AR Shadow 🌓

makaka.org/ar-shadow

AR Shadow implements simple real-time shadows for apps with Augmented Reality (Vuforia, Gyro, Accelerometer, any AR). This is Unity shader for transparent surfaces.

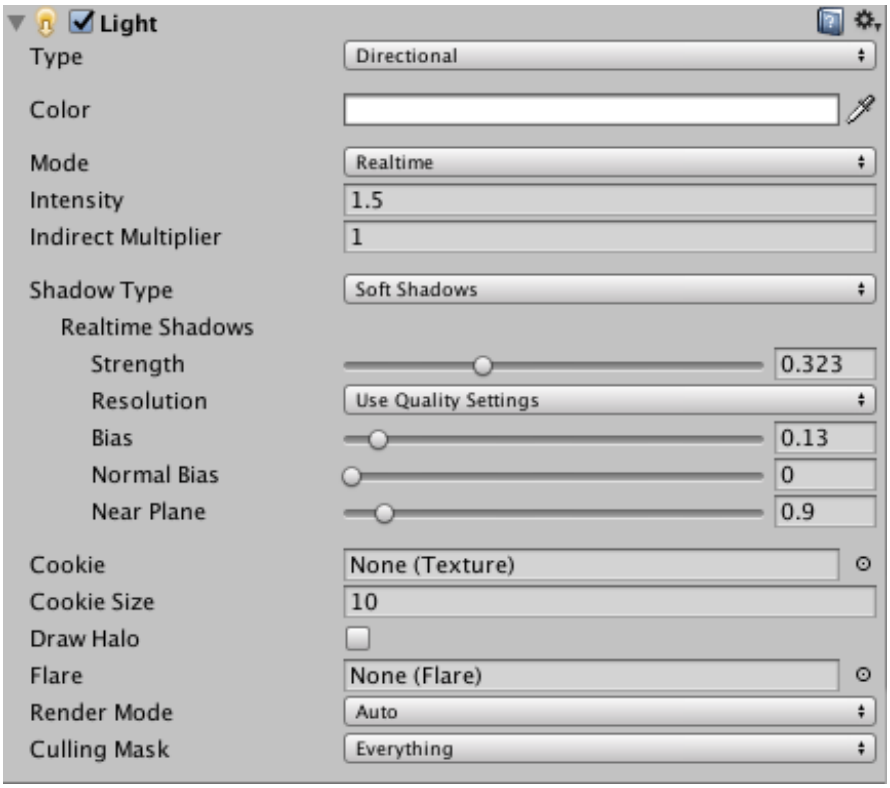
Package contains demo with Vuforia.

AR Shadow & Unity: Getting started from scratch

Package has customized prefabs: ARGround & ARDirectionalLight.
So just use them for your scene & enjoy.

1. Go to Edit > Project Settings > Quality.
2. Choose Default Quality Level for a target platform.
    1. Shadow Projection = Close Fit.
    2. Shadow Distance = 400.
3. Create Plane (ARGround prefab).
    1. Place plane on the marker (a bit higher) if you use marker AR like Vuforia. If you use markerless AR (e.g. AR Camera GYRO) then place the plane on your origin so you can see the shadows.
    2. Resize plane for all your active area of game action.

3. Attach ARShadow material with ARShadowSurface shader (AR/ARShadowSurface) to the Plane.
    1. Cutout = 1.
4. Create Direction Light (ARDirectionalLight prefab).
    1. Intensity = 1.5 or 1.0.
    2. Shadow Type = Soft Shadows.
        1. Strength = 0.323.
        2. Bias = 0.13.
        3. Normal Bias = 0.
        4. Near Plane = 0.9.



AR Shadow – Directional Light

5. Press Play and see the AR shadows from objects.

Vuforia

See the documentation for Vuforia.

Tested With

— iOS on iPhone 6.
— Android on Lenovo A606.

Download

Download on Unity Asset Store.
Check also more my AR Unity Assets.

Support

First of all, read the docs.
If it didn’t help, get the support.

Advantages

Support for Any AR engine

Vuforia Demo Scene in the package

3 minutes installation for Your Scene

Perfect

Bring the enchanting Power of Shadows into your Augmented Reality.