

Augmented Reality / Vuforia / Unity

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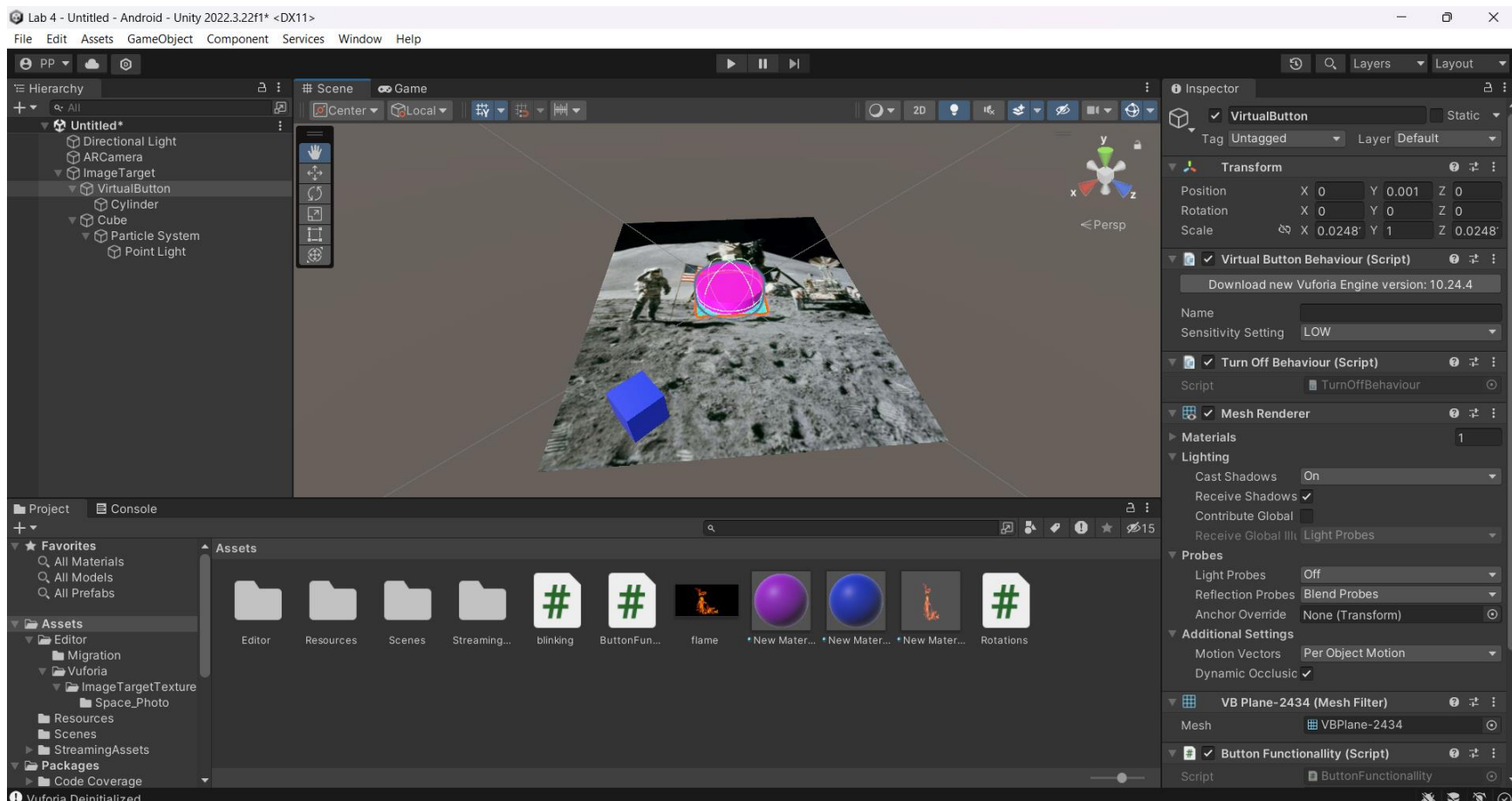


Idea of project:

Make an ImageTarget with object that will rotate and have particle system. Disable and Enable it with virtual button.

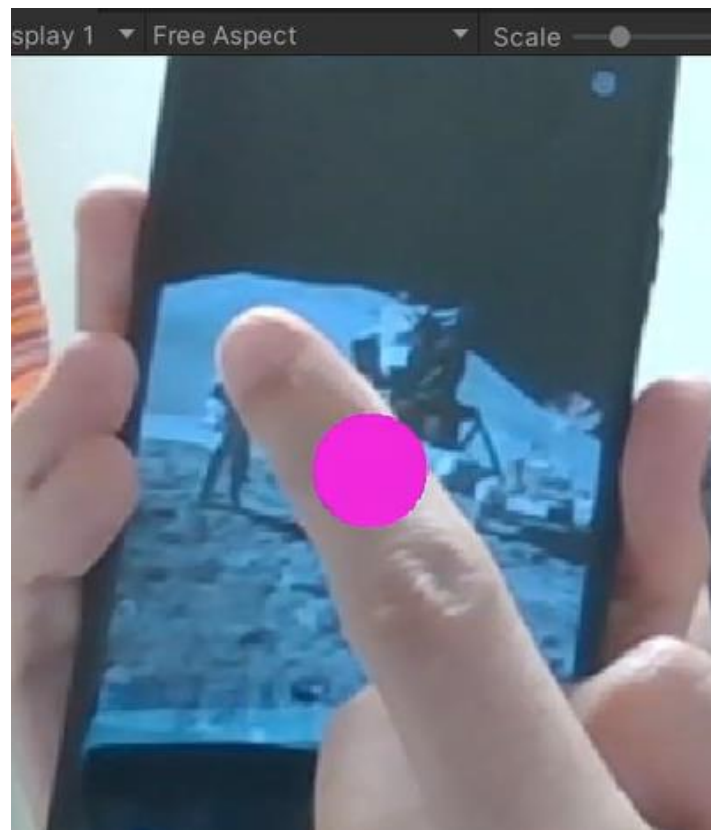
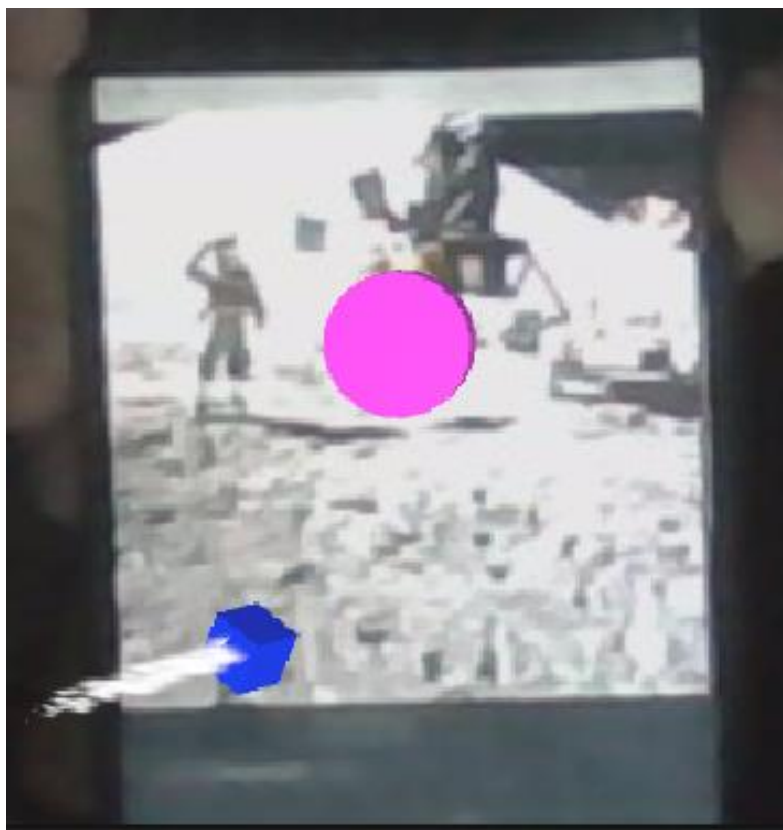
Implementation





How it works:





[illegible]