

Création d'une application avec
AR Foundation (Unity et ARCore)

Configuration d'un projet

AR Foundation

New project
Editor Version: 2021.3.2f1 LTS

All templates

Core

Sample

Learning

Search all templates

- 2D Core
- 3D Core**
- 2D (URP) Core
- Runner Game Core
- 3D Mobile Core
- 2D Mobile Core
- Test Track Sample
- 3D (URP) Core
- 3D (HDRP) Core
- VR Core
- AR Core
- First Person Core

Lancer Unity et créer un nouveau projet 3D

3D
This is an empty 3D project that uses Unity's built-in renderer.

[Read more](#)

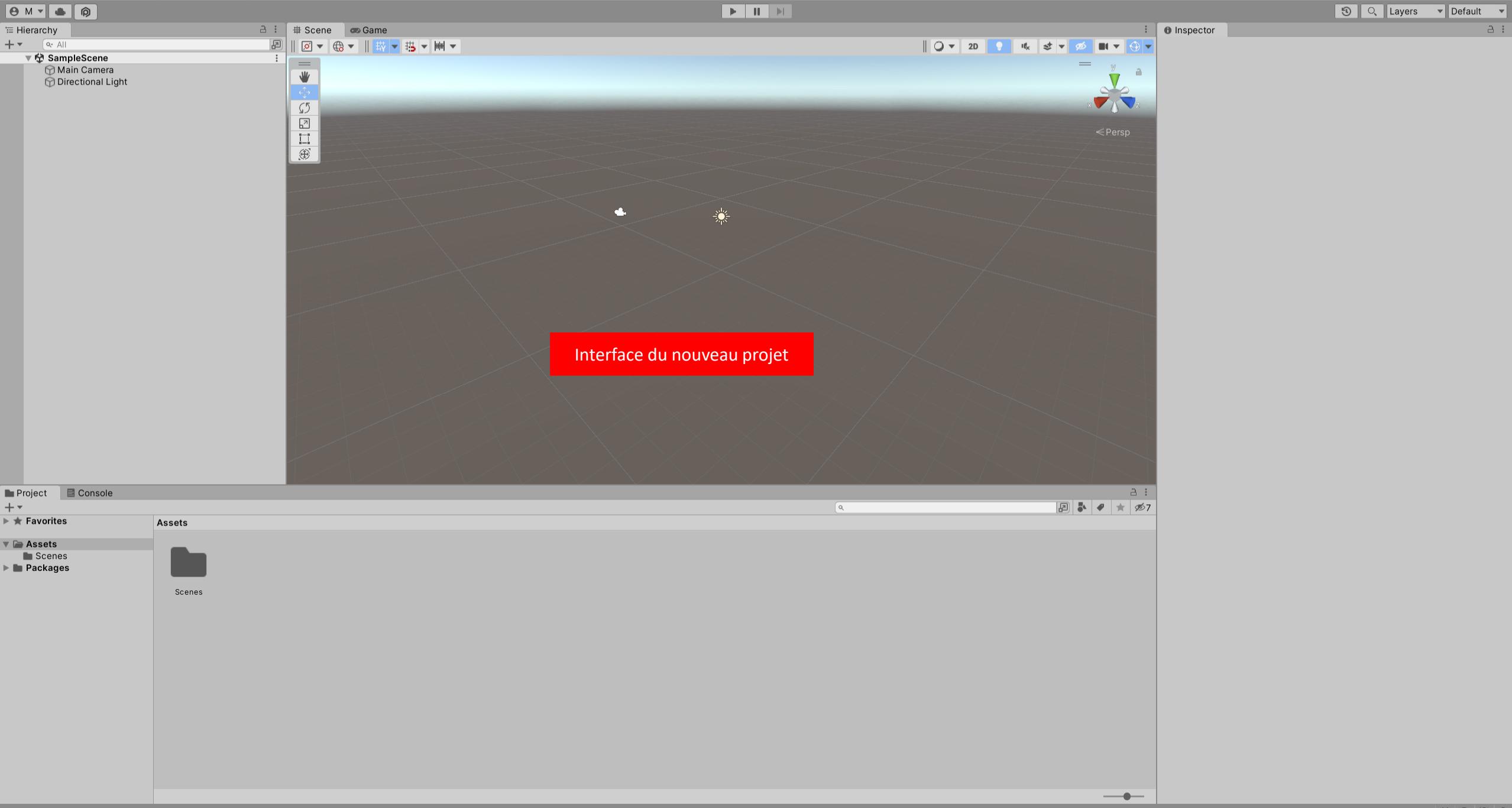
PROJECT SETTINGS

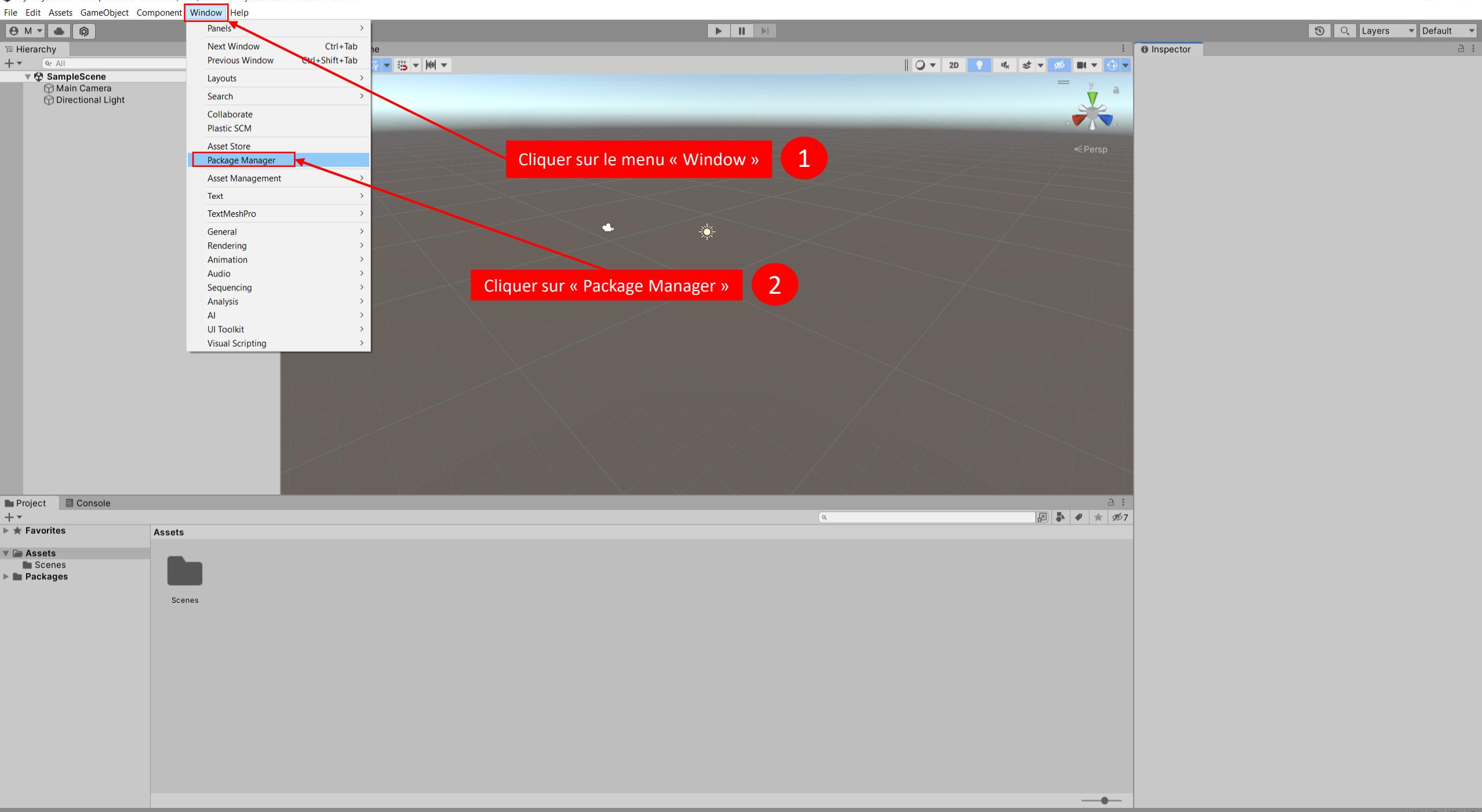
Project name: **My Project ARF**

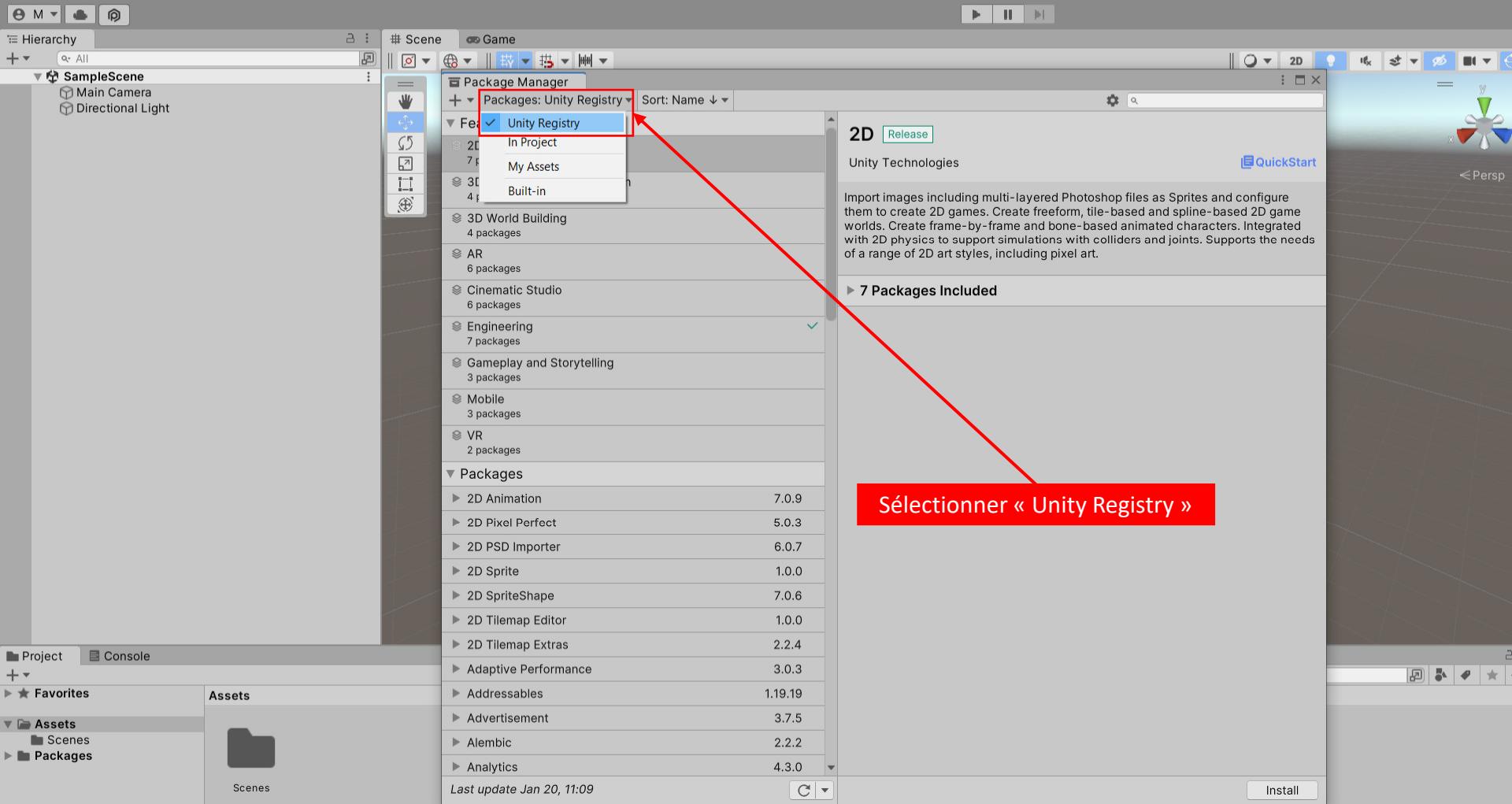
Location: **C:\Unity Projects**

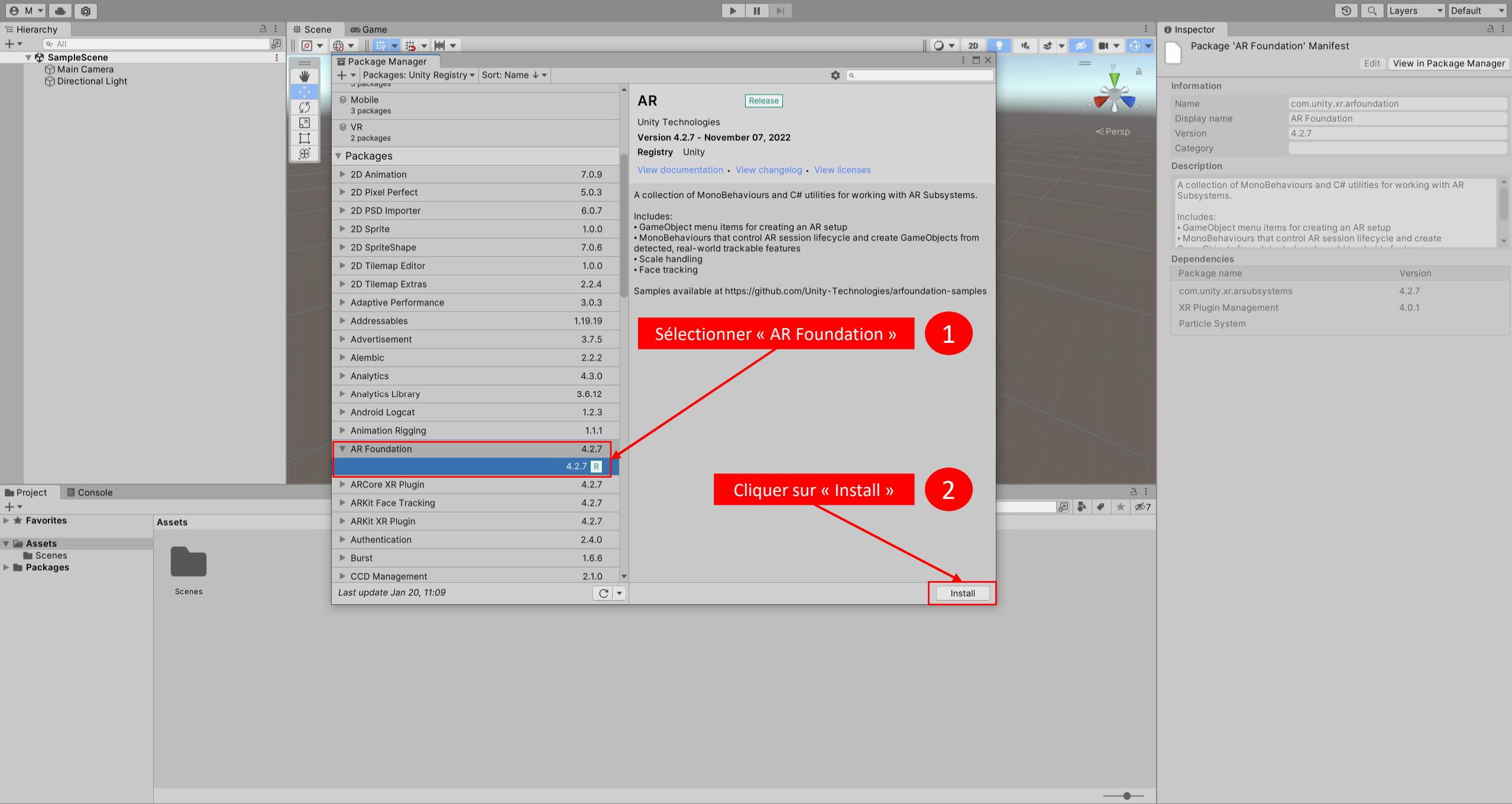
Cancel

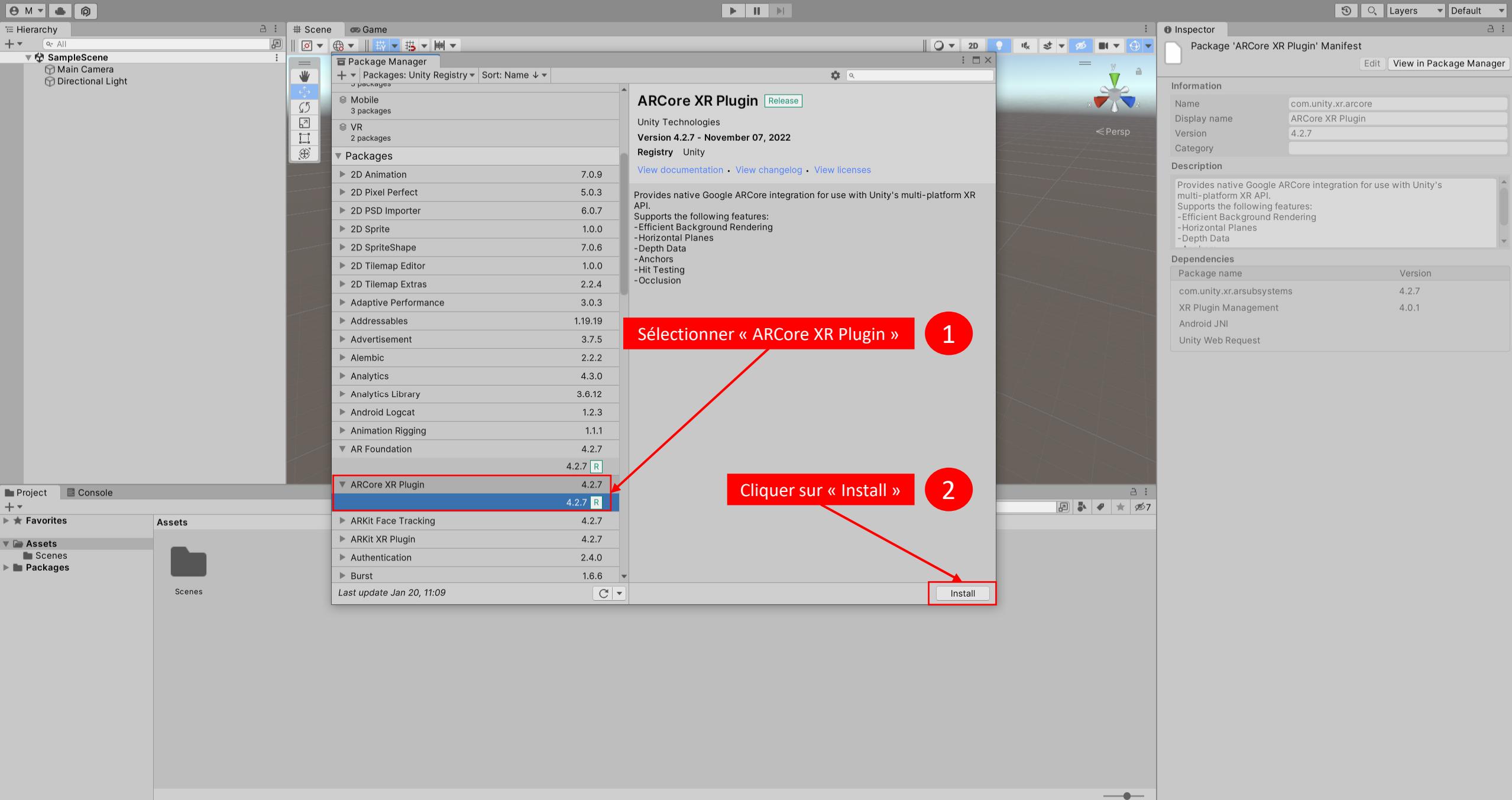
Create project

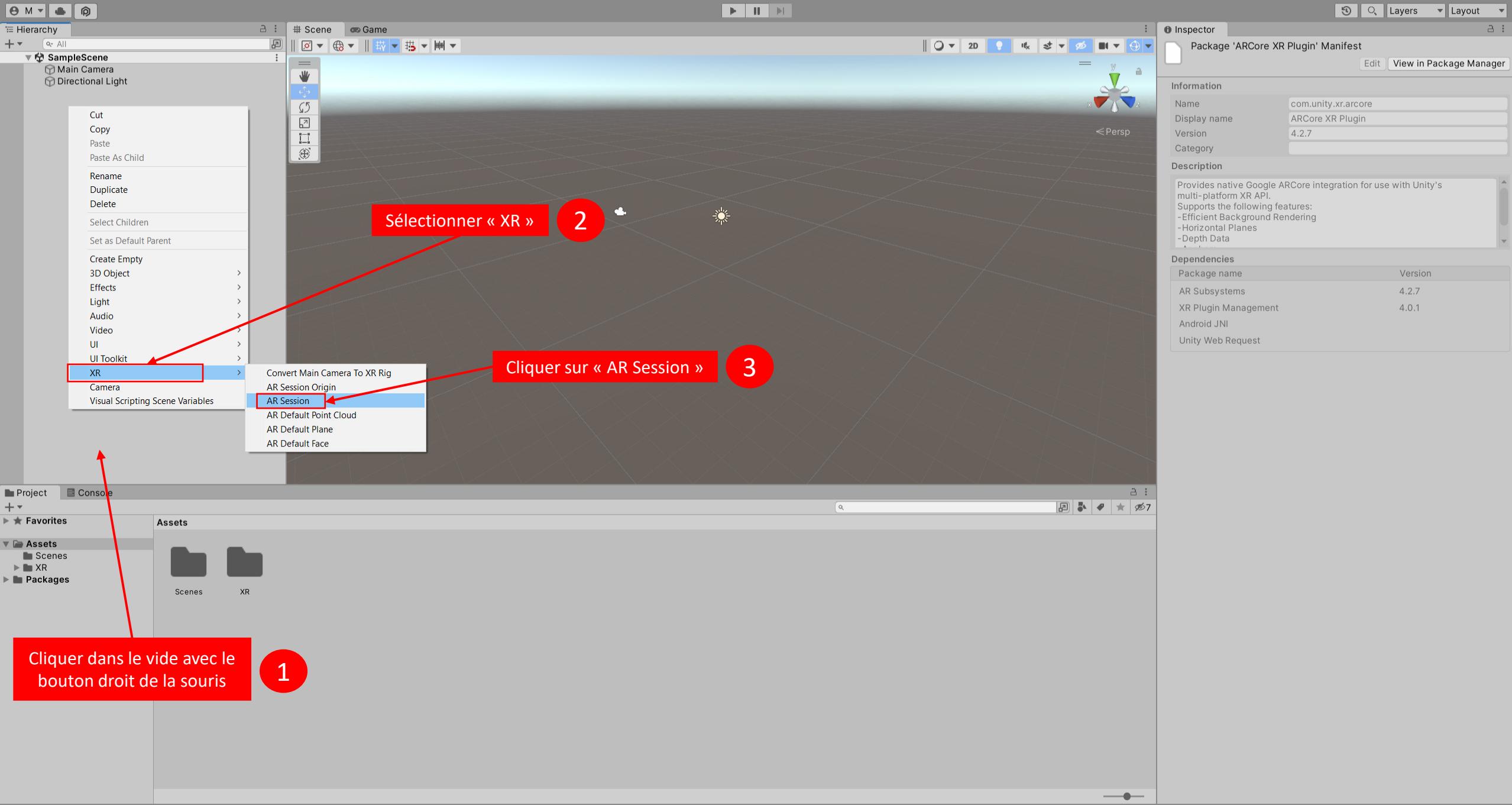


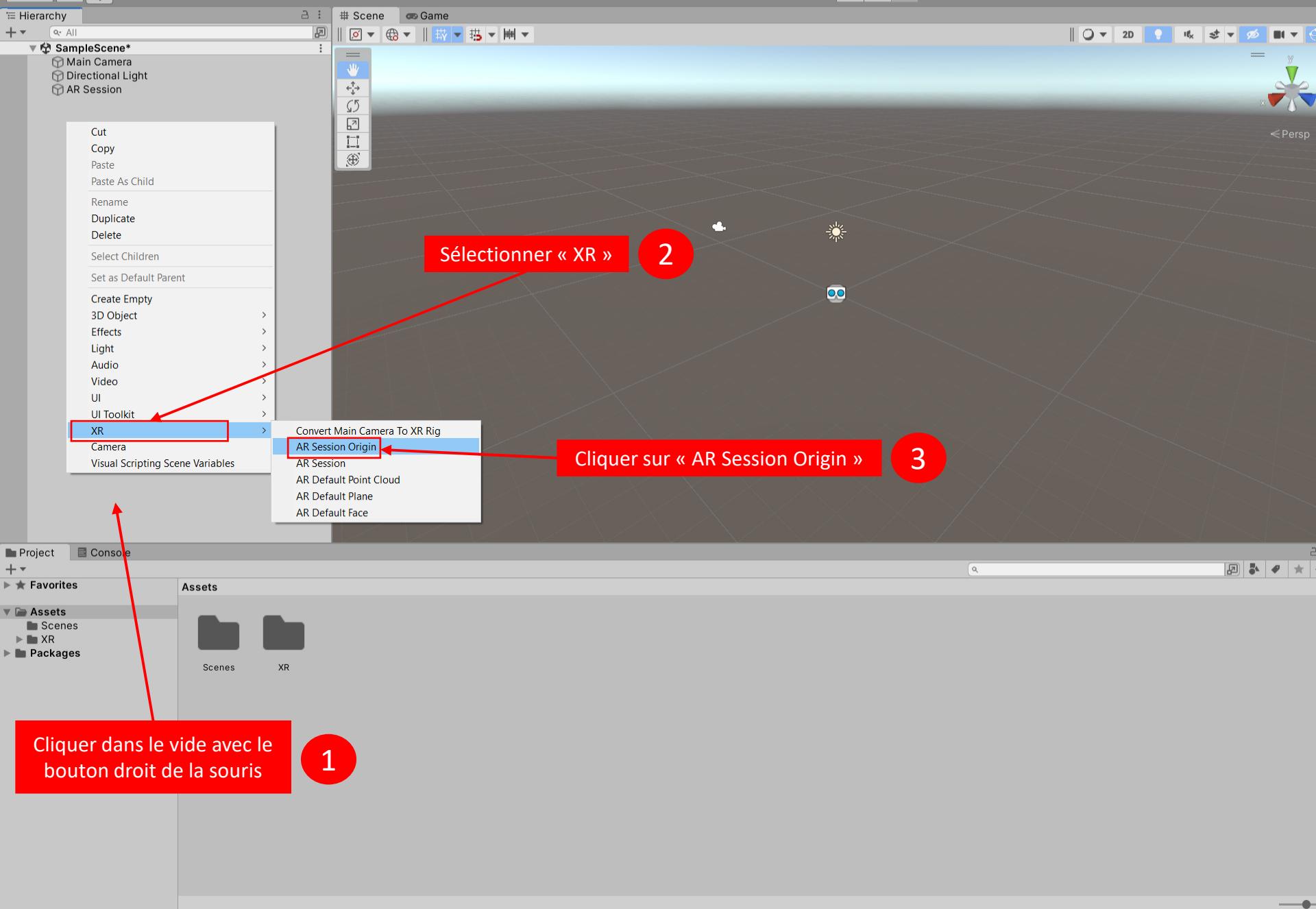


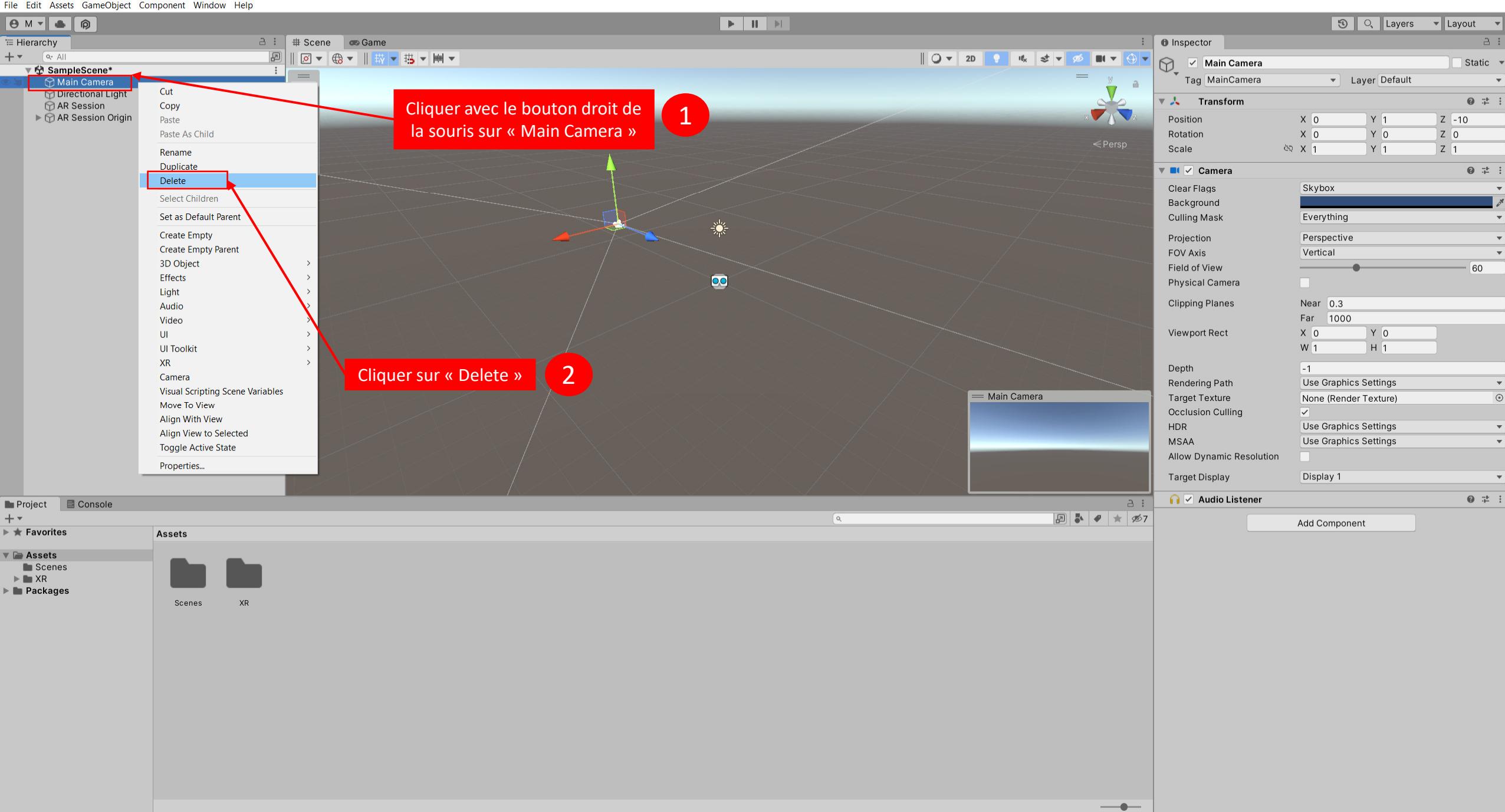


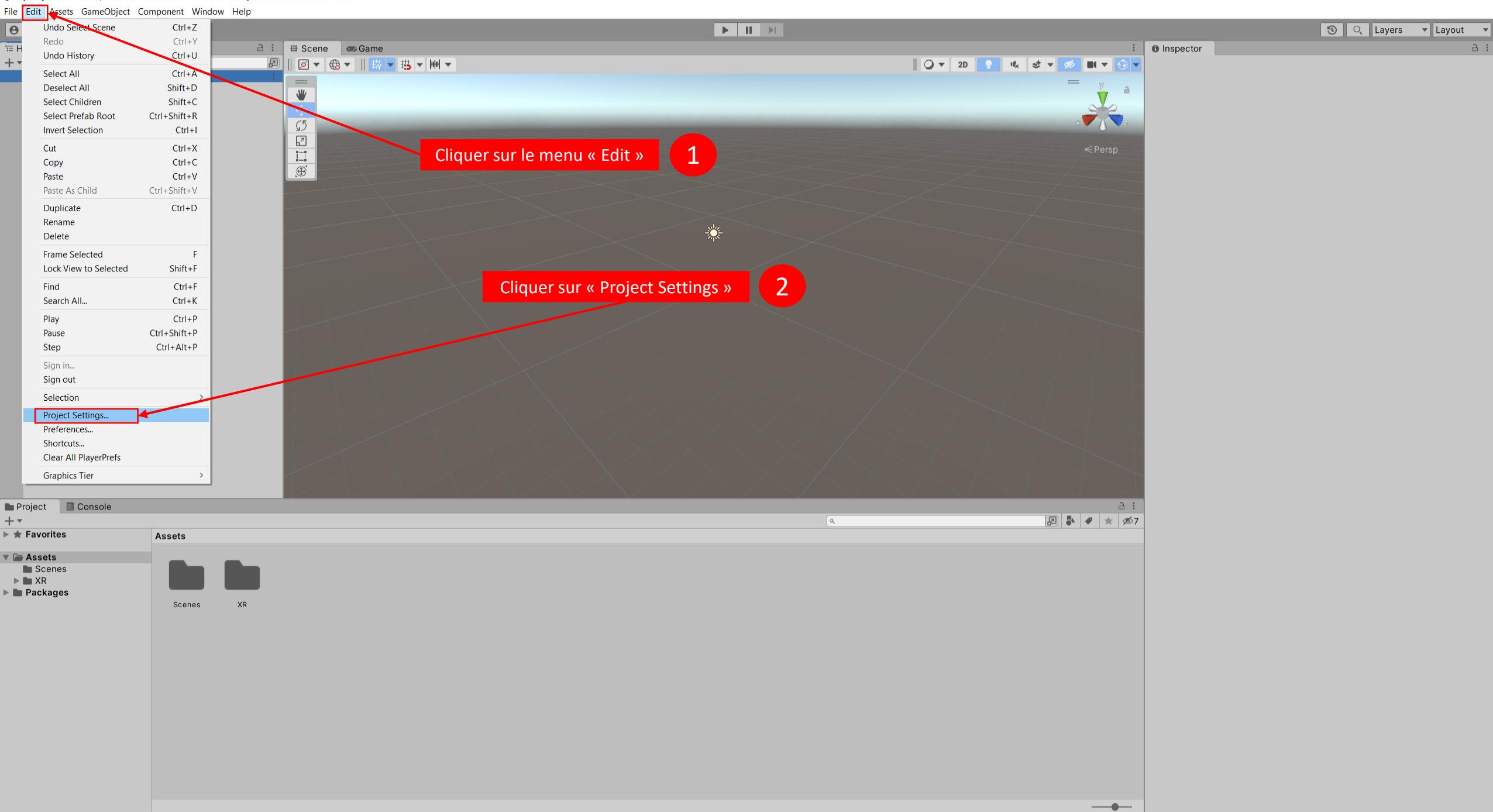












Project Settings

Player

Company Name: DefaultCompany

Product Name: My Project ARF

Version: 0.1

Default Icon: None (Texture 2D)

Default Cursor: Select

Cursor Hotspot: X: 0 Y: 0

Settings for Android:

- Icon (selected)
- Resolution and Presentation
- Splash Image

Other Settings

Rendering:

- Color Space*: Gamma (checked)
- Auto Graphics API (checked)
- Require ES3.1
- Require ES3.1+AEP
- Require ES3.2

Color Gamut*: sRGB

Multithreaded Rendering*: checked

Static Batching: checked

Dynamic Batching: unchecked

Compute Skinning*: checked

Graphics Jobs (Experimental): unchecked

Texture compression format: ASTC

Normal Map Encoding: DXT5nm-style

Lightmap Encoding: Normal Quality

Lightmap Streaming: checked

Streaming Priority: 0

Frame Timing Stats: unchecked

OpenGL: Profiler GPU Recorders: checked

Virtual Texturing*: unchecked

Shader precision model*: Use platform defaults for sampler precision

360 Stereo Capture*: unchecked

Vulkan Settings:

- SRGB Write Mode*: unchecked
- Number of swapchain buffers*: 3

On OpenGL, Profiler GPU Recorders may disable the GPU Profiler.

Virtual Texturing*: unchecked

Shader precision model*: Use platform defaults for sampler precision

360 Stereo Capture*: unchecked

Vulkan Settings:

- SRGB Write Mode*: unchecked
- Number of swapchain buffers*: 3

File C:\Users\Madjid MAIDI\android\repositories.cfg could not be loaded.

1 Sélectionner « Player »

2 Cliquer sur « Android »

Project Settings

Player

Company Name: DefaultCompany
Product Name: My Project ARF
Version: 0.1
Default Icon: None (Texture 2D)
Default Cursor: Select
Cursor Hotspot: X: 0 Y: 0

Settings for Android

Icon
Resolution and Presentation
Splash Image
Other Settings

Rendering

Color Space*: Gamma
Auto Graphics API: (unchecked)

Graphics APIs

Vulkan (highlighted)
= OpenGL ES 3.2

Require ES3.1
Require ES3.1+AEP
Require ES3.2

Color Gamut*

= sRGB

Multithreaded Rendering*
Static Batching
Dynamic Batching
Compute Skinning*
Graphics Jobs (Experimental)
Texture compression format
Normal Map Encoding
Lightmap Encoding
Lightmap Streaming
Streaming Priority
Frame Timing Stats
OpenGL: Profiler GPU Recorders

ASTC
DXT5nm-style
Normal Quality
0
Use platform defaults for sampler precision

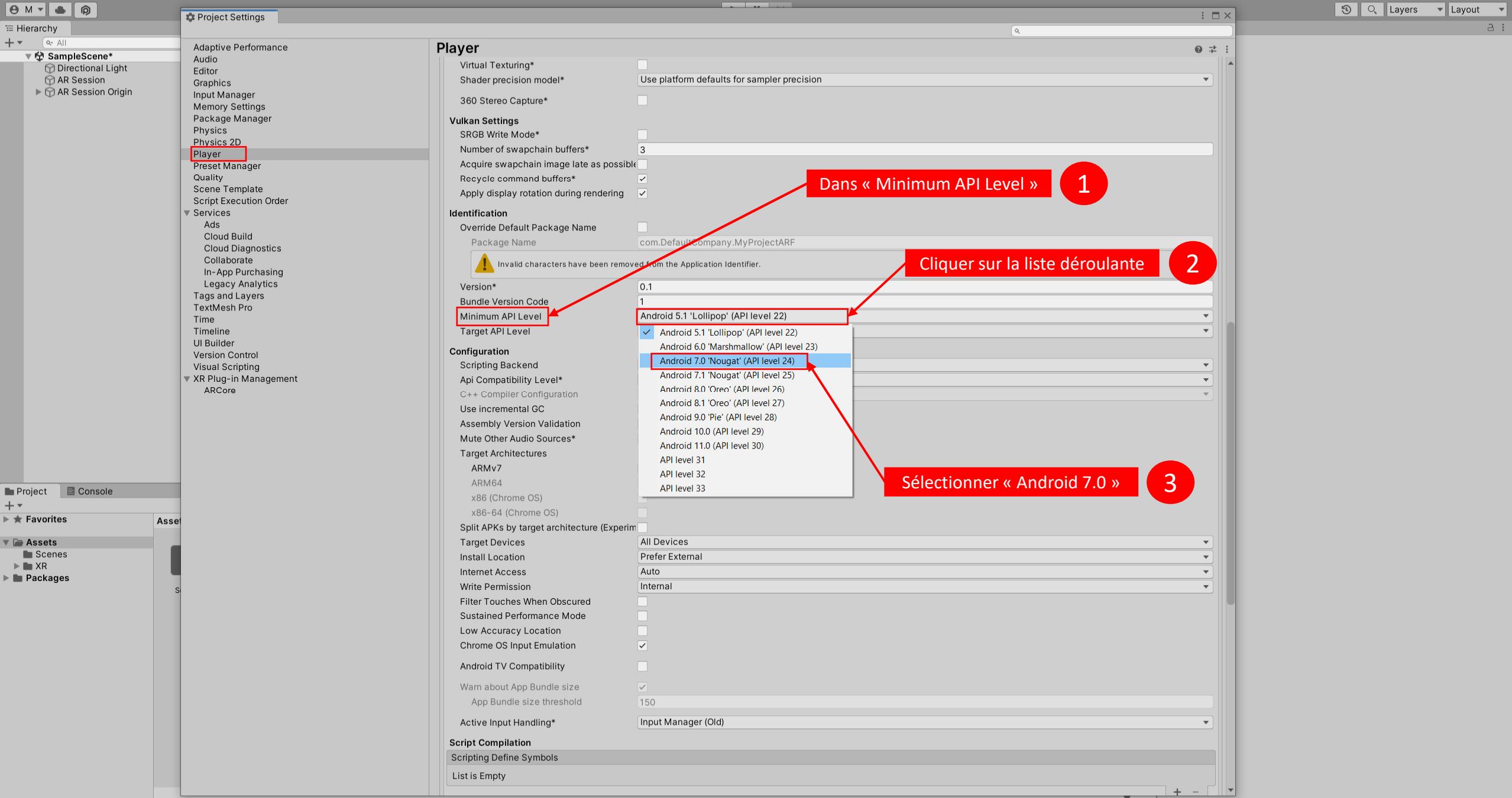
On OpenGL, Profiler GPU Recorders may disable the GPU Profiler.

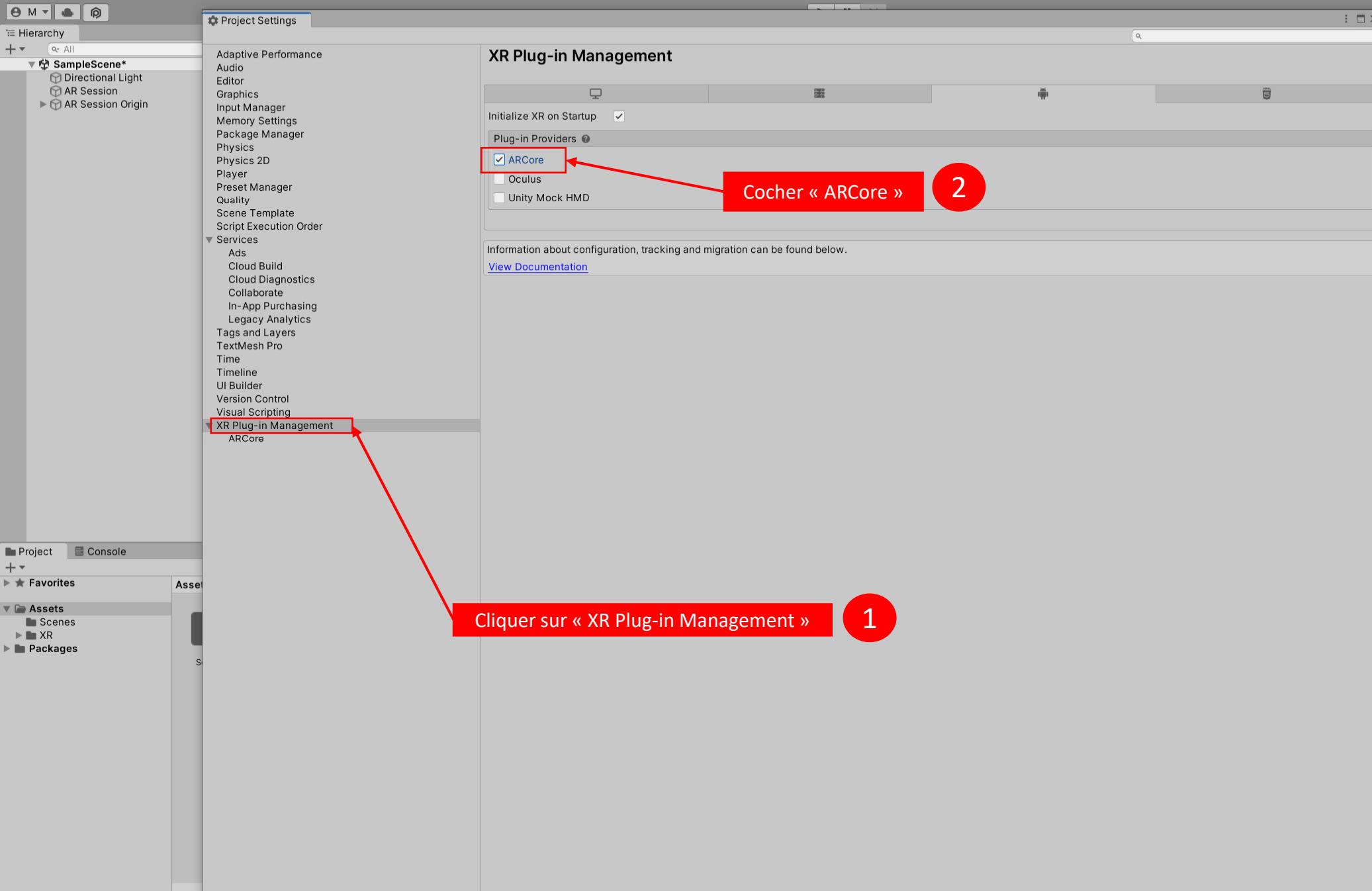
Virtual Texturing*
Shader precision model*

1 DÉCOCHER LA CASE « AUTO GRAPHICS API »

2 SÉLECTIONNER « VULKAN »

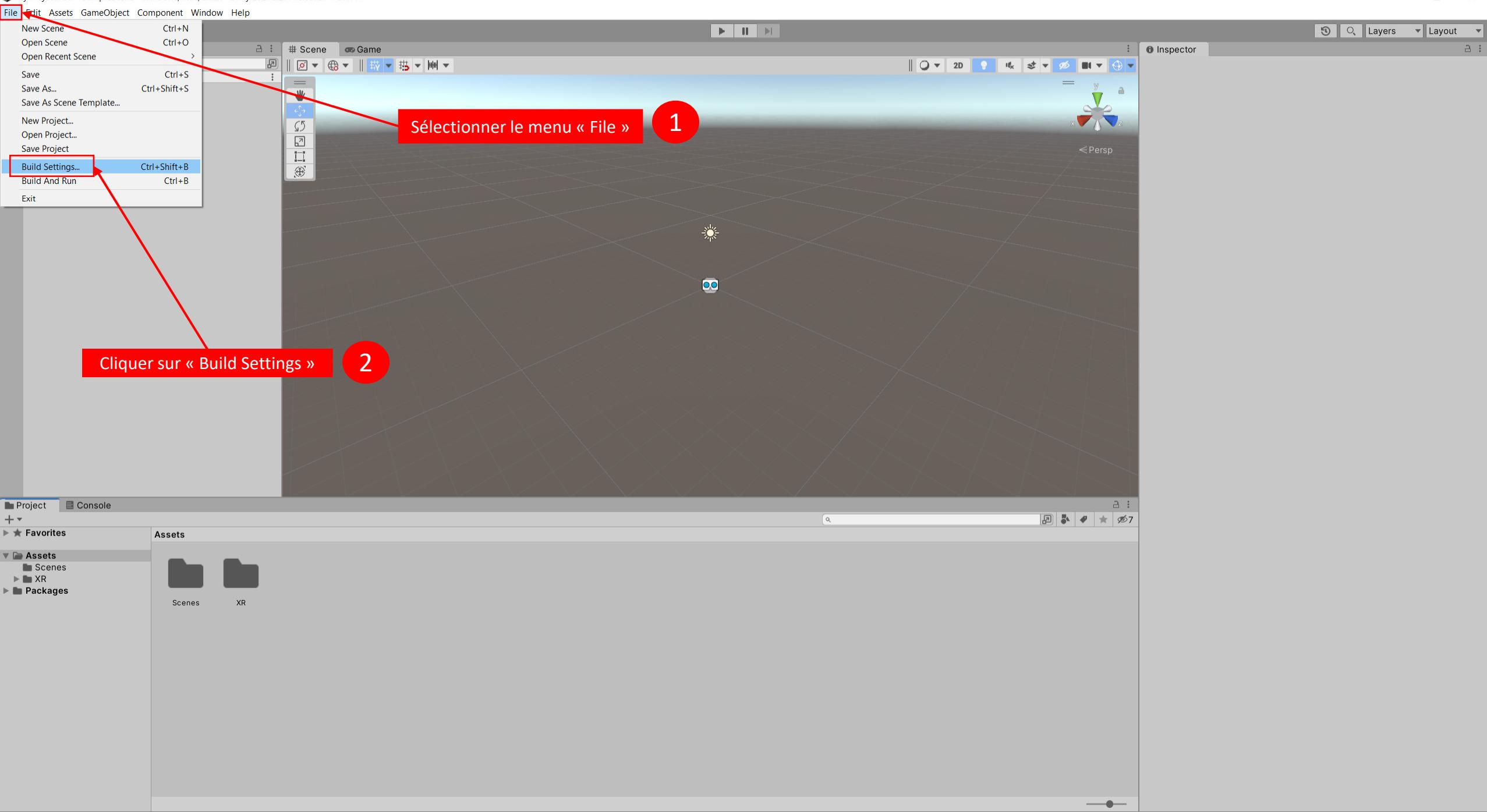
3 SUPPRIMER « VULKAN »

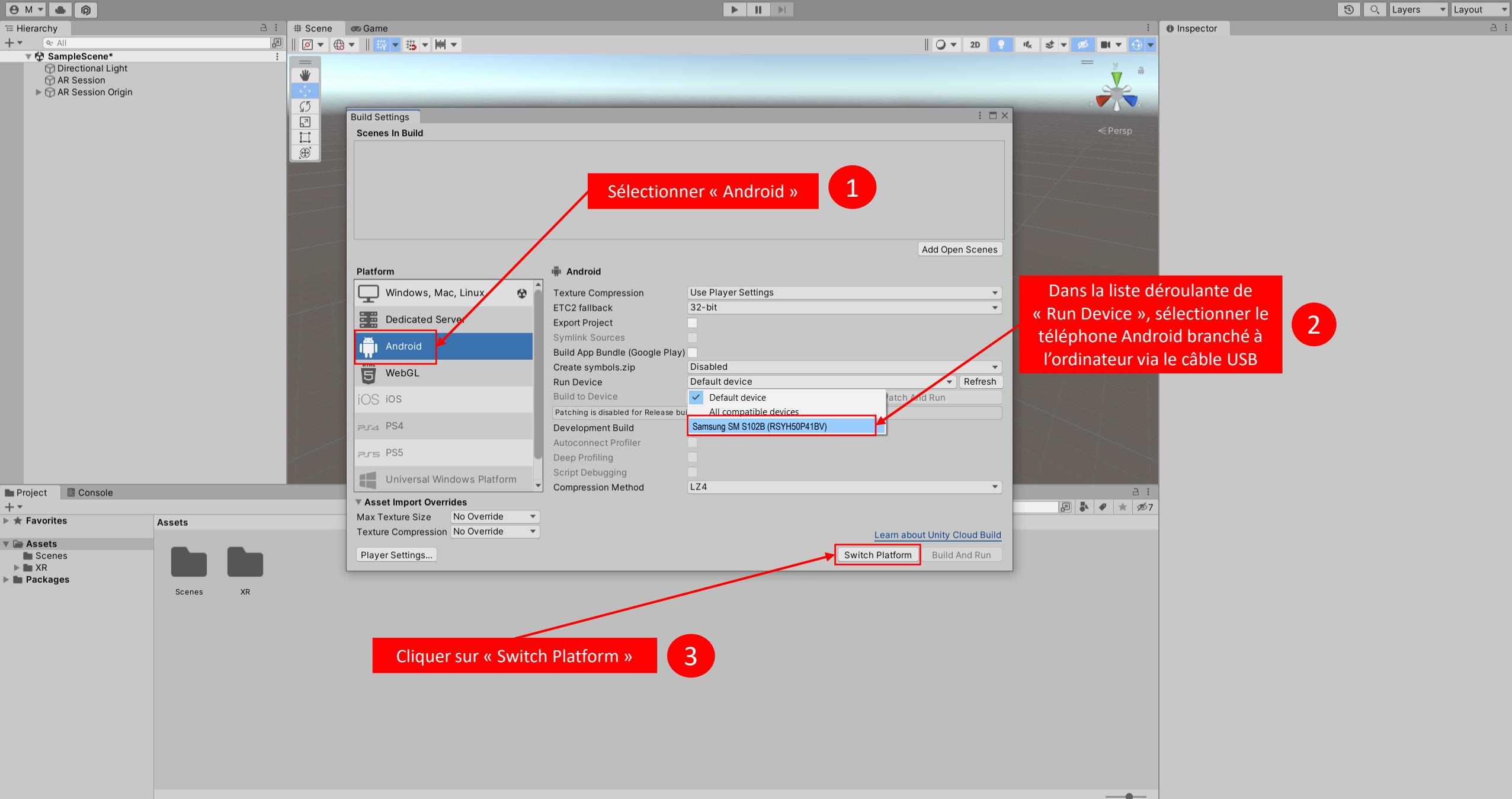


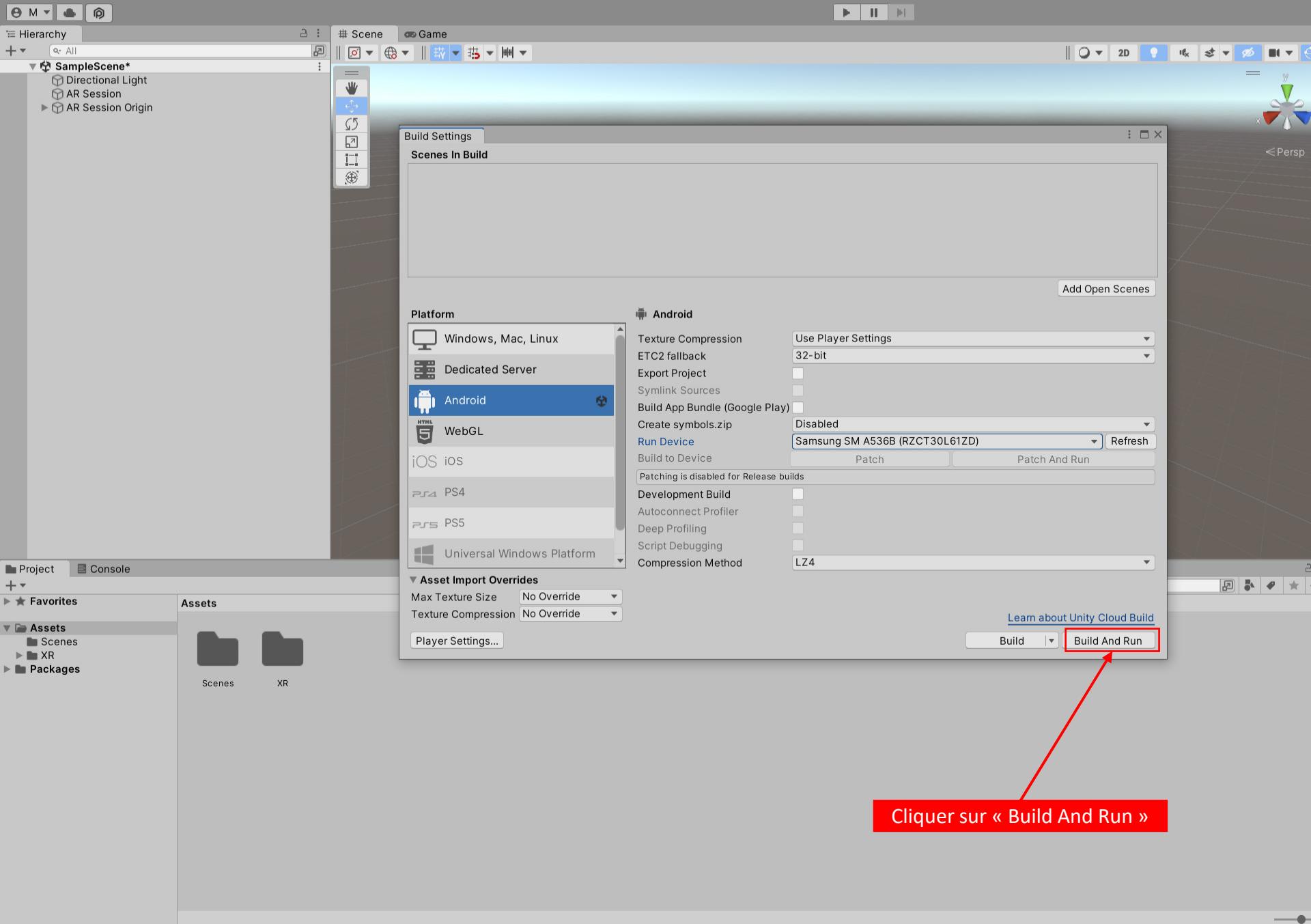


Activer le mode développeur sur Android

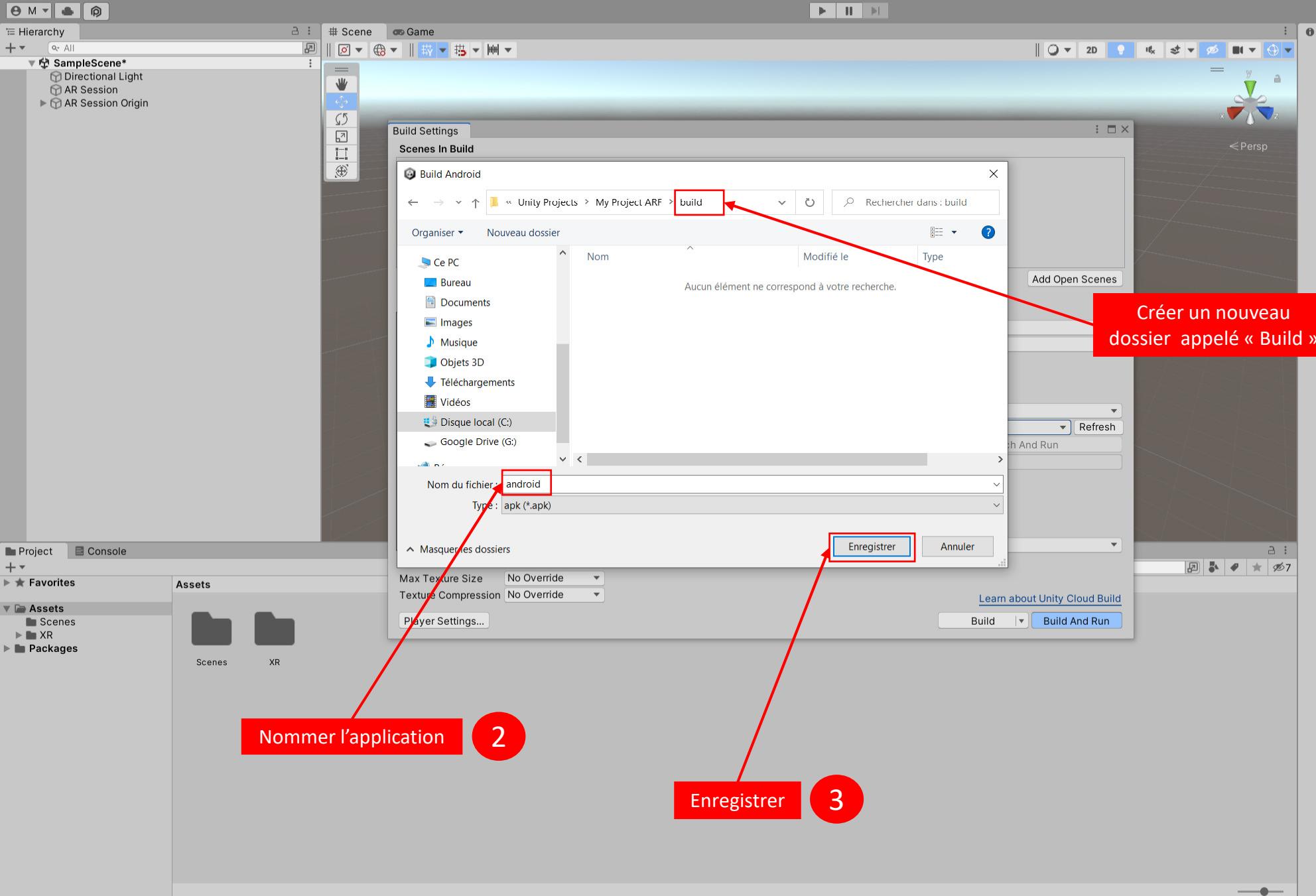
1. Aller dans les **Paramètres** du téléphone
2. Taper sur **À propos du téléphone**
3. Taper sur **Information sur le logiciel**
4. Tapez **7 fois** sur **Numéro de version** pour activer le mode développeur
5. Revenir dans **Paramètres**
6. Taper sur le menu **Options de développement** qui vient de s'afficher
7. Dans la rubrique Débogage, activer **Débogage USB**



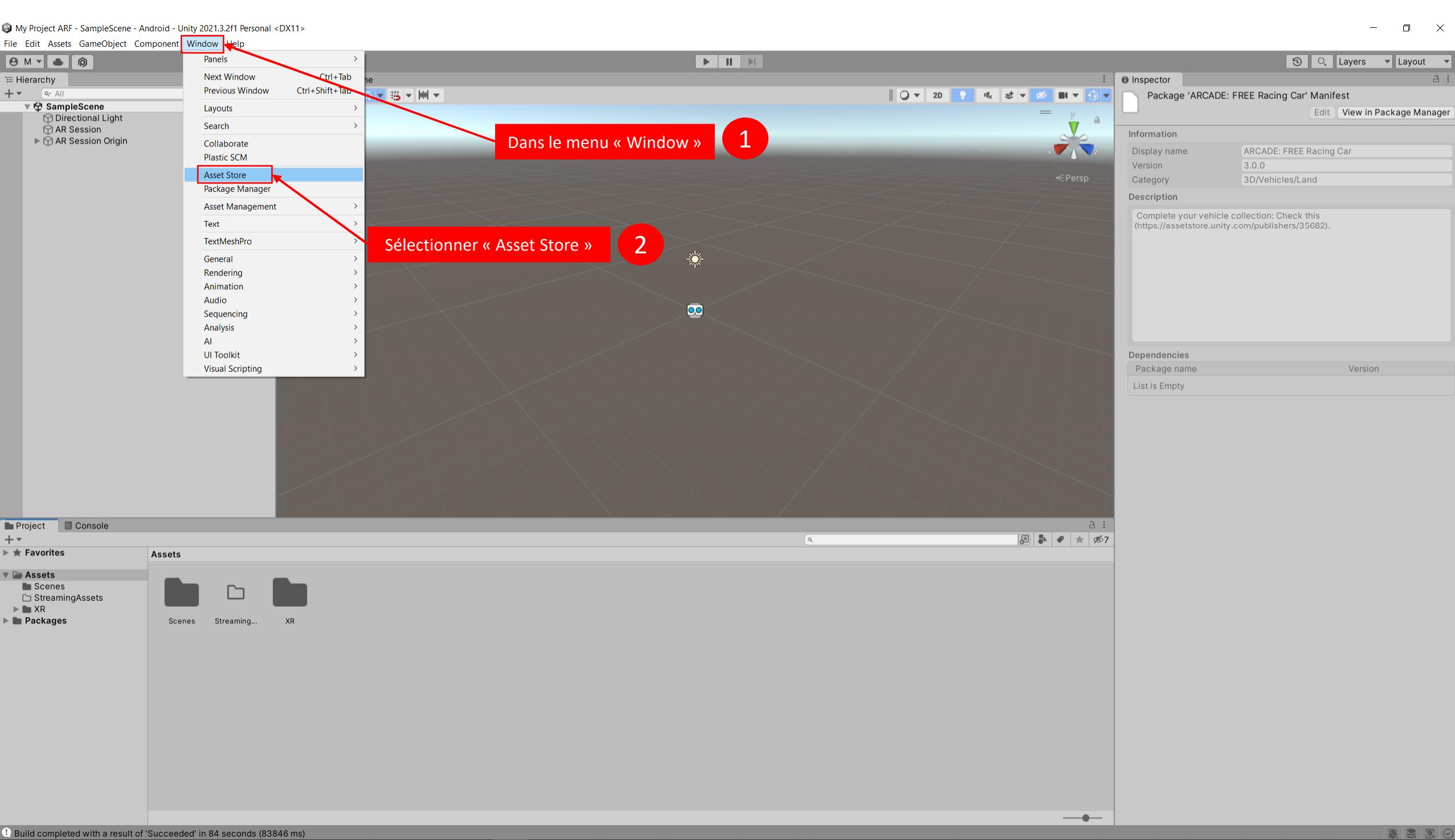


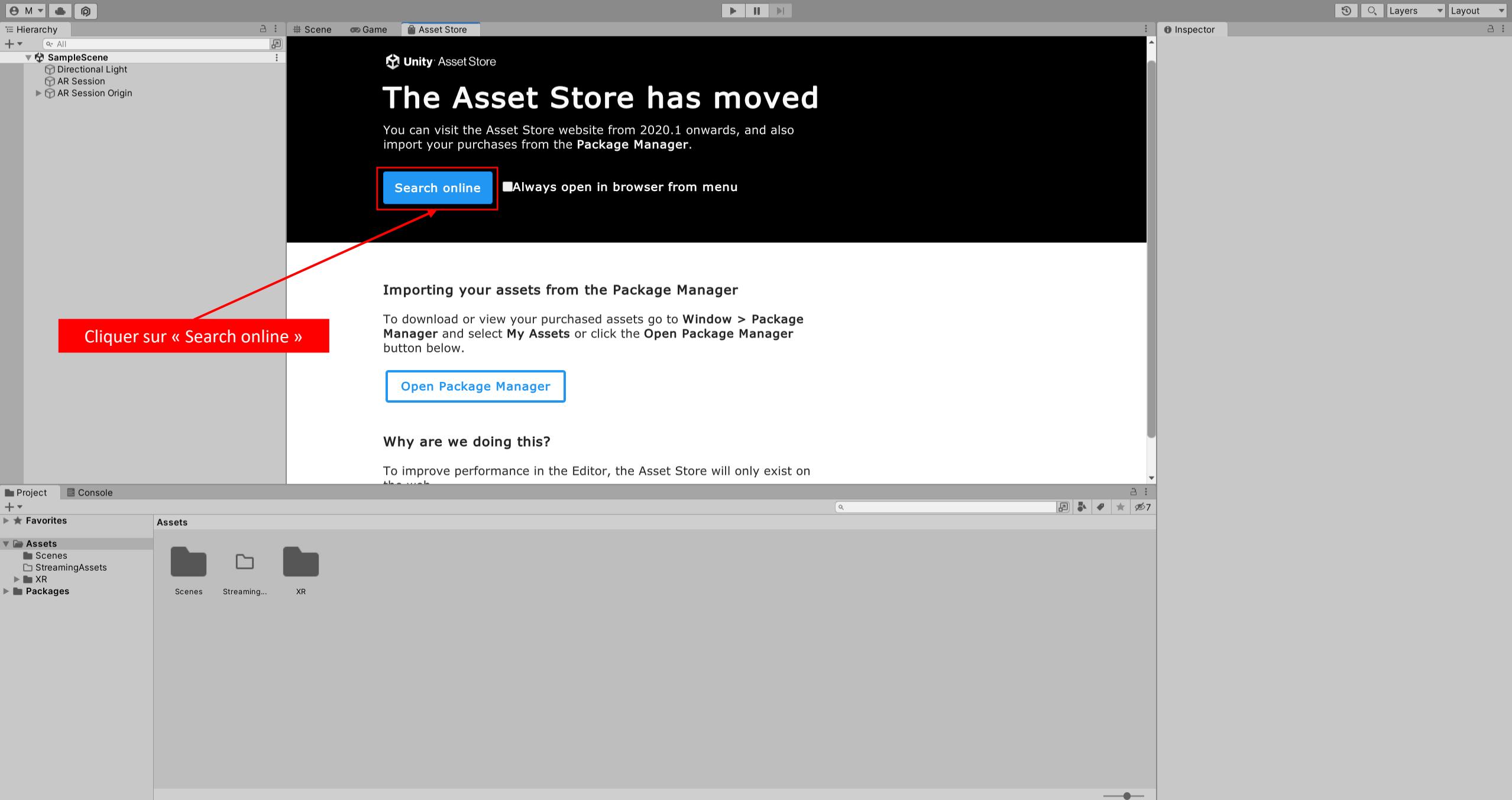


Cliquez sur « Build And Run »



Première application







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Unity Asset Store

truck

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3 Chercher le modèle 3D souhaité par son nom

1 Cocher la case « 3D »

2 Cocher la case « Free Assets »

1-24 of 43 results for truck

Sort by Popularity View Results 24 Refine by clear filters

Hide Purchased Assets

All Categories

3D (43)

Audio (1)

Tools (5)

Pricing

Free Assets (43)

Unity Versions

Publisher

Ratings

Platforms

Release Date

EXIS INTERACTIVE Basic Truck ★★★★★ (9) | ❤ (234) FREE Add to My Assets

VIS GAMES Single Detailed Truck ★★★★★ (32) | ❤ (408) FREE Add to My Assets

SR STUDIOS KERALA Truck low poly (not enough ratings) | ❤ (28) FREE Add to My Assets

PADIA 3D Free Pickup Truck (not enough ratings) | ❤ (67) FREE Add to My Assets

BEAVY STORE FREE - Pickup Truck with ... (not enough ratings) | ❤ (189) FREE Add to My Assets

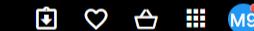
KRAZIFY Garbage Truck HQ (not enough ratings) | ❤ (54) FREE Add to My Assets

LEVENTGUNGOR Truck Levo v1 (not enough ratings) | ❤ (19) FREE Add to My Assets

SPAWN CAMP GAMES Lowpoly Flatbed Truck (not enough ratings) | ❤ (20) FREE Add to My Assets



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Home > 3D > Vehicles > Land > Free Pickup Truck



Free Pickup Truck

Padia 3D

(not enough ratings) | (67)**FREE**

91 views in the past week

[Add to My Assets](#)

License agreement Standard Unity Asset Store EULA

License type Extension Asset

File size 21.0 MB

Latest version 1.0

Latest release date Nov 5, 2021

Original Unity version 2020.3.16 or higher

Cliquer sur « Add to My Assets »

Frequently bought together



AEROLIFE

Pickup Truck...

(not enough ratings)

\$7

FUNFANT

Eighties Pick...

(not enough ratings)

\$4.99

FUNFANT

Old Pickup Tr...

★★★★★ (3)

\$4.99

Overview

Package Content

Releases

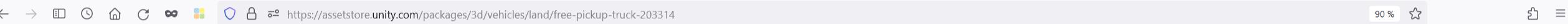
Reviews

Publisher info

Asset Quality

[Add all 3 to cart](#)

A free 3d model of a pickup truck in a realistic rendered scene. The Asset includes the ground texture shown in the screenshots.



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Unity Asset Store

Search for assets

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Home > 3D > Vehicles > Land > Free Pickup Truck

Free Pickup Truck
Padia 3D (not enough ratings) | ❤️ (67)

91 views in the past week

Asset Store Terms of Service and EULA
Last updated: March 15, 2022

1. Background
1.1
The Unity Asset Store ("Unity Asset Store") is owned and operated by Unity Technologies ApS (company no. 30 71 99 13), Niels Hemmingsens Gade 24, 1153 Copenhagen K, Denmark ("Unity"). Your use of the Unity Asset Store is governed by a legal agreement between you and Unity consisting of these Asset Store Terms of Service ("Terms") which you accept by checking the box indicating your acceptance of these Terms and/or registering as a user of

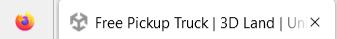
Cancel Accept

Clicker sur « Accept »

Overview Package Content Releases Reviews Publisher info Asset Quality

A free 3d model of a pickup truck in a realistic rendered scene. The Asset includes the ground texture shown in the screenshots.

Add all 3 to cart



Free Pickup Truck | 3D Land | Un X

https://assetstore.unity.com/packages/3d/vehicles/land/free-pickup-truck-203314

90 % ⭐

✓ Added to My Assets

PADIA 3D
Free Pickup Truck

Open in Unity Go to My Assets

3D 2D Add-Ons Audio Essentials Templates Tools VFX Sale Sell Assets

Over 11,000 five-star assets Rated by 85,000+ customers Supported by 100,000+ forum members Every asset moderated by Unity

Home > 3D > Vehicles > Land > Free Pickup Truck

Free Pickup Truck
Padia 3D (not enough ratings) | ❤️ (6)

FREE

91 views in the past week

Add to My Assets

License agreement Standard Unity Asset Store EULA
License type Extension Asset
File size 21.0 MB
Latest version 1.0
Latest release date Nov 5, 2021
Original Unity version 2020.3.16 or higher

Frequently bought together

AEROLIFE Pickup Truck... (not enough ratings) \$7

FUNFANT Eighties Pick... (not enough ratings) \$4.99

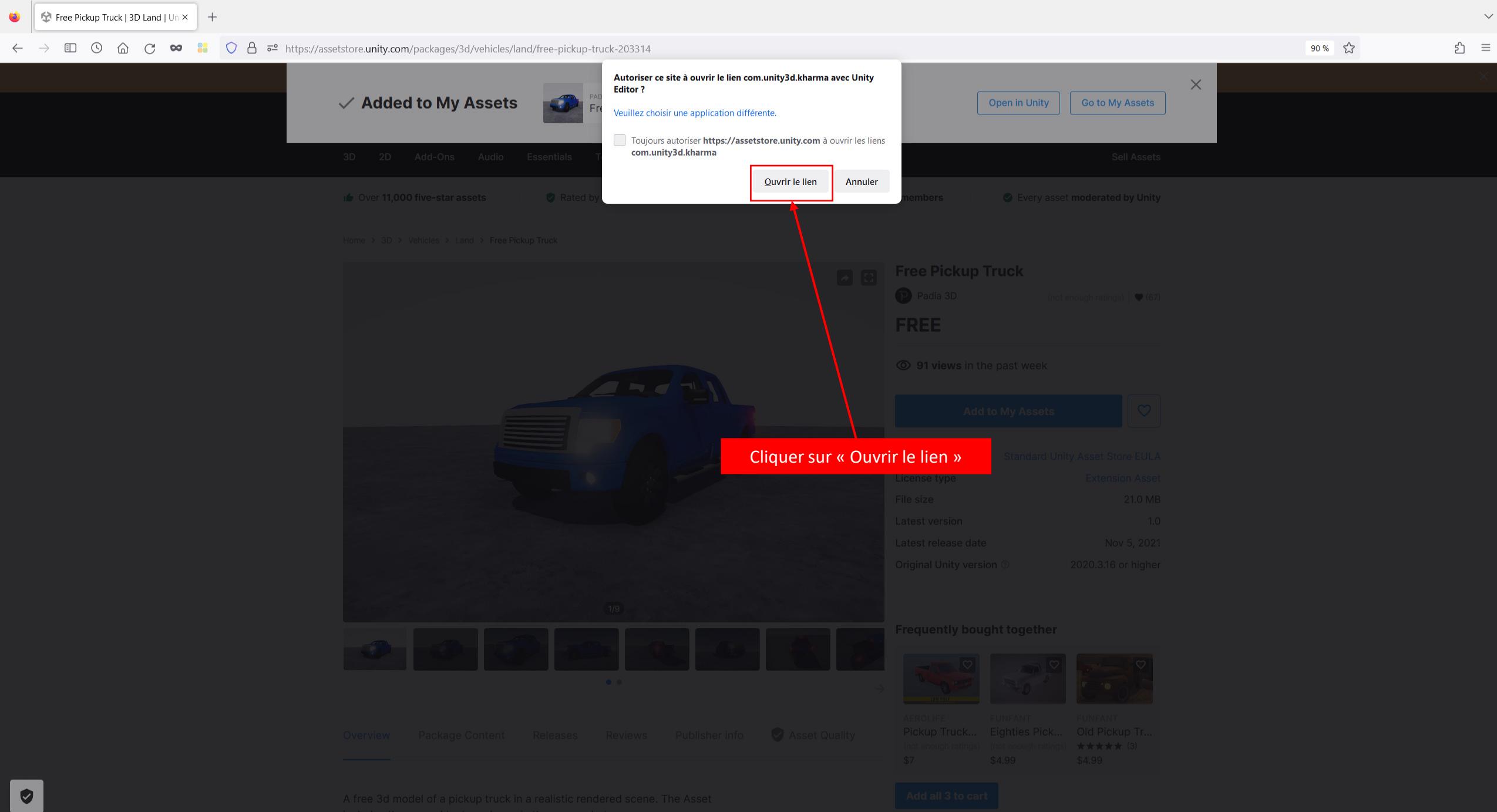
FUNFANT Old Pickup Tr... ★★★★ (3) \$4.99

Overview Package Content Releases Reviews Publisher info Asset Quality

Add all 3 to cart

A free 3d model of a pickup truck in a realistic rendered scene. The Asset includes the ground texture shown in the screenshots.

Clicker sur « Open in Unity »



The screenshot shows the Unity Editor interface with the Asset Store window open. The Asset Store window displays a package named "Free Pickup Truck" by Padia 3D, version 1.0, released on November 05, 2021. The package includes a 3D model of a pickup truck and its ground texture. It has a size of 20,96 MB and supports Unity versions 2020.3.16 or higher. The purchase date is January 20, 2023. The release details mention it was released on November 05, 2021. The assigned labels are listed as "(None)". A red arrow points to the "Download" button at the bottom right of the Asset Store window.

Free Pickup Truck

Padia 3D

Version 1.0 - November 05, 2021 asset store

[View in the Asset Store](#) • [Publisher Website](#)

A free 3d model of a pickup truck in a realistic rendered scene. The Asset includes the ground texture shown in the screenshots.
The model has 20k polygons, realistic materials, and can be customized.

Images & Videos

[View images & videos on Asset Store](#)

Package Size
Size: 20,96 MB (Number of files: 30)

Supported Unity Versions
2020.3.16 or higher

Purchased Date
January 20, 2023

Release Details
1.0 (Current) - released on November 05, 2021 [More...](#)
Original - released on November 05, 2021

Assigned Labels
(None)

Download

Inspector

Package 'Free Pickup Truck' Manifest

Information

Display name: Free Pickup Truck
Version: 1.0.0
Category: 3D/Vehicles/Land

Description

A free 3d model of a pickup truck in a realistic rendered scene. The Asset includes the ground texture shown in the screenshots.
The model has 20k polygons, realistic materials, and can be customized.

Dependencies

Package name: Version:
List is Empty

Cliquer sur « Download »

The screenshot shows the Unity Editor interface with the Package Manager window open. The Package Manager lists several assets, with 'Free Pickup Truck' selected. The Inspector panel shows the asset's manifest with details like Display name: 'Free Pickup Truck', Version: '1.0.0', Category: '3D/Vehicles/Land', and a description of the asset. A red arrow points to the 'Import' button at the bottom right of the Package Manager window.

My Project ARF - SampleScene - Android - Unity 2021.3.2f1 Personal <DX11>

File Edit Assets GameObject Component Window Help

Hierarchy Scene Game Asset Store

SampleScene

Directional Light AR Session AR Session Origin

Package Manager

+ Packages: My Assets Sort: Name ↓ Filters Clear Filters

ARCADE: FREE Racing Car 3.0

Flooded Grounds 1.1

Free Pickup Truck 1.0

HQ Racing Car Model No.1203 1.0

Keyboard Adjustable Colors 1.0

Planes & Choppers - PolyPack 1.2

Planet Earth Free 2.0

Runtime Inspector & Hierarchy 1.7.0

Free Pickup Truck

Padia 3D

Version 1.0 - November 05, 2021 asset store

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Import Re-Download

Inspector

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Dependencies

Package name Version
List is Empty

Project Console

Favorites

Assets

Scenes StreamingAssets XR

All 8 packages shown

Last update Jan 20, 11:40

Import Re-Download

Cliquer sur « Import »

Import Unity Package

Free Pickup Truck

Padia 3D

Version 1.0 - November 05, 2021 asset store

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Images & Videos

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Package Size Supported Unity Versions

Size: 20,96 MB (Number of files: 30) 2020.3.16 or higher

Purchased Date

January 20, 2023

Release Details

1.0 (Current) - released on November 05, 2021 [More...](#)
Original - released on November 05, 2021

Assigned Labels

(None)

All None Cancel Import

Cliquer sur « Import »

Import Re-Download

Hierarchy Scene Game Asset Store

SampleScene

Directional Light AR Session AR Session Origin

Inspector

Package 'Free Pickup Truck' Manifest

Display name Free Pickup Truck

Version 1.0.0

Category 3D/Vehicles/Land

Description A free 3d model of a pickup truck in a realistic rendered scene. The Asset includes the ground texture shown in the screenshots. The model has 20k polygons, realistic materials, and can be customized.

Dependencies

Package name Version

List is Empty

Project Console

Favorites

Assets

Scenes StreamingAssets XR

Scenes Streaming... XR

All 8 packages shown Last update Jan 20, 11:40

Build completed with a result of 'Succeeded' in 84 seconds (83846 ms)

The Asset Store has moved

You can visit the Asset Store website from 2020.1 onwards, and also import your purchases from the **Package Manager**.

[Search online](#) Always open in browser from menu

Importing your assets from the Package Manager

To download or view your purchased assets go to **Window > Package Manager** and select **My Assets** or click the **Open Package Manager** button below.

[Open Package Manager](#)

Why are we doing this?

To improve performance in the Editor, the Asset Store will only exist on the web.

Nouveau modèle importé

Assets

PickupTruck Scenes Streaming... XR

Inspector

Package 'Free Pickup Truck' Manifest

Display name: Free Pickup Truck

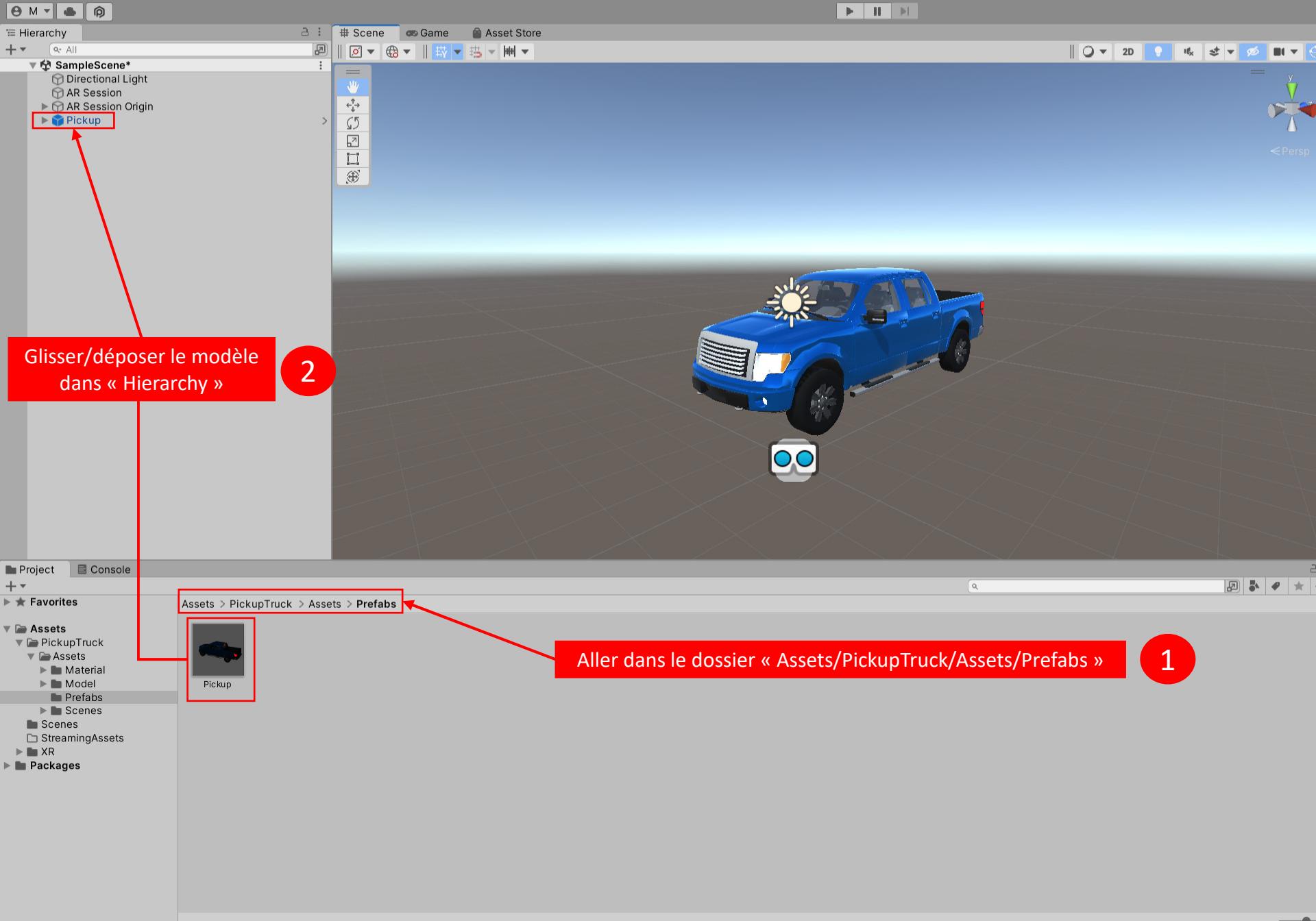
Version: 1.0.0

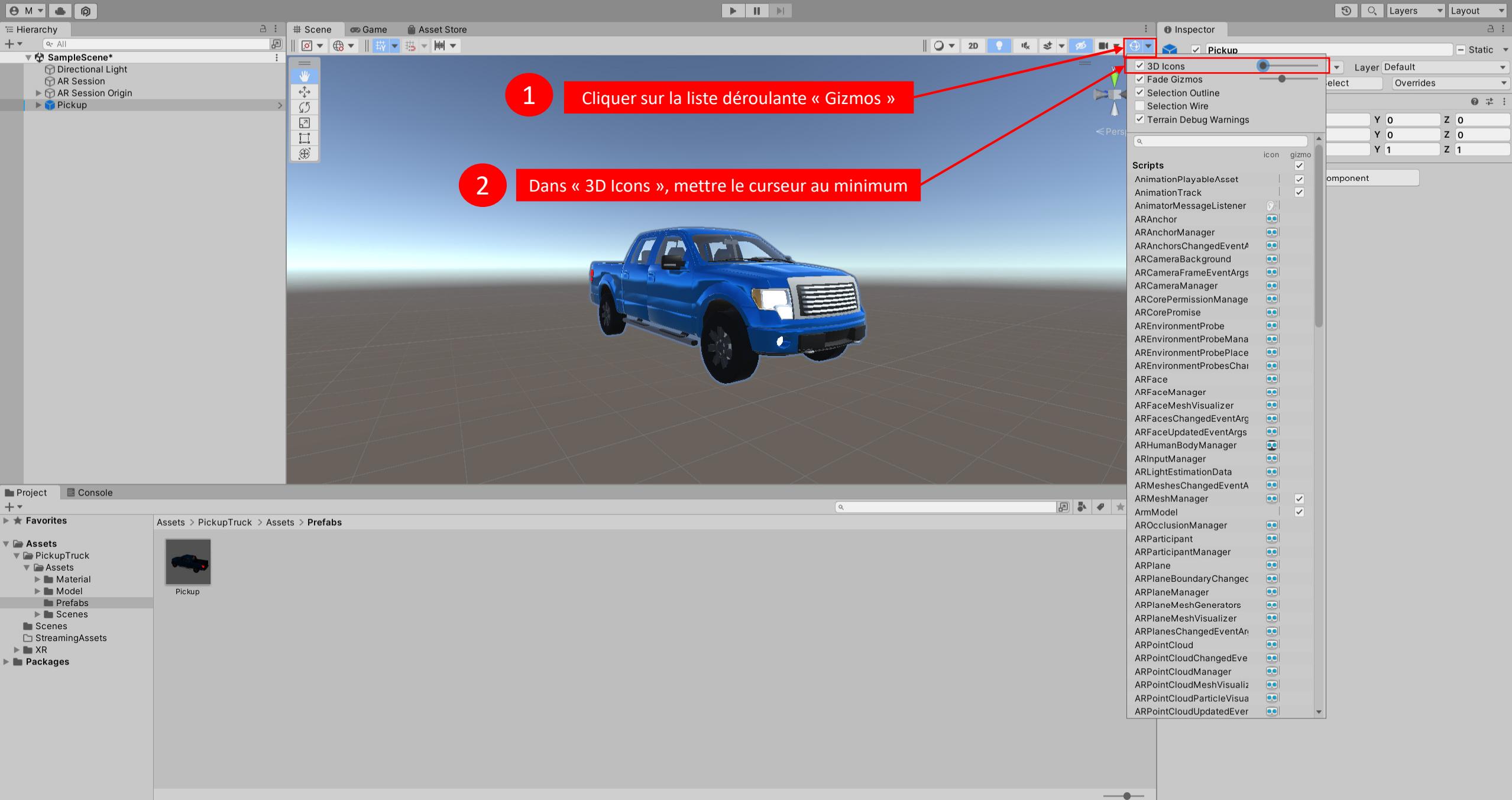
Category: 3D/Vehicles/Land

Description: A free 3d model of a pickup truck in a realistic rendered scene. The Asset includes the ground texture shown in the screenshots. The model has 20k polygons, realistic materials, and can be customized.

Dependencies

Package name: Version: List is Empty







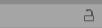
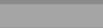
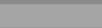
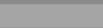
File Edit Assets GameObject Component Window Help

- New Scene Ctrl+N
- Open Scene Ctrl+O
- Open Recent Scene >
- Save Ctrl+S
- Save As... Ctrl+Shift+S
- Save As Scene Template...
- New Project...
- Open Project...
- Save Project
- Build Settings... Ctrl+Shift+B
- Build And Run** Ctrl+B
- Exit

Scene Game Asset Store



|| Q 2D 3D



Inspector



< Persp



Cliquer sur « Build And Run »
pour compiler et exécuter le
projet

Project Console



Favorites

Assets

PickupTruck

Assets

Material

Model

Prefabs

Scenes

StreamingAssets

XR

Packages

Assets > PickupTruck > Assets > Prefabs



Pickup