**Task On AR Project**

**1. Create AR Project in Unity**

**1.1. Create New AR Project**

* Open **Unity Hub** and select “Create New Project.”
* Choose the **AR Mobile Project** template, then click “Create Project.”

**1.2. Check and Import Required Packages**

* Go to **Window > Package Manager**.
* Ensure these packages are imported:
  + **AR Foundation**
  + **AR Plugin**
  + **OpenXR Plugin**
  + **Google ARCore XR Plugin** (for Android)
  + **Apple ARKit XR Plugin** (for Apple devices)
  + **XR Plugin Management**

**1.3. Configure Build and Player Settings**

* Open **Edit > Project Settings > XR Plugin Management**.
* For Android, make sure the **ARCore** symbol is checked in XR Plugin Management.

**1.4. Player Settings Adjustments**

* Change **Package Name** for every project; it must be unique (e.g., com.unity.amr.guid).
* Set **Scripting Backend** to IL2CPP.
* Choose **Target Architectures**: check **ARM64**.
* Set **Minimum API Level** to Android 11.0 (API level 30).

**2. Create Ready Player Me Avatar**

Here are the general steps to create a Ready Player Me avatar:

1. **Open Ready Player Me website or Studio**  
   Visit [Ready Player Me](https://readyplayer.me/avatar) or use the Ready Player Me Studio for developers.
2. **Choose your avatar type**  
   Decide between a full-body avatar (fully rigged and skinned 3D model) or a half-body avatar (head, torso, and hands) depending on your application's needs.
3. **Create avatar using a selfie or select preset**  
   Upload a selfie to generate a personalized avatar or choose a preset avatar to customize manually.
4. **Customize avatar features**  
   Adjust facial features, hairstyle, eye color, clothes, accessories, and other appearance options to create your unique avatar.
5. **Save and get avatar URL**  
   Once complete, the avatar is saved as a GLB 3D model file on Ready Player Me servers, accessible via a unique avatar URL.