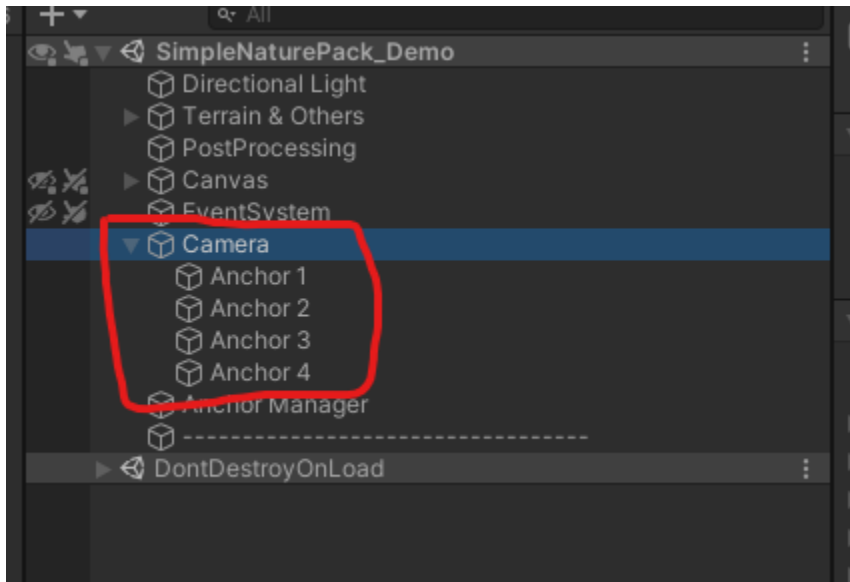


For my approach for the Spacial Anchors project I decided to start off by making all anchors child of the Camera. This way, they would behave similarly to an AR device, be it a phone, HoloLens or other. When the Camera moves, all anchors must recalculate their position and rotation.



I've attempted to recalculate the anchors positions using only their local position and rotation and the Camera global position and global rotation but was unsuccessful and had to abandon this option due to time constraints not allowing me to pursue these calculations any further.

All anchor positions are calculated asynchronously, to free the main thread and make use of the device unused threads, as these sort of calculations wouldn't cause a thread race.

There aren't many configuration options, but these can be accessed in the Anchor Manager object in the scene.

