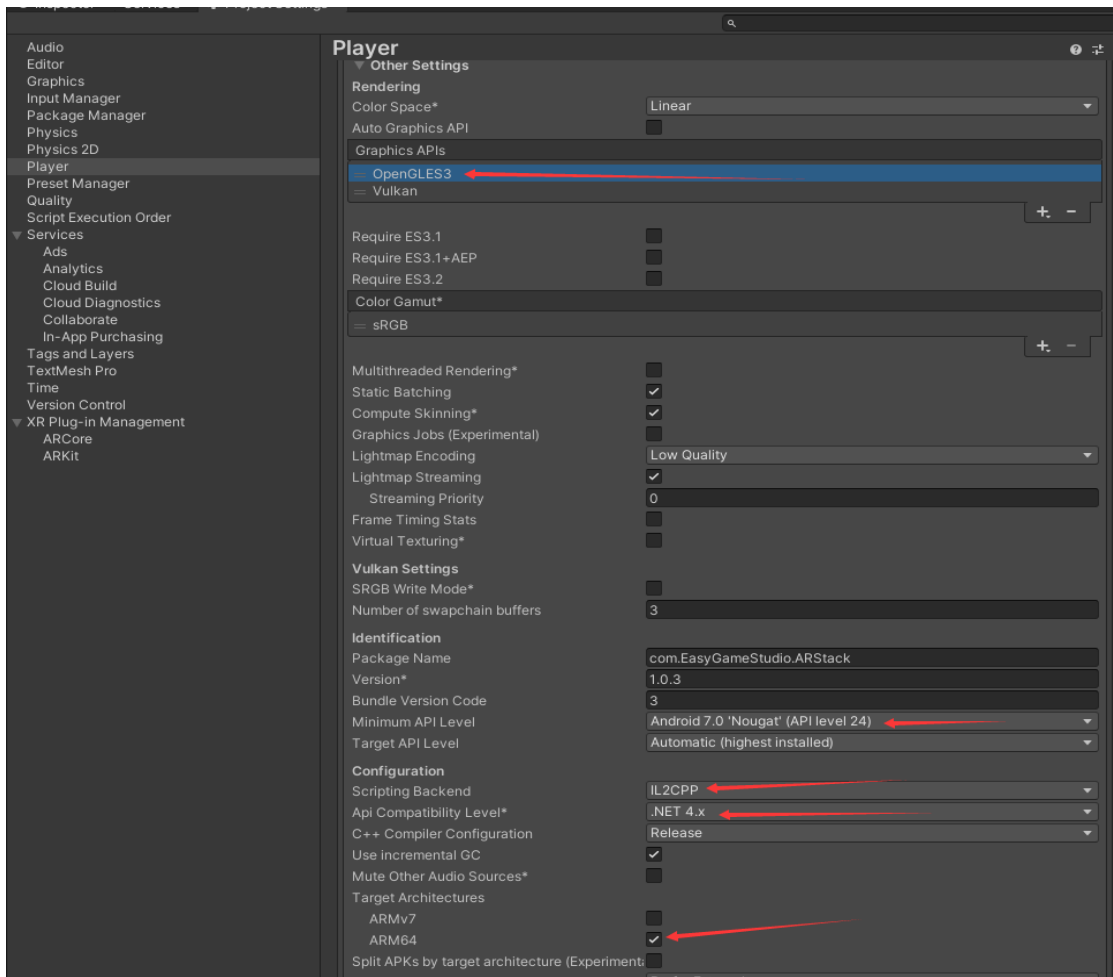
Precautions:

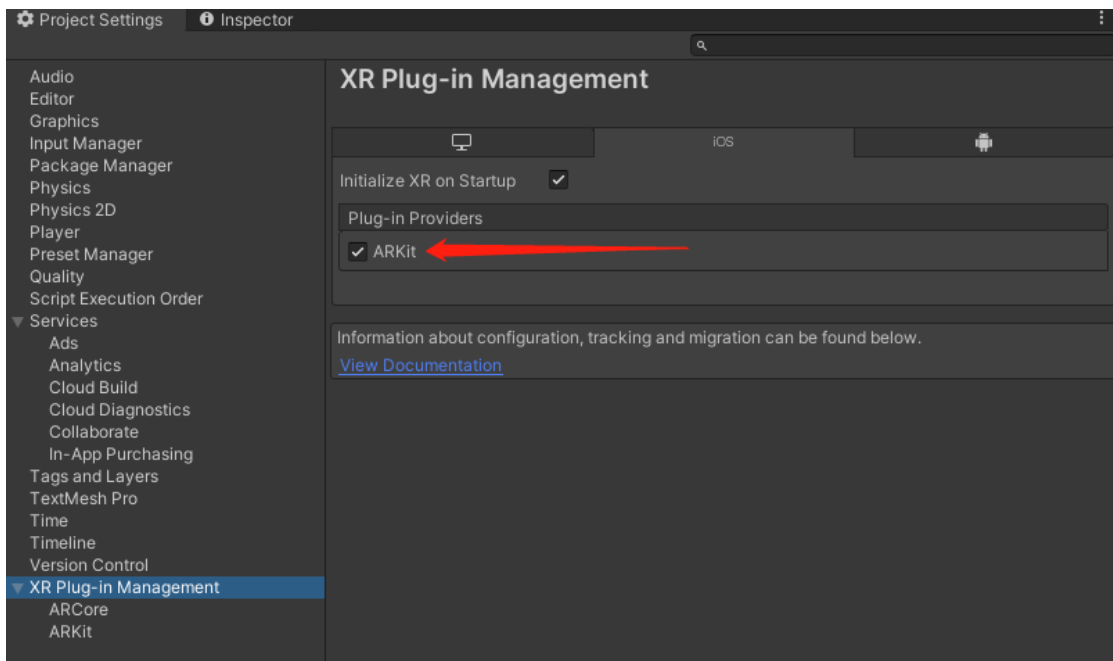
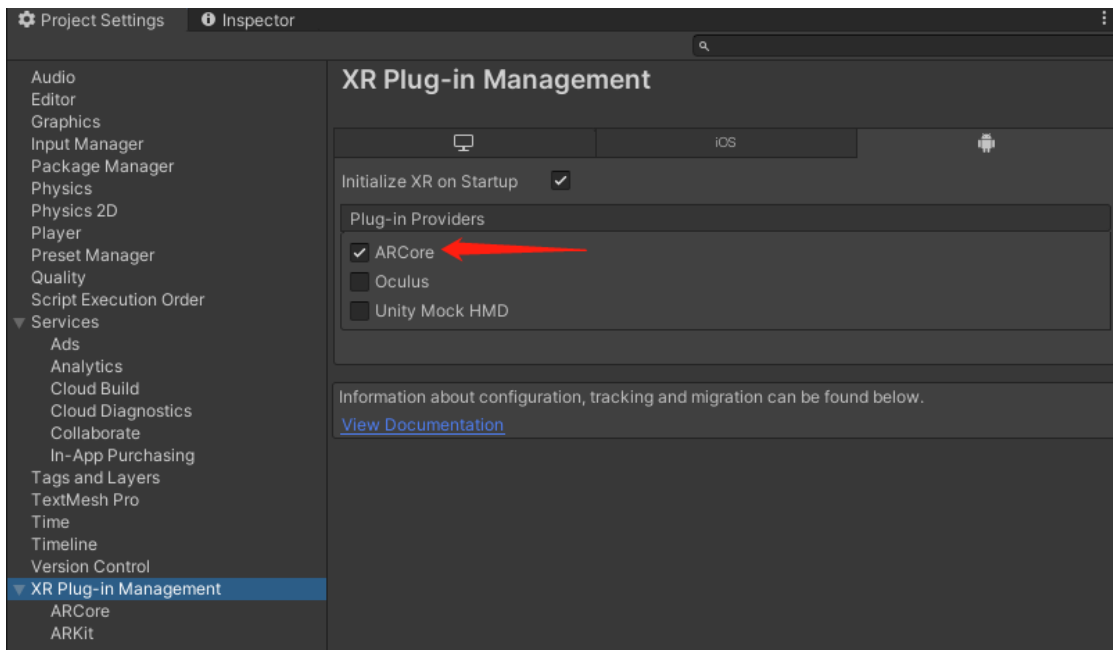
1. You can't run it directly in the unity editor, because it includes the AR function, you must package it on an Apple phone or an Android phone that supports AR function to run.
2. The entire project is based on AR Foundation, so you must use a right version of unity (I use Unity 2020.1.1f1 (64-bit) here), and also import the corresponding resource package and the corresponding through the Package Manger Resource version, the version I used is as shown below:



Here, you use higher versions of AR Foundation, ARCore, ARKit and Unity should also be compatible with this resource, but to avoid trouble, I strongly recommend using the same version of Unity, AR Foundation, ARCore, ARKit as mine. Must include AR foundation 4.1.1, ARCore XR Plugin 4.1.1, ARKit XR Plugin 4.1.1, XR Plugin Management 3.2.16

3. Player setting should be like images below:





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<https://play.google.com/store/apps/details?id=com.epoching.ARBuildings>

Download APP Store:

<https://apps.apple.com/cn/app/realistic-ar-buildings/id1527853056>

Contact us:

If you have any questions or suggestions during use, please feel free to contact us.

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