

AR Unity and Vuforia Setup

Reference Tutorial Available Here

<http://www.instructables.com/id/3D-Augmented-Reality-With-Vuforia/>

Softwares Needed

Unity Game Engine 5

<https://unity3d.com/get-unity/download?ref=personal>

Vuforia 6

<https://developer.vuforia.com/>

Create an account and log into the website to download the Unity Intergration Assets and to create the needed databases for augmentation.

Material to have ready

A png or jpeg image that is full color and not text or a repeating pattern.

A 3D model to place onto or make sticky to the image above.

Setup

Follow Step-by-step either from the Instructables link above or the PDF

"*3DAugmentedReality-StepbyStep*" provided in the Workshop dropbox folder.

Will not be done in the workshop*

If you plan to build a test application using an IOS device you will need to download and install XCode and create a developers account. (free) This takes quite a bit of time to install and depending on your operating system, version of Unity, and version of Vuforia it can take some time to get everything setup corectly.

<https://developer.apple.com/xcode/>

Building to an Android Device is much easier but still requires that you have the following installed and setup:

Android Studio

<https://developer.android.com/studio/index.html>

Java SE Development Kit 7

<http://www.oracle.com/technetwork/java/javase/downloads/jdk7-downloads-1880260.html>

Android Device should be set to Developer Mode

<http://www.androidcentral.com/how-enable-developer-settings-android-42>