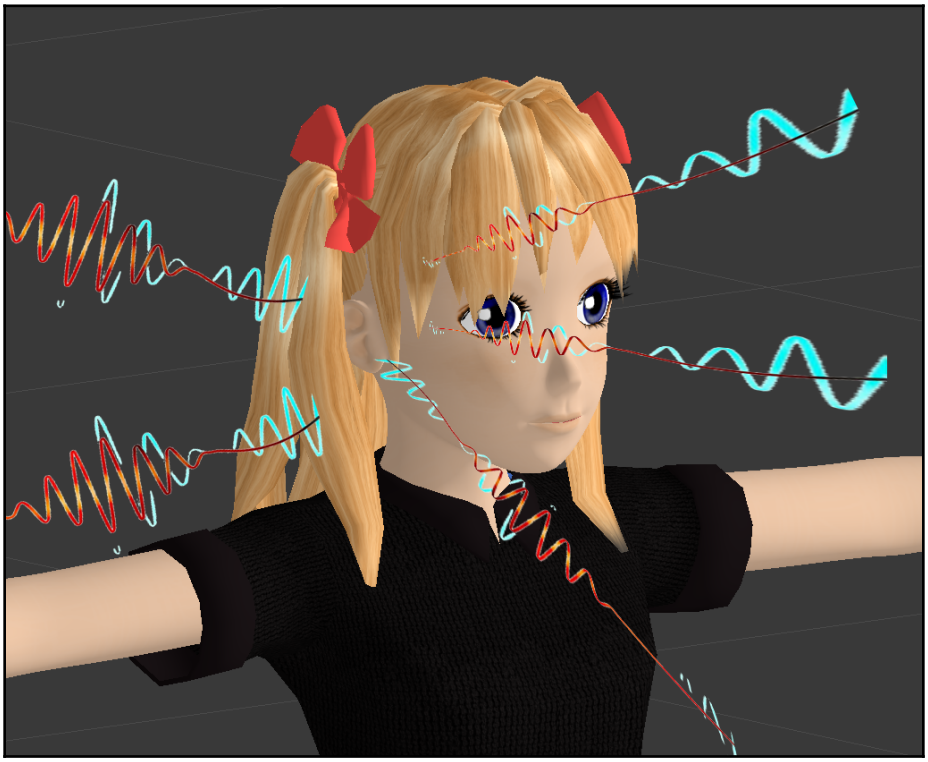
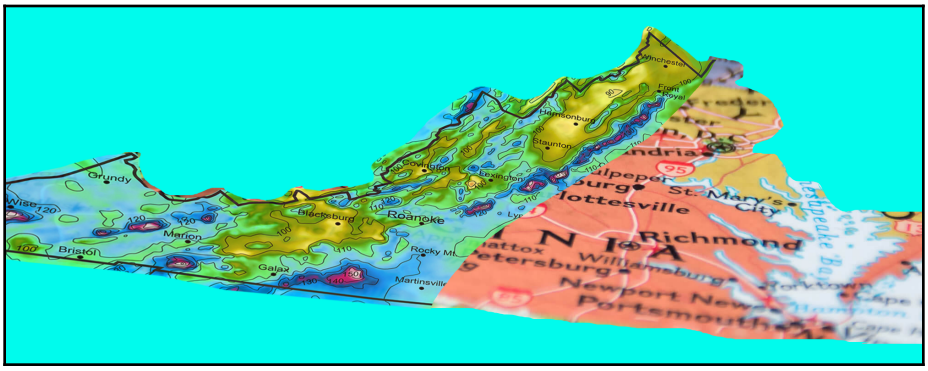
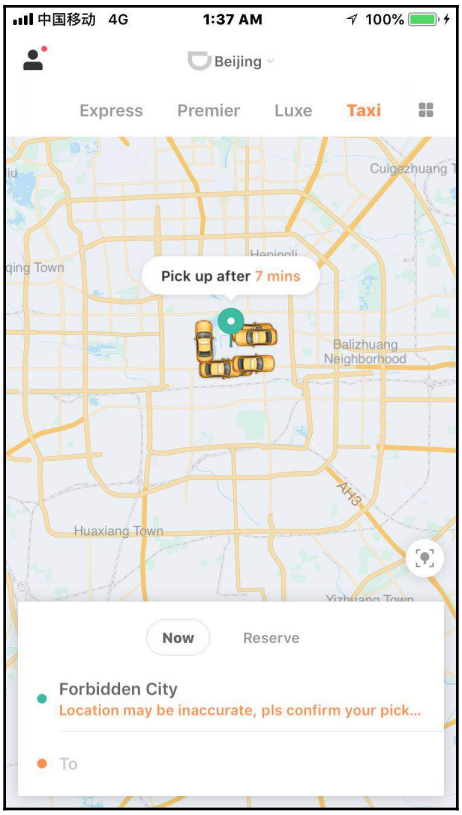
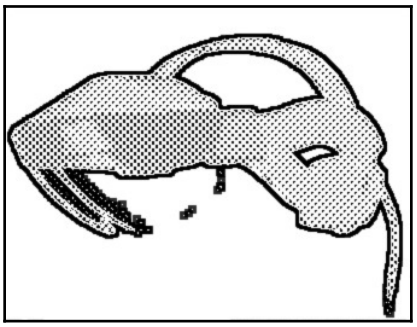
Chapter 1: What AR is and How to Get Set up

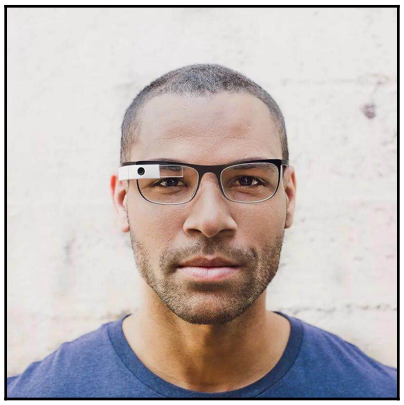


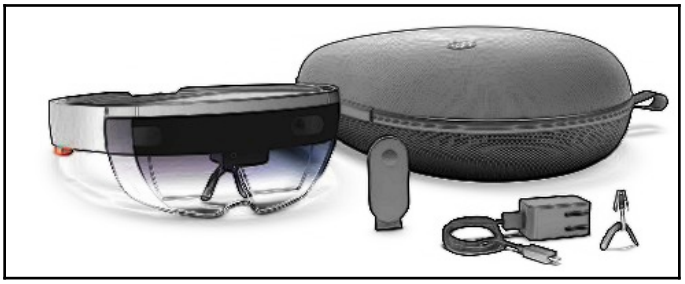


Stocker Rd
Stocker Rd
Stocker Rd
The Queen's Dr
The Queen's Dr
University of Exeter
Exeter University Library
The Ram Bar
Blackwell's
Prince Of Wales Rd


中国移动 4G
1:37 AM
100%
Beijing
Express
Premier
Luxe
Taxi
Pick up after 7 mins
Balizhuang Neighborhood
Huaxiang Town
Now
Reserve
Forbidden City
Location may be inaccurate, pls confirm your pick...
To







KM/H
88

Register for a Vuforia Developer Account

With an account you can download development tools, get license keys, and participate in the Vuforia community.

First Name

Last Name

Company

Select Country of Residence

Email Address

Username

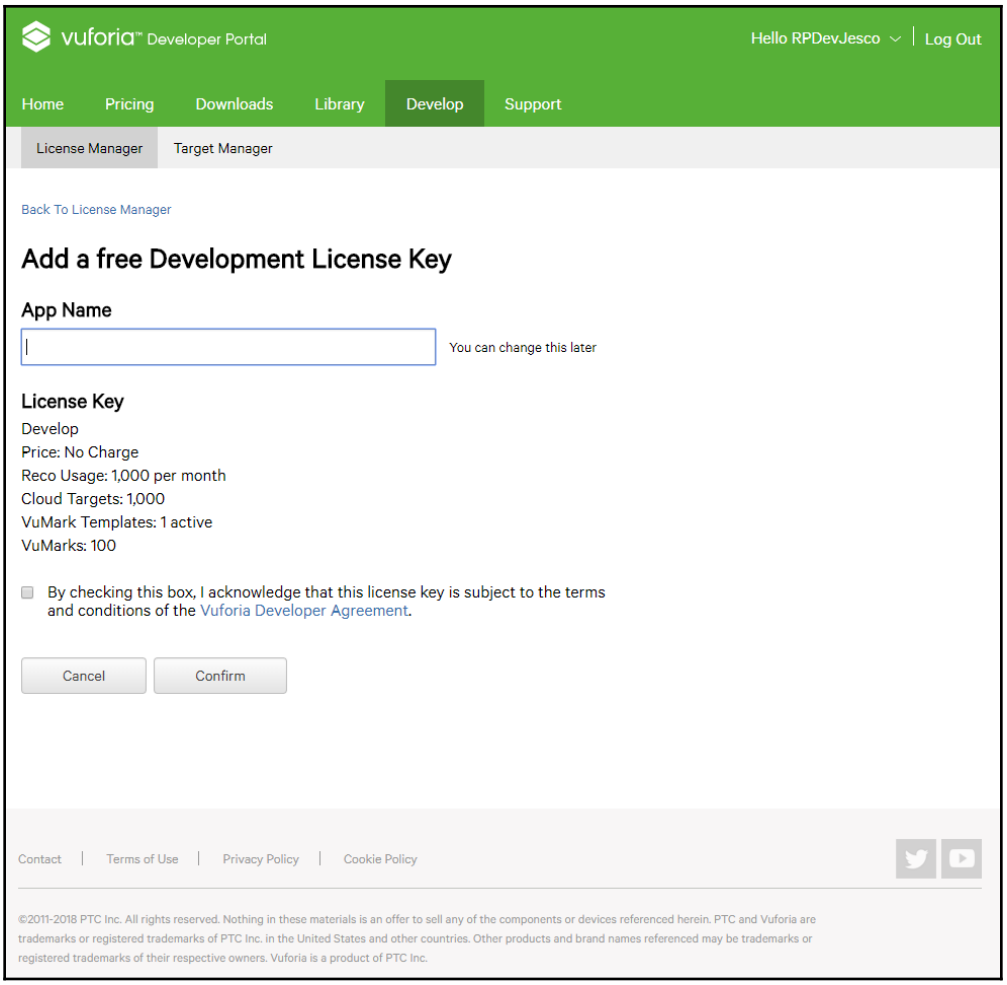
Password

Confirm Password

Captcha Code

Create account

By creating an account you agree to the Vuforia Developer Agreement.


vuforia™ Developer Portal
Hello RPDevJesco
Log Out
Home
Pricing
Downloads
Library
Develop
Support
License Manager
Target Manager
Back To License Manager
Add a free Development License Key
App Name
You can change this later
License Key
Develop
Price: No Charge
Reco Usage: 1,000 per month
Cloud Targets: 1,000
VuMark Templates: 1 active
VuMarks: 100
By checking this box, I acknowledge that this license key is subject to the terms and conditions of the Vuforia Developer Agreement.
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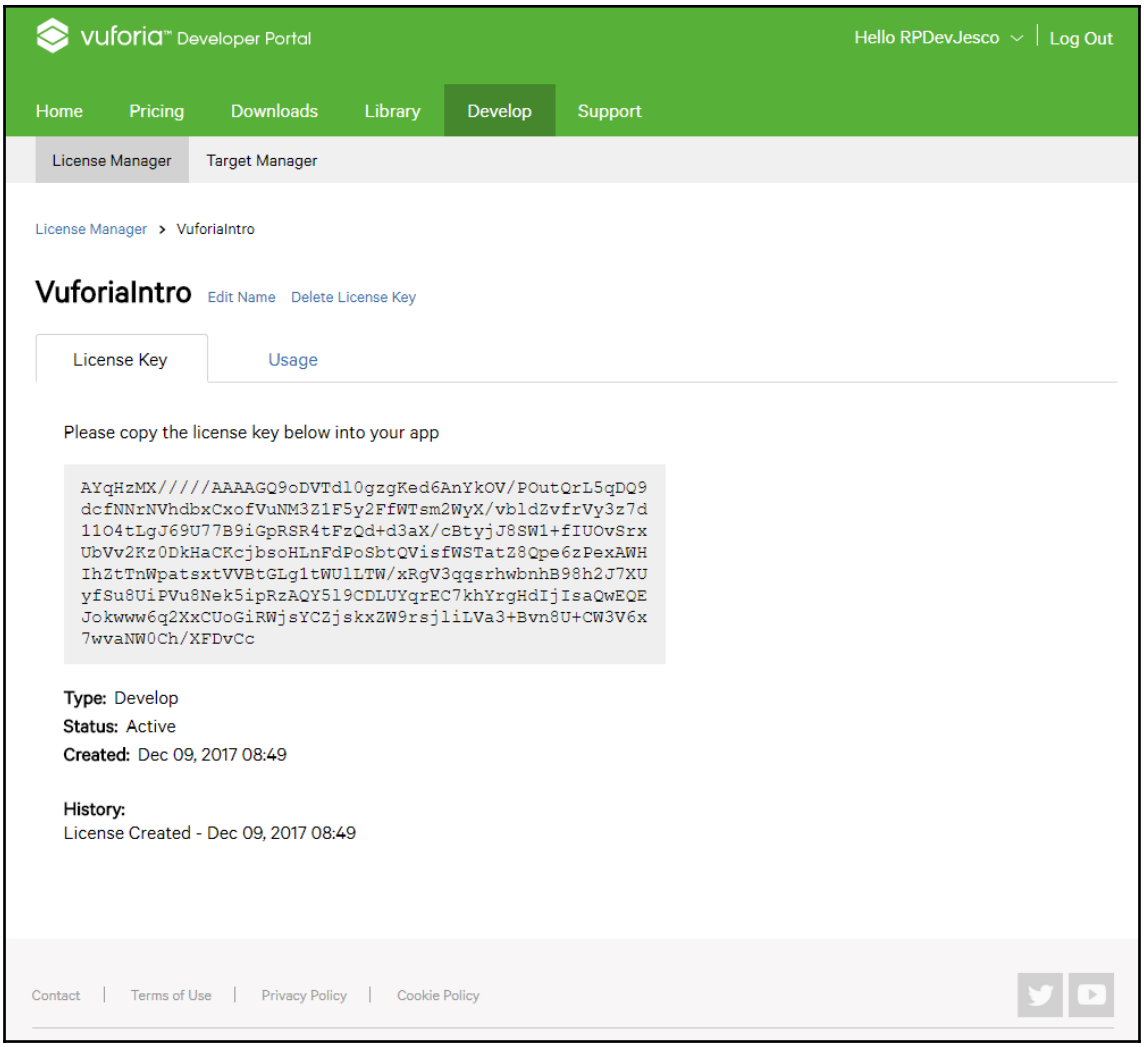
vuforia™ Developer Portal
Hello RPDevJesco
Log Out
Home
Pricing
Downloads
Library
Develop
Support
License Manager
Target Manager
License Manager > VuforiaIntro
VuforiaIntro
Edit Name
Delete License Key
License Key
Usage
Please copy the license key below into your app
AYqHzMX/////AAAAGQ9oDVTdl0gzgKed6AnYkOV/POutQrL5qDQ9
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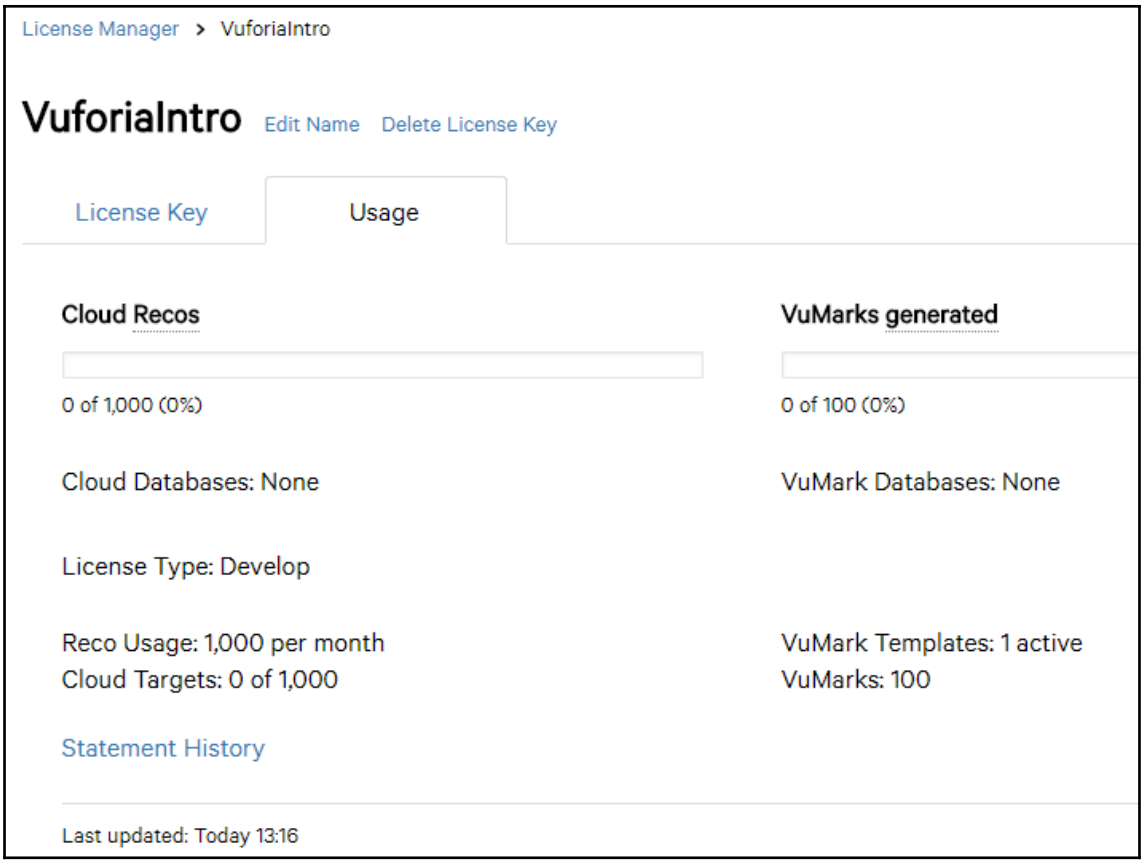
7wvaNW0Ch/XFDvCc
Type: Develop
Status: Active
Created: Dec 09, 2017 08:49
History:
License Created - Dec 09, 2017 08:49
Contact
Terms of Use
Privacy Policy
Cookie Policy


License Manager > VuforiaIntro
VuforiaIntro
Edit Name
Delete License Key
License Key
Usage
Cloud Recos
0 of 1,000 (0%)
Cloud Databases: None
License Type: Develop
Reco Usage: 1,000 per month
Cloud Targets: 0 of 1,000
Statement History
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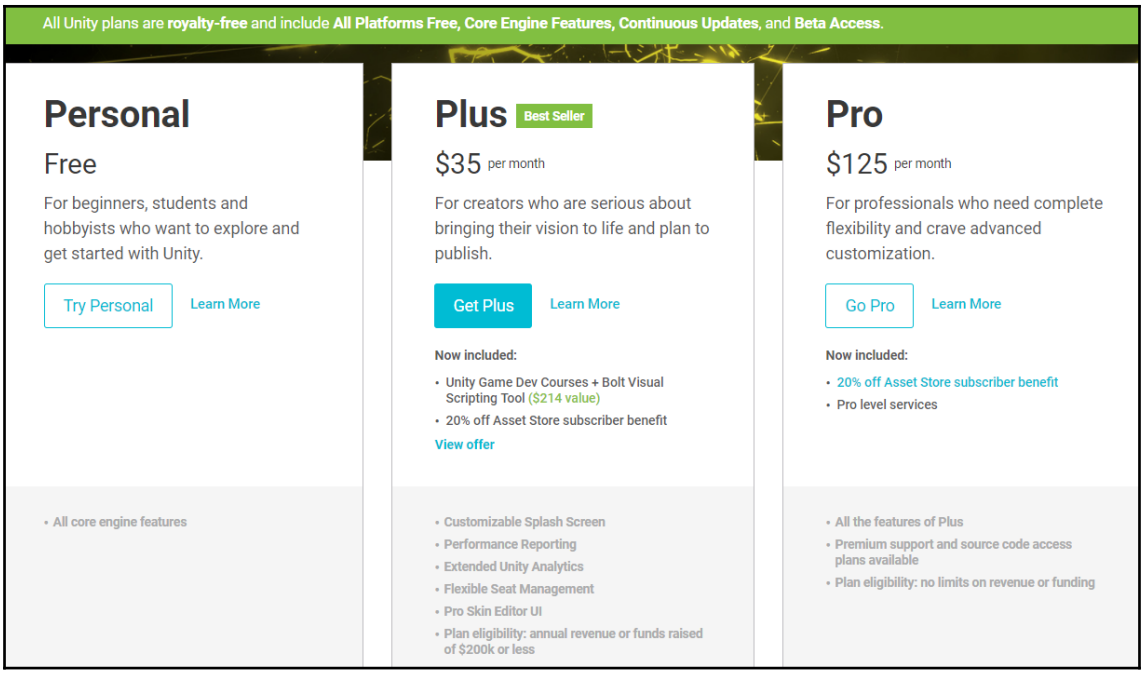
VuMarks generated
0 of 100 (0%)
VuMark Databases: None
VuMark Templates: 1 active
VuMarks: 100


All Unity plans are royalty-free and include All Platforms Free, Core Engine Features, Continuous Updates, and Beta Access.
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For beginners, students and hobbyists who want to explore and get started with Unity.
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Learn More
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Plus
Best Seller
$35 per month
For creators who are serious about bringing their vision to life and plan to publish.
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Learn More
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• 20% off Asset Store subscriber benefit
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• Performance Reporting
• Extended Unity Analytics
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For professionals who need complete flexibility and crave advanced customization.
Go Pro
Learn More
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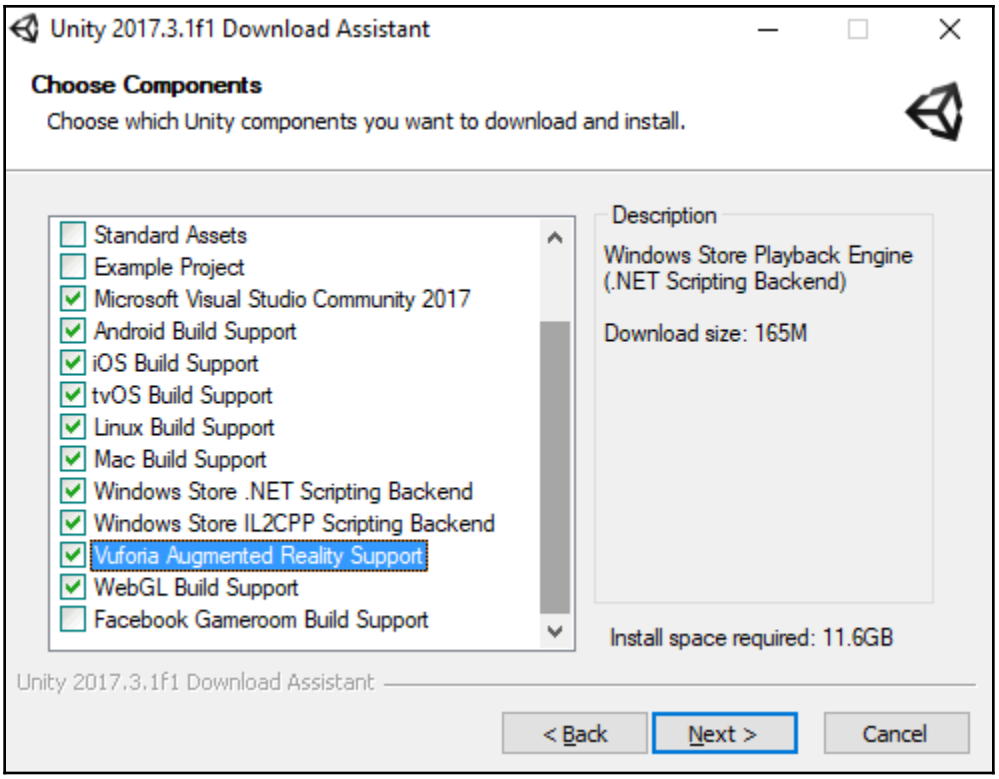
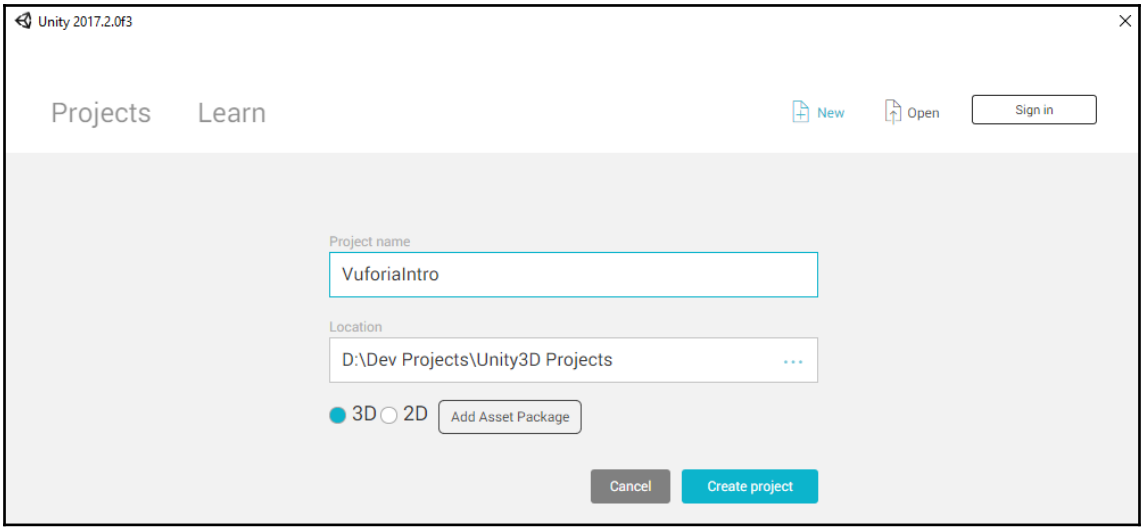
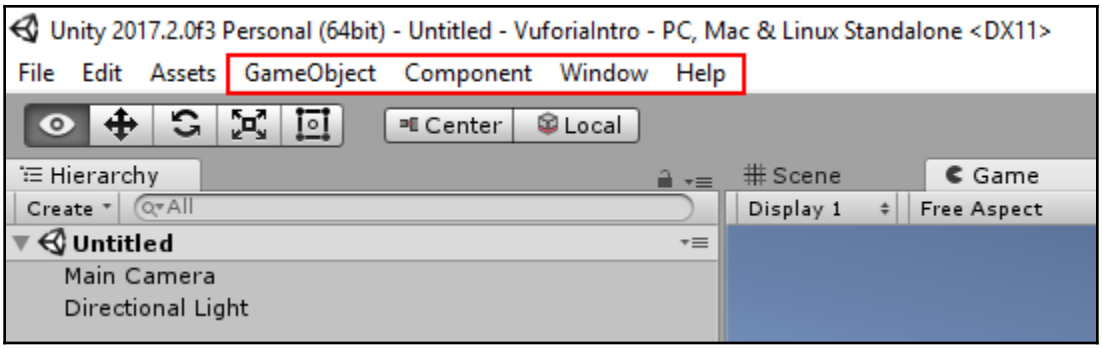
• Pro level services
• All the features of Plus
• Premium support and source code access plans available
• Plan eligibility: no limits on revenue or funding


Unity 2017.3.1f1 Download Assistant
Choose Components
Choose which Unity components you want to download and install.
Standard Assets
Example Project
Microsoft Visual Studio Community 2017
Android Build Support
iOS Build Support
tvOS Build Support
Linux Build Support
Mac Build Support
Windows Store .NET Scripting Backend
Windows Store IL2CPP Scripting Backend
Vuforia Augmented Reality Support
WebGL Build Support
Facebook Gameroom Build Support
Description
Windows Store Playback Engine (.NET Scripting Backend)
Download size: 165M
Install space required: 11.6GB
Unity 2017.3.1f1 Download Assistant
< Back
Next >
Cancel


Unity 2017.2.0f3
Projects
Learn
New
Open
Sign in
Project name
VuforiaIntro
Location
D:\Dev Projects\Unity3D Projects
3D
2D
Add Asset Package
Cancel
Create project


Unity 2017.2.0f3 Personal (64bit) - Untitled - VuforiaIntro - PC, Mac & Linux Standalone <DX11>
File
Edit
Assets
GameObject
Component
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Help
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Hierarchy
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All
Untitled
Main Camera
Directional Light
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Display 1
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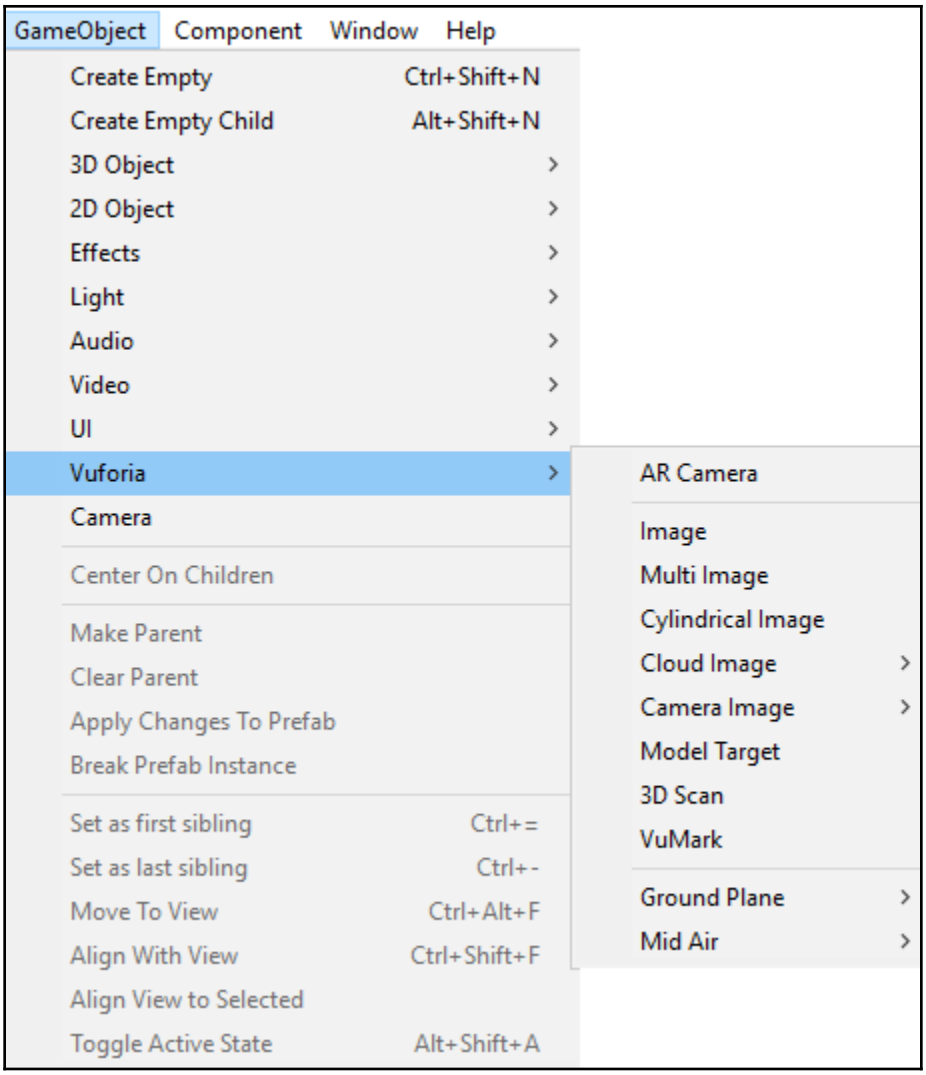
GameObject
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Create Empty Ctrl+Shift+N
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3D Object
2D Object
Effects
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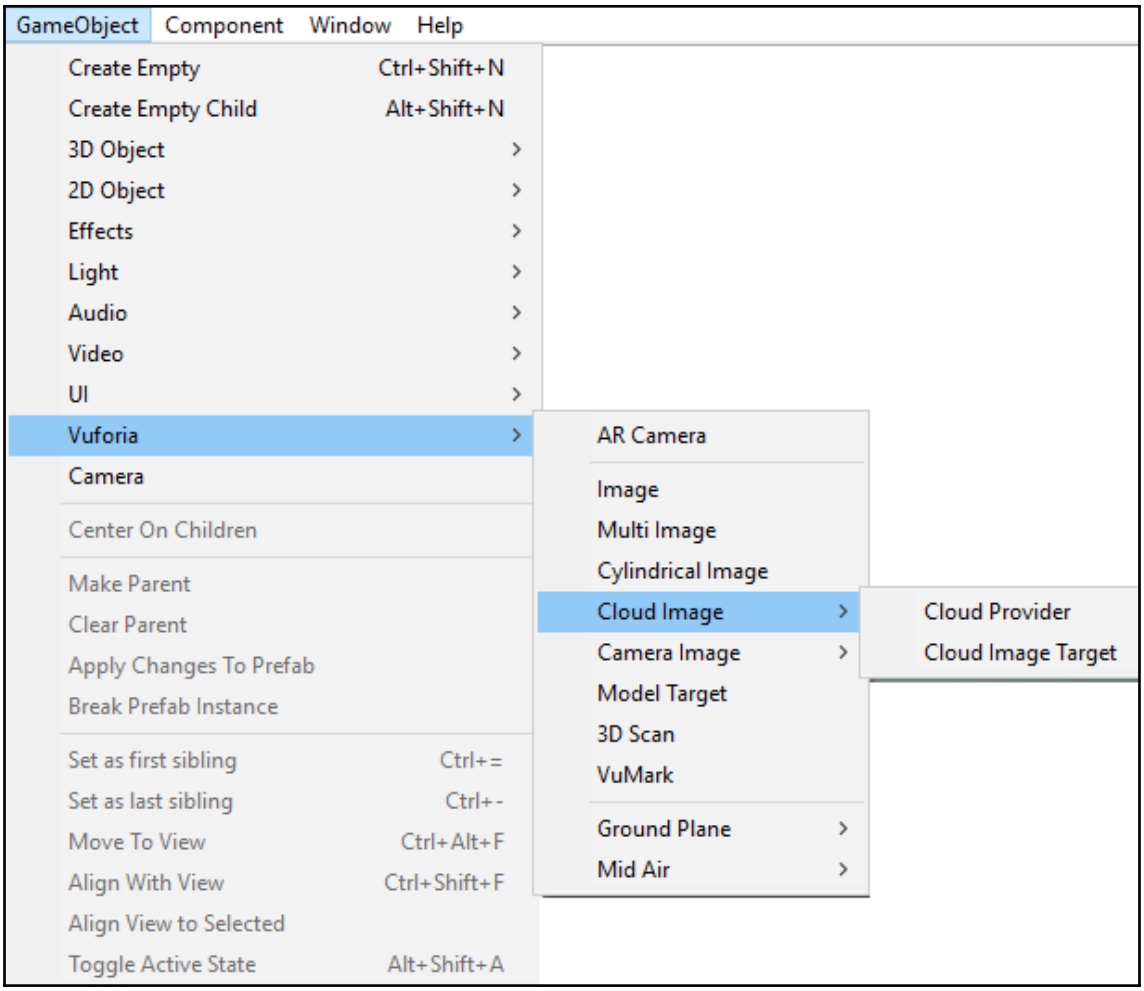
Video
UI
Vuforia
Camera
Center On Children
Make Parent
Clear Parent
Apply Changes To Prefab
Break Prefab Instance
Set as first sibling Ctrl+=
Set as last sibling Ctrl+-
Move To View Ctrl+Alt+F
Align With View Ctrl+Shift+F
Align View to Selected
Toggle Active State Alt+Shift+A
AR Camera
Image
Multi Image
Cylindrical Image
Cloud Image
Camera Image
Model Target
3D Scan
VuMark
Ground Plane
Mid Air


GameObject
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Make Parent
Clear Parent
Apply Changes To Prefab
Break Prefab Instance
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Set as last sibling Ctrl+-
Move To View Ctrl+Alt+F
Align With View Ctrl+Shift+F
Align View to Selected
Toggle Active State Alt+Shift+A
AR Camera
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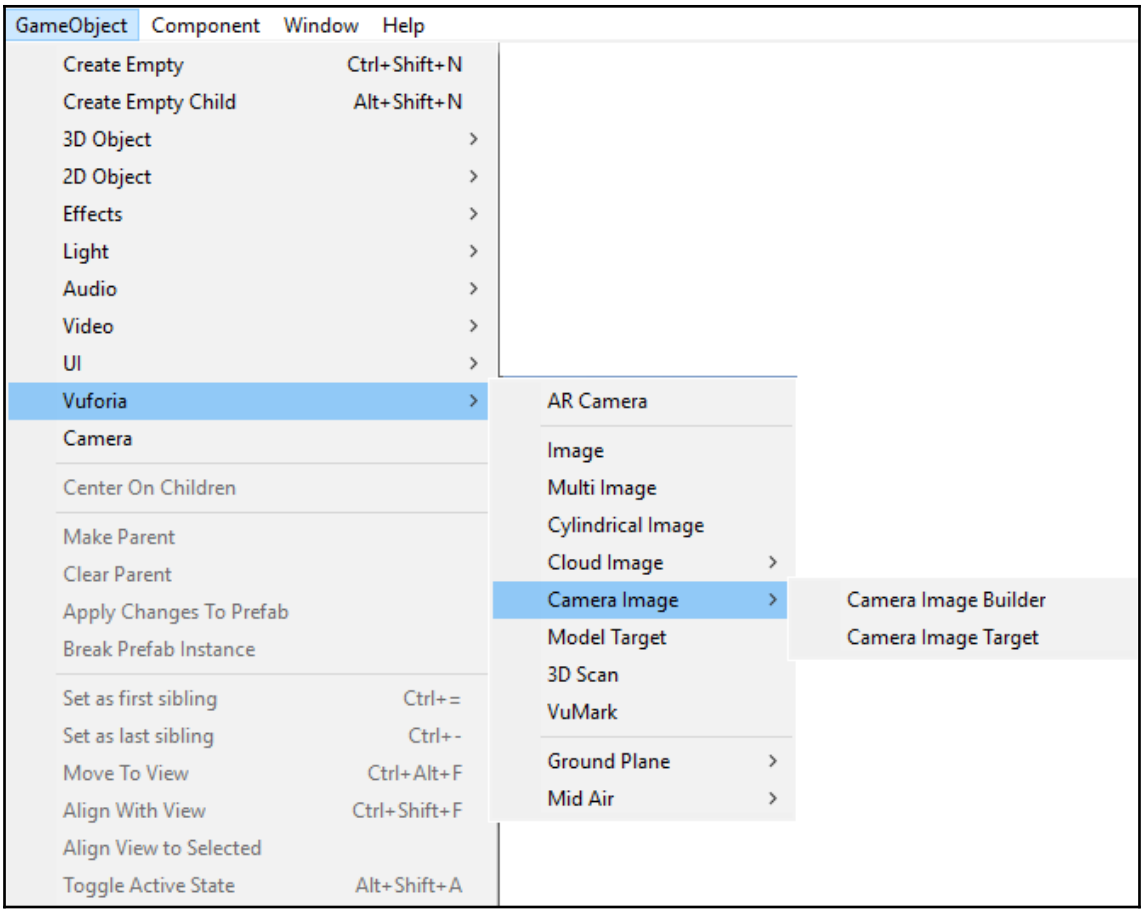
Multi Image
Cylindrical Image
Cloud Image
Camera Image
Model Target
3D Scan
VuMark
Ground Plane
Mid Air
Cloud Provider
Cloud Image Target


GameObject
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Vuforia
Camera
Center On Children
Make Parent
Clear Parent
Apply Changes To Prefab
Break Prefab Instance
Set as first sibling Ctrl+=
Set as last sibling Ctrl+-
Move To View Ctrl+Alt+F
Align With View Ctrl+Shift+F
Align View to Selected
Toggle Active State Alt+Shift+A
AR Camera
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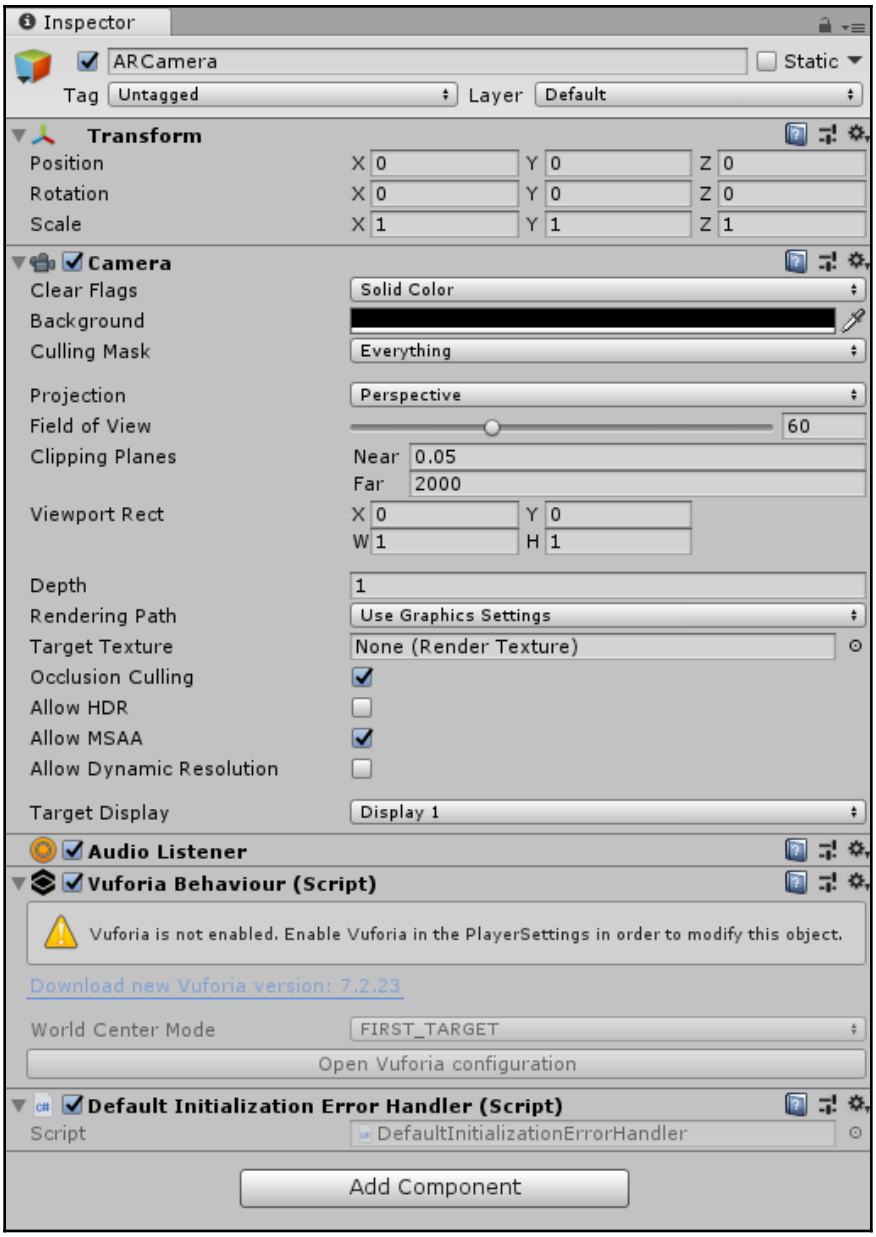
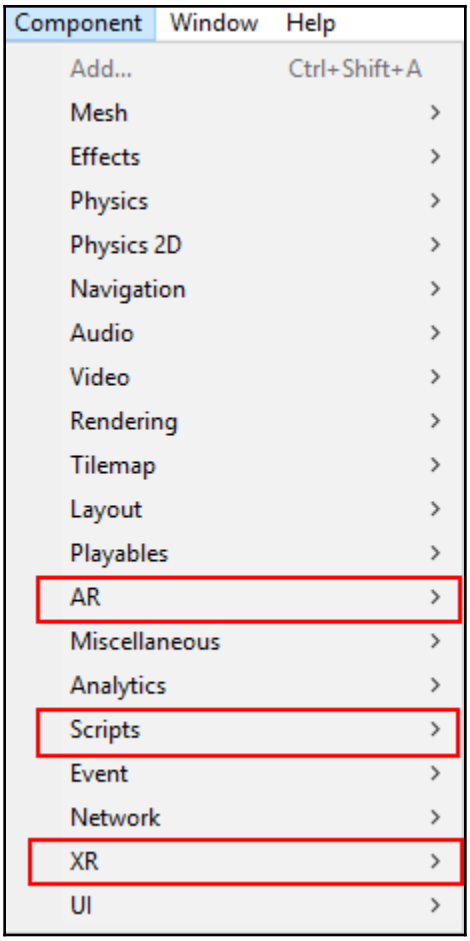
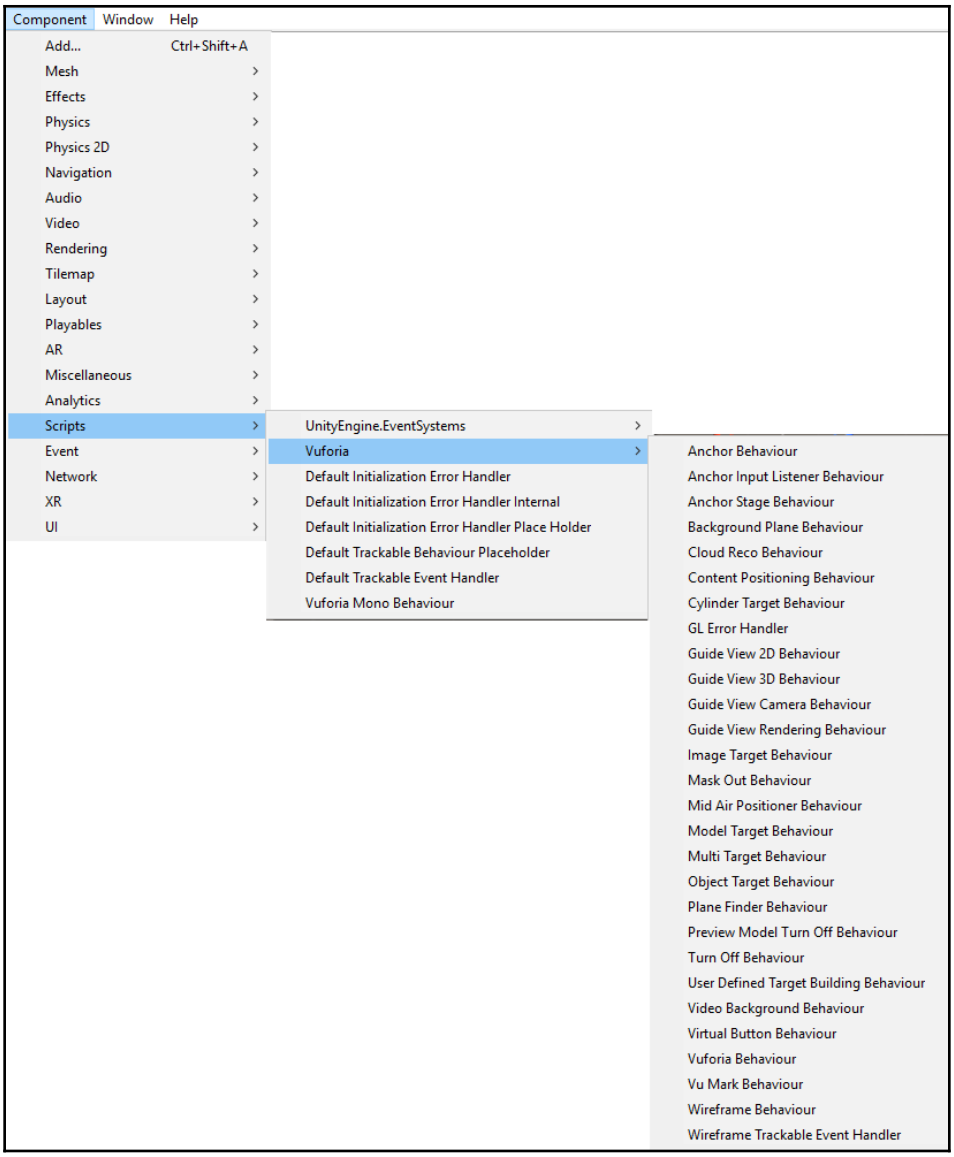
Multi Image
Cylindrical Image
Cloud Image
Camera Image
Model Target
3D Scan
VuMark
Ground Plane
Mid Air
Camera Image Builder
Camera Image Target


Inspector
ARCamera
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Camera
Clear Flags
Solid Color
Background
Culling Mask
Everything
Projection
Perspective
Field of View
60
Clipping Planes
Near
0.05
Far
2000
Viewport Rect
Depth
Rendering Path
Use Graphics Settings
Target Texture
None (Render Texture)
Occlusion Culling
Allow HDR
Allow MSAA
Allow Dynamic Resolution
Target Display
Display 1
Audio Listener
Vuforia Behaviour (Script)
Vuforia is not enabled. Enable Vuforia in the PlayerSettings in order to modify this object.
Download new Vuforia version: 7.2.23
World Center Mode
FIRST_TARGET
Open Vuforia configuration
Default Initialization Error Handler (Script)
Script
DefaultInitializationErrorHandler
Add Component


Component
Window
Help
Add...
Ctrl+Shift+A
Mesh
Effects
Physics
Physics 2D
Navigation
Audio
Video
Rendering
Tilemap
Layout
Playables
AR
Miscellaneous
Analytics
Scripts
Event
Network
XR
UI


Component
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Physics
Physics 2D
Navigation
Audio
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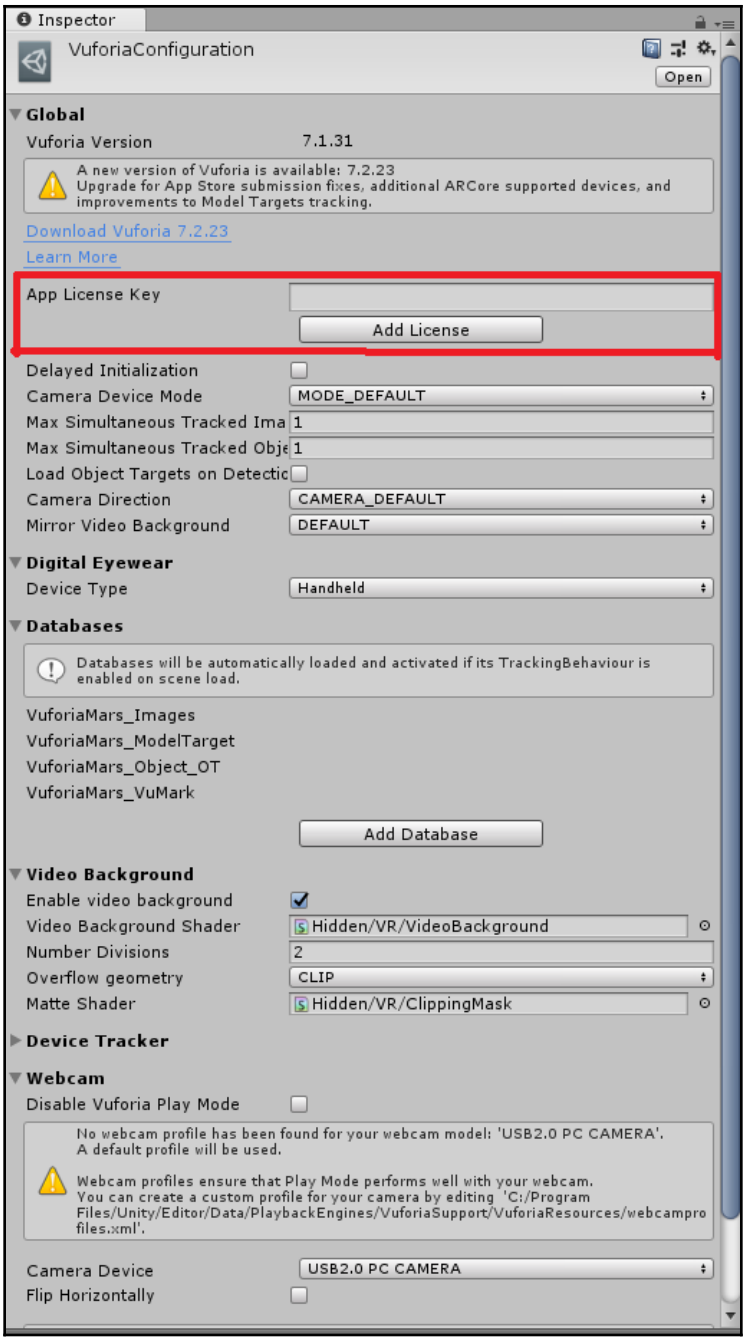
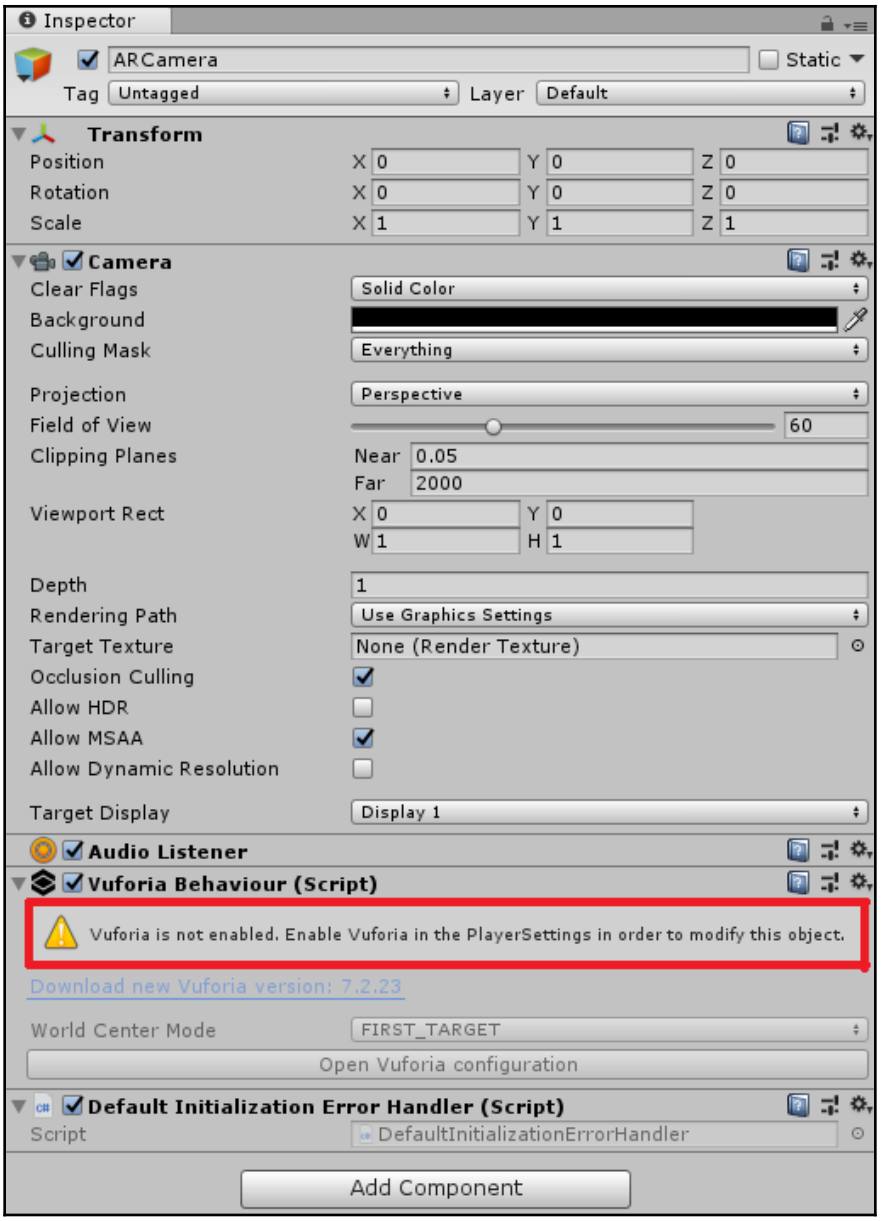
Rendering
Tilemap
Layout
Playables
AR
Miscellaneous
Analytics
Scripts
Event
Network
XR
UI
UnityEngine.EventSystems
Vuforia
Default Initialization Error Handler
Default Initialization Error Handler Internal
Default Initialization Error Handler Place Holder
Default Trackable Behaviour Placeholder
Default Trackable Event Handler
Vuforia Mono Behaviour
Anchor Behaviour
Anchor Input Listener Behaviour
Anchor Stage Behaviour
Background Plane Behaviour
Cloud Reco Behaviour
Content Positioning Behaviour
Cylinder Target Behaviour
GL Error Handler
Guide View 2D Behaviour
Guide View 3D Behaviour
Guide View Camera Behaviour
Guide View Rendering Behaviour
Image Target Behaviour
Mask Out Behaviour
Mid Air Positioner Behaviour
Model Target Behaviour
Multi Target Behaviour
Object Target Behaviour
Plane Finder Behaviour
Preview Model Turn Off Behaviour
Turn Off Behaviour
User Defined Target Building Behaviour
Video Background Behaviour
Virtual Button Behaviour
Vuforia Behaviour
Vu Mark Behaviour
Wireframe Behaviour
Wireframe Trackable Event Handler


Inspector
VuforiaConfiguration
Open
Global
Vuforia Version 7.1.31
A new version of Vuforia is available: 7.2.23
Upgrade for App Store submission fixes, additional ARCore supported devices, and improvements to Model Targets tracking.
Download Vuforia 7.2.23
Learn More
App License Key
Add License
Delayed Initialization
Camera Device Mode MODE_DEFAULT
Max Simultaneous Tracked Ima 1
Max Simultaneous Tracked Obje 1
Load Object Targets on Detectic
Camera Direction CAMERA_DEFAULT
Mirror Video Background DEFAULT
Digital Eyewear
Device Type Handheld
Databases
Databases will be automatically loaded and activated if its TrackingBehaviour is enabled on scene load.
VuforiaMars_Images
VuforiaMars_ModelTarget
VuforiaMars_Object_OT
VuforiaMars_VuMark
Add Database
Video Background
Enable video background
Video Background Shader Hidden/VR/VideoBackground
Number Divisions 2
Overflow geometry CLIP
Matte Shader Hidden/VR/ClippingMask
Device Tracker
Webcam
Disable Vuforia Play Mode
No webcam profile has been found for your webcam model: 'USB2.0 PC CAMERA'.
A default profile will be used.
Webcam profiles ensure that Play Mode performs well with your webcam.
You can create a custom profile for your camera by editing 'C:/Program Files/Unity/Editor/Data/PlaybackEngines/VuforiaSupport/VuforiaResources/webcamprofiles.xml'.
Camera Device USB2.0 PC CAMERA
Flip Horizontally


Inspector
ARCamera
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Camera
Clear Flags
Solid Color
Background
Culling Mask
Everything
Projection
Perspective
Field of View
60
Clipping Planes
Near
0.05
Far
2000
Viewport Rect
Depth
Rendering Path
Use Graphics Settings
Target Texture
None (Render Texture)
Occlusion Culling
Allow HDR
Allow MSAA
Allow Dynamic Resolution
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Display 1
Audio Listener
Vuforia Behaviour (Script)
Vuforia is not enabled. Enable Vuforia in the PlayerSettings in order to modify this object.
Download new Vuforia version: 7.2.23
World Center Mode
FIRST_TARGET
Open Vuforia configuration
Default Initialization Error Handler (Script)
Script
DefaultInitializationErrorHandler
Add Component

Inspector
Services
hdbxCxofVuNM3Z1F5v2FfWTsm2Wv
Add License
Delayed Initializatior
Camera Device Mod
MODE_DEFAULT
Max Simultaneous Ti
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Max Simultaneous Ti
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Load Object Targets
Camera Direction
CAMERA_DEFAULT
Mirror Video Backgr
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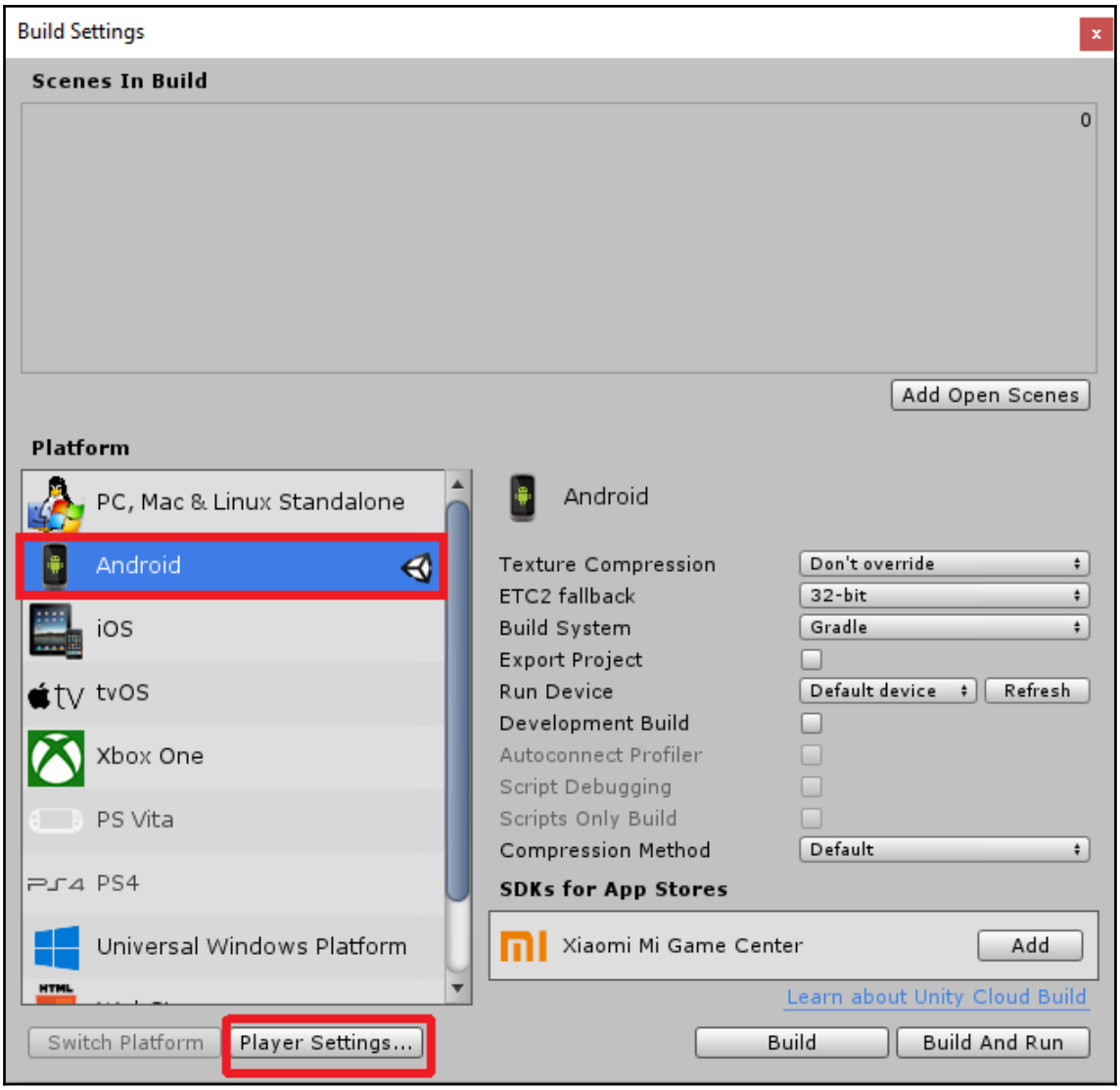
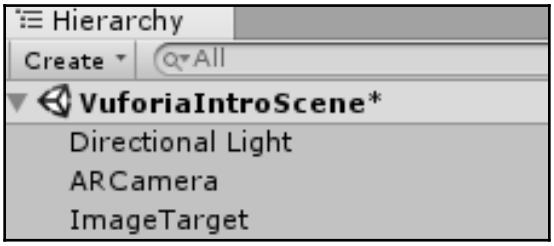
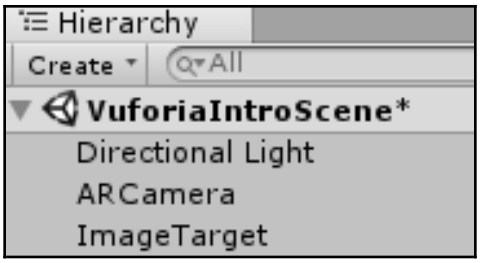
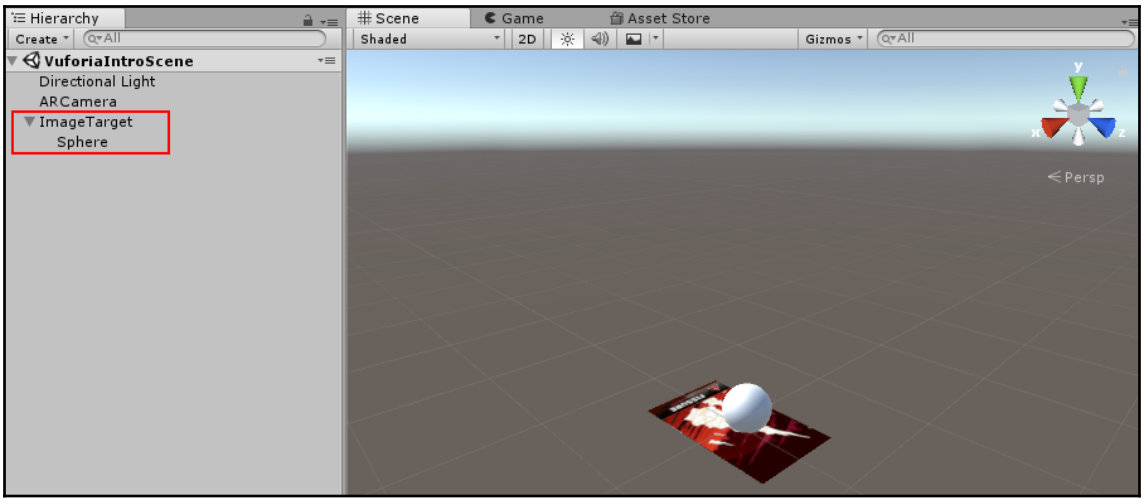
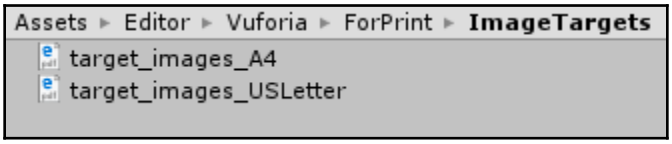
Digital Eyewear
Device Type
Handheld
Databases
Load VuforiaMars_In
Activate
Load VuforiaMars_M
Load VuforiaMars_Ol
Activate
Load VuforiaMars_Vu
Activate
Add Database
Video Background
Device Tracker
Track Device Pose
Webcam
Disable Vuforia Play
No webcam profile has been found for your webcam model: 'AVerMedia HD Capture C985 Bus 2'.
A default profile will be used.
Webcam profiles ensure that Play Mode performs well with your webcam.
You can create a custom profile for your camera by editing 'D:/Dev Projects/Unity3D Projects/VuforiaIntro/Assets\Editor/QCAR/WebcamProfiles/profiles.xml'.
Camera Device
AVerMedia HD Capture C985 Bus 2
Flip Horizontally
Here you can enter the index of the layer that will be used internally for our render to texture functionality. the ARCamera will be configured to not draw this layer.
Render Texture Laye
30
Asset Labels
AssetBundle
None
None

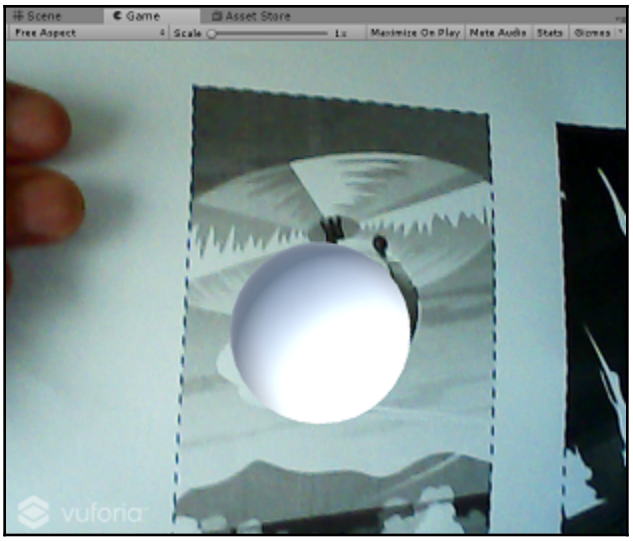

Build Settings
Scenes In Build
0
Add Open Scenes
Platform
PC, Mac & Linux Standalone
Android
iOS
tvOS
Xbox One
PS Vita
PS4
Universal Windows Platform
Android
Texture Compression
Don't override
ETC2 fallback
32-bit
Build System
Gradle
Export Project
Run Device
Default device
Refresh
Development Build
Autoconnect Profiler
Script Debugging
Scripts Only Build
Compression Method
Default
SDKs for App Stores
Xiaomi Mi Game Center
Add
Learn about Unity Cloud Build
Switch Platform
Player Settings...
Build
Build And Run


Hierarchy
Create
All
VuforiaIntroScene*
Directional Light
ARCamera
ImageTarget


Hierarchy
Create
All
VuforiaIntroScene*
Directional Light
ARCamera
ImageTarget


Hierarchy
Create
All
VuforiaIntroScene
Directional Light
ARCamera
ImageTarget
Sphere
Scene
Game
Asset Store
Shaded
2D
Gizmos
All
Persp


Assets ▸ Editor ▸ Vuforia ▸ ForPrint ▸ ImageTargets
target_images_A4
target_images_USLetter



ARTOOLKIT

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DOWNLOAD SDK

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Download ARToolKit SDKs

ARToolKit has compiled SDKs for Windows, Mac OS, Linux, iOS and Android all ready to download and use. We're eager to see what you'll build with our free and open source software for augmented reality.

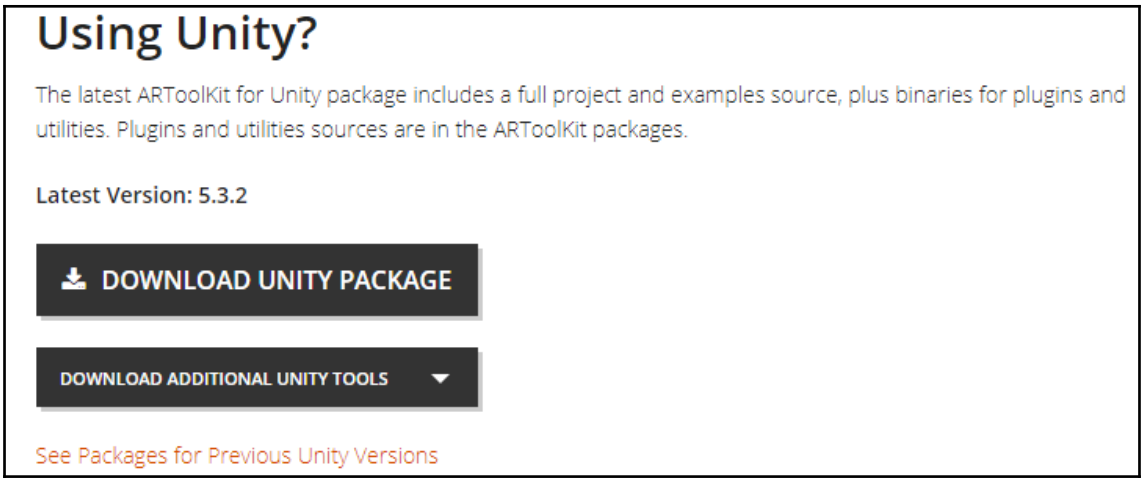
Looking for ARToolKit for Unity?

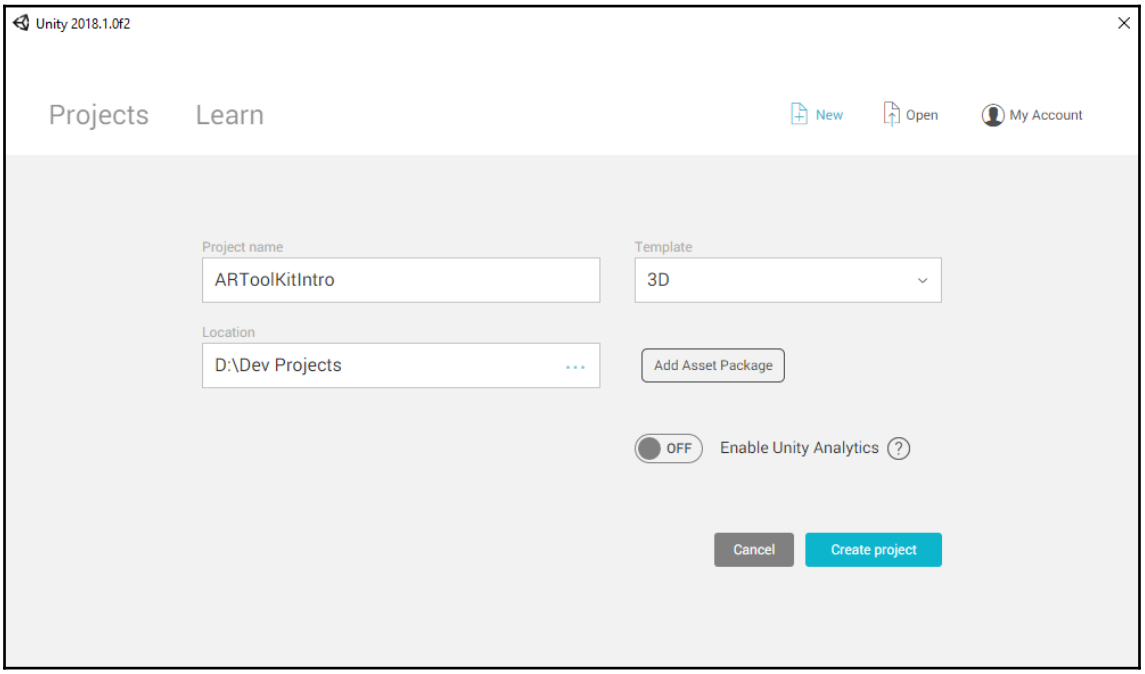
Want to contribute to the codebase? Fork us on GitHub.

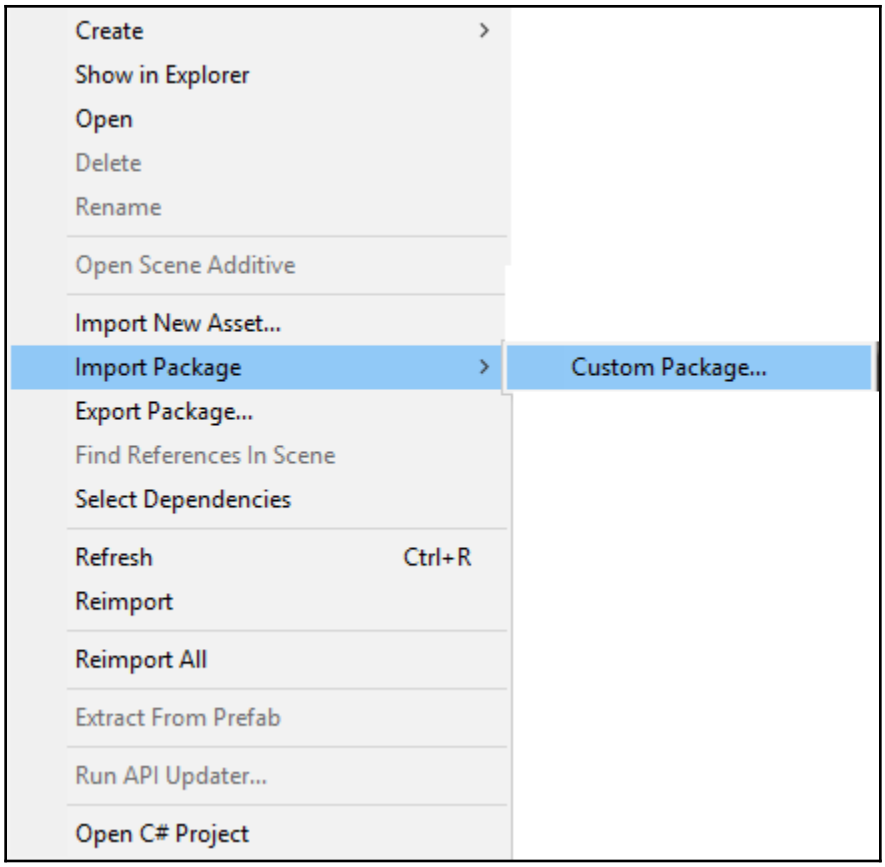
ARToolKit SDK

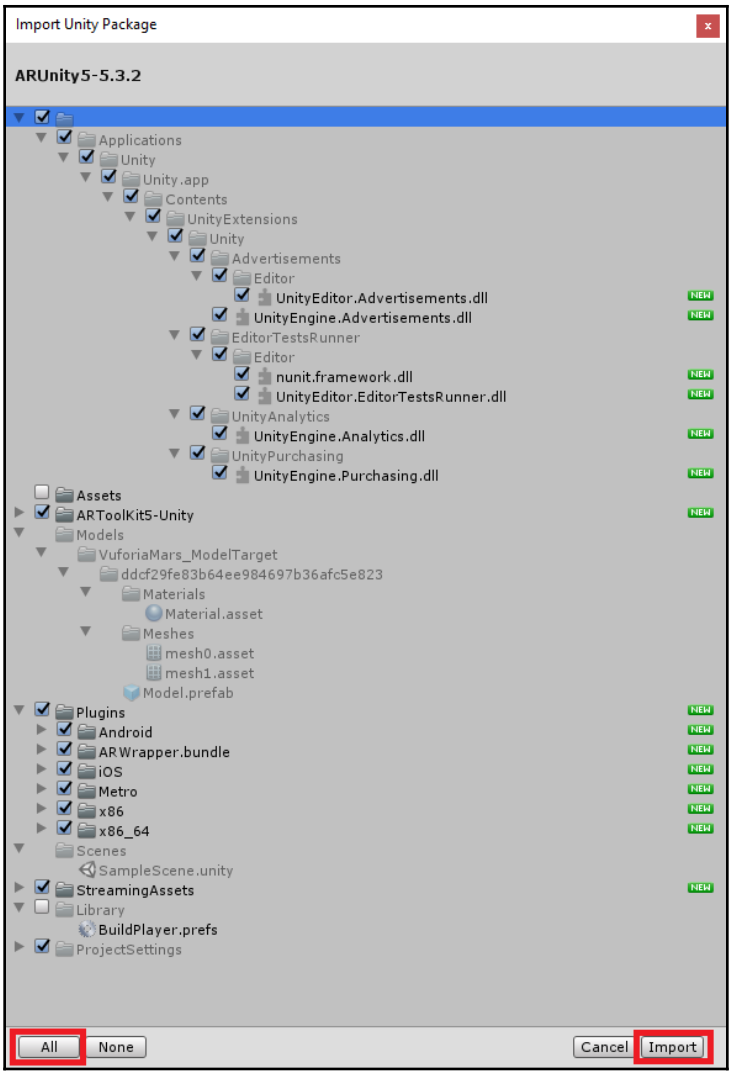
Latest Release: ARToolKit v5.3.2

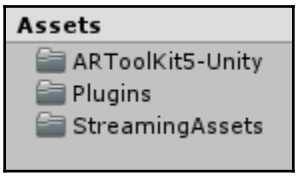
View Changelog on GitHub.

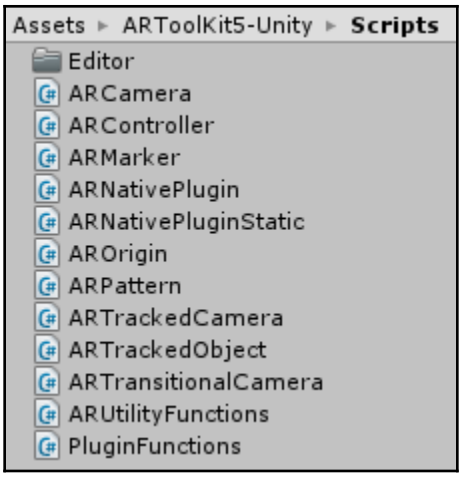

Using Unity?
The latest ARToolKit for Unity package includes a full project and examples source, plus binaries for plugins and utilities. Plugins and utilities sources are in the ARToolKit packages.
Latest Version: 5.3.2
DOWNLOAD UNITY PACKAGE
DOWNLOAD ADDITIONAL UNITY TOOLS
See Packages for Previous Unity Versions

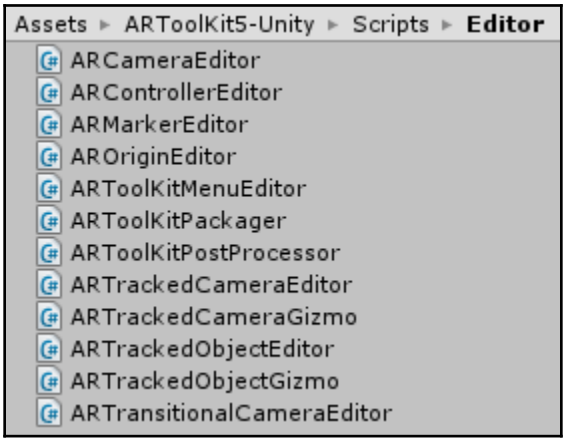

Unity 2018.1.0f2
Projects
Learn
New
Open
My Account
Project name
ARToolKitIntro
Template
3D
Location
D:\Dev Projects
Add Asset Package
OFF
Enable Unity Analytics
Cancel
Create project

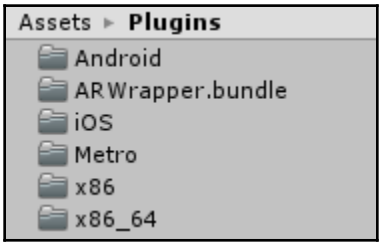

Create
Show in Explorer
Open
Delete
Rename
Open Scene Additive
Import New Asset...
Import Package
Export Package...
Find References In Scene
Select Dependencies
Refresh
Ctrl+R
Reimport
Reimport All
Extract From Prefab
Run API Updater...
Open C# Project
Custom Package...


Import Unity Package
ARUnity5-5.3.2
Applications
Unity
Unity.app
Contents
UnityExtensions
Unity
Advertisements
Editor
UnityEditor.Advertisements.dll
UnityEngine.Advertisements.dll
EditorTestsRunner
Editor
nunit.framework.dll
UnityEditor.EditorTestsRunner.dll
UnityAnalytics
UnityEngine.Analytics.dll
UnityPurchasing
UnityEngine.Purchasing.dll
Assets
ARToolKit5-Unity
Models
VuforiaMars_ModelTarget
ddcf29fe83b64ee984697b36afc5e823
Materials
Material.asset
Meshes
mesh0.asset
mesh1.asset
Model.prefab
Plugins
Android
ARWrapper.bundle
iOS
Metro
x86
x86_64
Scenes
SampleScene.unity
StreamingAssets
Library
BuildPlayer.prefs
ProjectSettings
NEW
All
None
Cancel
Import


Assets
ARToolKit5-Unity
Plugins
StreamingAssets


Assets ▸ ARToolKit5-Unity ▸ Scripts
Editor
ARCamera
ARController
ARMarker
ARNativePlugin
ARNativePluginStatic
AROrigin
ARPattern
ARTrackedCamera
ARTrackedObject
ARTransitionalCamera
ARUtilityFunctions
PluginFunctions


Assets ▸ ARToolKit5-Unity ▸ Scripts ▸ Editor
ARCameraEditor
ARControllerEditor
ARMarkerEditor
AROriginEditor
ARToolKitMenuEditor
ARToolKitPackager
ARToolKitPostProcessor
ARTrackedCameraEditor
ARTrackedCameraGizmo
ARTrackedObjectEditor
ARTrackedObjectGizmo
ARTransitionalCameraEditor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ARWrapper.bundle
iOS
Metro
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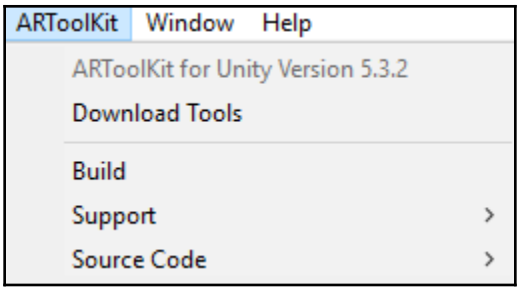
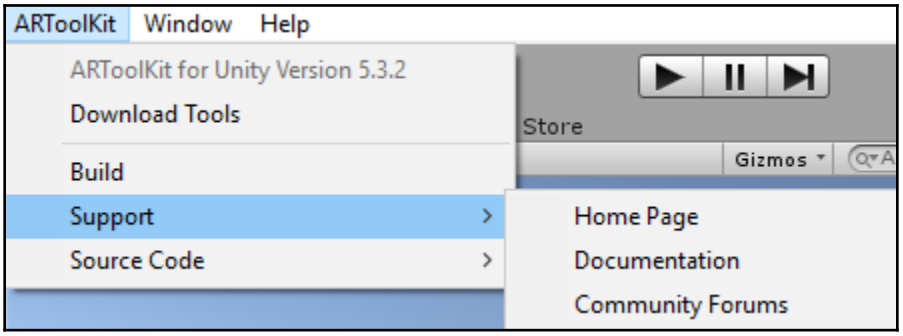
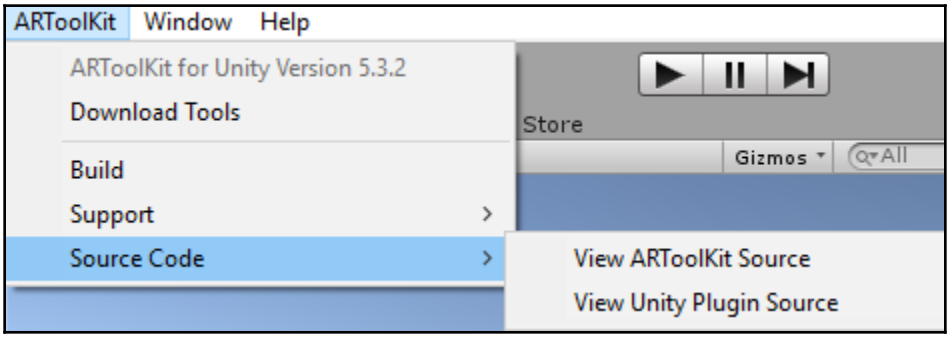
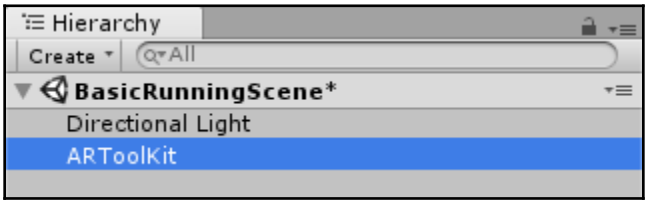
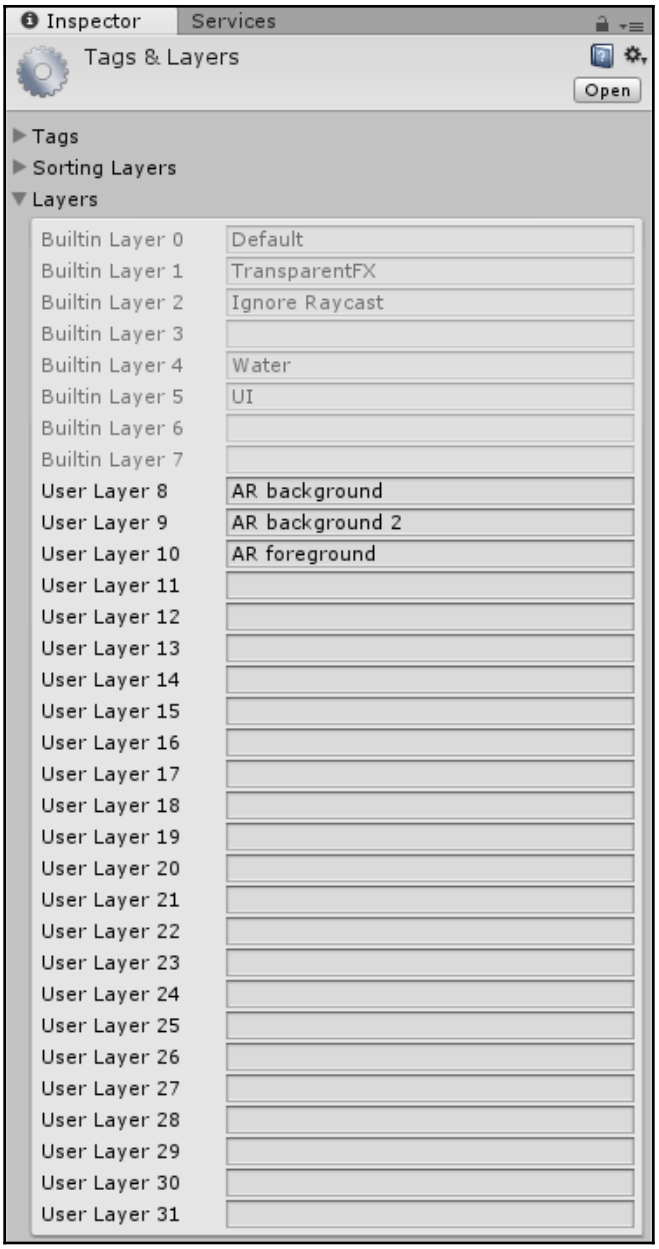

ARToolKit
Window
Help
ARToolKit for Unity Version 5.3.2
Download Tools
Build
Support
Source Code


ARToolKit
Window
Help
ARToolKit for Unity Version 5.3.2
Download Tools
Build
Support
Source Code
Store
Gizmos
Home Page
Documentation
Community Forums


ARToolKit
Window
Help
ARToolKit for Unity Version 5.3.2
Download Tools
Build
Support
Source Code
Store
Gizmos
All
View ARToolKit Source
View Unity Plugin Source


Hierarchy
Create
All
BasicRunningScene*
Directional Light
ARToolKit


Inspector
Services
Tags & Layers
Open
Tags
Sorting Layers
Layers
Builtin Layer 0
Default
Builtin Layer 1
TransparentFX
Builtin Layer 2
Ignore Raycast
Builtin Layer 3
Builtin Layer 4
Water
Builtin Layer 5
UI
Builtin Layer 6
Builtin Layer 7
User Layer 8
AR background
User Layer 9
AR background 2
User Layer 10
AR foreground
User Layer 11
User Layer 12
User Layer 13
User Layer 14
User Layer 15
User Layer 16
User Layer 17
User Layer 18
User Layer 19
User Layer 20
User Layer 21
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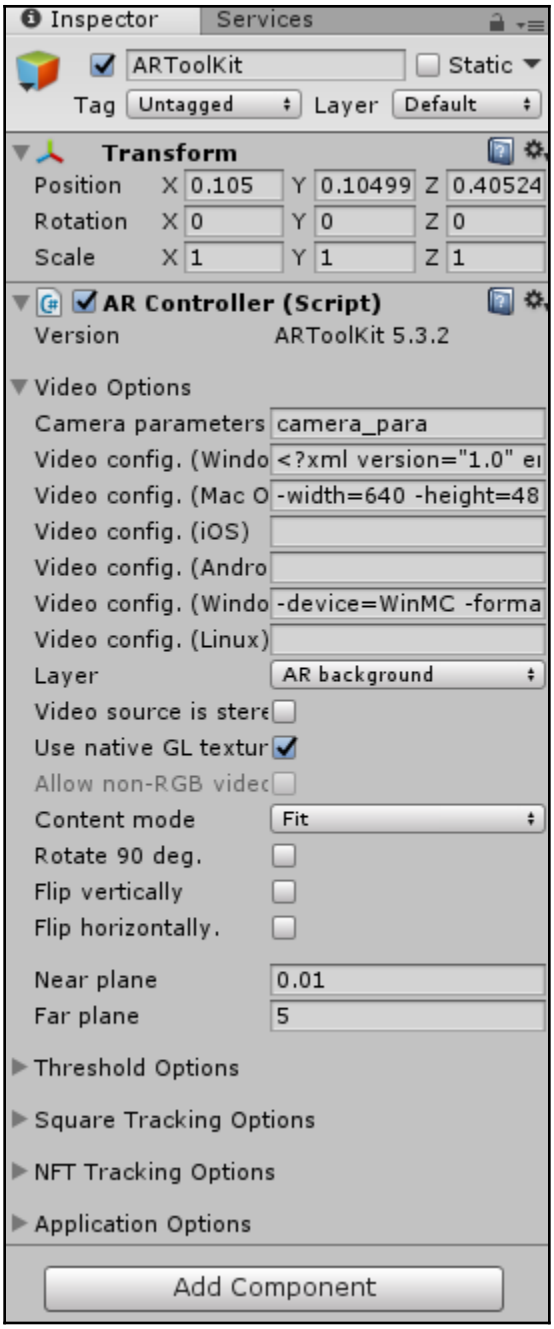
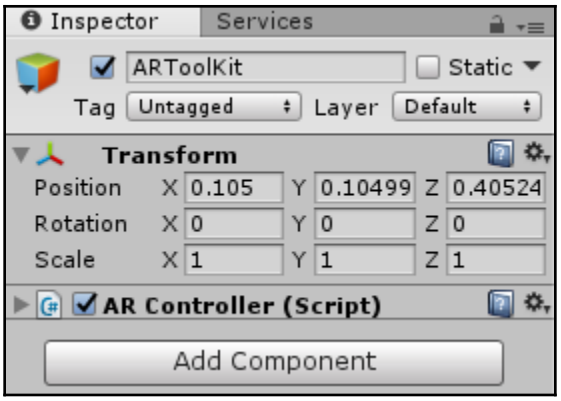
User Layer 24
User Layer 25
User Layer 26
User Layer 27
User Layer 28
User Layer 29
User Layer 30
User Layer 31


Inspector
Services
ARToolKit
Static
Tag
Untagged
Layer
Default
Transform
Position
X 0.105
Y 0.10499
Z 0.40524
Rotation
X 0
Y 0
Z 0
Scale
X 1
Y 1
Z 1
AR Controller (Script)
Version
ARToolKit 5.3.2
Video Options
Camera parameters
camera_para
Video config. (Windo
<?xml version="1.0" e
Video config. (Mac O
-width=640 -height=48
Video config. (iOS)
Video config. (Andro
Video config. (Windo
-device=WinMC -forma
Video config. (Linux)
Layer
AR background
Video source is stere
Use native GL textur
Allow non-RGB videc
Content mode
Fit
Rotate 90 deg.
Flip vertically
Flip horizontally.
Near plane
0.01
Far plane
5
Threshold Options
Square Tracking Options
NFT Tracking Options
Application Options
Add Component

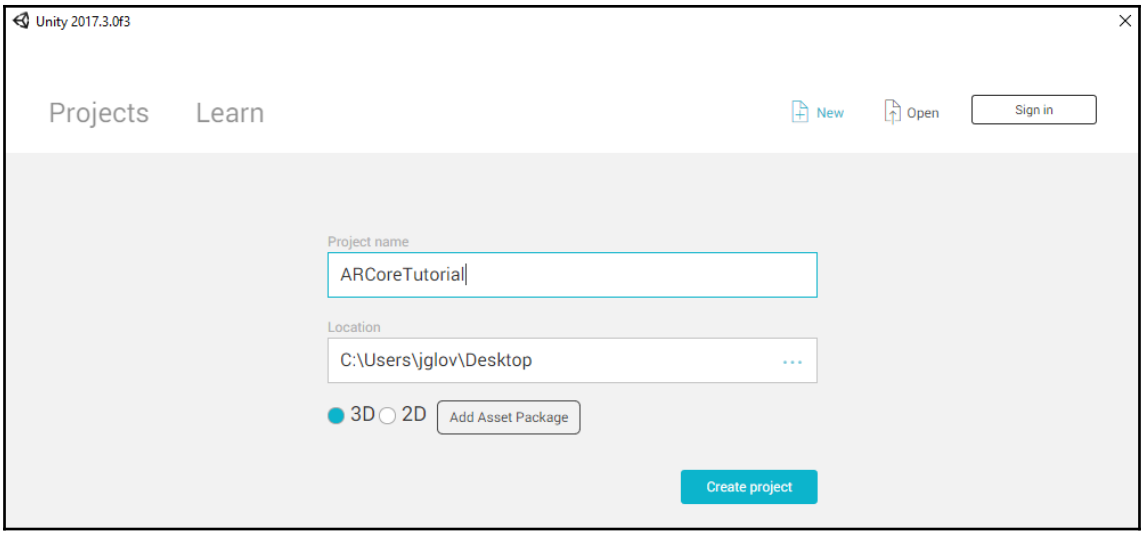


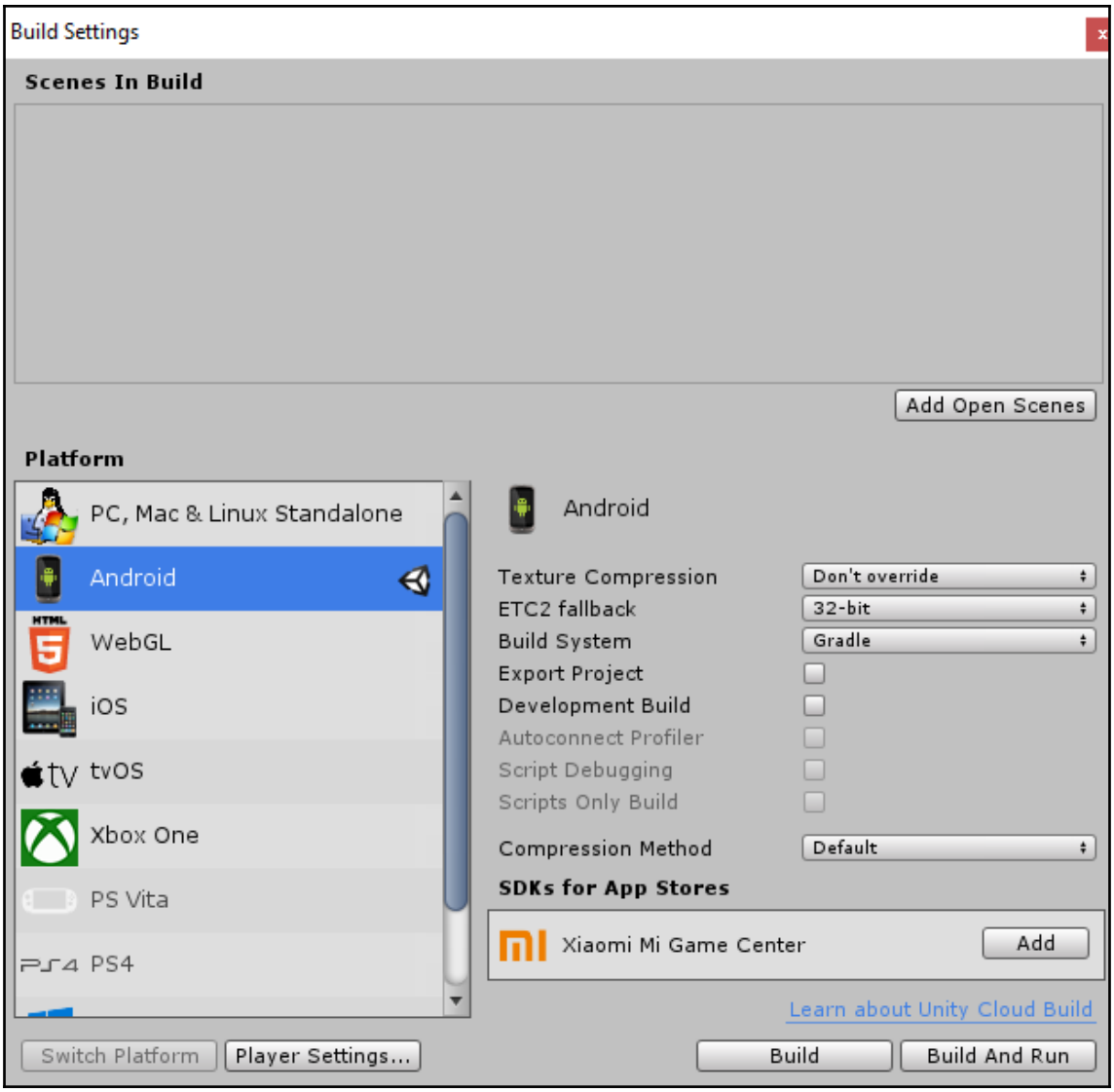
Setting up your development environment

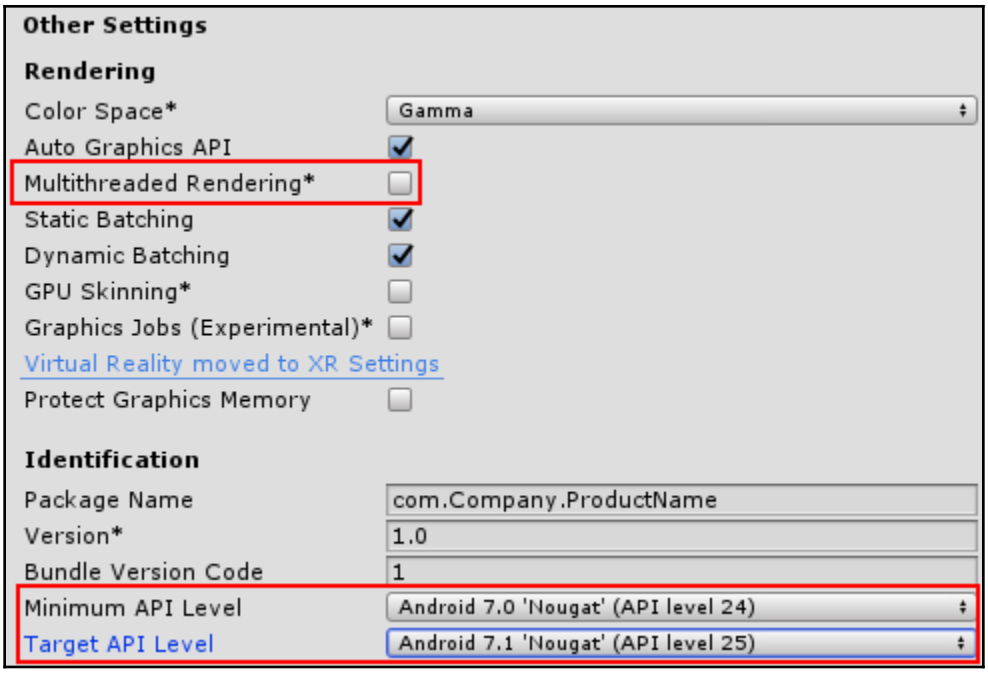
- Install the Android SDK version 7.0 (API Level 24) or higher.
  - To install the Android SDK, install Android Studio.
  - To update the Android SDK, use the Android SDK Manager tool in Android Studio.
- Install Unity 2017.3.0f2 or higher, with the **Android Build Support** component. For more info, see Downloading and Installing Unity.
- You will need to get the ARCore SDK for Unity. You can either:
  - Download the SDK for Unity and extract it.

    -or-
  - Clone the repository with the following command:

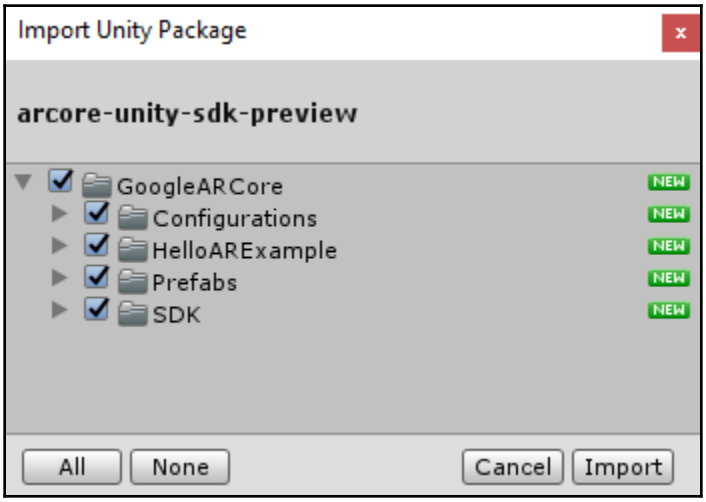
    ```
    $ git clone https://github.com/google-ar/arcore-unity-sdk.git
    ```
- You will need a supported Android device.


Unity 2017.3.0f3
Projects
Learn
New
Open
Sign in
Project name
ARCoreTutorial
Location
C:\Users\jglov\Desktop
3D
2D
Add Asset Package
Create project


Build Settings
Scenes In Build
Add Open Scenes
Platform
PC, Mac & Linux Standalone
Android
WebGL
iOS
tvOS
Xbox One
PS Vita
PS4
Android
Texture Compression
Don't override
ETC2 fallback
32-bit
Build System
Gradle
Export Project
Development Build
Autoconnect Profiler
Script Debugging
Scripts Only Build
Compression Method
Default
SDKs for App Stores
Xiaomi Mi Game Center
Add
Learn about Unity Cloud Build
Switch Platform
Player Settings...
Build
Build And Run


Other Settings
Rendering
Color Space*
Gamma
Auto Graphics API
Multithreaded Rendering*
Static Batching
Dynamic Batching
GPU Skinning*
Graphics Jobs (Experimental)*
Virtual Reality moved to XR Settings
Protect Graphics Memory
Identification
Package Name
com.Company.ProductName
Version*
1.0
Bundle Version Code
1
Minimum API Level
Android 7.0 'Nougat' (API level 24)
Target API Level
Android 7.1 'Nougat' (API level 25)

XR Settings
Virtual Reality Supported
ARCore Supported
Vuforia Augmented Reality Supp


Import Unity Package
arcore-unity-sdk-preview
GoogleARCore
Configurations
HelloARExample
Prefabs
SDK
NEW
All
None
Cancel
Import

Scene
Game
Asset Store
RPDevJesco
All Assets
Type here to search assets
unity
ARKit
UNITY TECHNOLOGIES
Unity ARKit Plugin
FREE
55 user reviews
Download
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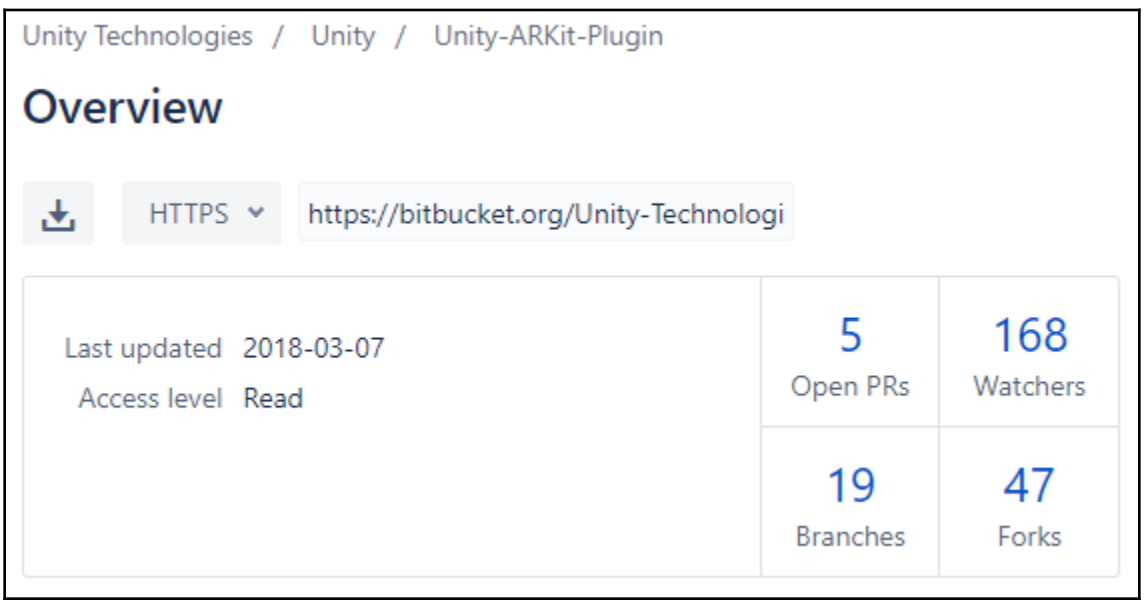
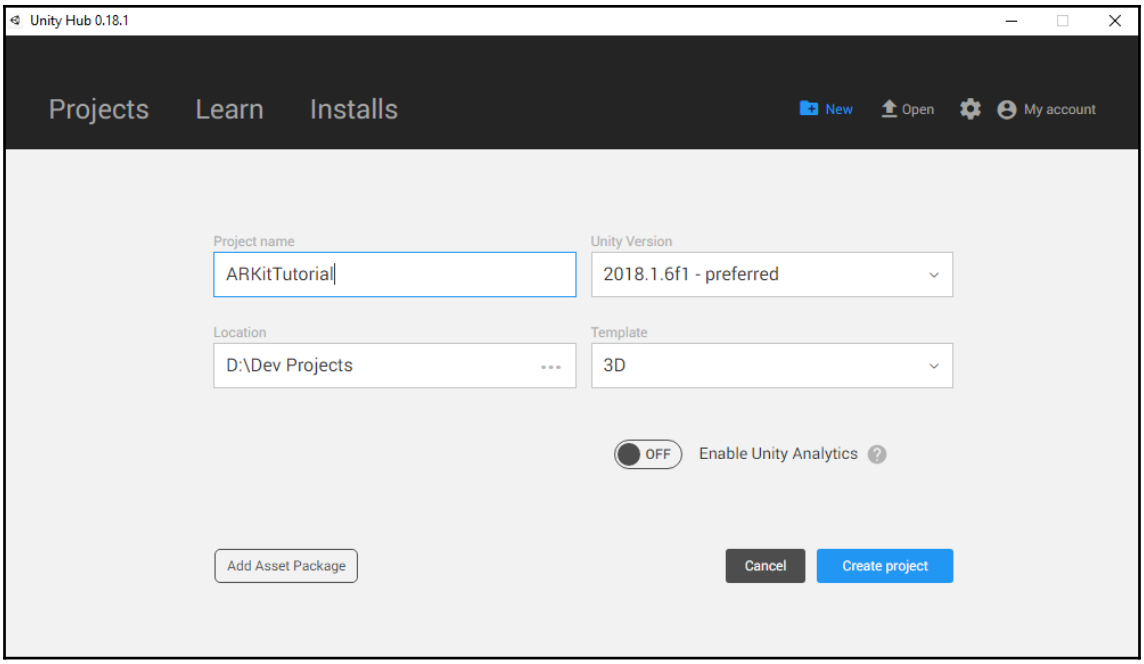
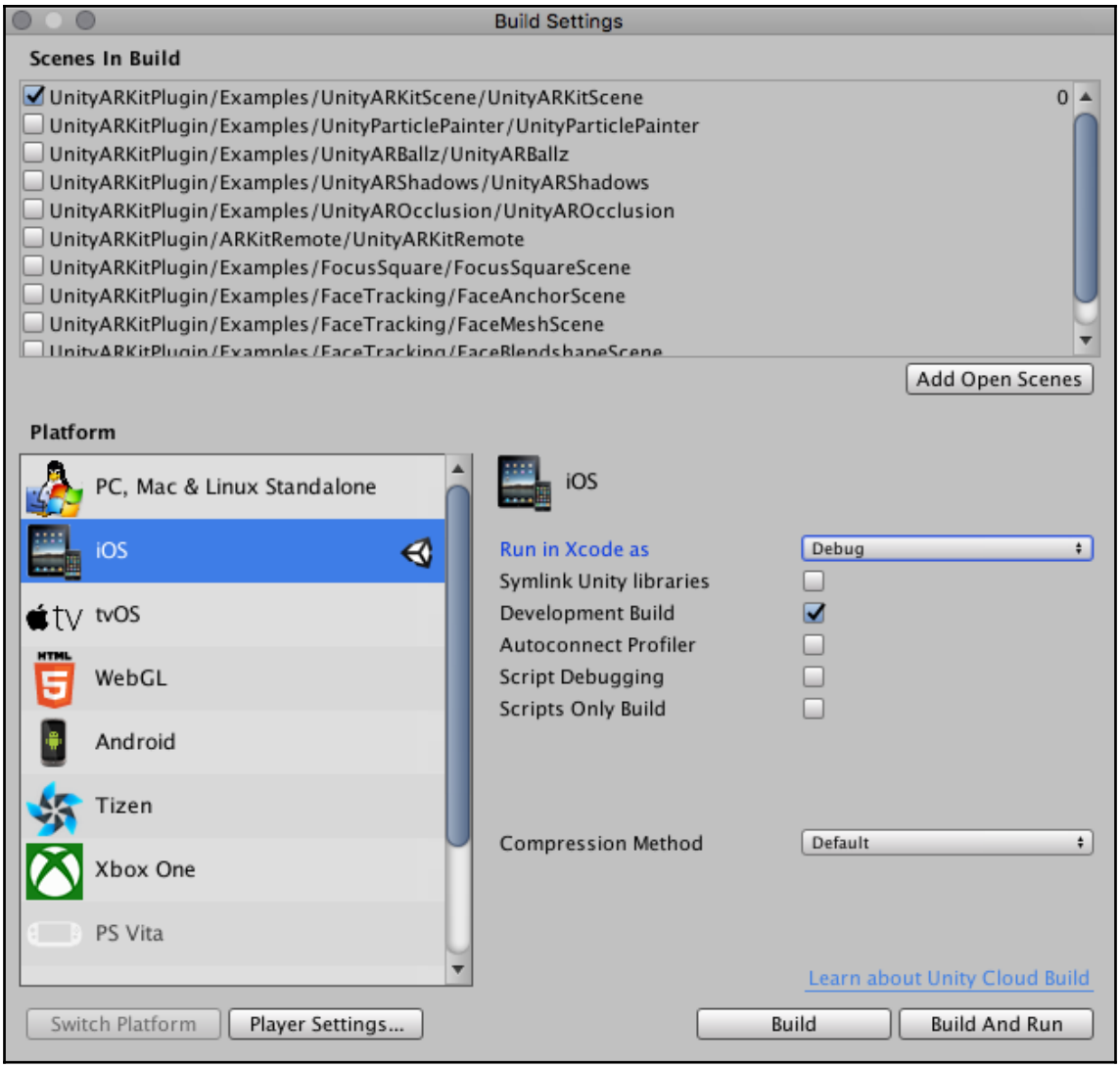
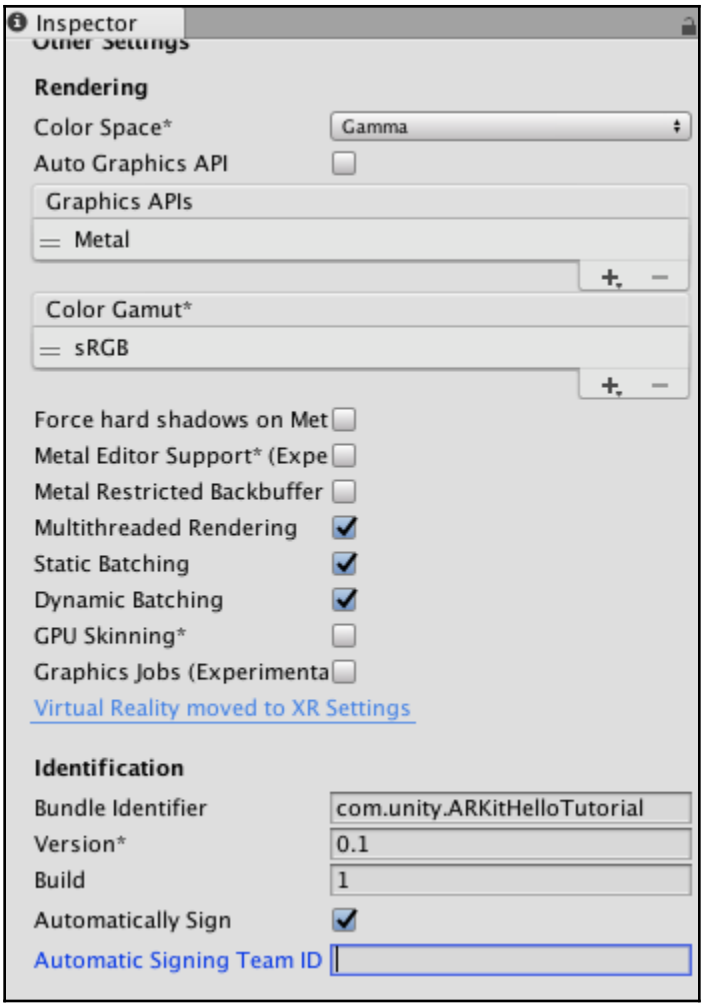
Add a new tag right now?
Add tags
This is an experimental native plugin that enables using all the functionality of the ARKit SDK simply within your Unity projects for iOS. The plugin exposes ARKit SDK's world tracking capabilities, rendering the camera video input, plane detection and update, point cloud extraction, light estimation, and hit testing API to Unity developers for their AR projects. This plugin is a preview quality build that should help to get you up and running quickly with this
Feedback


Unity Technologies / Unity / Unity-ARKit-Plugin
Overview
HTTPS
https://bitbucket.org/Unity-Technologi
Last updated 2018-03-07
Access level Read
5
Open PRs
168
Watchers
19
Branches
47
Forks


Unity Hub 0.18.1
Projects
Learn
Installs
New
Open
My account
Project name
ARKitTutorial
Unity Version
2018.1.6f1 - preferred
Location
D:\Dev Projects
Template
3D
OFF
Enable Unity Analytics
Add Asset Package
Cancel
Create project


Build Settings
Scenes In Build
UnityARKitPlugin/Examples/UnityARKitScene/UnityARKitScene
0
UnityARKitPlugin/Examples/UnityParticlePainter/UnityParticlePainter
UnityARKitPlugin/Examples/UnityARBallz/UnityARBallz
UnityARKitPlugin/Examples/UnityARShadows/UnityARShadows
UnityARKitPlugin/Examples/UnityAROcclusion/UnityAROcclusion
UnityARKitPlugin/ARKitRemote/UnityARKitRemote
UnityARKitPlugin/Examples/FocusSquare/FocusSquareScene
UnityARKitPlugin/Examples/FaceTracking/FaceAnchorScene
UnityARKitPlugin/Examples/FaceTracking/FaceMeshScene
Add Open Scenes
Platform
PC, Mac & Linux Standalone
iOS
tvOS
WebGL
Android
Tizen
Xbox One
PS Vita
iOS
Run in Xcode as
Debug
Symlink Unity libraries
Development Build
Autoconnect Profiler
Script Debugging
Scripts Only Build
Compression Method
Default
Learn about Unity Cloud Build
Switch Platform
Player Settings...
Build
Build And Run


Inspector
Rendering
Color Space*
Gamma
Auto Graphics API
Graphics APIs
Metal
Color Gamut*
sRGB
Force hard shadows on Met
Metal Editor Support* (Expe
Metal Restricted Backbuffer
Multithreaded Rendering
Static Batching
Dynamic Batching
GPU Skinning*
Graphics Jobs (Experimenta
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Identification
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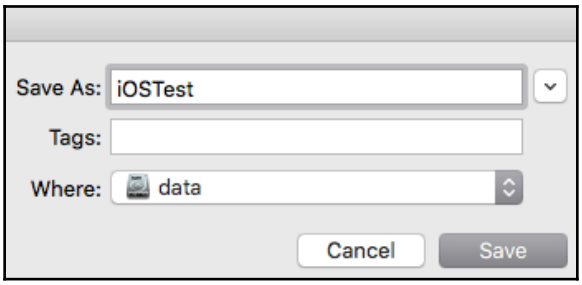
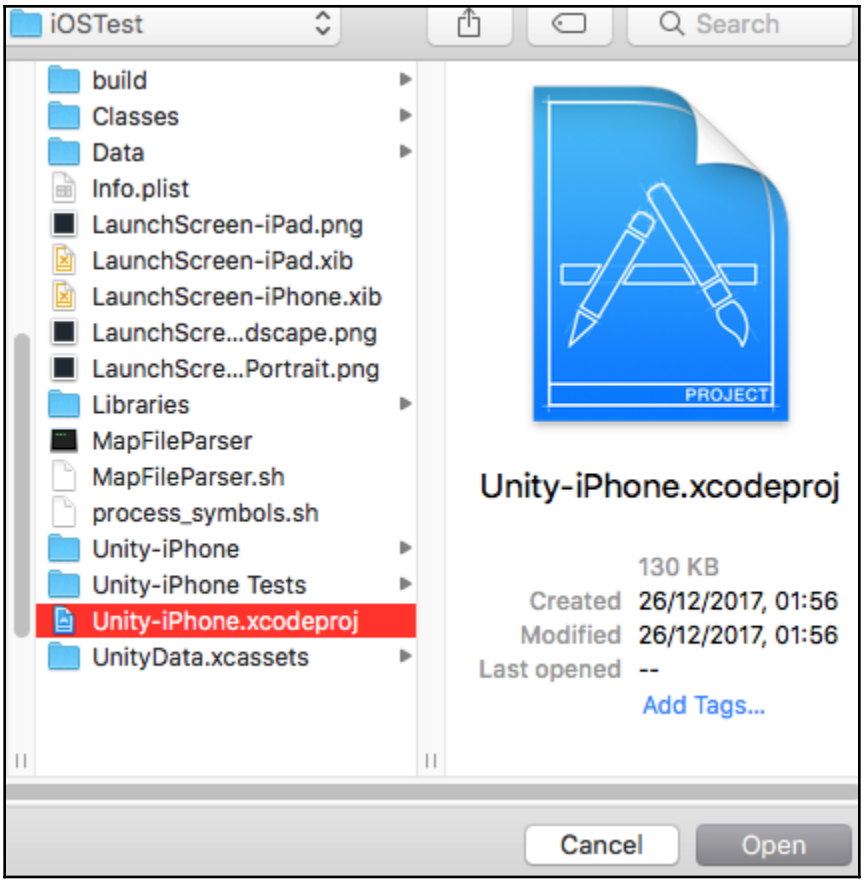
com.unity.ARKitHelloTutorial
Version*
0.1
Build
1
Automatically Sign
Automatic Signing Team ID


Save As:
iOSTest
Tags:
Where:
data
Cancel
Save

Unity-iPhone
~/ARKitTutorial/iOSTest
LearningSwift
DATA DRIVE/xcodefiles
Test
DATA DRIVE/xcodefiles
Welcome to Xcode
Version 9.2 (9C40b)
Get started with a playground
Explore new ideas quickly and easily.
Create a new Xcode project
Create an app for iPhone, iPad, Mac, Apple Watch or Apple TV.
Clone an existing project
Start working on something from an SCM repository.
Open another project...


iOSTest
Search
build
Classes
Data
Info.plist
LaunchScreen-iPad.png
LaunchScreen-iPad.xib
LaunchScreen-iPhone.xib
LaunchScre...dscape.png
LaunchScre...Portrait.png
Libraries
MapFileParser
MapFileParser.sh
process_symbols.sh
Unity-iPhone
Unity-iPhone Tests
Unity-iPhone.xcodeproj
UnityData.xcassets
PROJECT
Unity-iPhone.xcodeproj
130 KB
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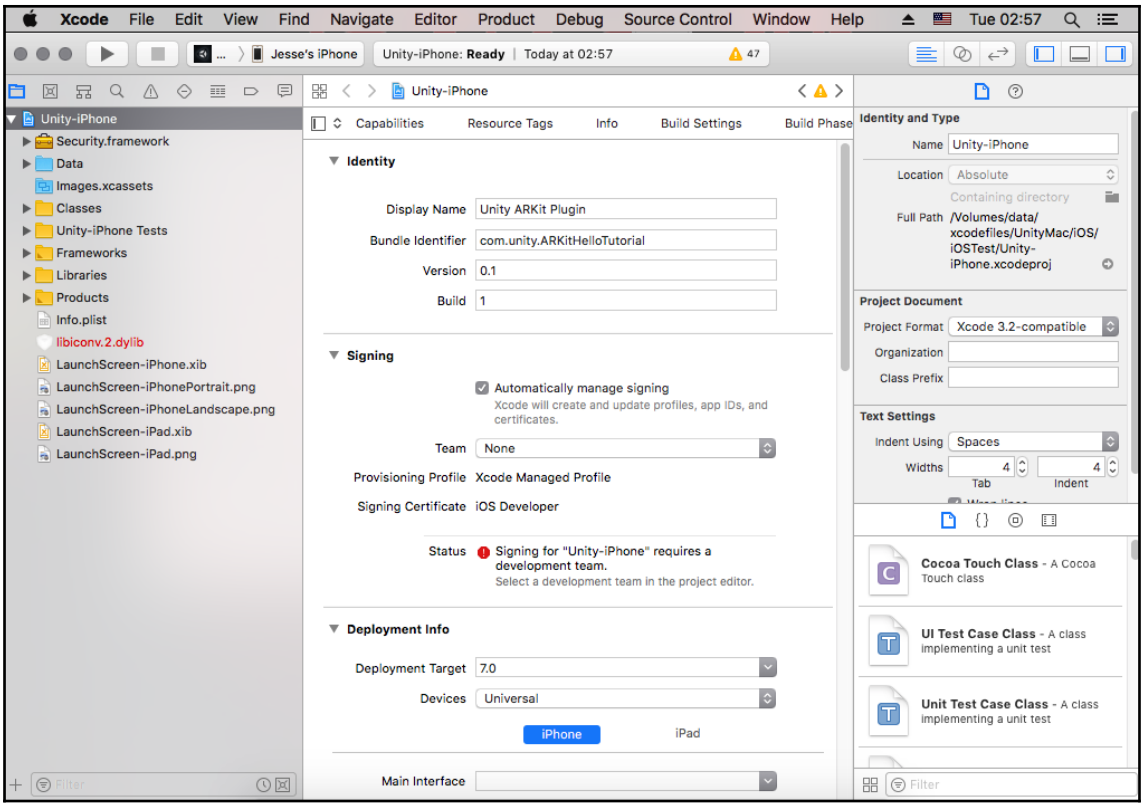
Modified 26/12/2017, 01:56
Last opened --
Add Tags...
Cancel
Open


Xcode File Edit View Find Navigate Editor Product Debug Source Control Window Help Tue 02:57
Jesse's iPhone
Unity-iPhone: Ready | Today at 02:57
Unity-iPhone
Unity-iPhone
Security.framework
Data
Images.xcassets
Classes
Unity-iPhone Tests
Frameworks
Libraries
Products
Info.plist
libiconv.2.dylib
LaunchScreen-iPhone.xib
LaunchScreen-iPhonePortrait.png
LaunchScreen-iPhoneLandscape.png
LaunchScreen-iPad.xib
LaunchScreen-iPad.png
Capabilities
Resource Tags
Info
Build Settings
Build Phase
Identity
Display Name Unity ARKit Plugin
Bundle Identifier com.unity.ARKitHelloTutorial
Version 0.1
Build 1
Signing
Automatically manage signing
Xcode will create and update profiles, app IDs, and certificates.
Team None
Provisioning Profile Xcode Managed Profile
Signing Certificate iOS Developer
Status Signing for "Unity-iPhone" requires a development team.
Select a development team in the project editor.
Deployment Info
Deployment Target 7.0
Devices Universal
iPhone
iPad
Main Interface
Identity and Type
Name Unity-iPhone
Location Absolute
Containing directory
Full Path /Volumes/data/xcodefiles/UnityMac/iOS/iOSTest/Unity-iPhone.xcodeproj
Project Document
Project Format Xcode 3.2-compatible
Organization
Class Prefix
Text Settings
Indent Using Spaces
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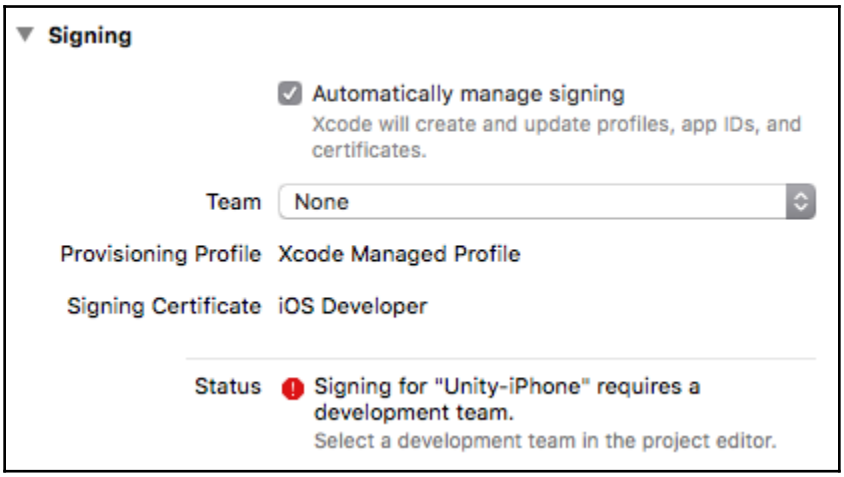
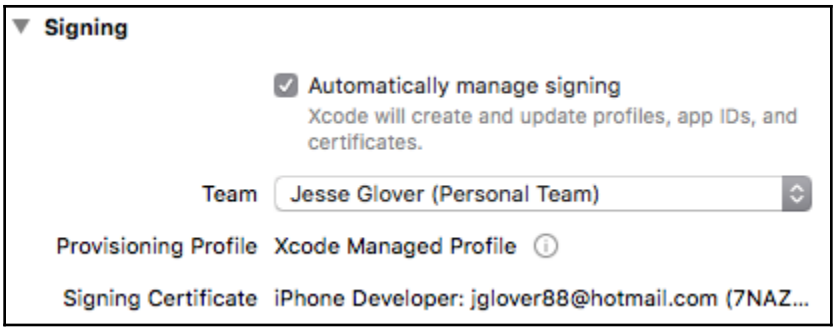
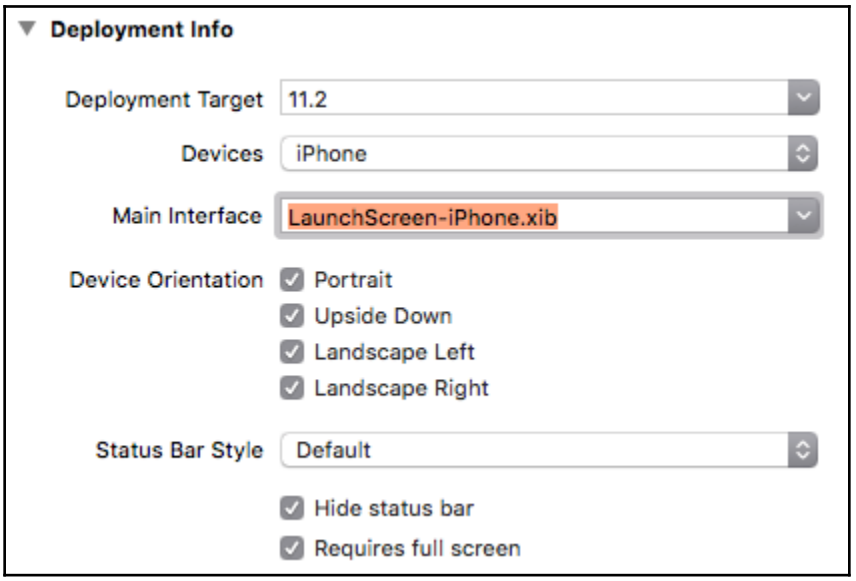
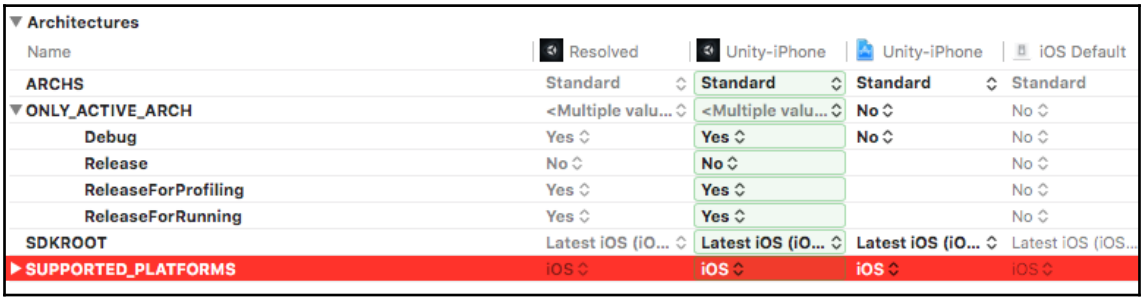
Tab Indent
Cocoa Touch Class - A Cocoa Touch class
UI Test Case Class - A class implementing a unit test
Unit Test Case Class - A class implementing a unit test


Signing
Automatically manage signing
Xcode will create and update profiles, app IDs, and certificates.
Team None
Provisioning Profile Xcode Managed Profile
Signing Certificate iOS Developer
Status Signing for "Unity-iPhone" requires a development team.
Select a development team in the project editor.


Signing
Automatically manage signing
Xcode will create and update profiles, app IDs, and certificates.
Team
Jesse Glover (Personal Team)
Provisioning Profile
Xcode Managed Profile
Signing Certificate
iPhone Developer: jglover88@hotmail.com (7NAZ...


Deployment Info
Deployment Target
11.2
Devices
iPhone
Main Interface
LaunchScreen-iPhone.xib
Device Orientation
Portrait
Upside Down
Landscape Left
Landscape Right
Status Bar Style
Default
Hide status bar
Requires full screen

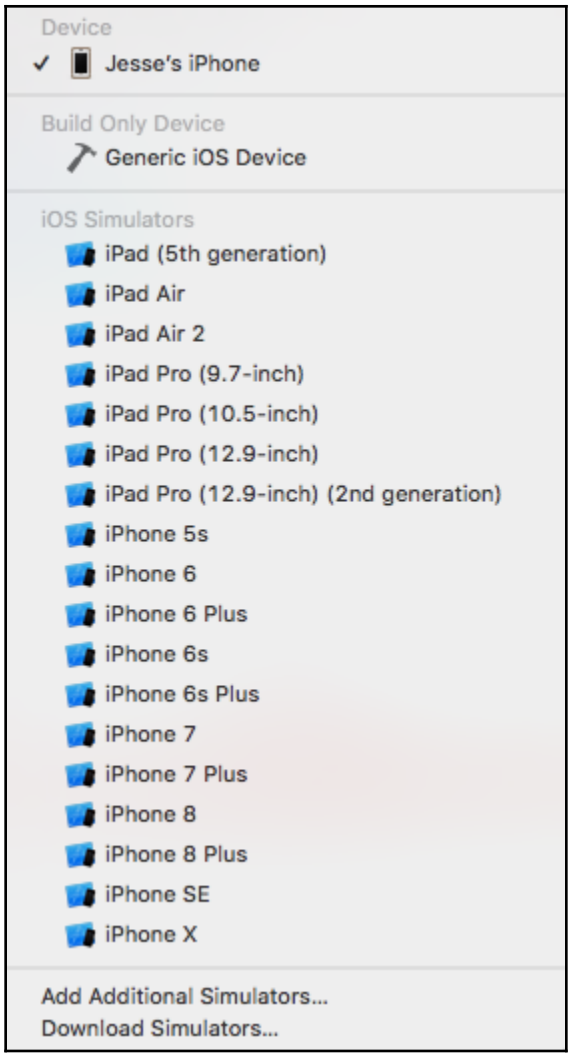

Architectures
Name
Resolved
Unity-iPhone
Unity-iPhone
iOS Default
ARCHS
Standard
Standard
Standard
Standard
ONLY_ACTIVE_ARCH
<Multiple valu...
<Multiple valu...
No
No
Debug
Yes
Yes
No
No
Release
No
No
No
ReleaseForProfiling
Yes
Yes
No
ReleaseForRunning
Yes
Yes
No
SDKROOT
Latest iOS (iO...
Latest iOS (iO...
Latest iOS (iO...
Latest iOS (iOS...
SUPPORTED_PLATFORMS
iOS
iOS
iOS
iOS

Unity-iPhone
Unity-iPhone
General
Capabilities
Resource Tags
Info
Build Settings
Build Phases
Build Rules
Basic
Customized
All
Combined
Levels
Architectures
Name
Resolved
Unity-iPhone
Unity-iPhone
iOS Default
ARCHS
armv7 arm64
armv7 arm64
armv7
Standard
ONLY_ACTIVE_ARCH
<Multiple valu...
<Multiple valu...
No
No
Debug
Yes
Yes
No
No
Release
No
No
No
ReleaseForProfiling
Yes
Yes
No
ReleaseForRunning
Yes
Yes
No
SDKROOT
Latest iOS (iO...
Latest iOS (iO...
Latest iOS (iO...
Latest iOS (iOS...
SUPPORTED_PLATFORMS
iphoneos
iphoneos
iphoneos
iOS

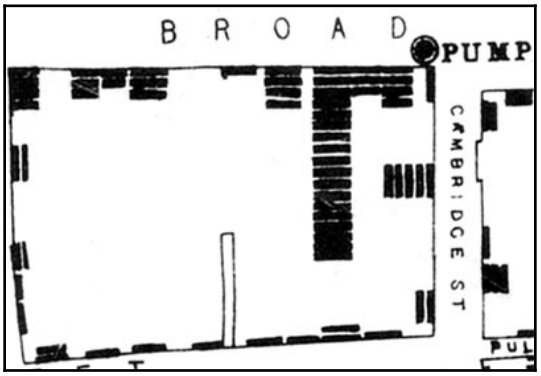
Product
Debug
Source
Run ⌘R
Test ⌘U
Profile ⌘I
Analyze ⇧⌘B
Archive
Build For
Perform Action
Build ⌘B
Clean ⇧⌘K
Stop ⌘.
Scheme
Destination
Create Bot...

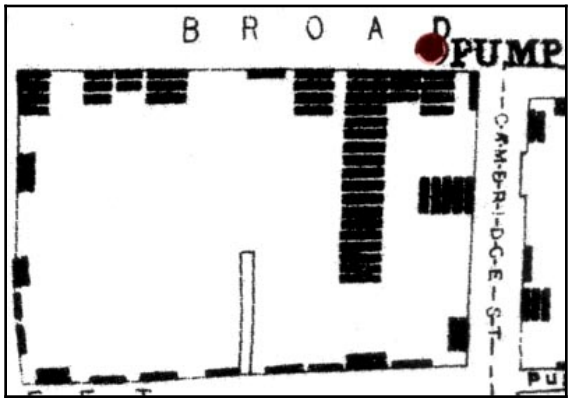
Unity-iPhone | Build Succeeded | Today at 03:14
47

...
Jesse's iPhone

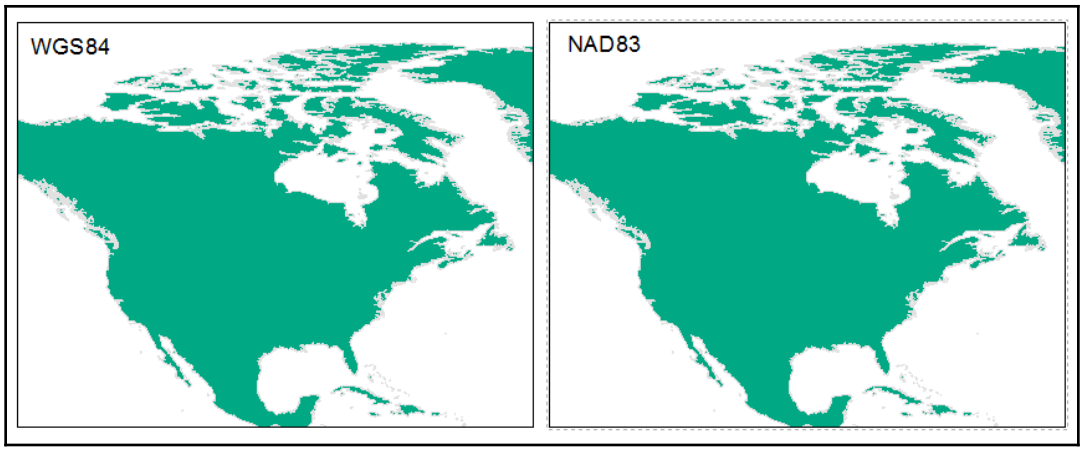

Device
✓ Jesse's iPhone
Build Only Device
Generic iOS Device
iOS Simulators
iPad (5th generation)
iPad Air
iPad Air 2
iPad Pro (9.7-inch)
iPad Pro (10.5-inch)
iPad Pro (12.9-inch)
iPad Pro (12.9-inch) (2nd generation)
iPhone 5s
iPhone 6
iPhone 6 Plus
iPhone 6s
iPhone 6s Plus
iPhone 7
iPhone 7 Plus
iPhone 8
iPhone 8 Plus
iPhone SE
iPhone X
Add Additional Simulators...
Download Simulators...

Chapter 2: GIS Fundamentals - The Power of Mapping

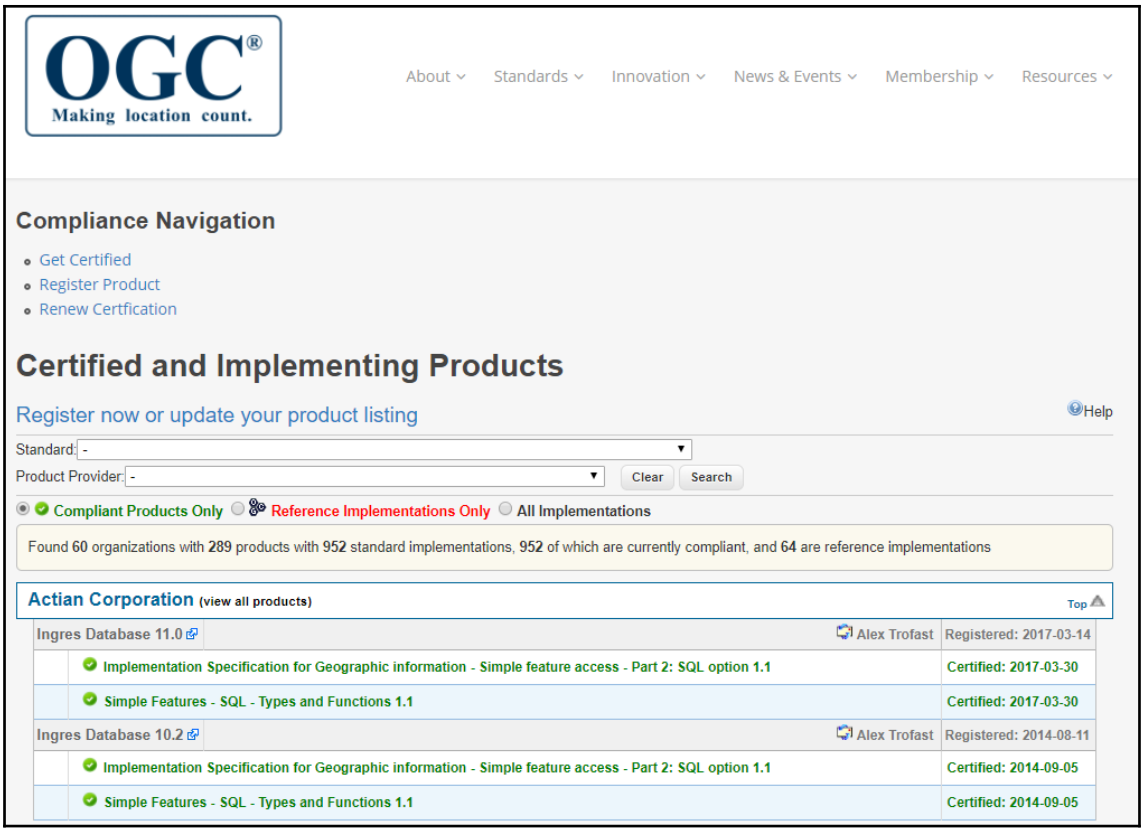




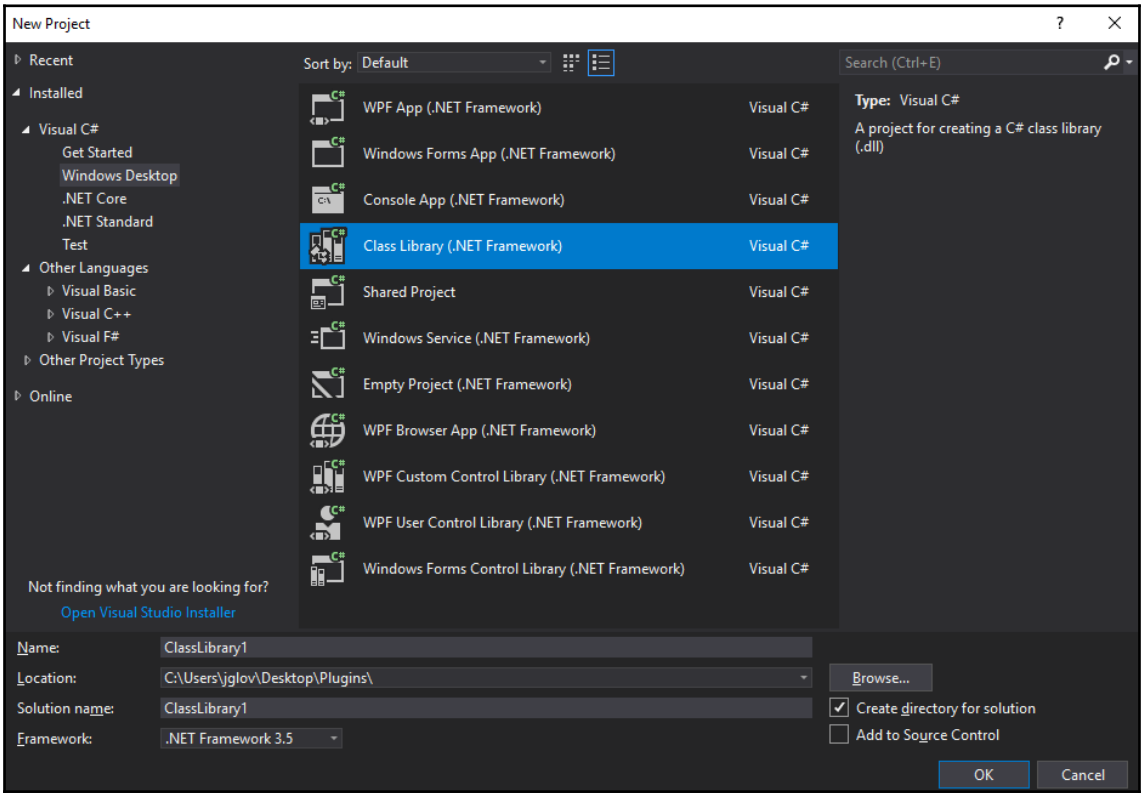
Zhengzhou

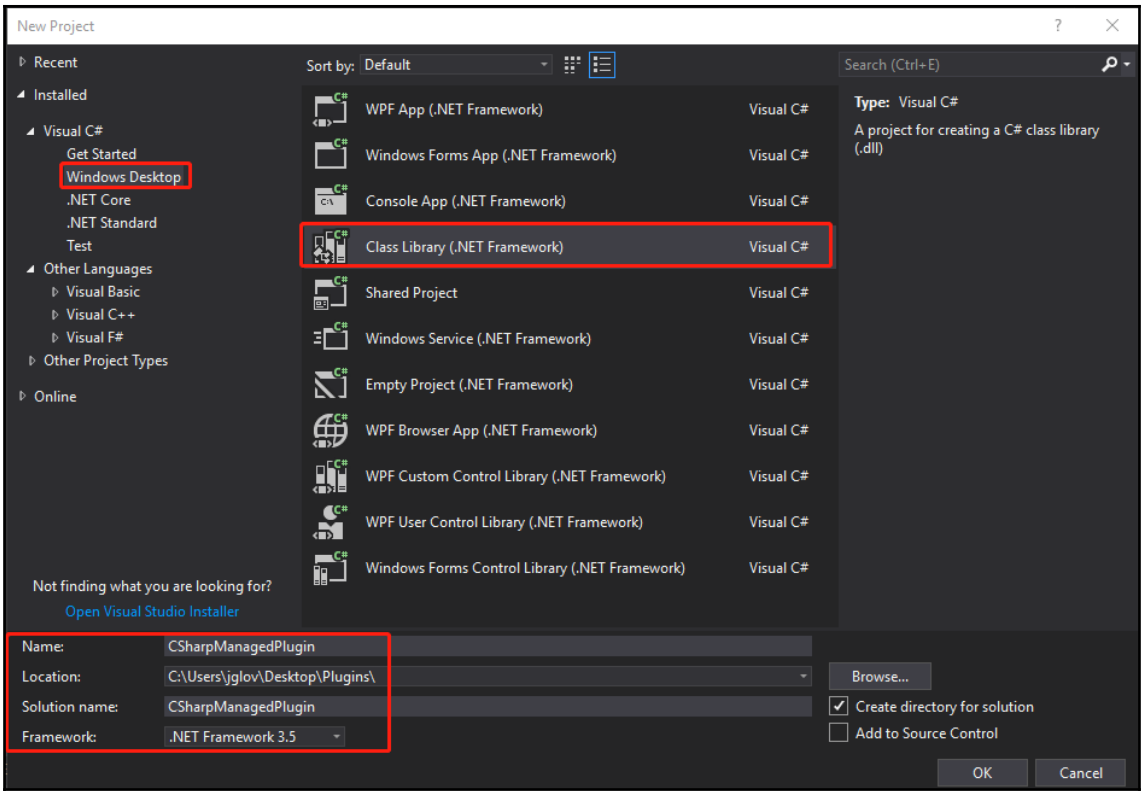


What is the viability of water as a renewable energy source in Virginia? → **Look for all rivers and streams in the state and visualize them by location, speed and intensity.** → **Verify the integrity of the strongest and most viable locations.**

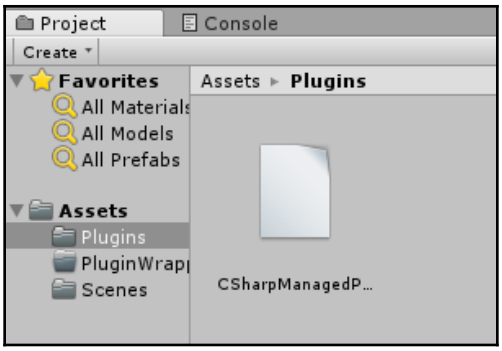

OGC®
Making location count.
About
Standards
Innovation
News & Events
Membership
Resources
Compliance Navigation
Get Certified
Register Product
Renew Certfication
Certified and Implementing Products
Register now or update your product listing
Help
Standard:
Product Provider:
Clear
Search
Compliant Products Only
Reference Implementations Only
All Implementations
Found 60 organizations with 289 products with 952 standard implementations, 952 of which are currently compliant, and 64 are reference implementations
Actian Corporation (view all products)
Top
Ingres Database 11.0
Alex Trofast
Registered: 2017-03-14
Implementation Specification for Geographic information - Simple feature access - Part 2: SQL option 1.1
Certified: 2017-03-30
Simple Features - SQL - Types and Functions 1.1
Certified: 2017-03-30
Ingres Database 10.2
Alex Trofast
Registered: 2014-08-11
Implementation Specification for Geographic information - Simple feature access - Part 2: SQL option 1.1
Certified: 2014-09-05
Simple Features - SQL - Types and Functions 1.1
Certified: 2014-09-05

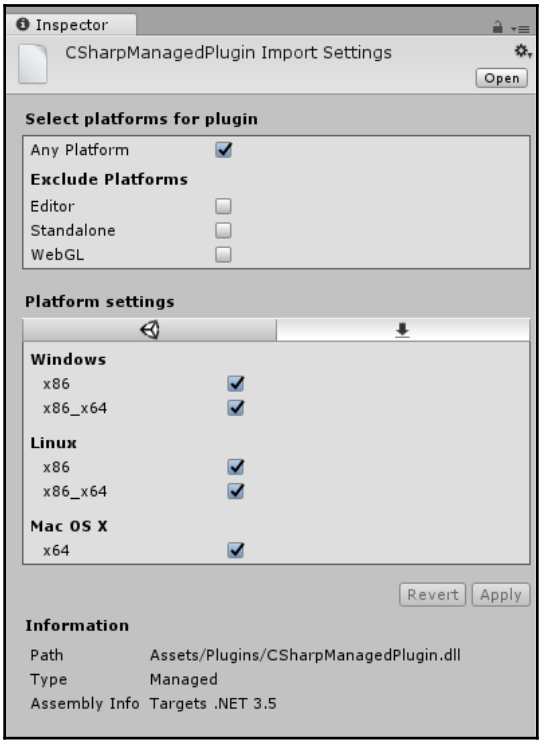
Chapter 3: Censored - Various Sensor Data and Plugins

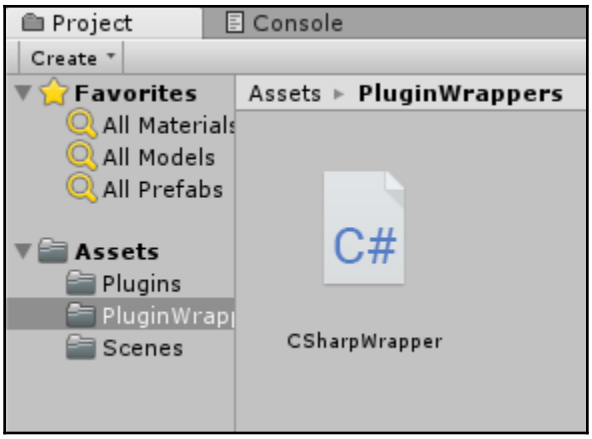


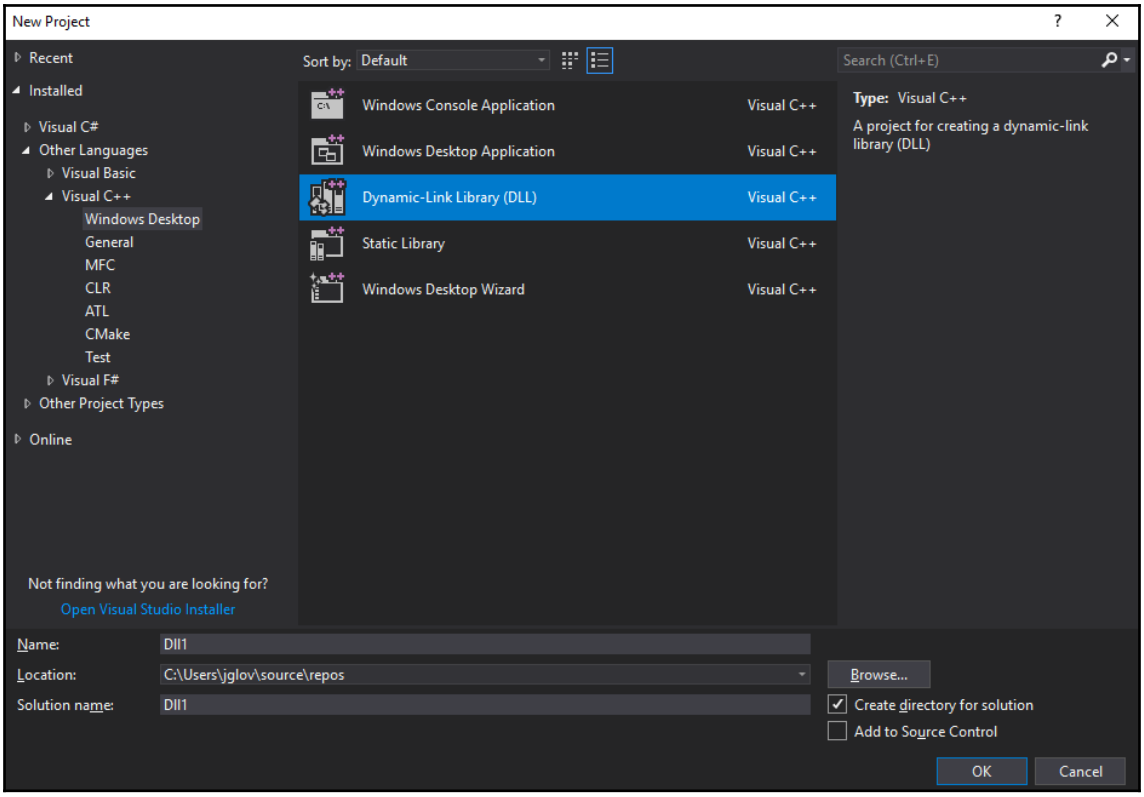

New Project
Recent
Installed
Visual C#
Get Started
Windows Desktop
.NET Core
.NET Standard
Test
Other Languages
Visual Basic
Visual C++
Visual F#
Other Project Types
Online
Not finding what you are looking for?
Open Visual Studio Installer
Sort by: Default
Search (Ctrl+E)
WPF App (.NET Framework) Visual C#
Windows Forms App (.NET Framework) Visual C#
Console App (.NET Framework) Visual C#
Class Library (.NET Framework) Visual C#
Shared Project Visual C#
Windows Service (.NET Framework) Visual C#
Empty Project (.NET Framework) Visual C#
WPF Browser App (.NET Framework) Visual C#
WPF Custom Control Library (.NET Framework) Visual C#
WPF User Control Library (.NET Framework) Visual C#
Windows Forms Control Library (.NET Framework) Visual C#
Type: Visual C#
A project for creating a C# class library (.dll)
Name: CSharpManagedPlugin
Location: C:\Users\jglov\Desktop\Plugins\
Solution name: CSharpManagedPlugin
Framework: .NET Framework 3.5
Browse...
Create directory for solution
Add to Source Control
OK
Cancel

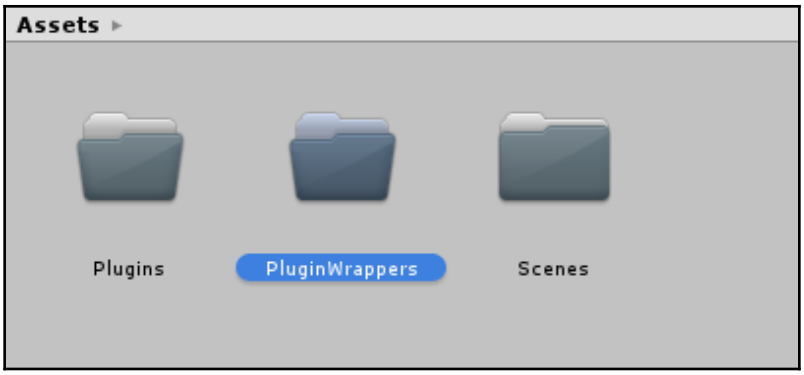
Assets
Plugins
PluginWrappers
Scenes

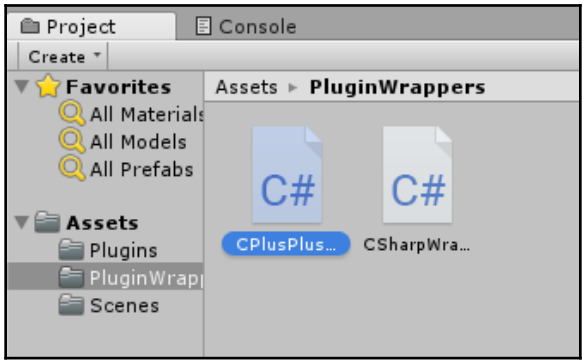

Project
Console
Create
Favorites
All Materials
All Models
All Prefabs
Assets
Plugins
PluginWrapp
Scenes
Assets ▸ Plugins
CSharpManagedP...


Inspector
CSharpManagedPlugin Import Settings
Open
Select platforms for plugin
Any Platform
Exclude Platforms
Editor
Standalone
WebGL
Platform settings
Windows
x86
x86_x64
Linux
x86
x86_x64
Mac OS X
x64
Revert
Apply
Information
Path
Assets/Plugins/CSharpManagedPlugin.dll
Type
Managed
Assembly Info
Targets .NET 3.5

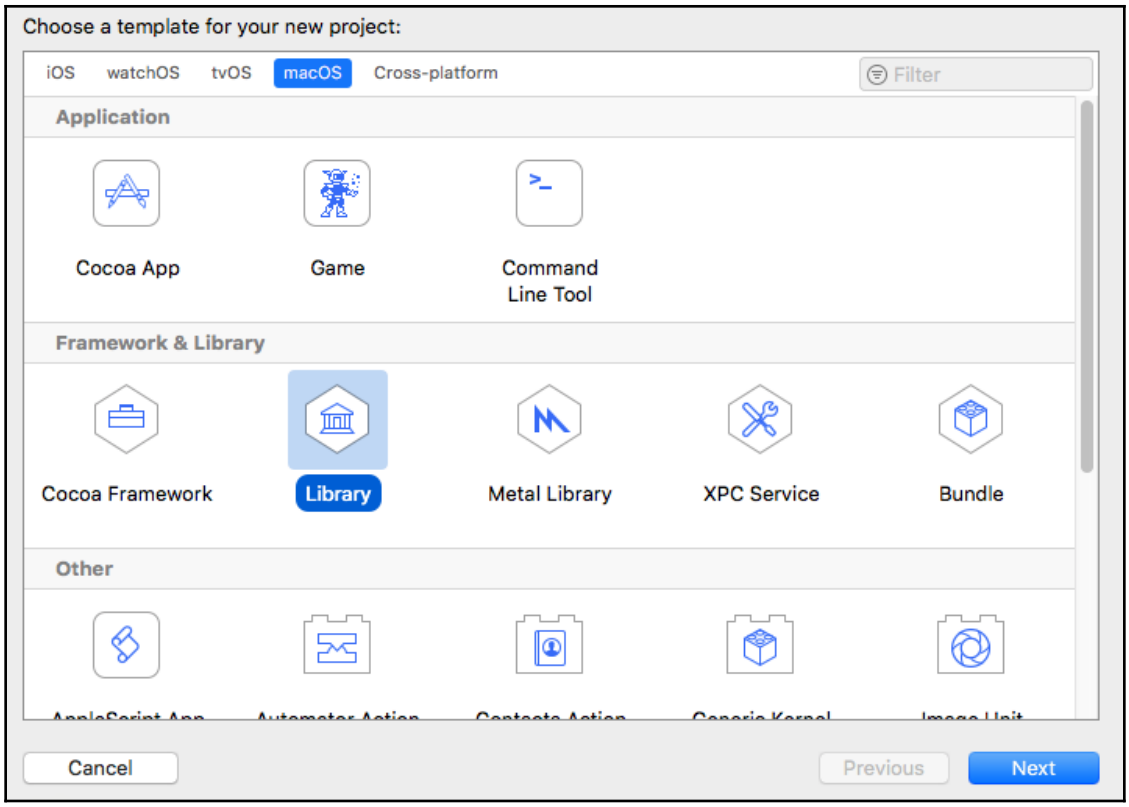

Project
Console
Create
Favorites
All Materials
All Models
All Prefabs
Assets
Plugins
PluginWrapp
Scenes
Assets ▸ PluginWrappers
C#
CSharpWrapper

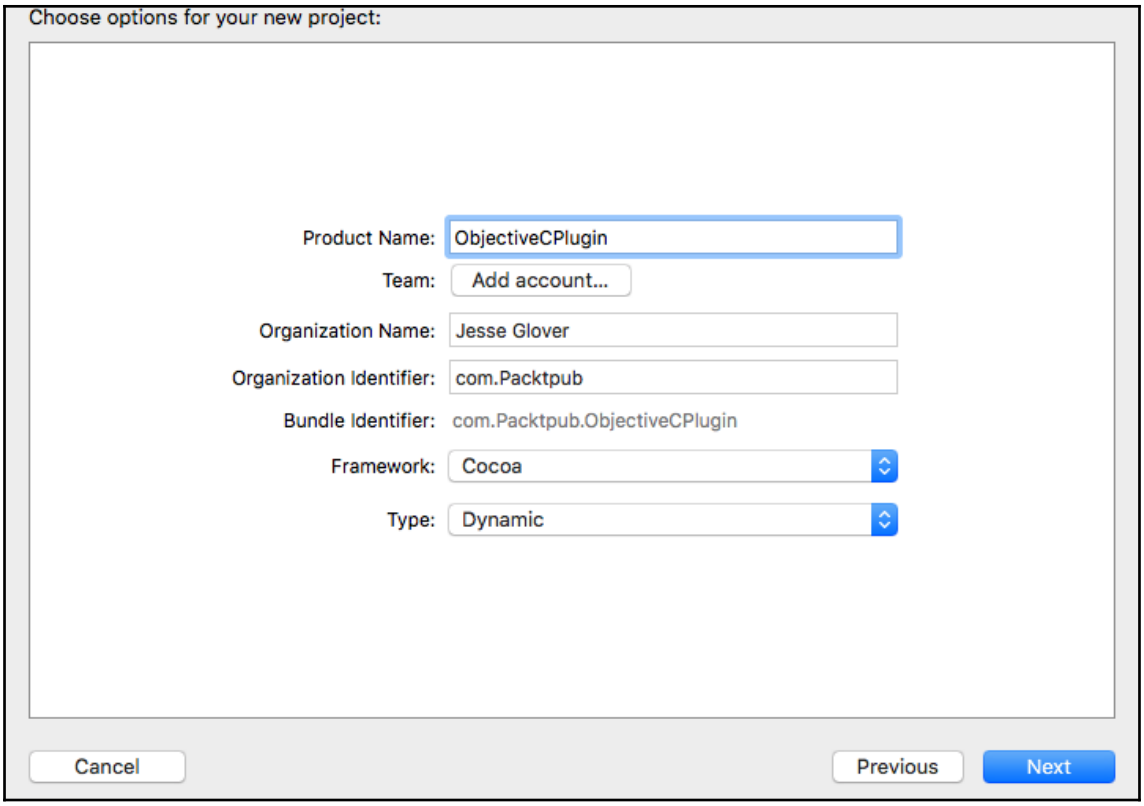

New Project
Recent
Installed
Visual C#
Other Languages
Visual Basic
Visual C++
Windows Desktop
General
MFC
CLR
ATL
CMake
Test
Visual F#
Other Project Types
Online
Not finding what you are looking for?
Open Visual Studio Installer
Sort by: Default
Search (Ctrl+E)
Windows Console Application Visual C++
Windows Desktop Application Visual C++
Dynamic-Link Library (DLL) Visual C++
Static Library Visual C++
Windows Desktop Wizard Visual C++
Type: Visual C++
A project for creating a dynamic-link library (DLL)
Name: Dll1
Location: C:\Users\jglov\source\repos
Solution name: Dll1
Browse...
Create directory for solution
Add to Source Control
OK
Cancel

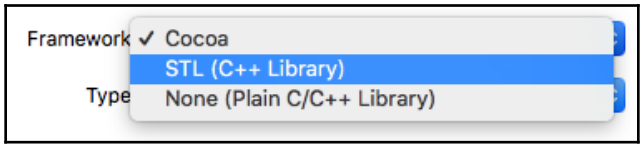

Assets
Plugins
PluginWrappers
Scenes

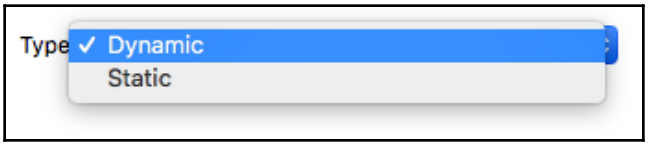

Project
Console
Create
Favorites
All Materials
All Models
All Prefabs
Assets
Plugins
PluginWrap
Scenes
Assets ▸ PluginWrappers
C#
C#
CPlusPlus...
CSharpWra...

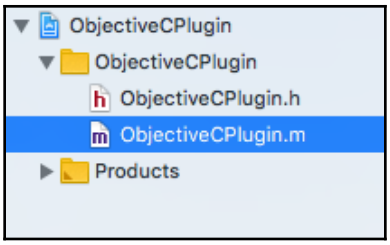
Welcome to Xcode
Version 9.4 (9F1027a)
Get started with a playground
Explore new ideas quickly and easily.
Create a new Xcode project
Create an app for iPhone, iPad, Mac, Apple Watch or Apple TV.
Clone an existing project
Start working on something from an SCM repository.
Show this window when Xcode launches

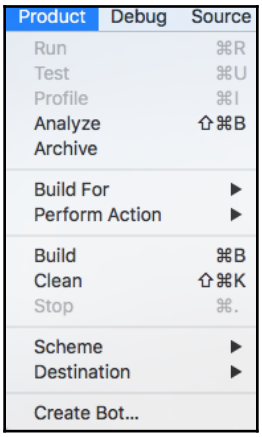

Choose a template for your new project:
iOS
watchOS
tvOS
macOS
Cross-platform
Filter
Application
Cocoa App
Game
Command Line Tool
Framework & Library
Cocoa Framework
Library
Metal Library
XPC Service
Bundle
Other
Cancel
Previous
Next

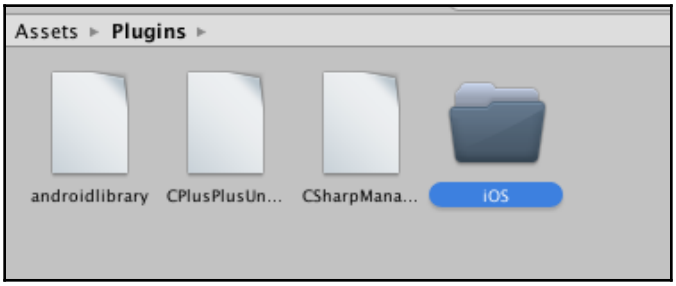

Choose options for your new project:
Product Name: ObjectiveCPlugin
Team: Add account...
Organization Name: Jesse Glover
Organization Identifier: com.Packtpub
Bundle Identifier: com.Packtpub.ObjectiveCPlugin
Framework: Cocoa
Type: Dynamic
Cancel
Previous
Next

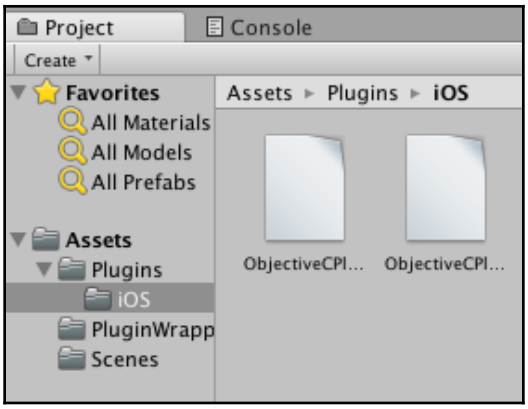

Framework
Cocoa
STL (C++ Library)
Type
None (Plain C/C++ Library)

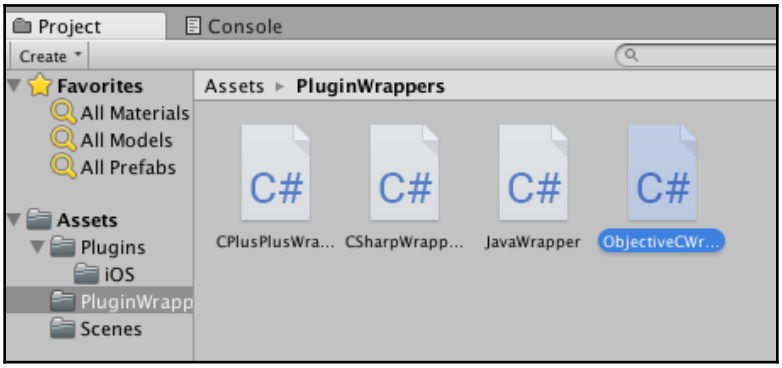

Type
Dynamic
Static

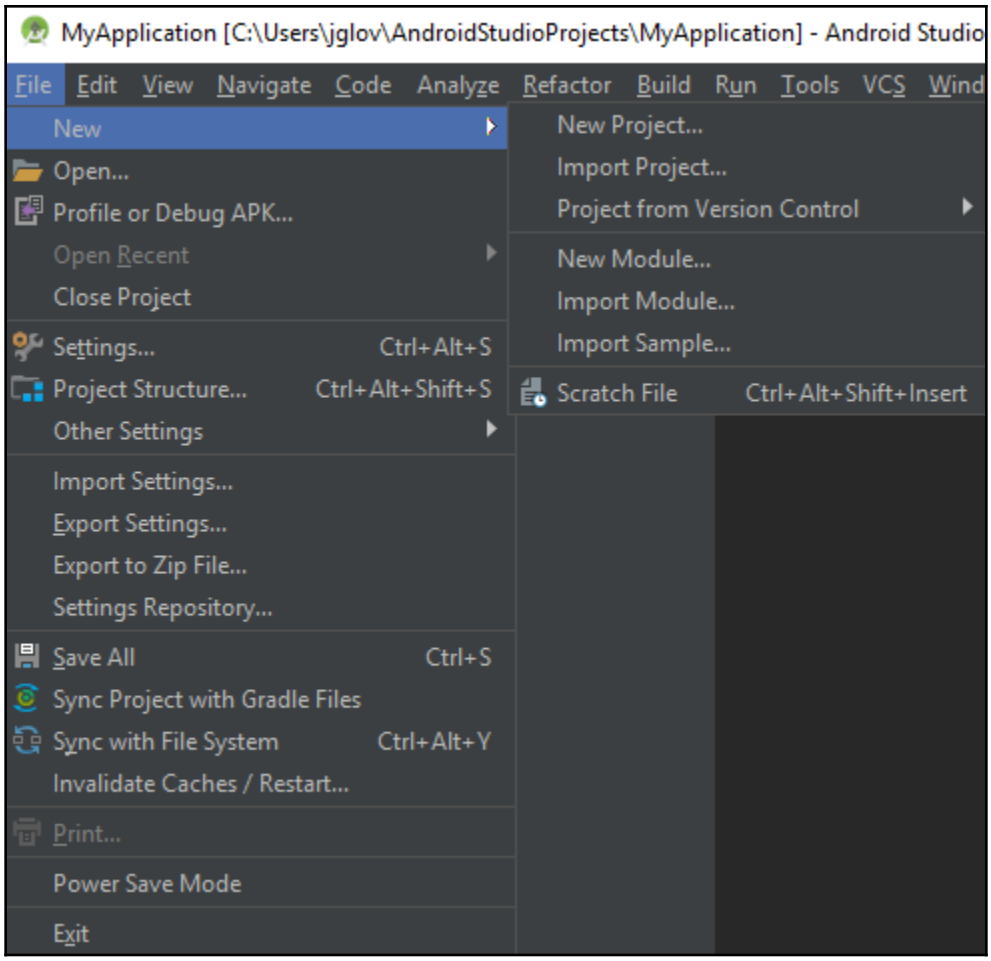

ObjectiveCPlugin
ObjectiveCPlugin
ObjectiveCPlugin.h
ObjectiveCPlugin.m
Products

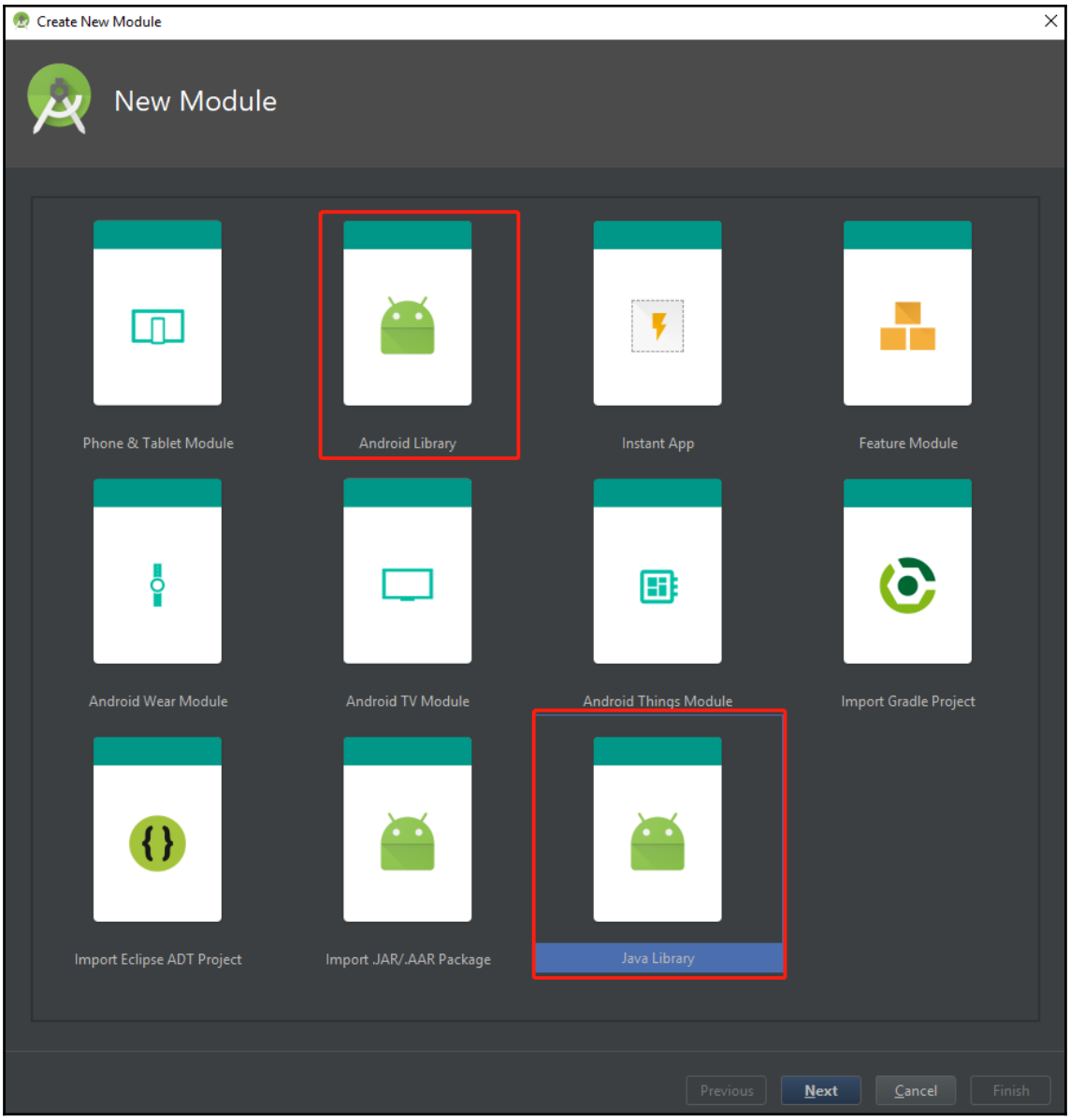

Product
Debug
Source
Run ⌘R
Test ⌘U
Profile ⌘I
Analyze ⇧⌘B
Archive
Build For
Perform Action
Build ⌘B
Clean ⇧⌘K
Stop ⌘.
Scheme
Destination
Create Bot...

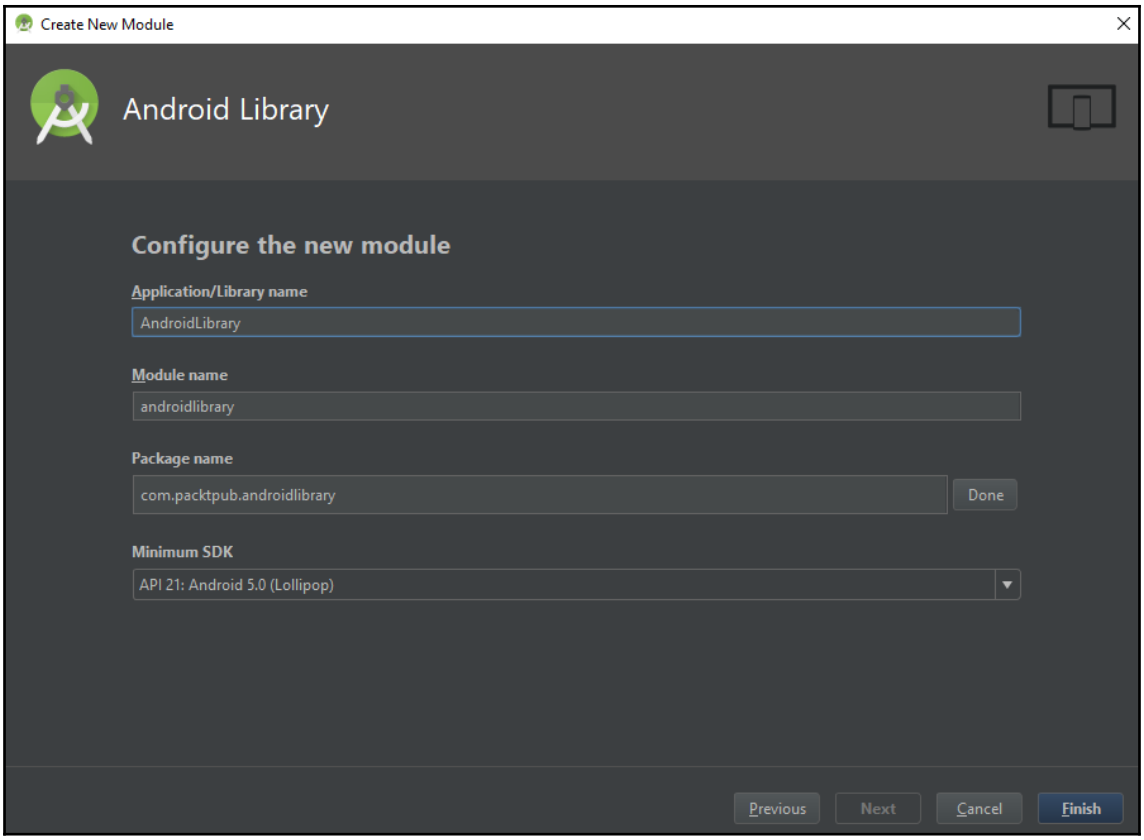

Assets
Plugins
androidlibrary
CPlusPlusUn...
CSharpMana...
iOS

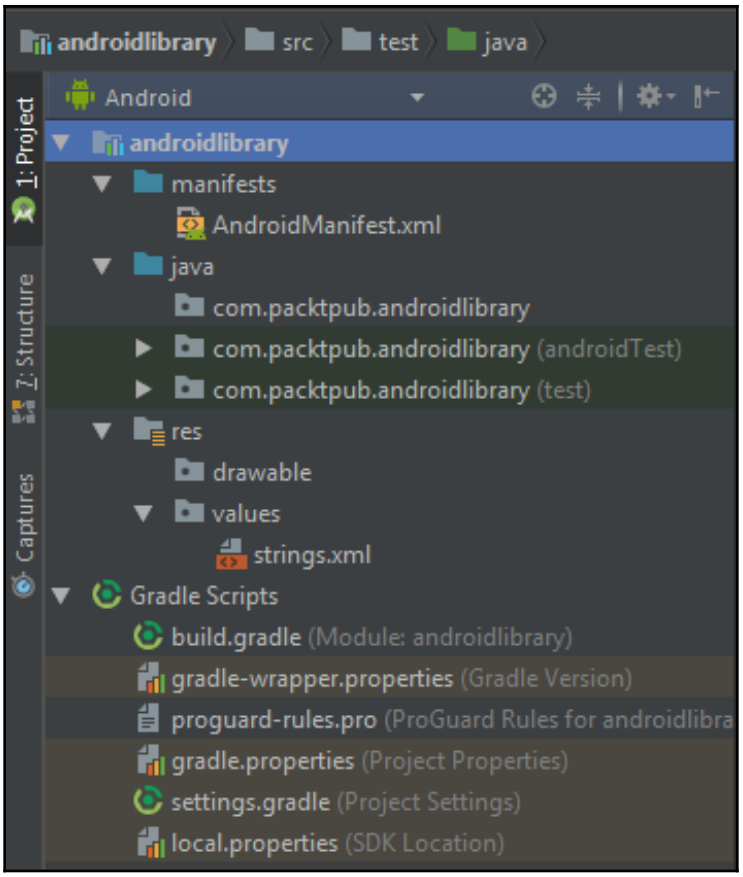

Project
Console
Create
Favorites
All Materials
All Models
All Prefabs
Assets
Plugins
iOS
PluginWrapp
Scenes
Assets ▸ Plugins ▸ iOS
ObjectiveCPl...
ObjectiveCPl...

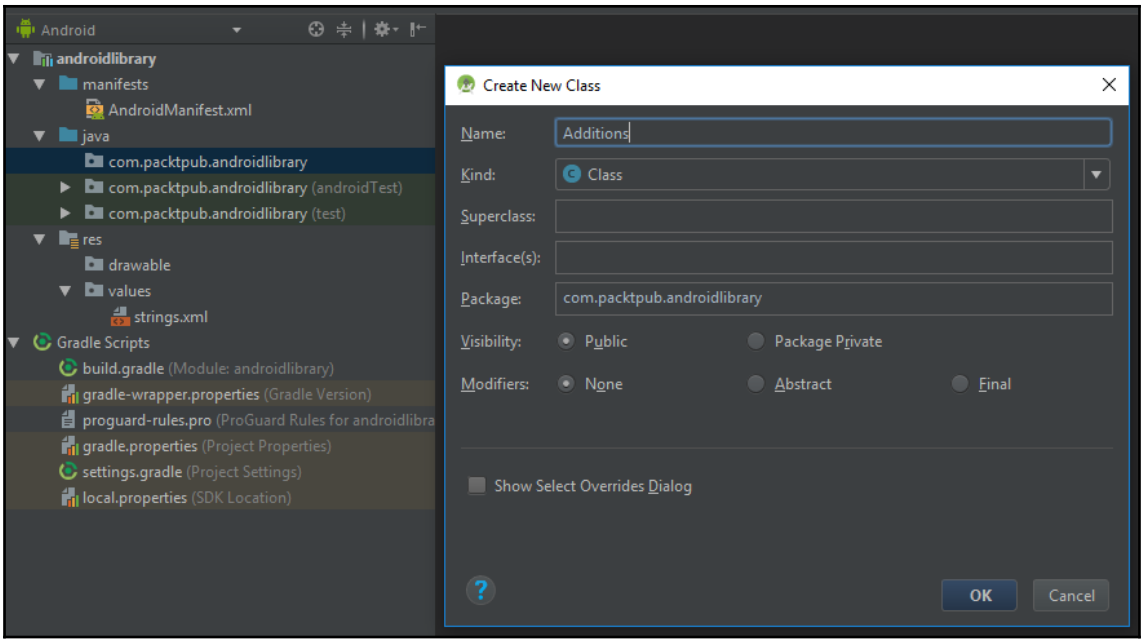

Project
Console
Create
Favorites
All Materials
All Models
All Prefabs
Assets
Plugins
iOS
PluginWrapp
Scenes
Assets ▸ PluginWrappers
C#
CPlusPlusWra...
C#
CSharpWrapp...
C#
JavaWrapper
C#
ObjectiveCWr...

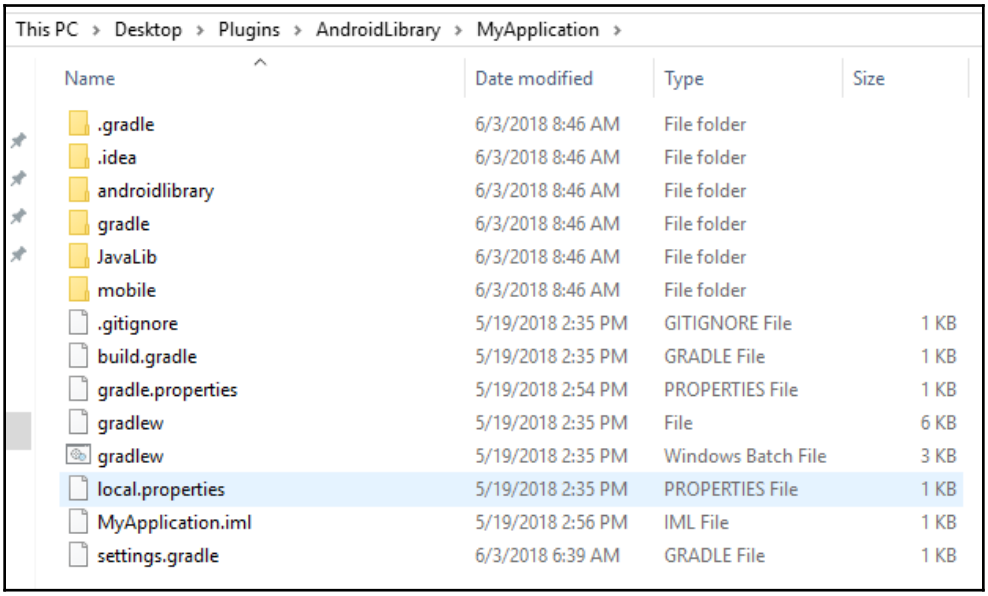

MyApplication [C:\Users\jglov\AndroidStudioProjects\MyApplication] - Android Studio
File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Wind
New
Open...
Profile or Debug APK...
Open Recent
Close Project
Settings... Ctrl+Alt+S
Project Structure... Ctrl+Alt+Shift+S
Other Settings
Import Settings...
Export Settings...
Export to Zip File...
Settings Repository...
Save All Ctrl+S
Sync Project with Gradle Files
Sync with File System Ctrl+Alt+Y
Invalidate Caches / Restart...
Print...
Power Save Mode
Exit
New Project...
Import Project...
Project from Version Control
New Module...
Import Module...
Import Sample...
Scratch File Ctrl+Alt+Shift+Insert

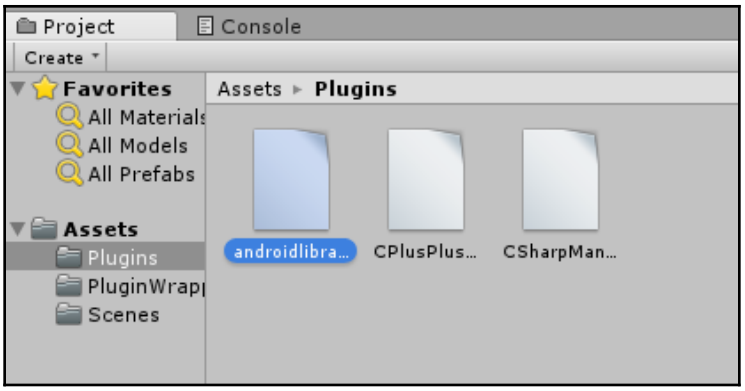

Create New Module
New Module
Phone & Tablet Module
Android Library
Instant App
Feature Module
Android Wear Module
Android TV Module
Android Things Module
Import Gradle Project
Import Eclipse ADT Project
Import .JAR/.AAR Package
Java Library
Previous
Next
Cancel
Finish


Create New Module
Android Library
Configure the new module
Application/Library name
AndroidLibrary
Module name
androidlibrary
Package name
com.packtpub.androidlibrary
Done
Minimum SDK
API 21: Android 5.0 (Lollipop)
Previous
Next
Cancel
Finish


androidlibrary
src
test
java
Android
1: Project
Z: Structure
Captures
androidlibrary
manifests
AndroidManifest.xml
java
com.packtpub.androidlibrary
com.packtpub.androidlibrary (androidTest)
com.packtpub.androidlibrary (test)
res
drawable
values
strings.xml
Gradle Scripts
build.gradle (Module: androidlibrary)
gradle-wrapper.properties (Gradle Version)
proguard-rules.pro (ProGuard Rules for androidlibra
gradle.properties (Project Properties)
settings.gradle (Project Settings)
local.properties (SDK Location)


Android
androidlibrary
manifests
AndroidManifest.xml
java
com.packtpub.androidlibrary
com.packtpub.androidlibrary (androidTest)
com.packtpub.androidlibrary (test)
res
drawable
values
strings.xml
Gradle Scripts
build.gradle (Module: androidlibrary)
gradle-wrapper.properties (Gradle Version)
proguard-rules.pro (ProGuard Rules for androidlibra
gradle.properties (Project Properties)
settings.gradle (Project Settings)
local.properties (SDK Location)
Create New Class
Name: Additions
Kind: Class
Superclass:
Interface(s):
Package: com.packtpub.androidlibrary
Visibility: Public Package Private
Modifiers: None Abstract Final
Show Select Overrides Dialog
OK
Cancel


This PC › Desktop › Plugins › AndroidLibrary › MyApplication ›
Name
Date modified
Type
Size
.gradle 6/3/2018 8:46 AM File folder
.idea 6/3/2018 8:46 AM File folder
androidlibrary 6/3/2018 8:46 AM File folder
gradle 6/3/2018 8:46 AM File folder
JavaLib 6/3/2018 8:46 AM File folder
mobile 6/3/2018 8:46 AM File folder
.gitignore 5/19/2018 2:35 PM GITIGNORE File 1 KB
build.gradle 5/19/2018 2:35 PM GRADLE File 1 KB
gradle.properties 5/19/2018 2:54 PM PROPERTIES File 1 KB
gradlew 5/19/2018 2:35 PM File 6 KB
gradlew 5/19/2018 2:35 PM Windows Batch File 3 KB
local.properties 5/19/2018 2:35 PM PROPERTIES File 1 KB
MyApplication.iml 5/19/2018 2:56 PM IML File 1 KB
settings.gradle 6/3/2018 6:39 AM GRADLE File 1 KB


Project
Console
Create
Favorites
All Materials
All Models
All Prefabs
Assets
Plugins
PluginWrap
Scenes
Assets ▸ Plugins
androidlibra...
CPlusPlus...
CSharpMan...

Chapter 4: The Sound of Flowery Prose

TABLE OF CONTENTS

0 PREFACE 1
0.1 Purpose of this document 1
0.2 Use of this document 1
0.3 Overview 2
0.4 Basis of this Document 2
0.5 A Reference Architecture for the IDA Programme 3
0.6 Specific Design Considerations 3
1 INTRODUCTION 5
1.1 Purpose 5
1.2 Scope 5
1.3 Definitions, Acronyms and Abbreviations 5
1.4 References 6
1.5 Overview 6
2 SYSTEM OVERVIEW 7
2.1 System Characteristics 7
2.2 System Architecture 7
2.3 Infrastructure Services 9
3 SYSTEM CONTEXT 10
4 SYSTEM DESIGN 11
4.1 Design Method and Standards 11
4.2 Documentation Standards 12
4.3 Naming conventions 13
4.4 Programming Standards 13
4.5 Software development tools 13
4.6 Outstanding Issues 14
4.7 Decomposition Description 14
5 COMPONENT DESCRIPTION 15
5.1 Component Identifier 16
6 SOFTWARE REQUIREMENTS TRACEABILITY MATRIX 19
DOCUMENT CONTROL 20
DOCUMENT SIGNOFF 20
DOCUMENT CHANGE RECORD 20

Overview
- Theme / Setting / Genre
- Core Gameplay Mechanics Brief
- Targeted platforms
- Monetization model (Brief/Document)
- Project Scope

- Influences (Brief)
  - <Influence #1>
  - <Influence #2>
  - <Influence #3>
  - <Influence #4>
- The elevator Pitch
- Project Description (Brief):
- Project Description (Detailed)

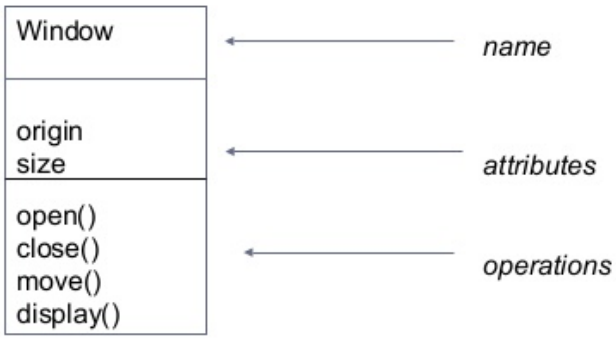
What sets this project apart?
- Core Gameplay Mechanics (Detailed)
  - <Core Gameplay Mechanic #1>
  - <Core Gameplay Mechanic #2>
  - <Core Gameplay Mechanic #3>
  - <Core Gameplay Mechanic #4>

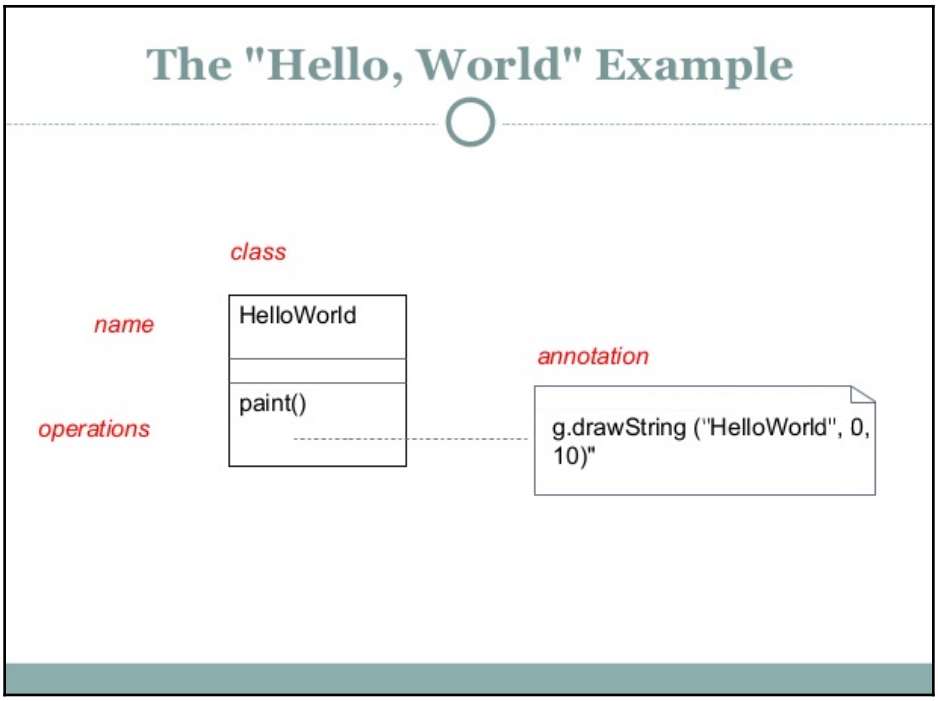
Story and Gameplay
- Story (Brief)
- Story (Detailed)
- Gameplay (Brief)
- Gameplay (Detailed)

Assets Needed
- 2D
- 3D
- Sound
- Code
- Animation

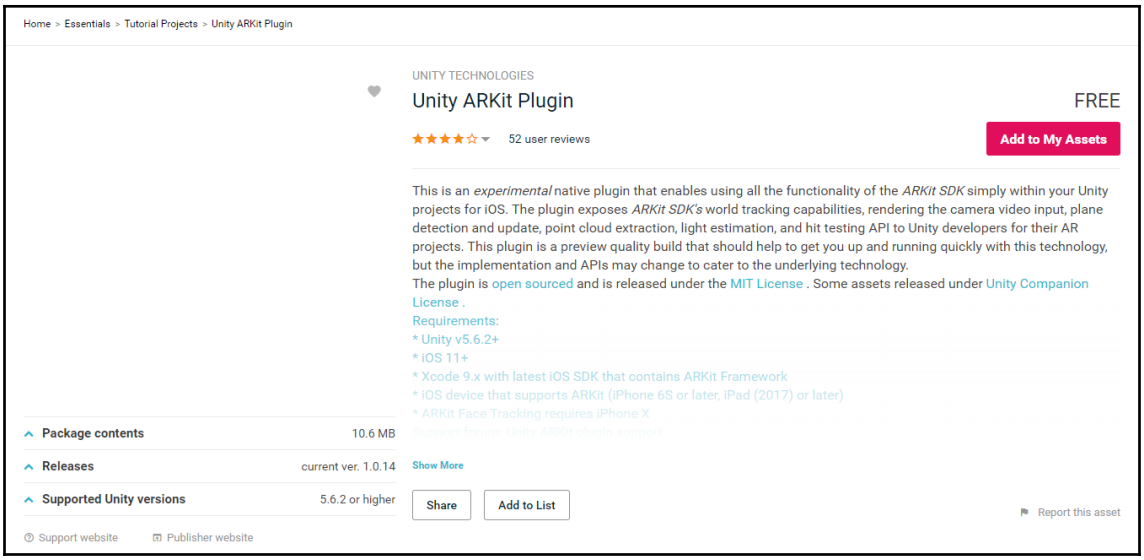
Schedule
  - <Object #1>
  - <Object #2>
  - <Object #3>
  - <Object #4>

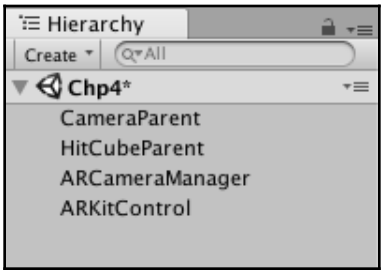
Notation: Classes



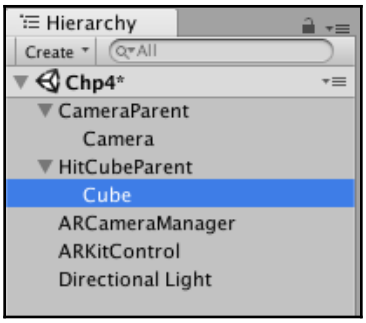

The "Hello, World" Example
class
name
HelloWorld
operations
paint()
annotation
g.drawString ("HelloWorld", 0, 10)"

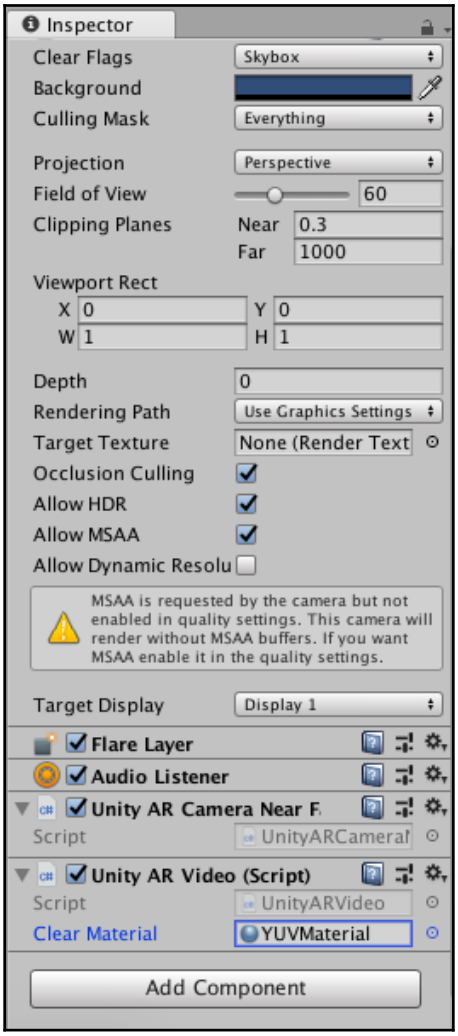
Projects
Learn
Installs
New
Open
My account
On Disk
In the Cloud 1
Chapter4
Path: /Users/jesseglover/Desktop/Sound of Flowery prose | Unity version: 2018.1.2f1

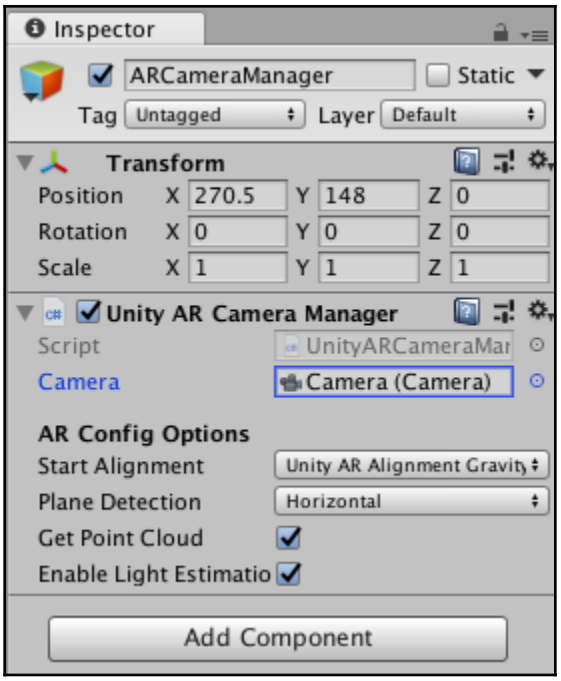

Home > Essentials > Tutorial Projects > Unity ARKit Plugin
UNITY TECHNOLOGIES
Unity ARKit Plugin
FREE
52 user reviews
Add to My Assets
This is an experimental native plugin that enables using all the functionality of the ARKit SDK simply within your Unity projects for iOS. The plugin exposes ARKit SDK's world tracking capabilities, rendering the camera video input, plane detection and update, point cloud extraction, light estimation, and hit testing API to Unity developers for their AR projects. This plugin is a preview quality build that should help to get you up and running quickly with this technology, but the implementation and APIs may change to cater to the underlying technology.
The plugin is open sourced and is released under the MIT License . Some assets released under Unity Companion License .
Requirements:
* Unity v5.6.2+
* iOS 11+
* Xcode 9.x with latest iOS SDK that contains ARKit Framework
* iOS device that supports ARKit (iPhone 6S or later, iPad (2017) or later)
* ARKit Face Tracking requires iPhone X
Package contents 10.6 MB
Releases current ver. 1.0.14
Supported Unity versions 5.6.2 or higher
Show More
Share
Add to List
Report this asset
Support website
Publisher website

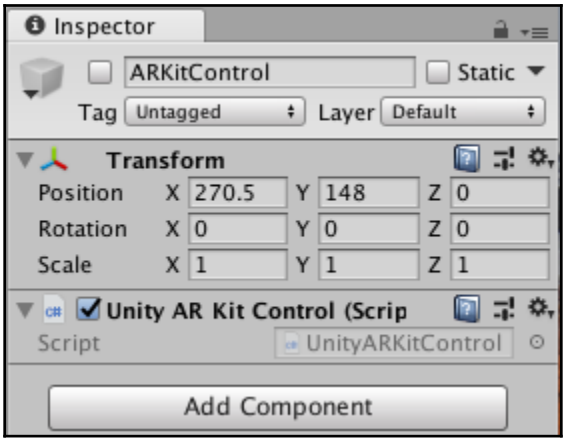

Hierarchy
Create
All
Chp4*
CameraParent
HitCubeParent
ARCameraManager
ARKitControl

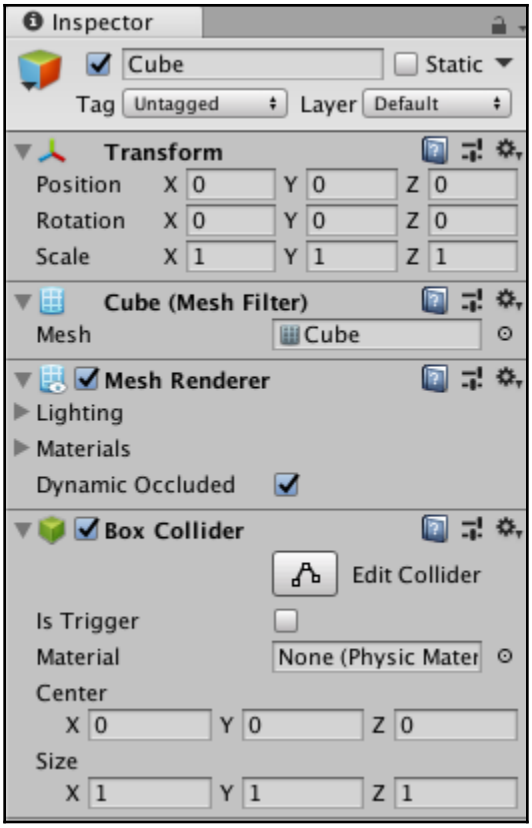
Hierarchy
Create
All
Chp4*
CameraParent
Camera
HitCubeParent
ARCameraManager
ARKitControl
Directional Light


Hierarchy
Create
All
Chp4*
CameraParent
Camera
HitCubeParent
Cube
ARCameraManager
ARKitControl
Directional Light

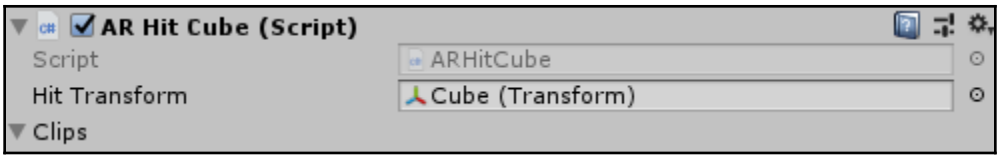

Inspector
Clear Flags
Skybox
Background
Culling Mask
Everything
Projection
Perspective
Field of View
60
Clipping Planes
Near
0.3
Far
1000
Viewport Rect
X
0
Y
0
W
1
H
1
Depth
0
Rendering Path
Use Graphics Settings
Target Texture
None (Render Text
Occlusion Culling
Allow HDR
Allow MSAA
Allow Dynamic Resolu
MSAA is requested by the camera but not enabled in quality settings. This camera will render without MSAA buffers. If you want MSAA enable it in the quality settings.
Target Display
Display 1
Flare Layer
Audio Listener
Unity AR Camera Near F
Script
UnityARCameral
Unity AR Video (Script)
Script
UnityARVideo
Clear Material
YUVMaterial
Add Component

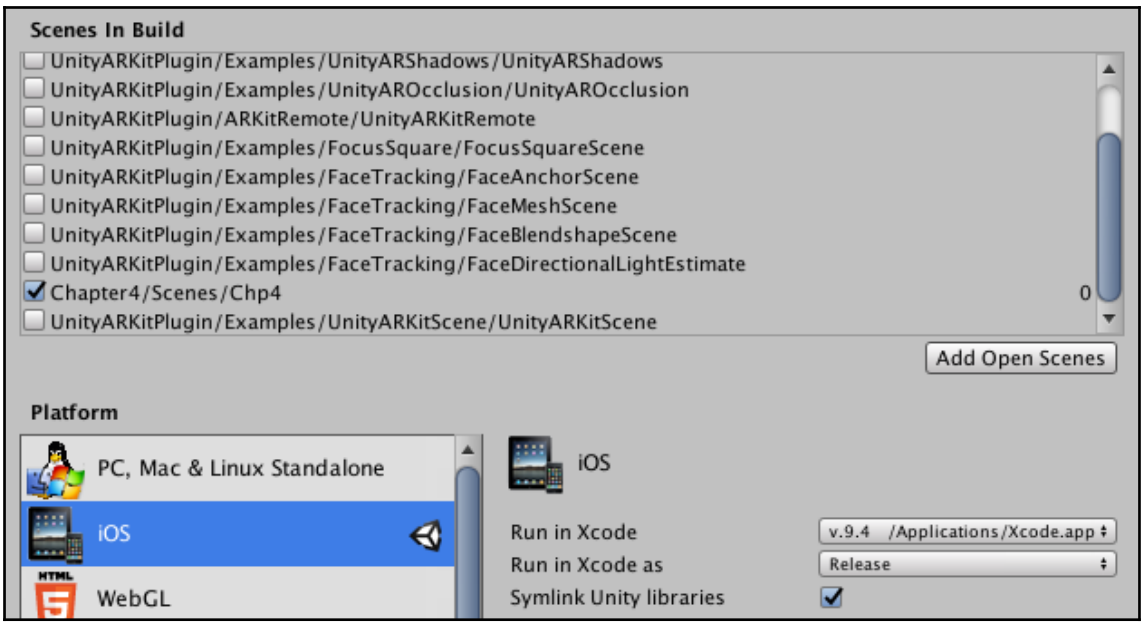

Inspector
ARCameraManager
Static
Tag
Untagged
Layer
Default
Transform
Position
X 270.5
Y 148
Z 0
Rotation
X 0
Y 0
Z 0
Scale
X 1
Y 1
Z 1
Unity AR Camera Manager
Script
UnityARCameraMar
Camera
Camera (Camera)
AR Config Options
Start Alignment
Unity AR Alignment Gravity
Plane Detection
Horizontal
Get Point Cloud
Enable Light Estimatio
Add Component

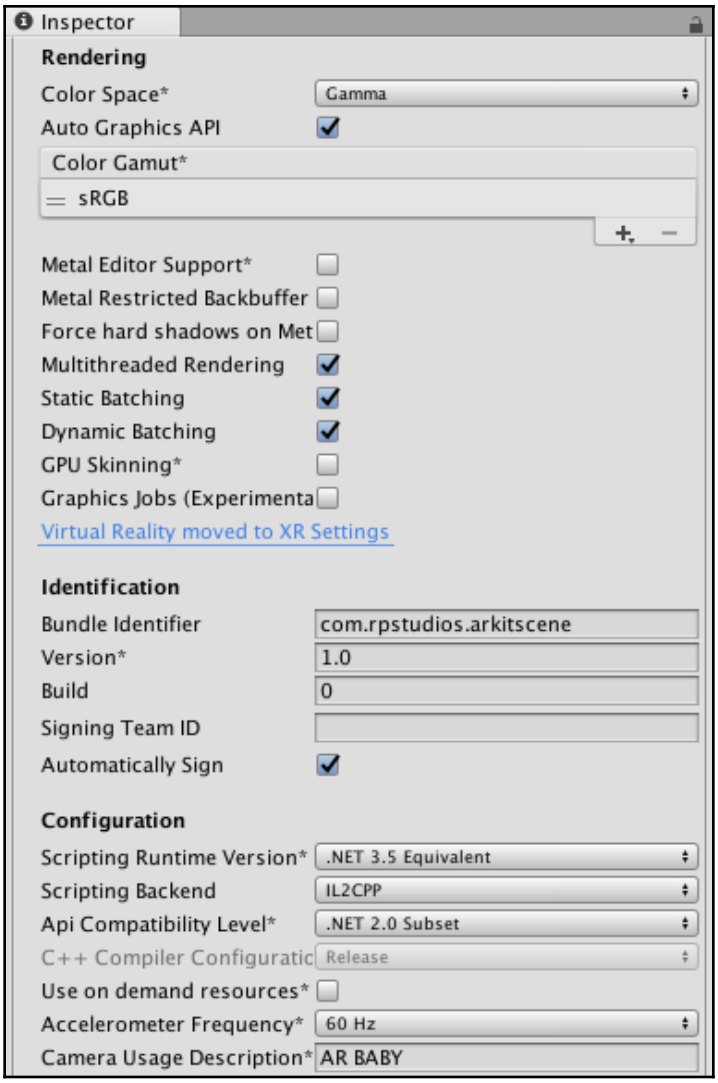

Inspector
ARKitControl
Static
Tag
Untagged
Layer
Default
Transform
Position
X 270.5
Y 148
Z 0
Rotation
X 0
Y 0
Z 0
Scale
X 1
Y 1
Z 1
Unity AR Kit Control (Scrip
Script
UnityARKitControl
Add Component


Inspector
Cube
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Cube (Mesh Filter)
Mesh
Cube
Mesh Renderer
Lighting
Materials
Dynamic Occluded
Box Collider
Edit Collider
Is Trigger
Material
None (Physic Mater
Center
Size

AR Hit Cube (Script)
Script
ARHitCube
Hit Transform
None (Transform)
Clips
Size
5
Element 0
mlkihaveadreammissingcontent
Element 1
RoadLessTraveled
Element 2
SaintFrancis
Element 3
The Faerie Queene
Element 4
The Iliad

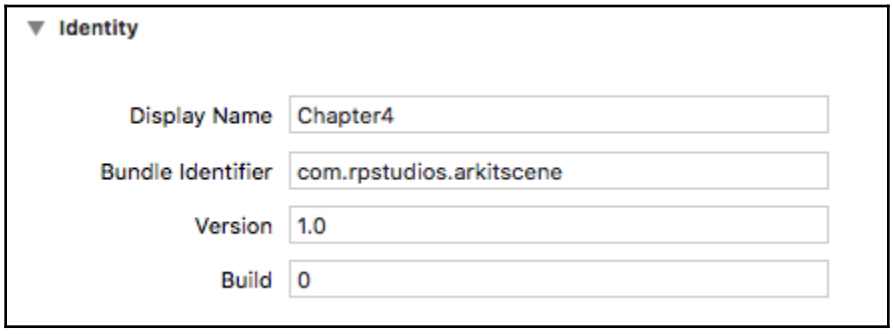

AR Hit Cube (Script)
Script
ARHitCube
Hit Transform
Cube (Transform)
Clips

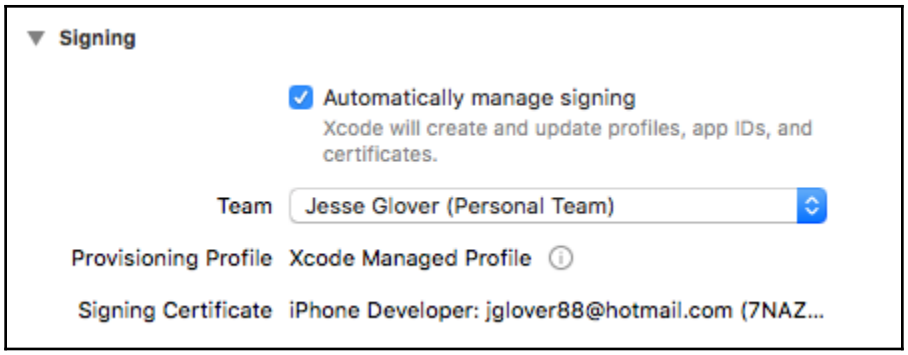

Scenes In Build
UnityARKitPlugin/Examples/UnityARShadows/UnityARShadows
UnityARKitPlugin/Examples/UnityAROcclusion/UnityAROcclusion
UnityARKitPlugin/ARKitRemote/UnityARKitRemote
UnityARKitPlugin/Examples/FocusSquare/FocusSquareScene
UnityARKitPlugin/Examples/FaceTracking/FaceAnchorScene
UnityARKitPlugin/Examples/FaceTracking/FaceMeshScene
UnityARKitPlugin/Examples/FaceTracking/FaceBlendshapeScene
UnityARKitPlugin/Examples/FaceTracking/FaceDirectionalLightEstimate
Chapter4/Scenes/Chp4
0
UnityARKitPlugin/Examples/UnityARKitScene/UnityARKitScene
Add Open Scenes
Platform
PC, Mac & Linux Standalone
iOS
WebGL
iOS
Run in Xcode
v.9.4 /Applications/Xcode.app
Run in Xcode as
Release
Symlink Unity libraries

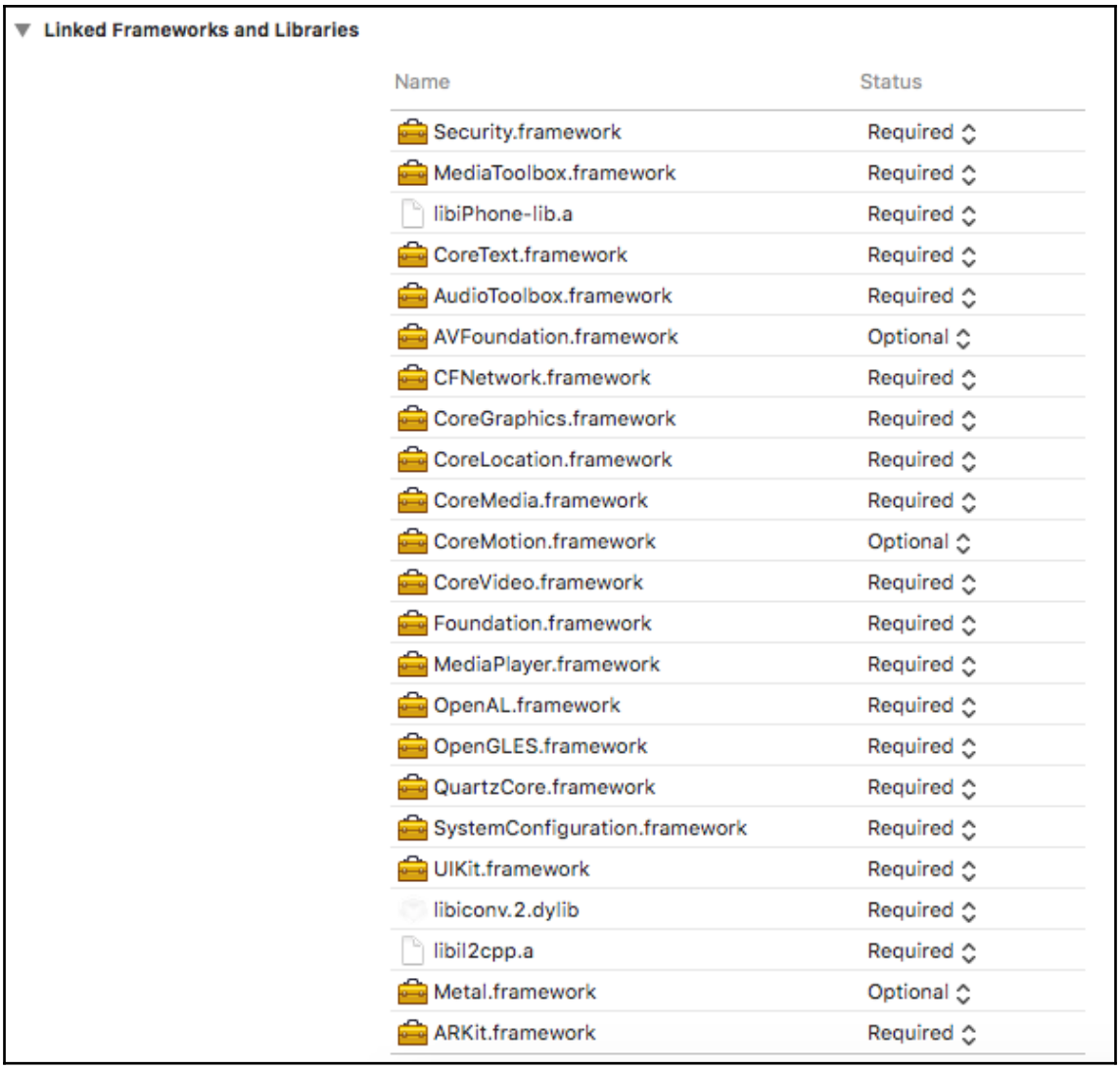

Inspector
Rendering
Color Space*
Gamma
Auto Graphics API
Color Gamut*
sRGB
Metal Editor Support*
Metal Restricted Backbuffer
Force hard shadows on Met
Multithreaded Rendering
Static Batching
Dynamic Batching
GPU Skinning*
Graphics Jobs (Experimenta
Virtual Reality moved to XR Settings
Identification
Bundle Identifier
com.rpstudios.arkitscene
Version*
1.0
Build
0
Signing Team ID
Automatically Sign
Configuration
Scripting Runtime Version*
.NET 3.5 Equivalent
Scripting Backend
IL2CPP
Api Compatibility Level*
.NET 2.0 Subset
C++ Compiler Configuratic
Release
Use on demand resources*
Accelerometer Frequency*
60 Hz
Camera Usage Description*
AR BABY

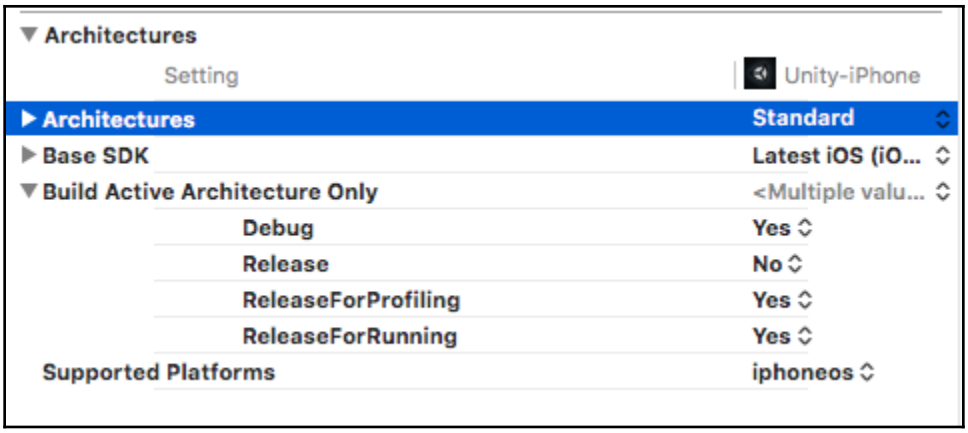
Welcome to Xcode
Version 9.4 (9F1027a)
Get started with a playground
Explore new ideas quickly and easily.
Create a new Xcode project
Create an app for iPhone, iPad, Mac, Apple Watch or Apple TV.
Clone an existing project
Start working on something from an SCM repository.
Show this window when Xcode launches

Unity-iPhone
Data
boot.config
globalgamemanagers
globalgamemanagers.assets
level0
Managed
Resources
resources.assets
sharedassets0.assets
Unity-iPhone
Capabilities
Resource Tags
Info
Build Settings
Build Phase
Identity
Display Name
Chapter4
Bundle Identifier
com.rpstudios.arkitscene
Version
1.0
Build
0
Identity and Type
Name
Unity-iPhone
Location
Absolute
Full Path
/Users/jesseglover/Desktop/Sound of Flowery prose/Chapter4/chpt4Test/Unity-iPhone.xcodeproj
Project Document

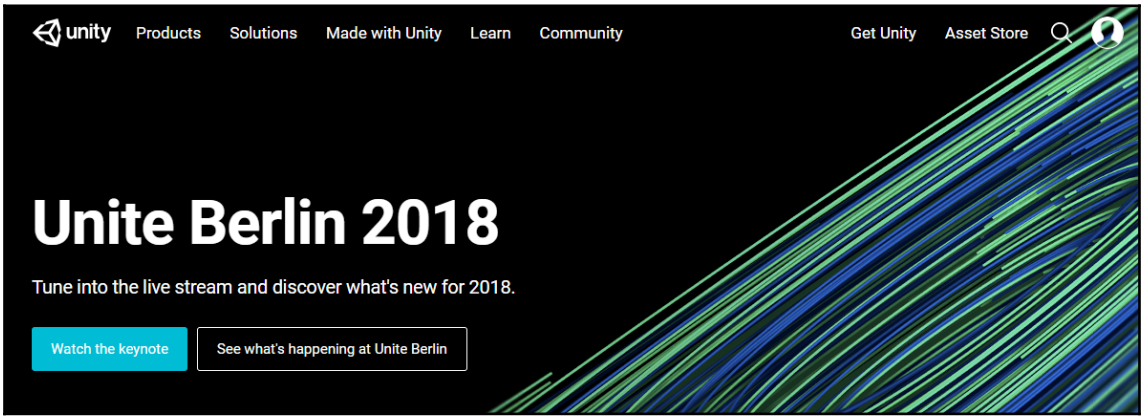

Identity
Display Name
Chapter4
Bundle Identifier
com.rpstudios.arkitscene
Version
1.0
Build
0

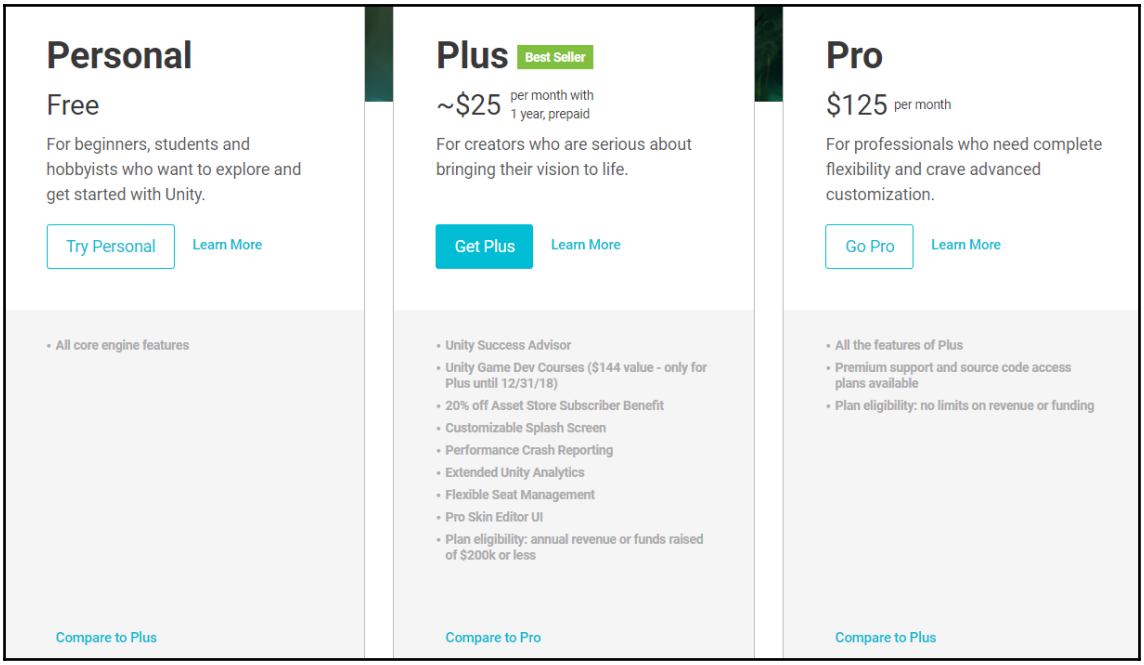

Signing
Automatically manage signing
Xcode will create and update profiles, app IDs, and certificates.
Team
Jesse Glover (Personal Team)
Provisioning Profile
Xcode Managed Profile
Signing Certificate
iPhone Developer: jglover88@hotmail.com (7NAZ...


Linked Frameworks and Libraries
Name
Status
Security.framework
Required
MediaToolbox.framework
Required
libiPhone-lib.a
Required
CoreText.framework
Required
AudioToolbox.framework
Required
AVFoundation.framework
Optional
CFNetwork.framework
Required
CoreGraphics.framework
Required
CoreLocation.framework
Required
CoreMedia.framework
Required
CoreMotion.framework
Optional
CoreVideo.framework
Required
Foundation.framework
Required
MediaPlayer.framework
Required
OpenAL.framework
Required
OpenGLES.framework
Required
QuartzCore.framework
Required
SystemConfiguration.framework
Required
UIKit.framework
Required
libiconv.2.dylib
Required
libil2cpp.a
Required
Metal.framework
Optional
ARKit.framework
Required


Architectures
Setting
Unity-iPhone
Architectures
Standard
Base SDK
Latest iOS (iO...
Build Active Architecture Only
<Multiple valu...
Debug
Yes
Release
No
ReleaseForProfiling
Yes
ReleaseForRunning
Yes
Supported Platforms
iphoneos

Chapter 5: Picture Puzzle - The AR Experience





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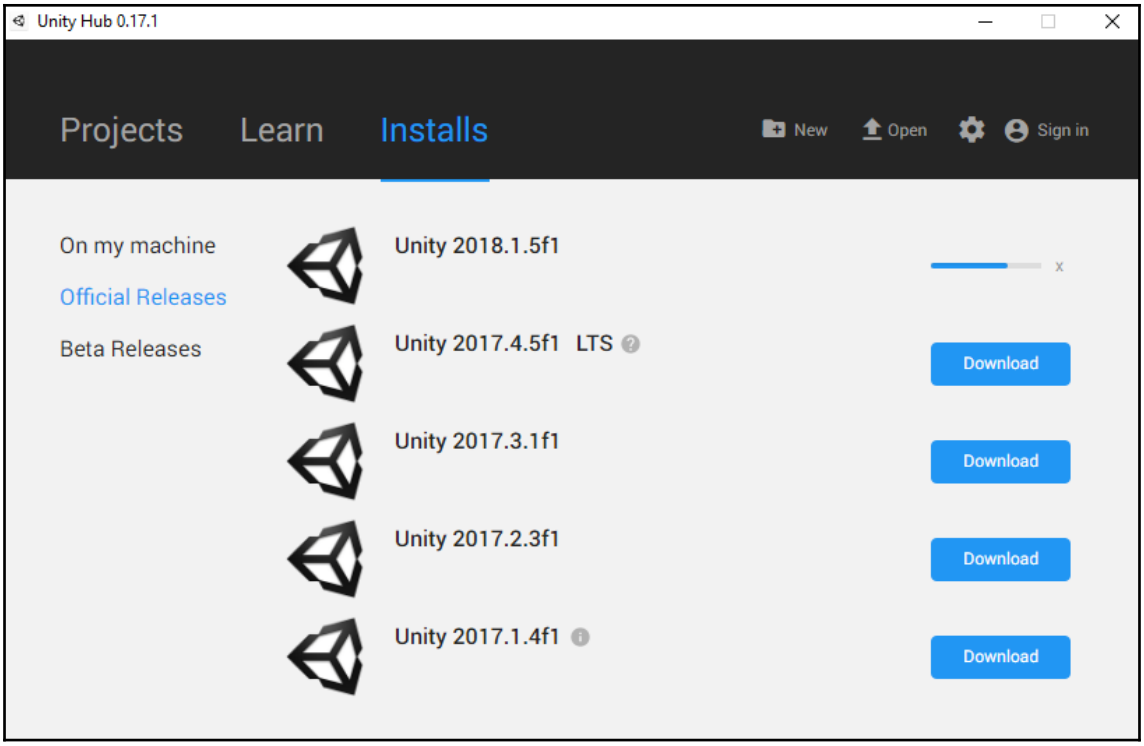
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Official Releases
Beta Releases
Unity 2018.1.5f1
Unity 2017.4.5f1 LTS
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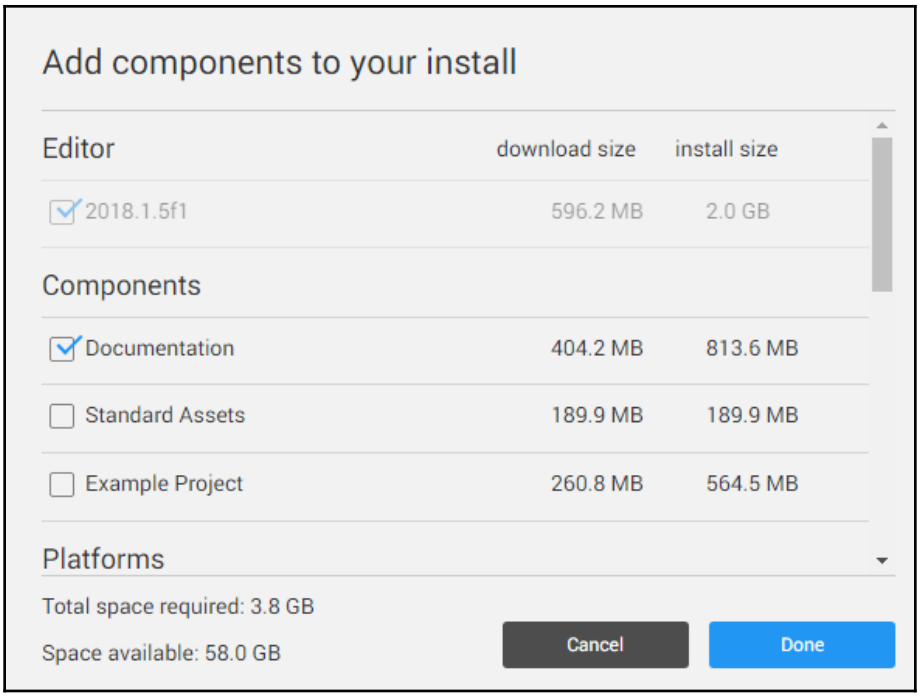
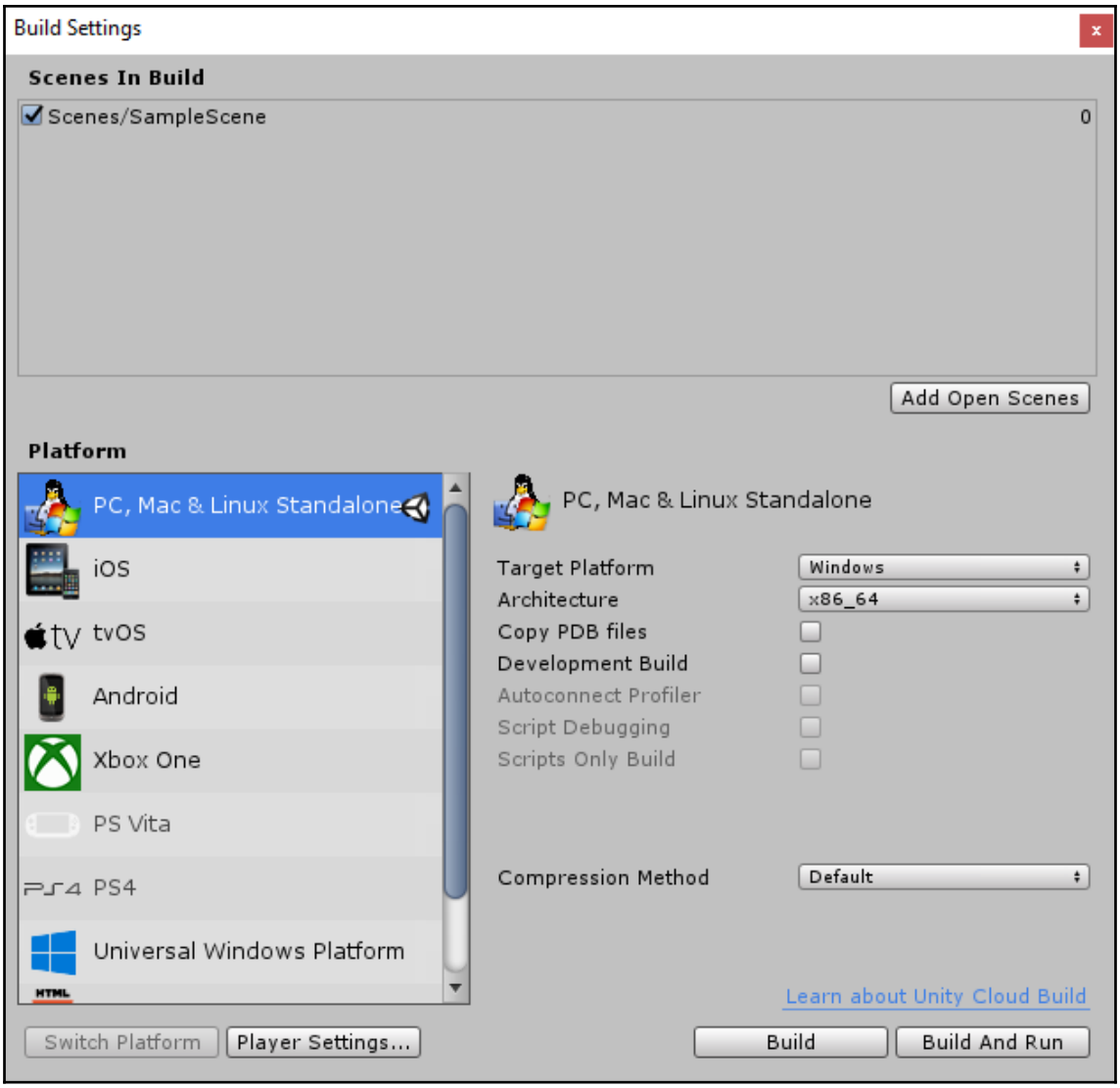
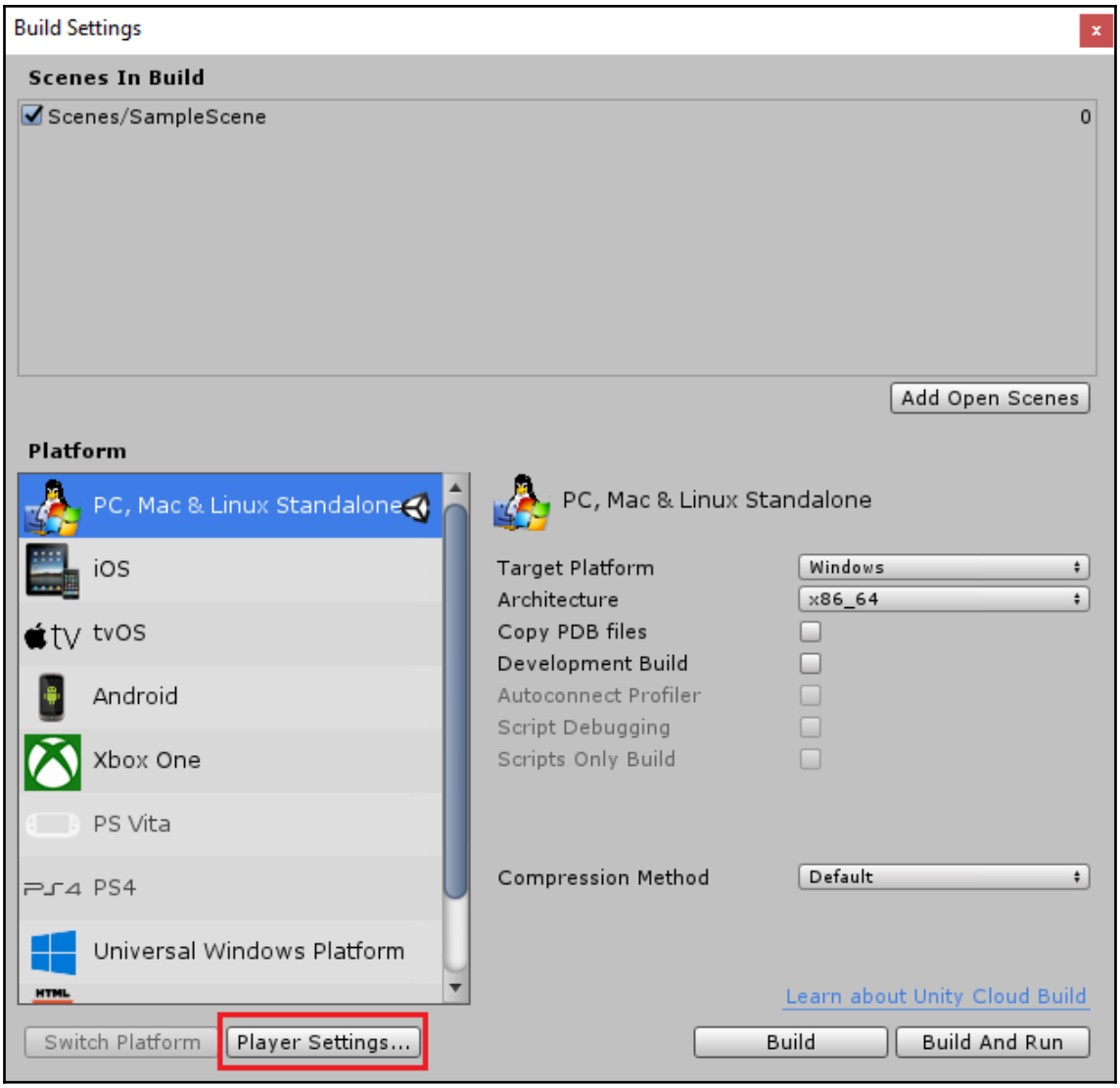
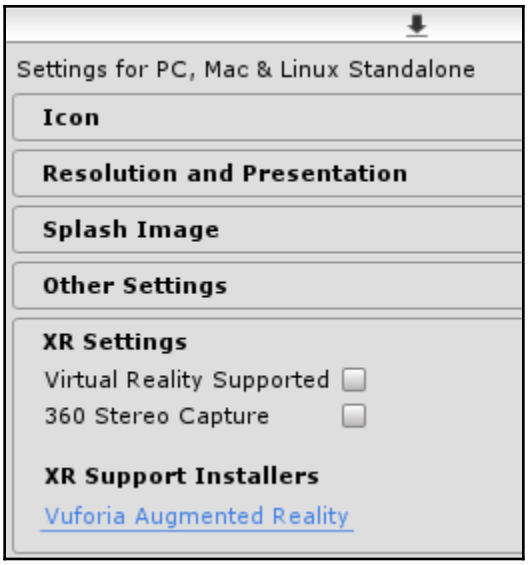
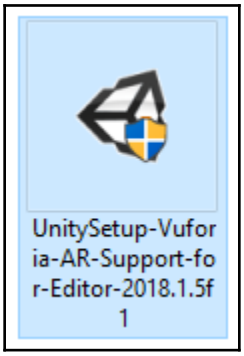
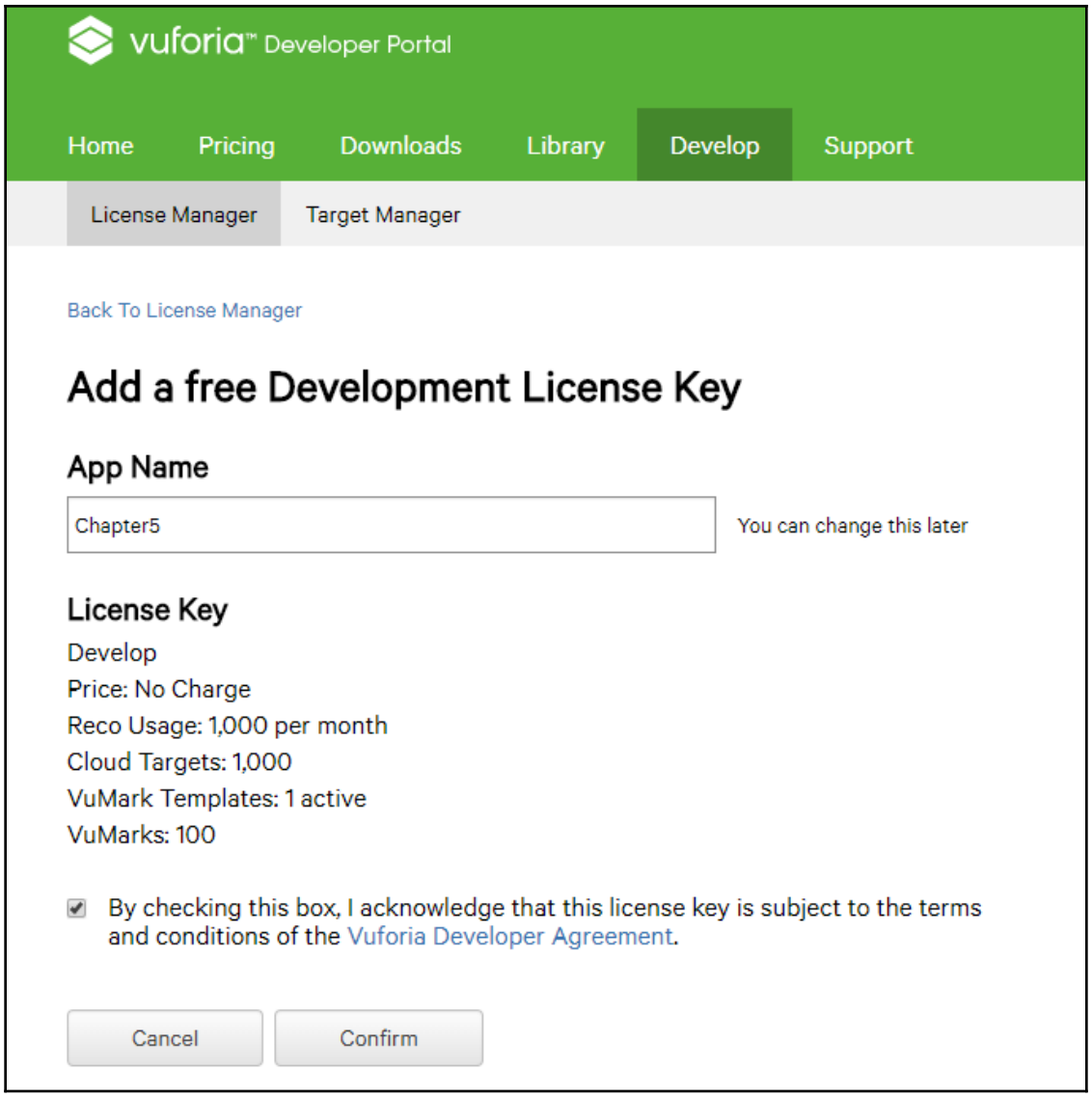

Add components to your install
Editor
download size
install size
2018.1.5f1
596.2 MB
2.0 GB
Components
Documentation
404.2 MB
813.6 MB
Standard Assets
189.9 MB
189.9 MB
Example Project
260.8 MB
564.5 MB
Platforms
Total space required: 3.8 GB
Space available: 58.0 GB
Cancel
Done


Build Settings
Scenes In Build
Scenes/SampleScene
0
Add Open Scenes
Platform
PC, Mac & Linux Standalone
iOS
tvOS
Android
Xbox One
PS Vita
PS4
Universal Windows Platform
HTML
PC, Mac & Linux Standalone
Target Platform
Windows
Architecture
x86_64
Copy PDB files
Development Build
Autoconnect Profiler
Script Debugging
Scripts Only Build
Compression Method
Default
Learn about Unity Cloud Build
Switch Platform
Player Settings...
Build
Build And Run


Build Settings
Scenes In Build
Scenes/SampleScene
0
Add Open Scenes
Platform
PC, Mac & Linux Standalone
iOS
tvOS
Android
Xbox One
PS Vita
PS4
Universal Windows Platform
HTML
PC, Mac & Linux Standalone
Target Platform
Windows
Architecture
x86_64
Copy PDB files
Development Build
Autoconnect Profiler
Script Debugging
Scripts Only Build
Compression Method
Default
Learn about Unity Cloud Build
Switch Platform
Player Settings...
Build
Build And Run


Settings for PC, Mac & Linux Standalone
Icon
Resolution and Presentation
Splash Image
Other Settings
XR Settings
Virtual Reality Supported
360 Stereo Capture
XR Support Installers
Vuforia Augmented Reality


UnitySetup-Vuforia-AR-Support-for-Editor-2018.1.5f1


vuforia™ Developer Portal
Home
Pricing
Downloads
Library
Develop
Support
License Manager
Target Manager
Back To License Manager
Add a free Development License Key
App Name
Chapter5
You can change this later
License Key
Develop
Price: No Charge
Reco Usage: 1,000 per month
Cloud Targets: 1,000
VuMark Templates: 1 active
VuMarks: 100
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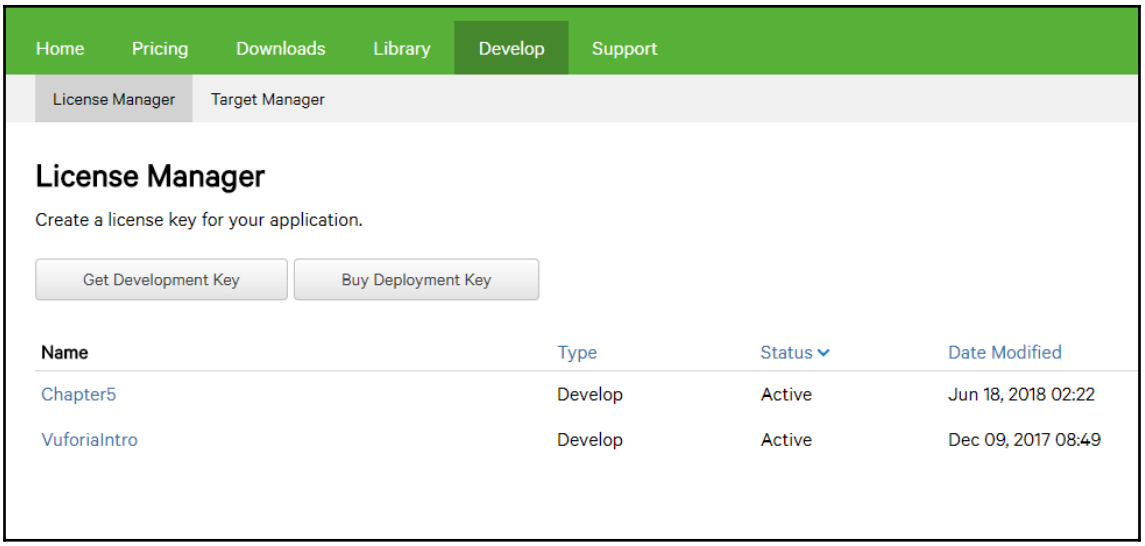
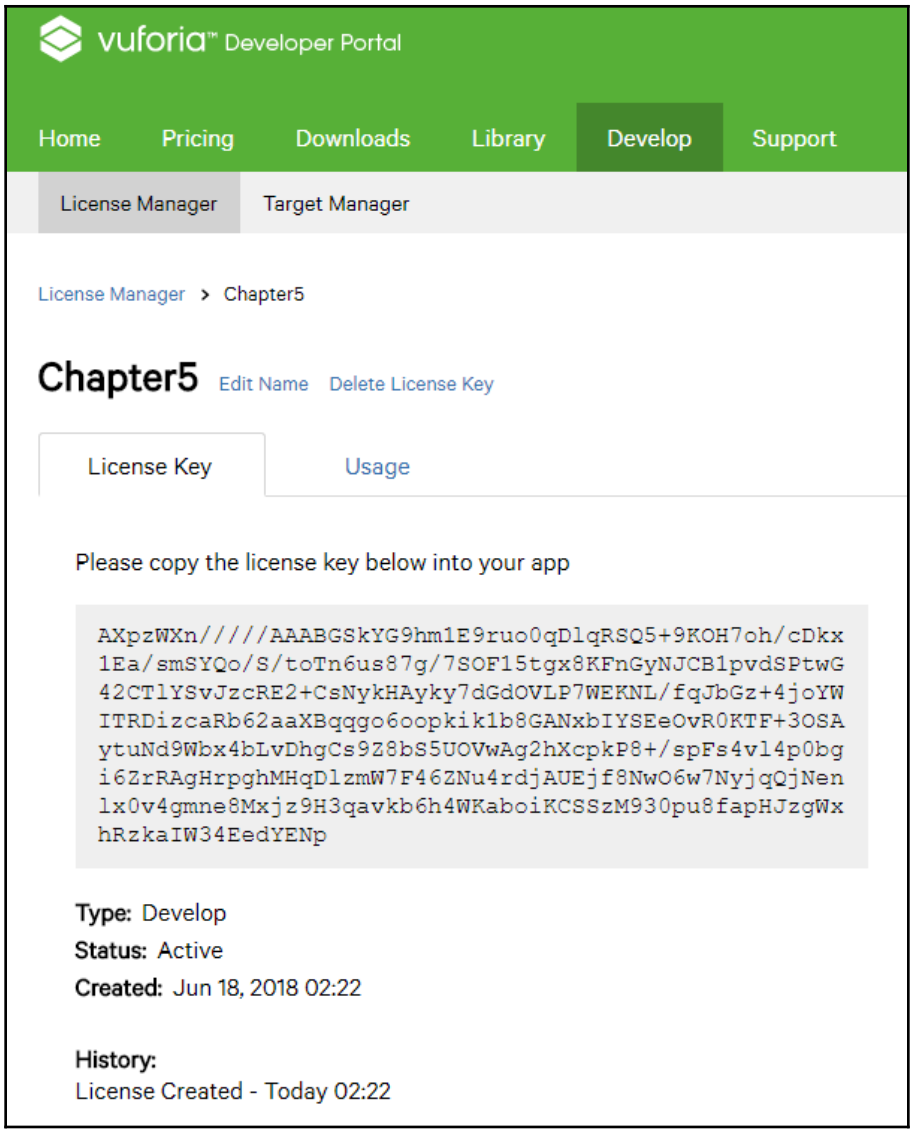
Cancel
Confirm


Home
Pricing
Downloads
Library
Develop
Support
License Manager
Target Manager
License Manager
Create a license key for your application.
Get Development Key
Buy Deployment Key
Name
Type
Status
Date Modified
Chapter5
Develop
Active
Jun 18, 2018 02:22
VuforiaIntro
Develop
Active
Dec 09, 2017 08:49


vuforia™ Developer Portal
Home
Pricing
Downloads
Library
Develop
Support
License Manager
Target Manager
License Manager > Chapter5
Chapter5
Edit Name
Delete License Key
License Key
Usage
Please copy the license key below into your app
AXpzWXn/////AAABGSkYG9hm1E9ruo0qDlqRSQ5+9KOH7oh/cDkx
1Ea/smSYQo/S/toTn6us87g/7SOF15tgx8KFnGyNJCB1pvdSPtwG
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ITRDizcaRb62aaXBqqgo6oopkik1b8GANxbIYSEeOvR0KTF+3OSA
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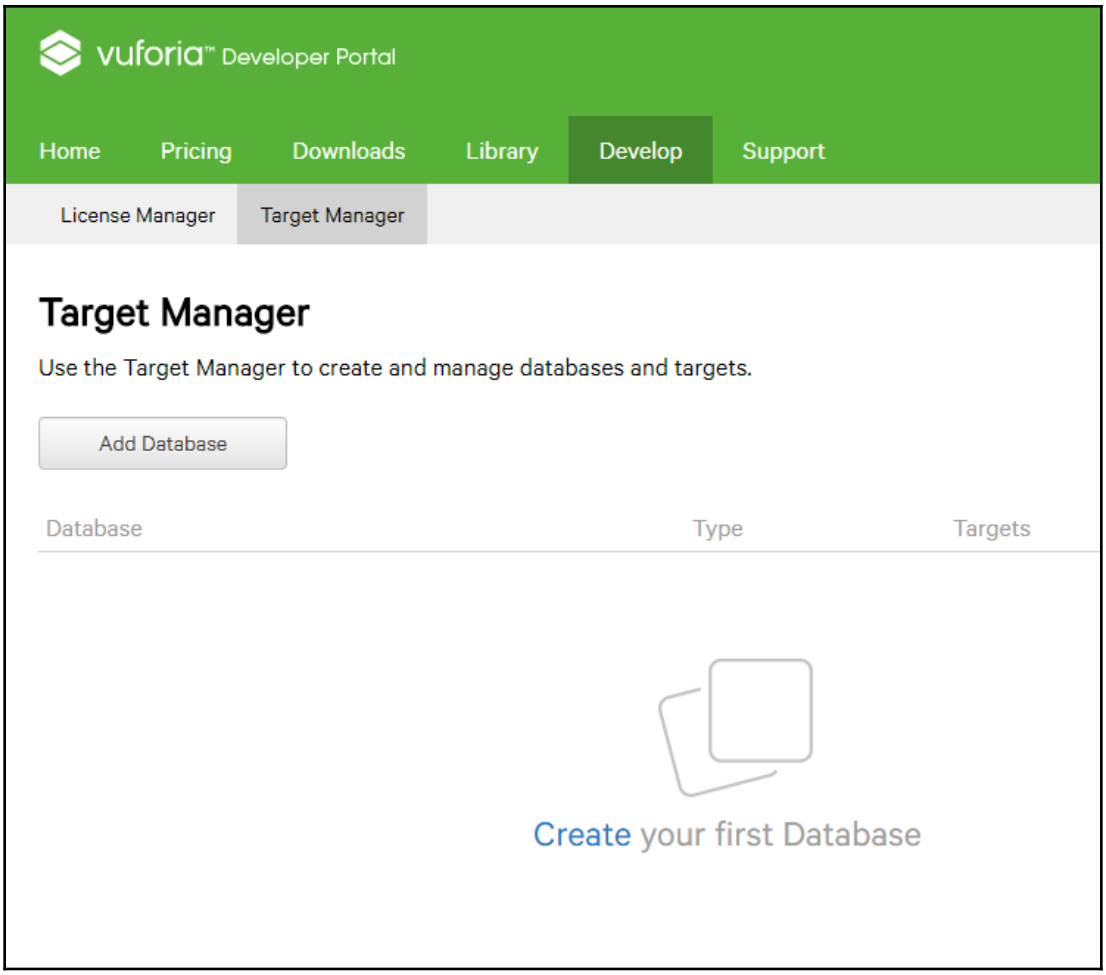
Type: Develop
Status: Active
Created: Jun 18, 2018 02:22
History:
License Created - Today 02:22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Use the Target Manager to create and manage databases and targets.
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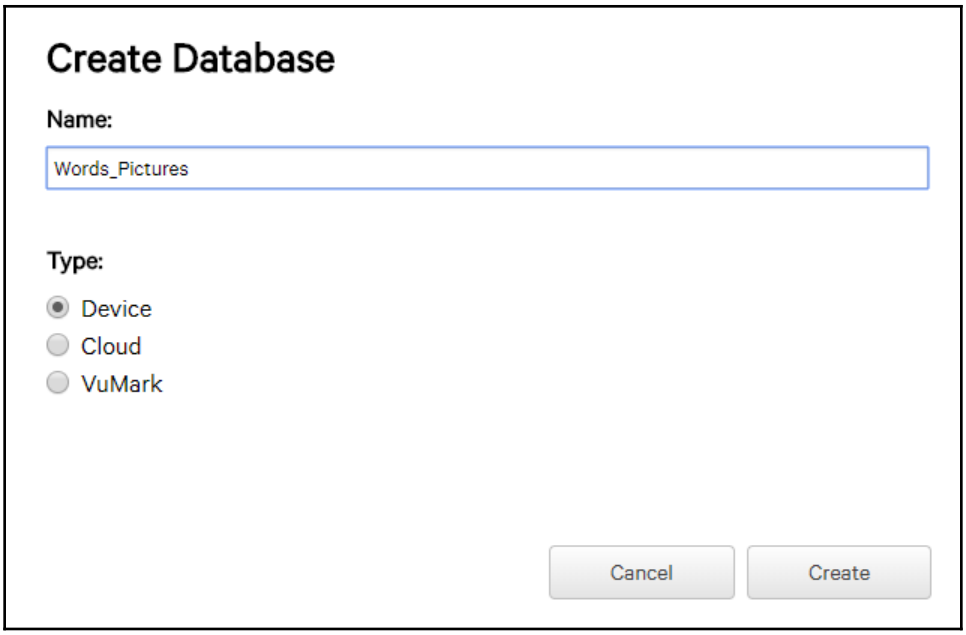
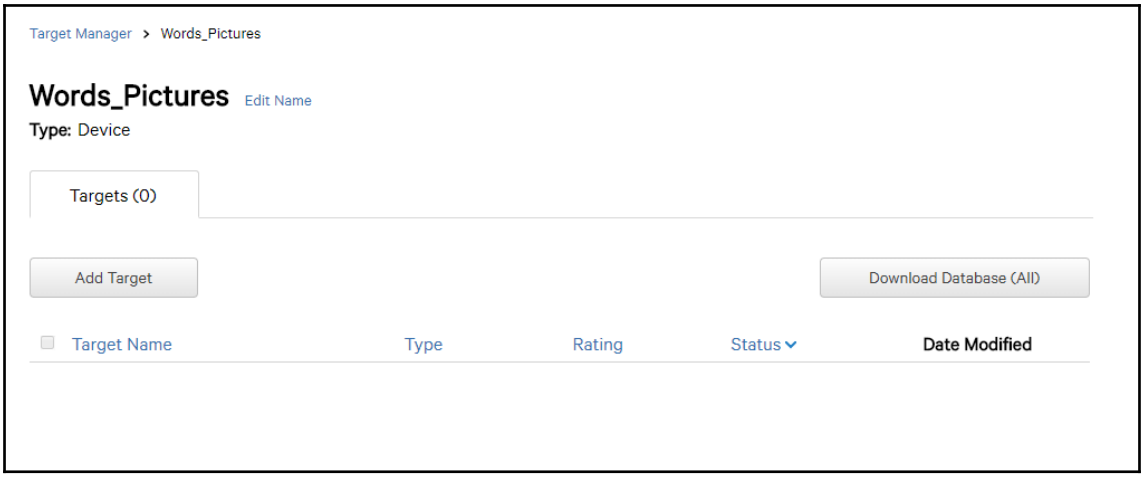
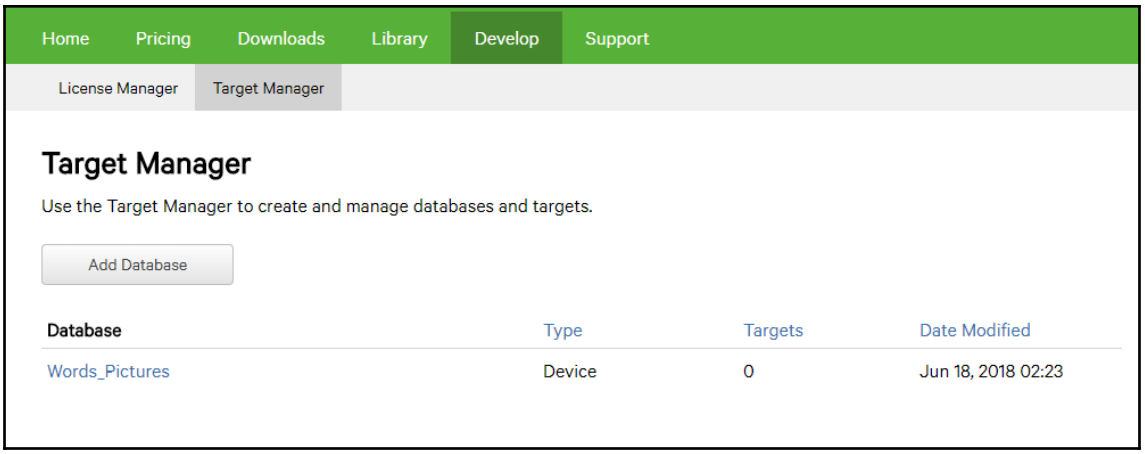
Database
Type
Targets
Create your first Database


Create Database
Name:
Words_Pictures
Type:
Device
Cloud
VuMark
Cancel
Create


Target Manager > Words_Pictures
Words_Pictures
Edit Name
Type: Device
Targets (0)
Add Target
Download Database (All)
Target Name
Type
Rating
Status
Date Modified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Support
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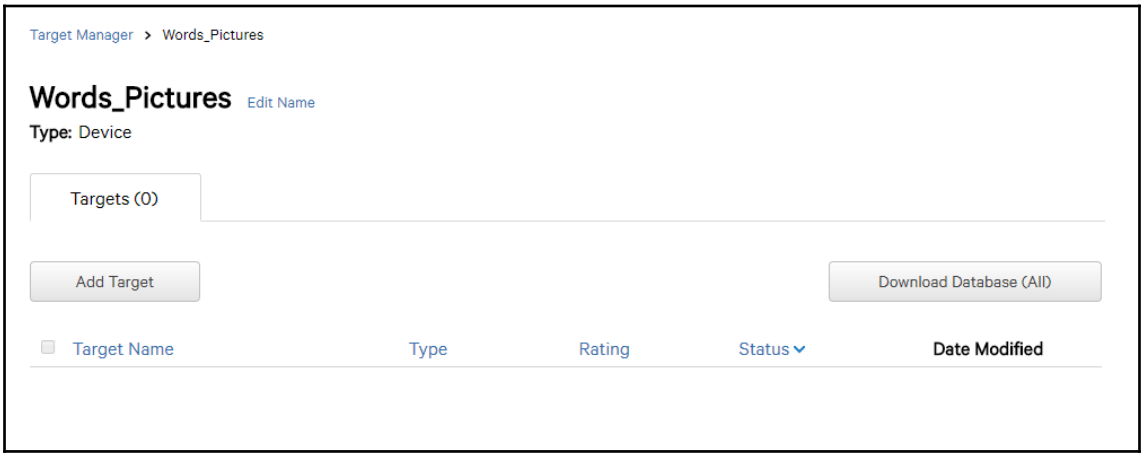
Target Manager
Target Manager
Use the Target Manager to create and manage databases and targets.
Add Database
Database
Type
Targets
Date Modified
Words_Pictures
Device
0
Jun 18, 2018 02:23


Target Manager > Words_Pictures
Words_Pictures
Edit Name
Type: Device
Targets (0)
Add Target
Download Database (All)
Target Name
Type
Rating
Status
Date Modified

Add Target

Type:

Single Image | Cuboid | Cylinder | 3D Object

File:

Choose File | Browse...

.jpg or .png (max file 2mb)

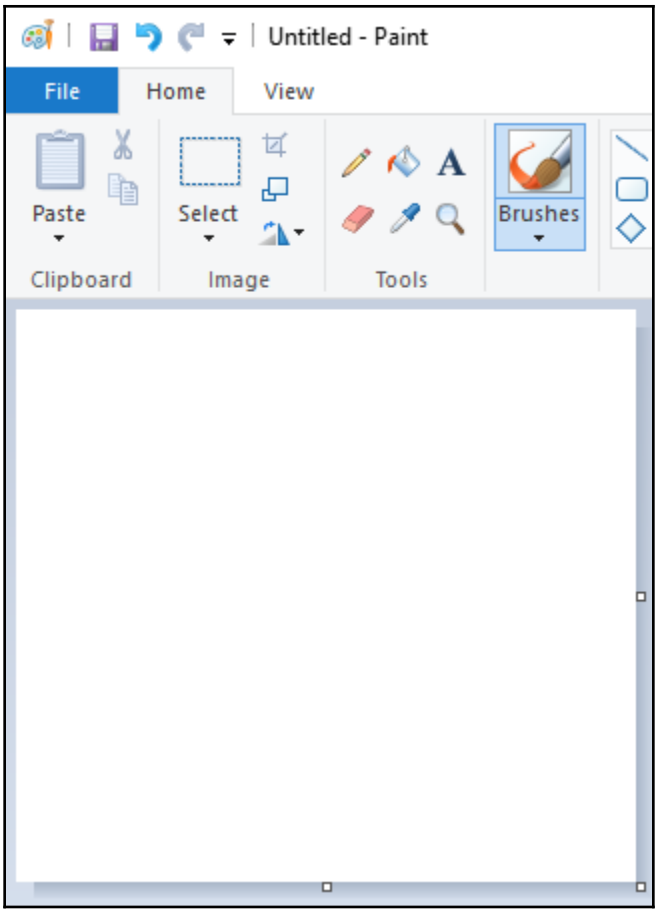
Width:

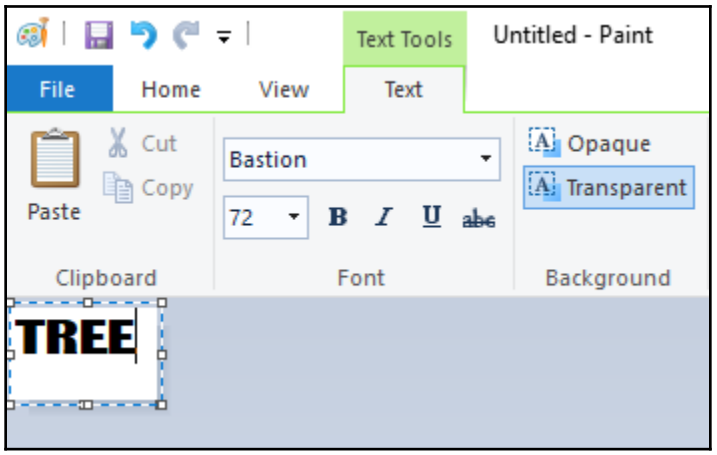
Enter the width of your target in scene units. The size of the target should be on the same scale as your augmented virtual content. Vuforia uses meters as the default unit scale. The target's height will be calculated when you upload your image.

Name:

Name must be unique to a database. When a target is detected in your application, this will be reported in the API.

Cancel | Add


Untitled - Paint
File
Home
View
Paste
Select
Brushes
Clipboard
Image
Tools


Text Tools
Untitled - Paint
File
Home
View
Text
Cut
Copy
Paste
Bastion
72
Opaque
Transparent
Clipboard
Font
Background
TREE

TREE

TREE
Tree

Add Target

Type:

Single Image | Cuboid | Cylinder | 3D Object

File:

TreeWord.png | Browse...

.jpg or .png (max file 2mb)

Width:

20

Enter the width of your target in scene units. The size of the target should be on the same scale as your augmented virtual content. Vuforia uses meters as the default unit scale. The target's height will be calculated when you upload your image.

Name:

TreeWord

Name must be unique to a database. When a target is detected in your application, this will be reported in the API.

Cancel | Add

Add Target

Type:

Single Image | Cuboid | Cylinder | 3D Object

File:

TreeWord.png | Browse...

.jpg or .png (max file 2mb)

Width:

20

Enter the width of your target in scene units. The size of the target should be on the same scale as your augmented virtual content. Vuforia uses meters as the default unit scale. The target's height will be calculated when you upload your image.

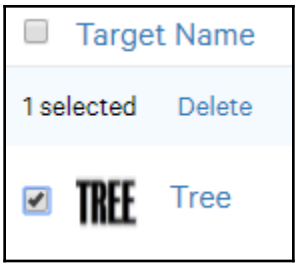
Name:

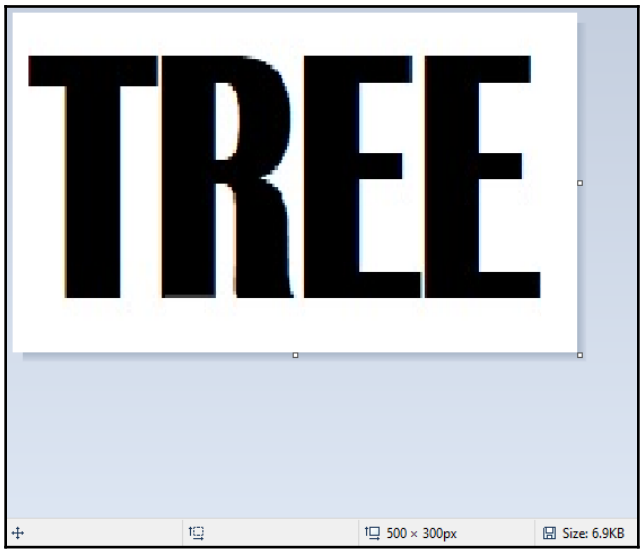
TreeWord

Name must be unique to a database. When a target is detected in your application, this will be reported in the API.

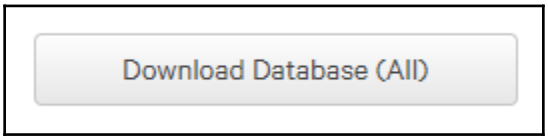
Cancel | Add

Target Name	Type	Rating	Status	Date Modified
TREE Tree	Single Image	★★★☆☆	Active	Jun 19, 2018 02:57



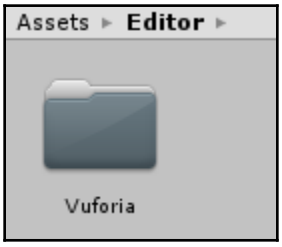


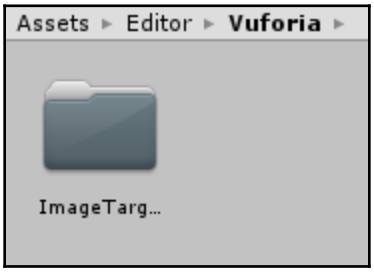
Tree	Untitled	Single Image	★★★★★	Active	Jun 18, 2018 02:38



Words_Pictures

Assets
Editor
Scenes
Streaming...

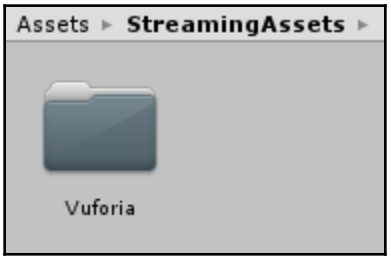

Assets
Editor
Vuforia

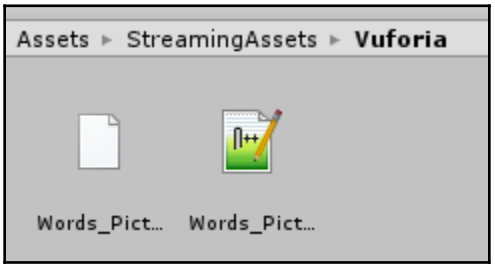

Assets
Editor
Vuforia
ImageTarg...

Assets
Editor
Vuforia
ImageTargetTextures
Words_Pict...

Assets ▸ Editor ▸ Vuforia ▸ ImageTargetTextures ▸ Words_Pictures
Tree
House_sca...
Untitled_sc...

Assets ▸
Editor
Scenes
Streaming...


Assets ▸ StreamingAssets ▸
Vuforia


Assets ▸ StreamingAssets ▸ Vuforia
Words_Pict...
Words_Pict...

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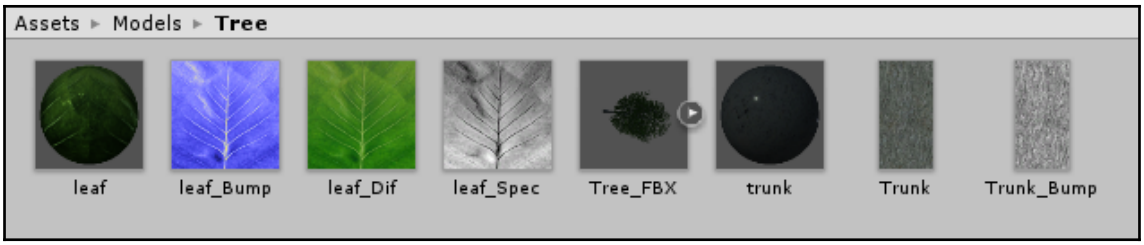
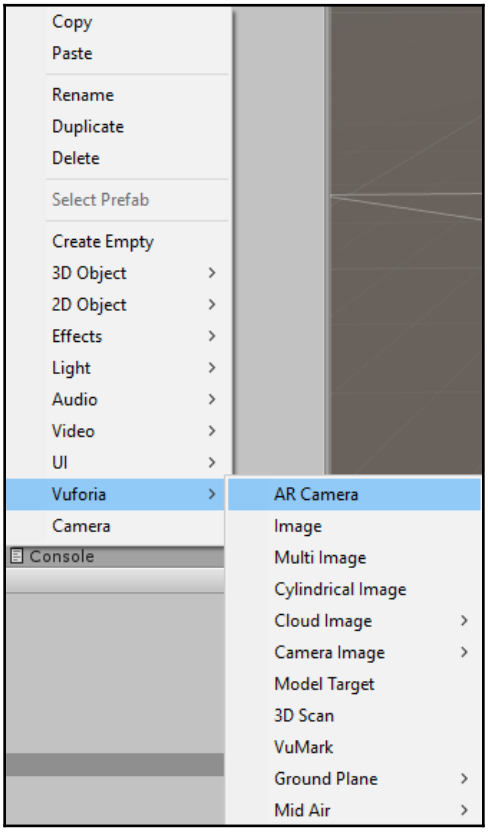
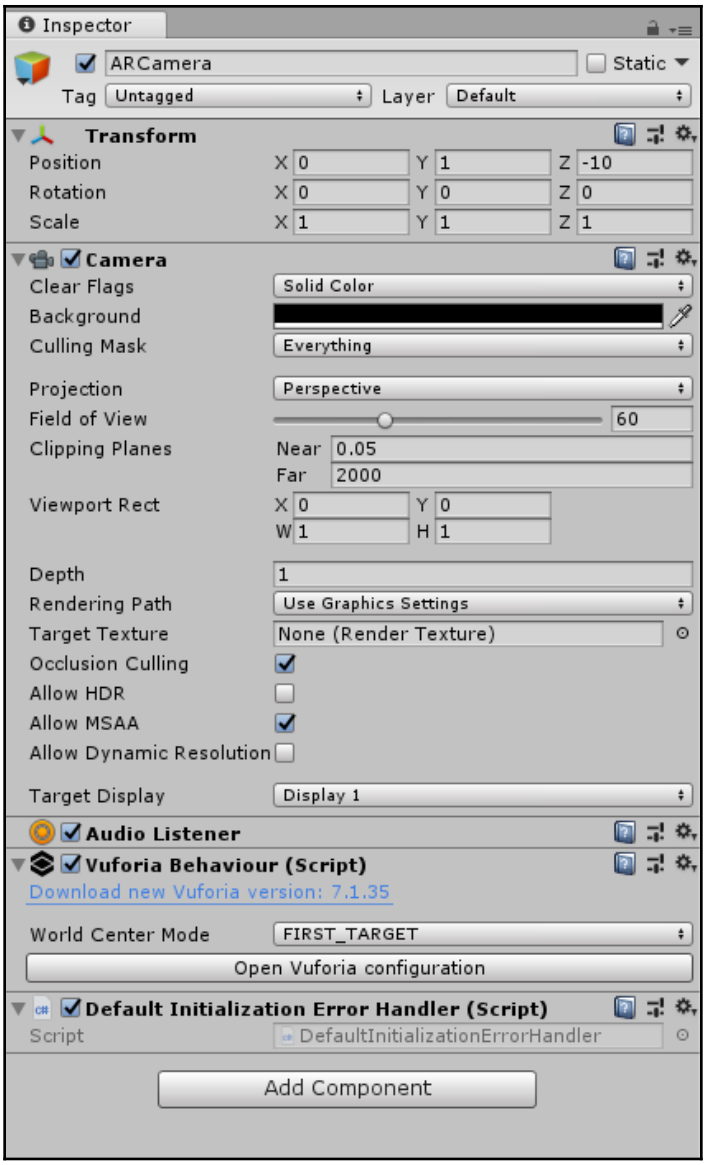

Assets ▸ Models ▸ Tree
leaf
leaf_Bump
leaf_Dif
leaf_Spec
Tree_FBX
trunk
Trunk
Trunk_Bump


Copy
Paste
Rename
Duplicate
Delete
Select Prefab
Create Empty
3D Object
2D Object
Effects
Light
Audio
Video
UI
Vuforia
Camera
Console
AR Camera
Image
Multi Image
Cylindrical Image
Cloud Image
Camera Image
Model Target
3D Scan
VuMark
Ground Plane
Mid Air


Inspector
ARCamera
Static
Tag
Untagged
Layer
Default
Transform
Position
X 0
Y 1
Z -10
Rotation
X 0
Y 0
Z 0
Scale
X 1
Y 1
Z 1
Camera
Clear Flags
Solid Color
Background
Culling Mask
Everything
Projection
Perspective
Field of View
60
Clipping Planes
Near 0.05
Far 2000
Viewport Rect
X 0
Y 0
W 1
H 1
Depth
1
Rendering Path
Use Graphics Settings
Target Texture
None (Render Texture)
Occlusion Culling
Allow HDR
Allow MSAA
Allow Dynamic Resolution
Target Display
Display 1
Audio Listener
Vuforia Behaviour (Script)
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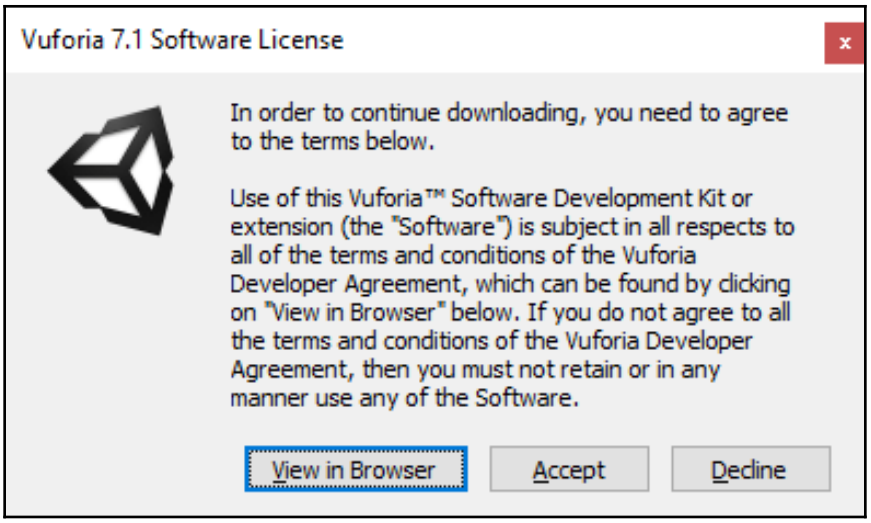
World Center Mode
FIRST_TARGET
Open Vuforia configuration
Default Initialization Error Handler (Script)
Script
DefaultInitializationErrorHandler
Add Component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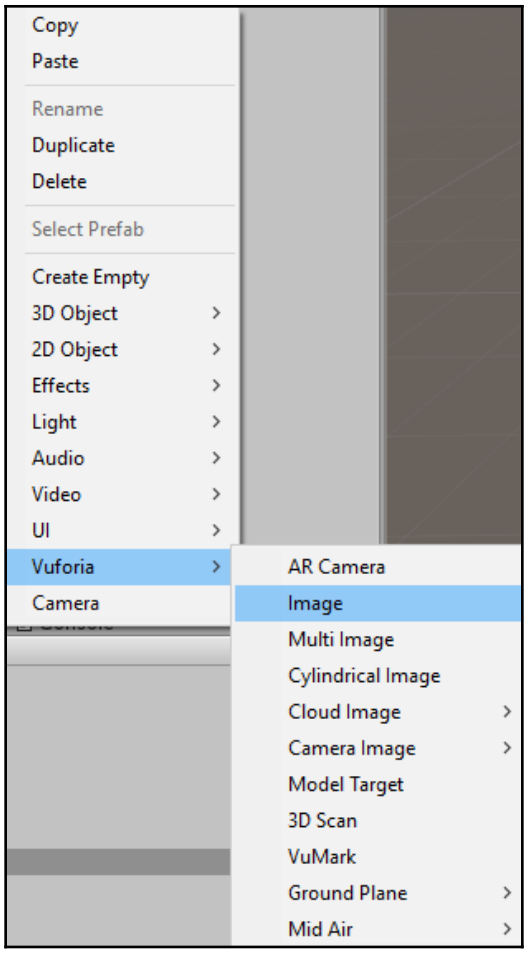
lqRSQ5+9KOH7oh/cDkx1Ea/smSYQo/S/t
oTn6us87a/7SOF15tax8KFnGvNJCB1pvdS
Add License
Delayed Initialization
Camera Device Mode MODE_DEFAULT
Max Simultaneous Track 1
Max Simultaneous Track 1
Load Object Targets on D
Camera Direction CAMERA_DEFAULT
Mirror Video Background DEFAULT
Digital Eyewear
Device Type Handheld
Databases
Databases will be automatically loaded and activated if its TrackingBehaviour is enabled on scene load.
VuforiaMars_Images
VuforiaMars_ModelTarget
VuforiaMars_Object_OT
VuforiaMars_VuMark
Words_Pictures
Add Database
Video Background
Enable video backgrounc
Video Background Shade Hidden/VR/VideoBackground
Number Divisions 2
Overflow geometry CLIP
Matte Shader Hidden/VR/ClippingMask
Device Tracker
Track Device Pose
Webcam
Disable Vuforia Play Mod
No webcam profile has been found for your webcam model: 'USB2.0 PC CAMERA'.
A default profile will be used.
Webcam profiles ensure that Play Mode performs well with your webcam.
You can create a custom profile for your camera by editing
'C:/Program
Asset Labels
AssetBundle None None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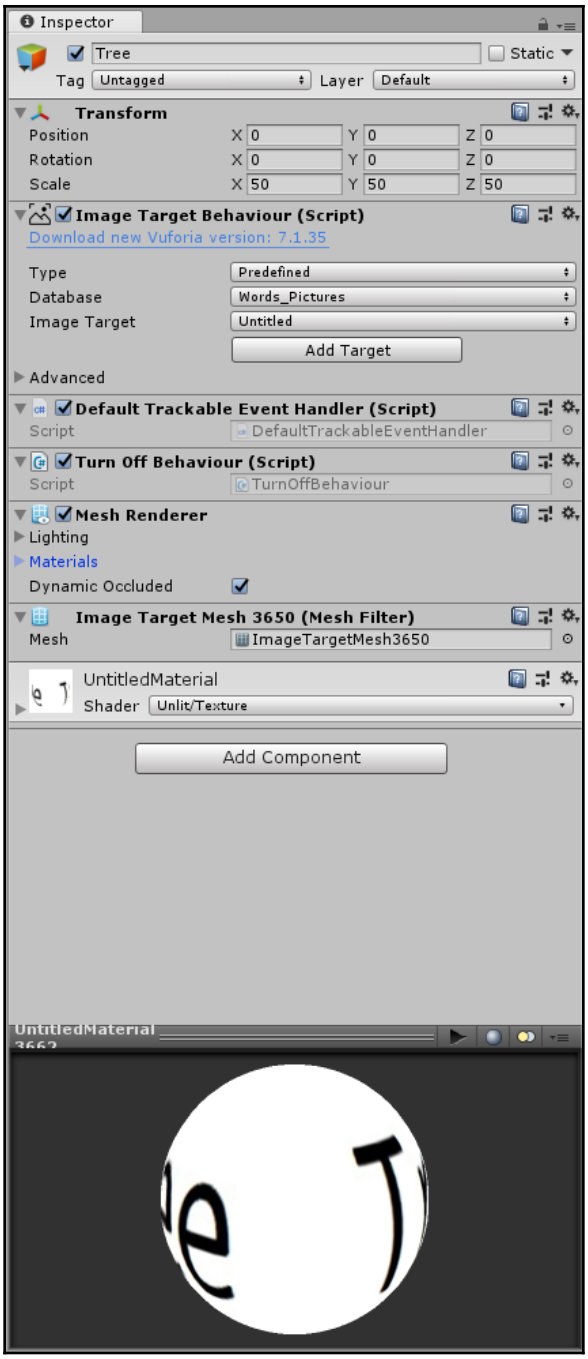
Model Target
3D Scan
VuMark
Ground Plane
Mid Air


Inspector
Tree
Static
Tag Untagged
Layer Default
Transform
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 50 Y 50 Z 50
Image Target Behaviour (Script)
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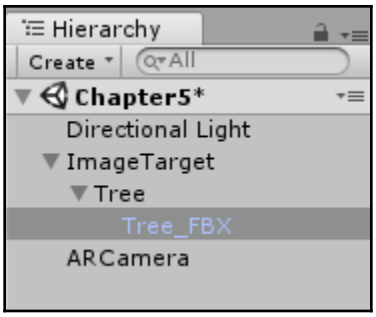
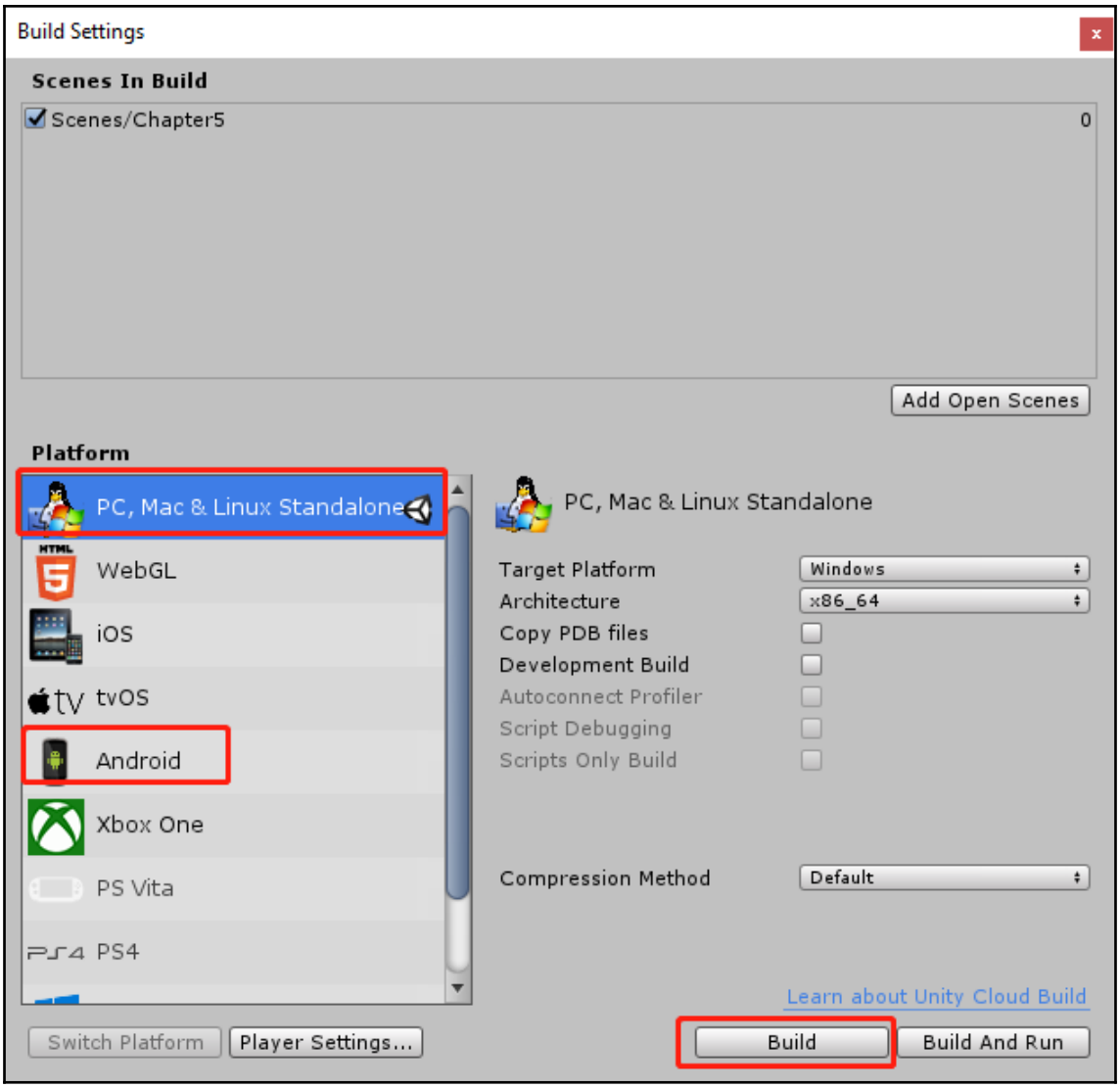
Type Predefined
Database Words_Pictures
Image Target Untitled
Add Target
Advanced
Default Trackable Event Handler (Script)
Script DefaultTrackableEventHandler
Turn Off Behaviour (Script)
Script TurnOffBehaviour
Mesh Renderer
Lighting
Materials
Dynamic Occluded
Image Target Mesh 3650 (Mesh Filter)
Mesh ImageTargetMesh3650
UntitledMaterial
Shader Unlit/Texture
Add Component
UntitledMaterial


Hierarchy
Create
All
Chapter5*
Directional Light
ImageTarget
Tree
Tree_FBX
ARCamera


Build Settings
Scenes In Build
Scenes/Chapter5
0
Add Open Scenes
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PS4
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x86_64
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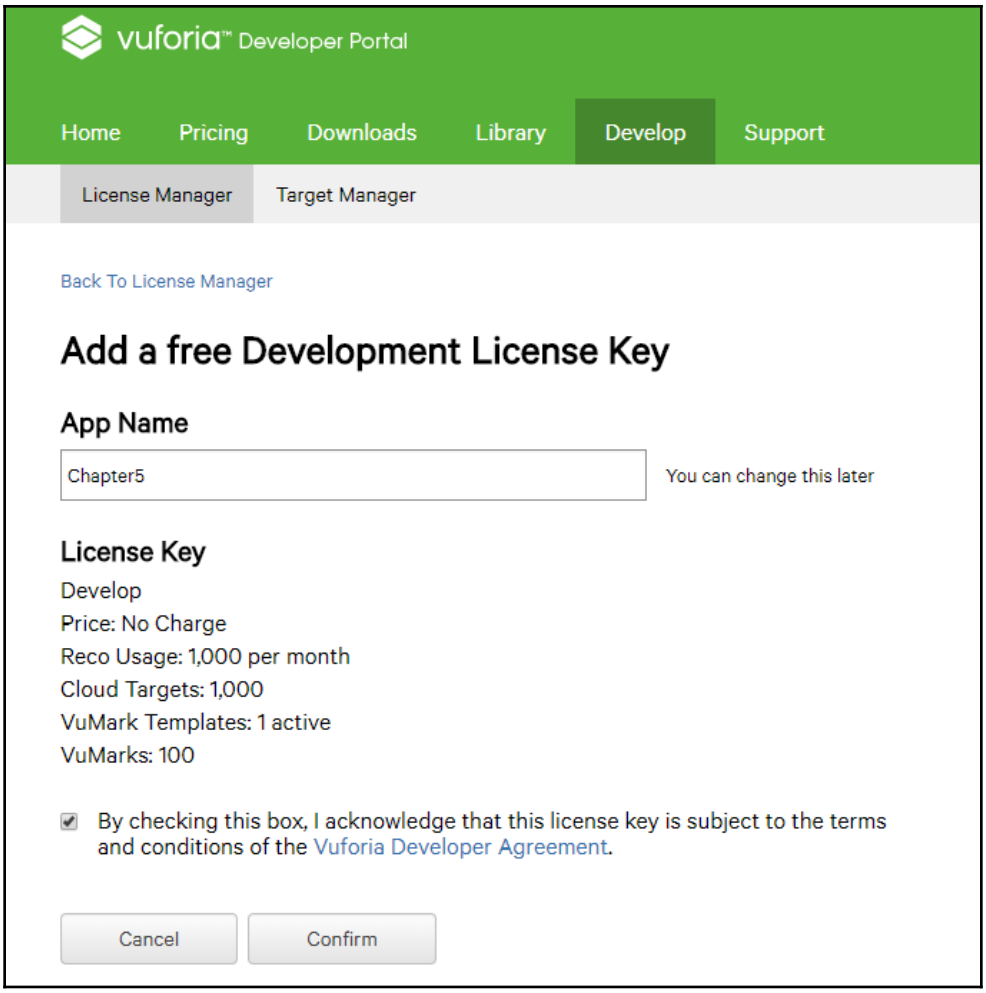
Player Settings...
Build
Build And Run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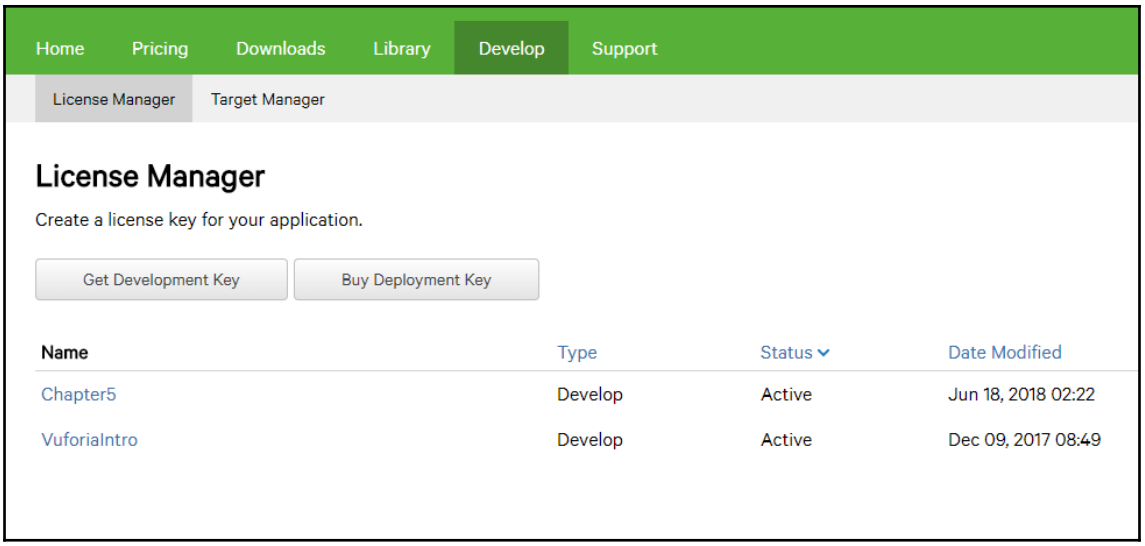
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Status
Date Modified
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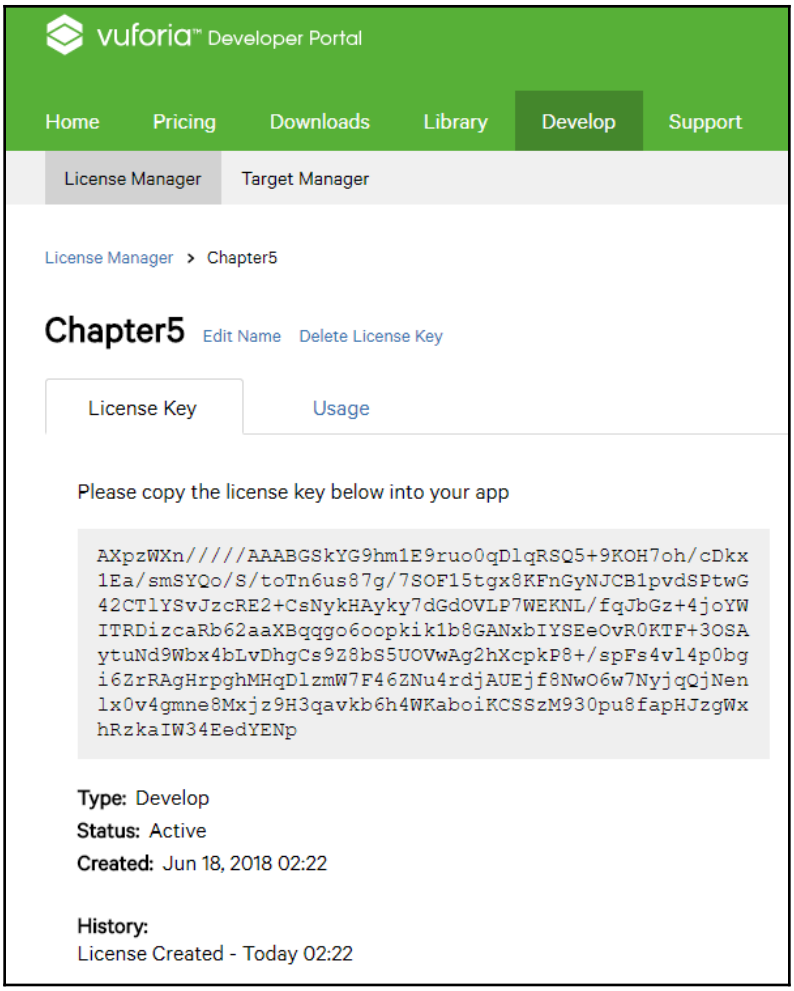
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Target Manager
License Manager > Chapter5
Chapter5
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Delete License Key
License Key
Usage
Please copy the license key below into your app
AXpzWXn/////AAABGSkYG9hm1E9ruo0qDlqRSQ5+9KOH7oh/cDkx
1Ea/smSYQo/S/toTn6us87g/7SOF15tgx8KFnGyNJCB1pvdSPtwG
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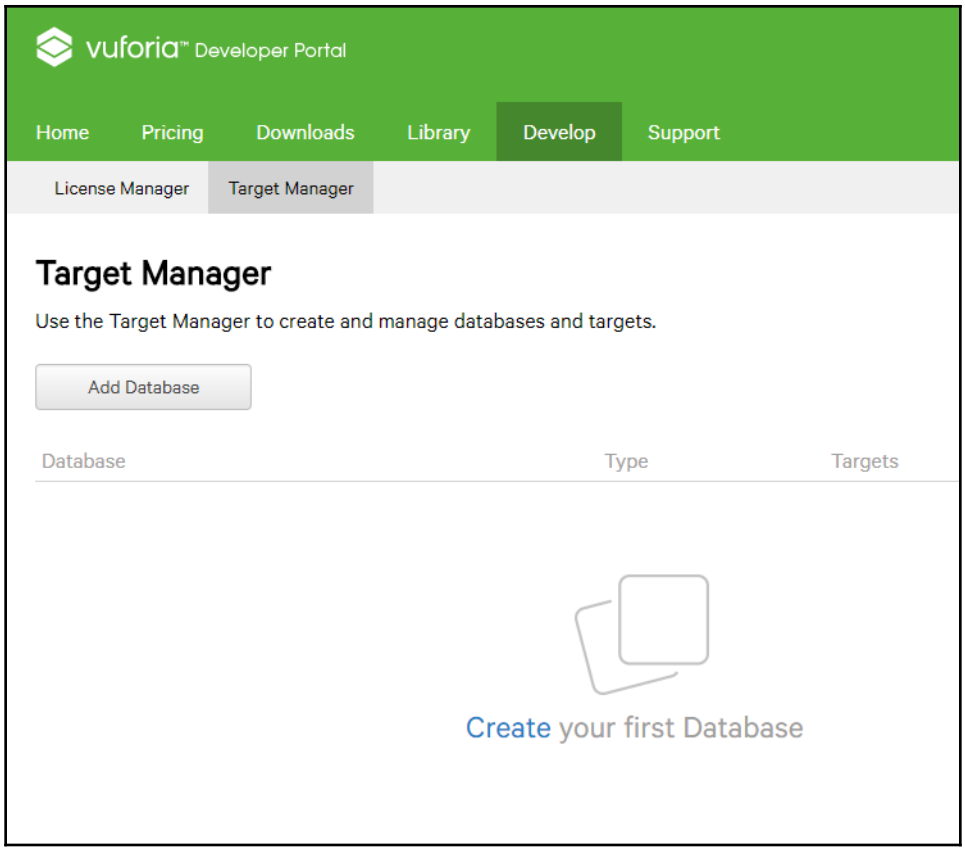
Type: Develop
Status: Active
Created: Jun 18, 2018 02:22
History:
License Created - Today 02:22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Database
Type
Targets
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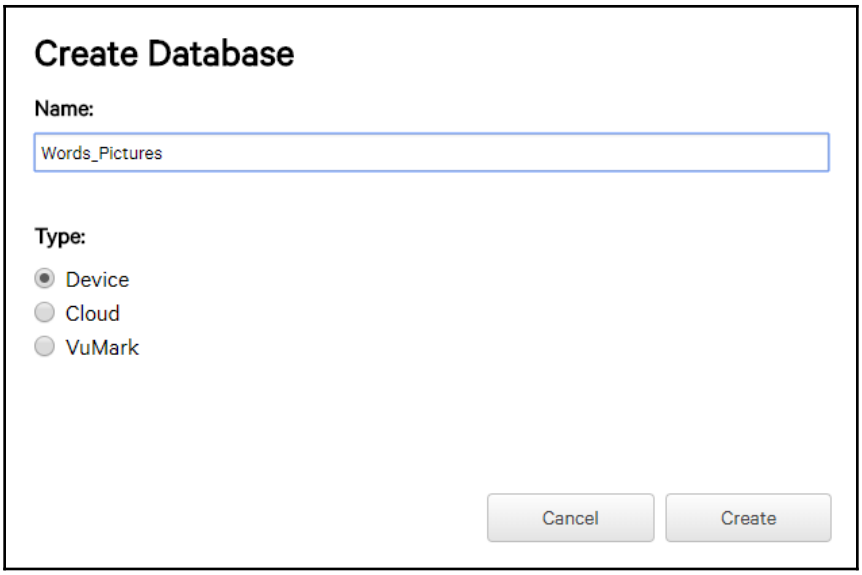
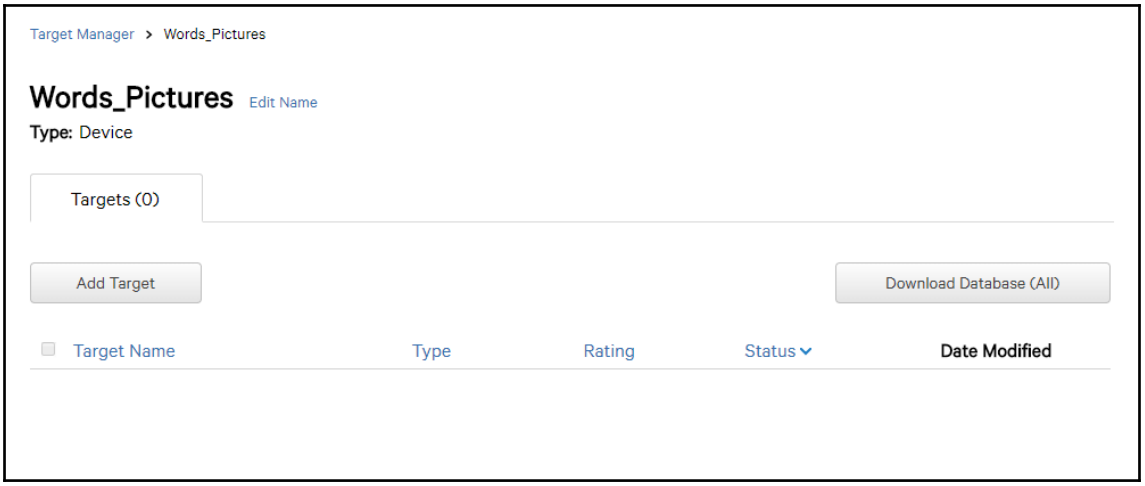
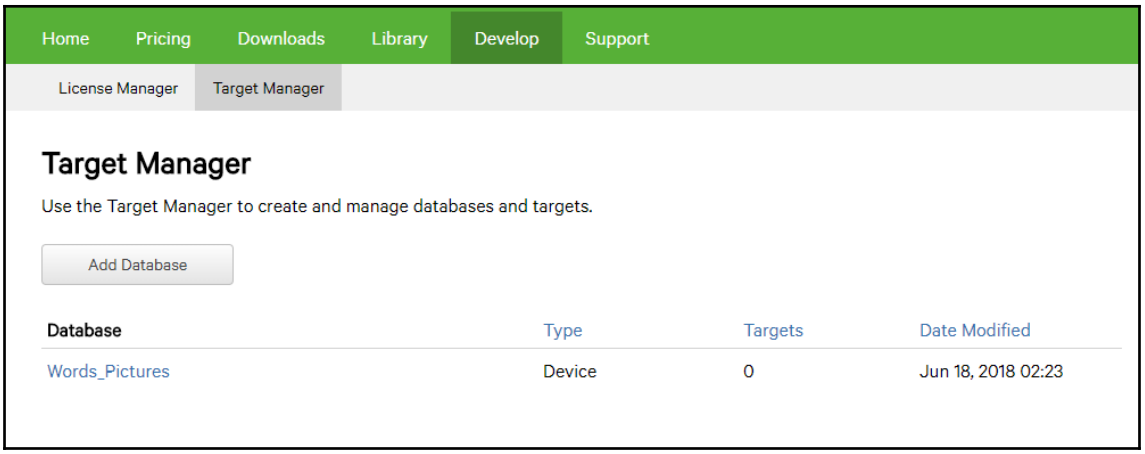

Create Database
Name:
Words_Pictures
Type:
Device
Cloud
VuMark
Cancel
Create


Target Manager > Words_Pictures
Words_Pictures
Edit Name
Type: Device
Targets (0)
Add Target
Download Database (All)
Target Name
Type
Rating
Status
Date Modified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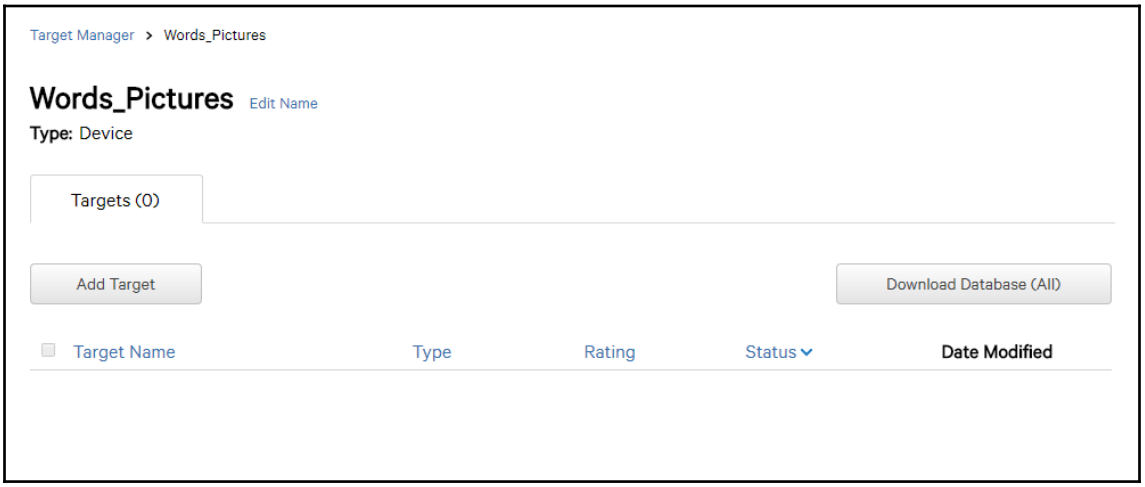
License Manager
Target Manager
Target Manager
Use the Target Manager to create and manage databases and targets.
Add Database
Database
Type
Targets
Date Modified
Words_Pictures
Device
0
Jun 18, 2018 02:23


Target Manager > Words_Pictures
Words_Pictures
Edit Name
Type: Device
Targets (0)
Add Target
Download Database (All)
Target Name
Type
Rating
Status
Date Modified

Add Target

Type:

Single Image | Cuboid | Cylinder | 3D Object

File:

Choose File | Browse...

.jpg or .png (max file 2mb)

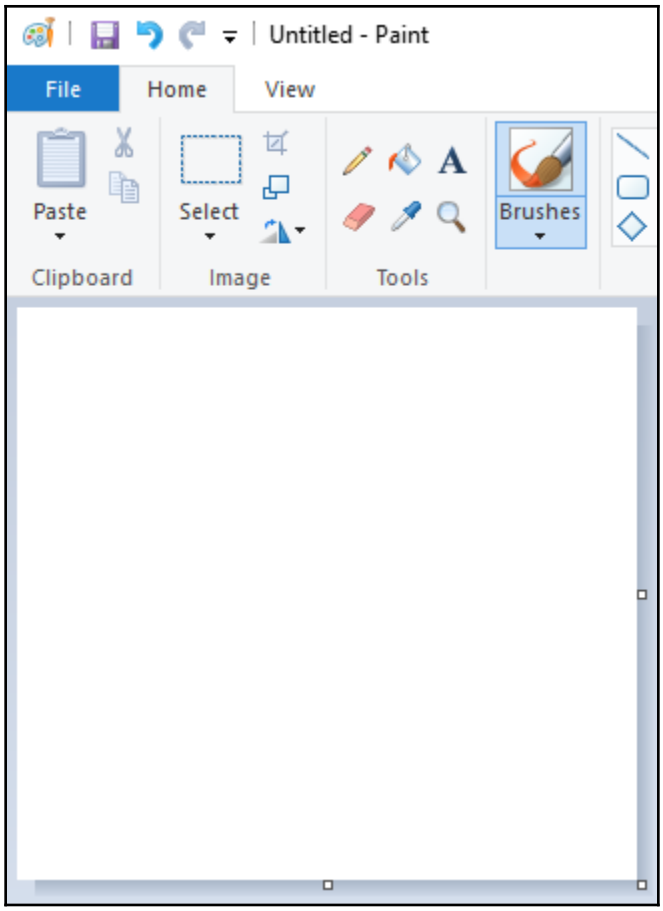
Width:

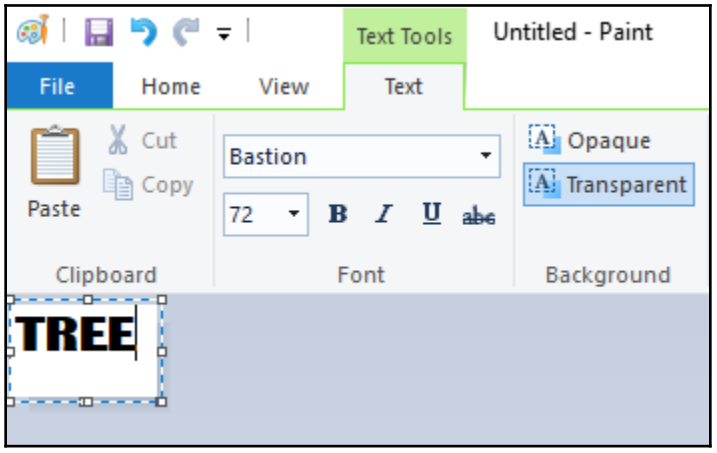
Enter the width of your target in scene units. The size of the target should be on the same scale as your augmented virtual content. Vuforia uses meters as the default unit scale. The target's height will be calculated when you upload your image.

Name:

Name must be unique to a database. When a target is detected in your application, this will be reported in the API.

Cancel | Add


Untitled - Paint
File
Home
View
Paste
Select
Brushes
Clipboard
Image
Tools


Text Tools
Untitled - Paint
File
Home
View
Text
Cut
Copy
Paste
Bastion
72
Opaque
Transparent
Clipboard
Font
Background
TREE

TREE

TREE
Tree

Add Target

Type:

Single Image | Cuboid | Cylinder | 3D Object

File:

TreeWord.png Browse...

.jpg or .png (max file 2mb)

Width:

20

Enter the width of your target in scene units. The size of the target should be on the same scale as your augmented virtual content. Vuforia uses meters as the default unit scale. The target's height will be calculated when you upload your image.

Name:

TreeWord

Name must be unique to a database. When a target is detected in your application, this will be reported in the API.

Cancel Add

Add Target

Type:

Single Image | Cuboid | Cylinder | 3D Object

File:

TreeWord.png | Browse...

.jpg or .png (max file 2mb)

Width:

20

Enter the width of your target in scene units. The size of the target should be on the same scale as your augmented virtual content. Vuforia uses meters as the default unit scale. The target's height will be calculated when you upload your image.

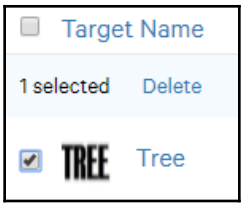
Name:

TreeWord

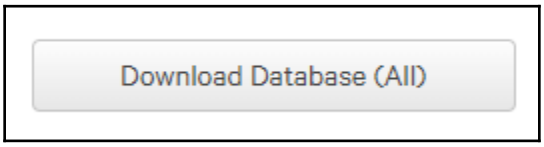
Name must be unique to a database. When a target is detected in your application, this will be reported in the API.

Cancel | Add

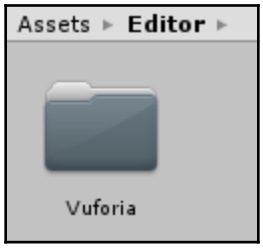
Target Name	Type	Rating	Status	Date Modified
TREE Tree	Single Image	★★★☆☆	Active	Jun 19, 2018 02:57

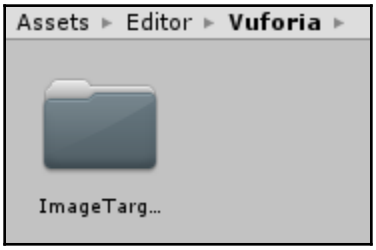


Tree	Untitled	Single Image	★★★★★	Active	Jun 18, 2018 02:38



Assets
Editor
Scenes
Streaming...

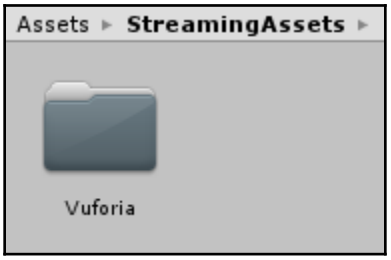

Assets
Editor
Vuforia

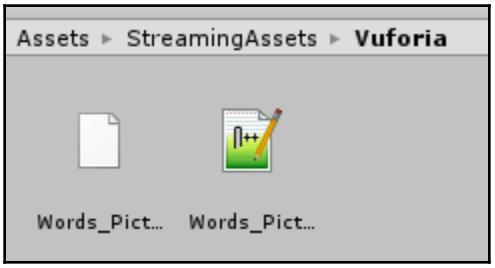

Assets
Editor
Vuforia
ImageTarg...

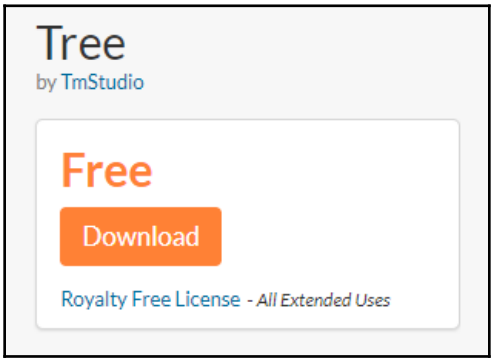
Assets
Editor
Vuforia
ImageTargetTextures
Words_Pict...

Assets
Editor
Vuforia
ImageTargetTextures
Words_Pictures
Tree
House_sca...
Untitled_sc...

Assets
Editor
Scenes
Streaming...


Assets
StreamingAssets
Vuforia


Assets
StreamingAssets
Vuforia
Words_Pict...
Words_Pict...


Tree
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Free
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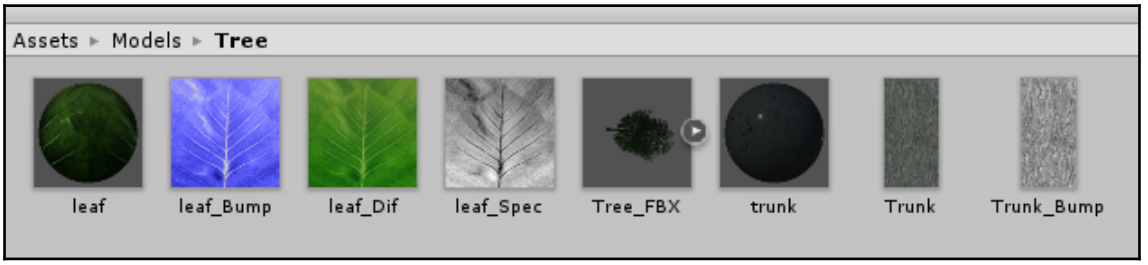
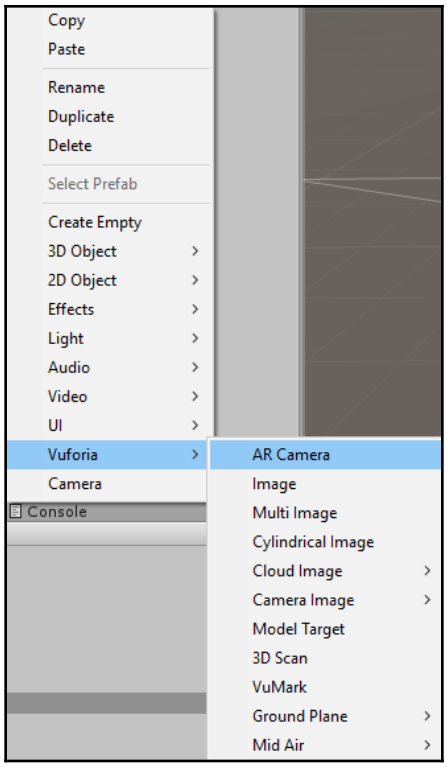
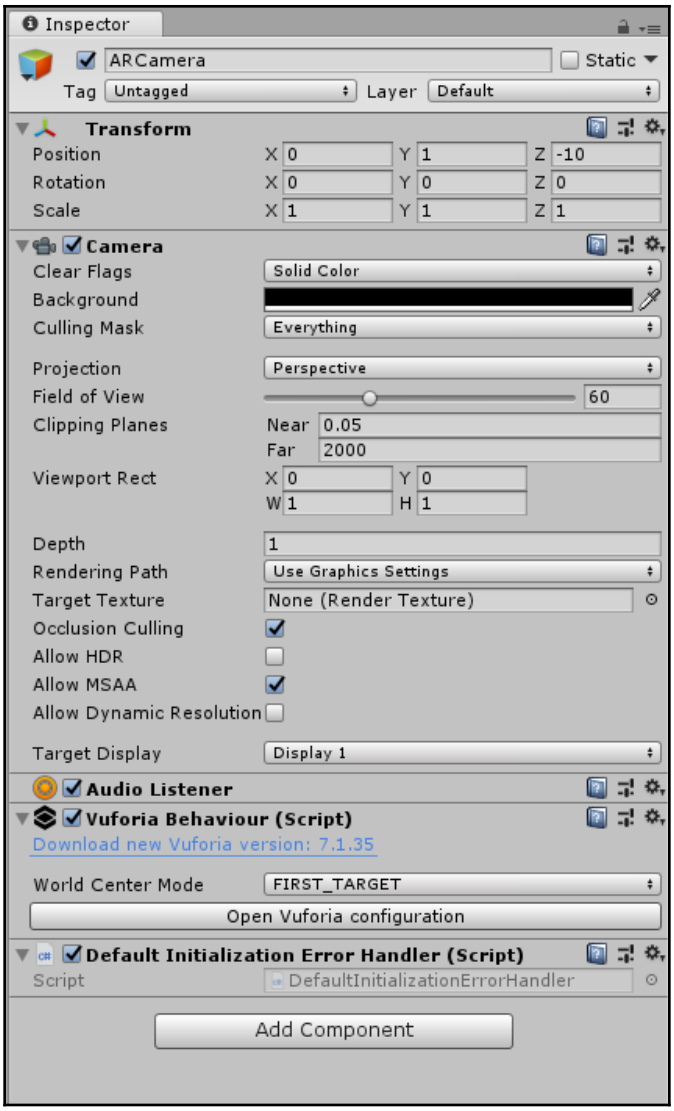
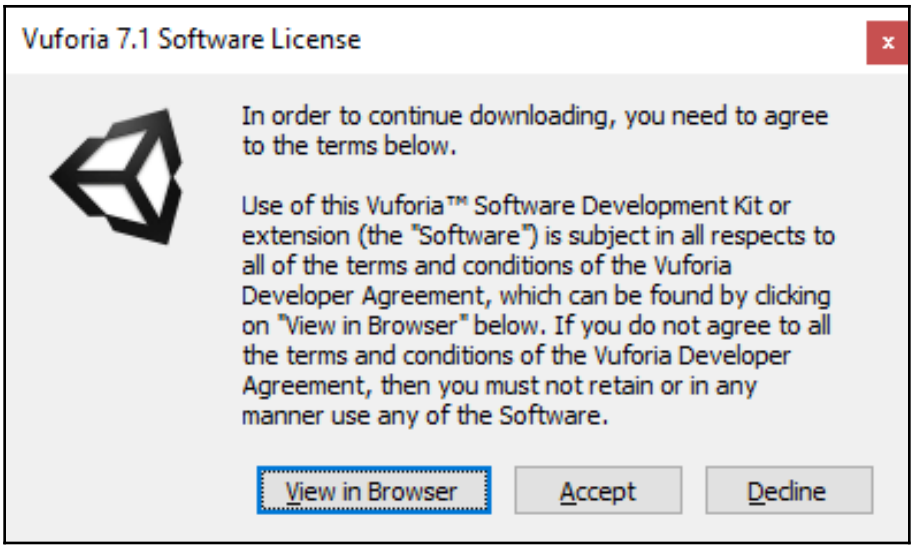
Tree
Free
Tree_max2010_and_textures.rar 3ds Max (version: 2010) - 4.59 MB
Tree_max2012_and_textures.rar 3ds Max (version: 2012) - 4.59 MB
Tree_max2014_and_textures.rar 3ds Max (version: 2014) - 4.66 MB
Tree_FBX.rar Autodesk FBX (version: 2009) - 8.29 MB
Tree_OBJ.rar OBJ - 6.83 MB
Tree_Mat_Library.rar Other - 1 KB
Tree_textures.rar Other - 806 KB
show fewer

Assets
Editor
Models
Scenes
Streaming...

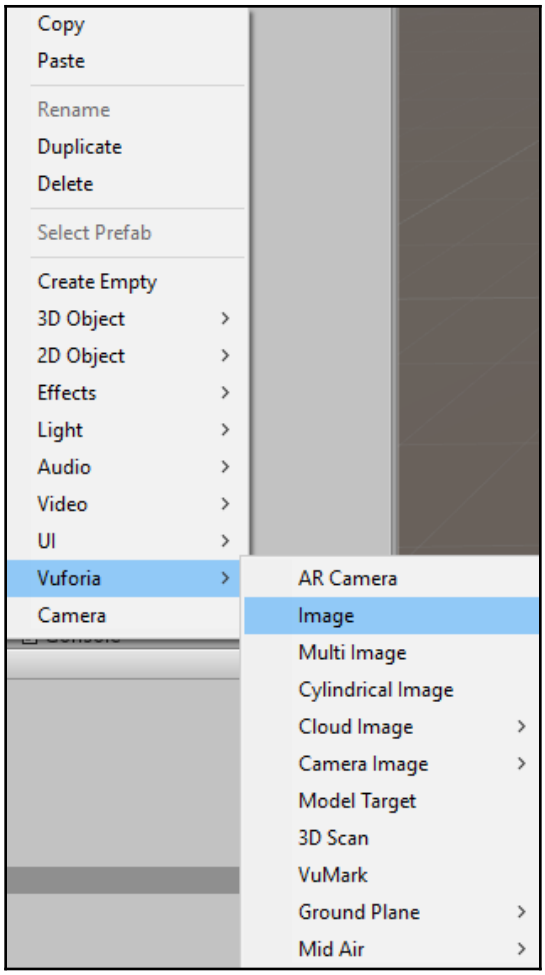

Assets ▸ Models ▸ Tree
leaf
leaf_Bump
leaf_Dif
leaf_Spec
Tree_FBX
trunk
Trunk
Trunk_Bump

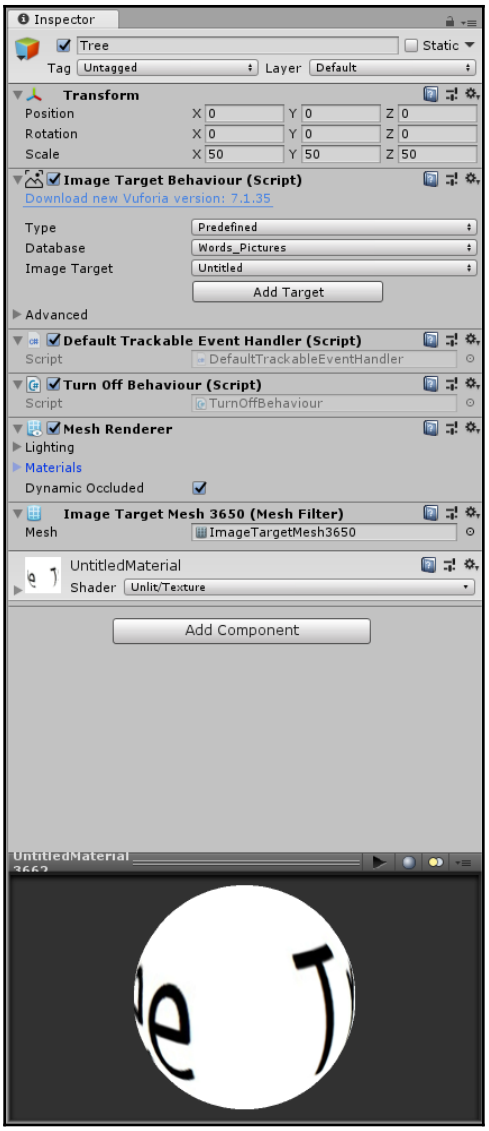

Copy
Paste
Rename
Duplicate
Delete
Select Prefab
Create Empty
3D Object
2D Object
Effects
Light
Audio
Video
UI
Vuforia
Camera
Console
AR Camera
Image
Multi Image
Cylindrical Image
Cloud Image
Camera Image
Model Target
3D Scan
VuMark
Ground Plane
Mid Air

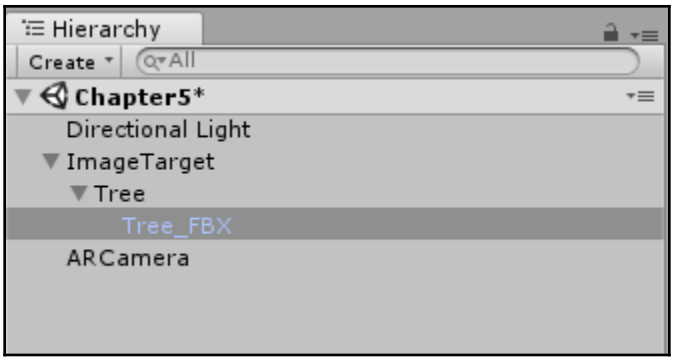

Inspector
ARCamera
Static
Tag
Untagged
Layer
Default
Transform
Position
X 0
Y 1
Z -10
Rotation
X 0
Y 0
Z 0
Scale
X 1
Y 1
Z 1
Camera
Clear Flags
Solid Color
Background
Culling Mask
Everything
Projection
Perspective
Field of View
60
Clipping Planes
Near 0.05
Far 2000
Viewport Rect
X 0
Y 0
W 1
H 1
Depth
1
Rendering Path
Use Graphics Settings
Target Texture
None (Render Texture)
Occlusion Culling
Allow HDR
Allow MSAA
Allow Dynamic Resolution
Target Display
Display 1
Audio Listener
Vuforia Behaviour (Script)
Download new Vuforia version: 7.1.35
World Center Mode
FIRST_TARGET
Open Vuforia configuration
Default Initialization Error Handler (Script)
Script
DefaultInitializationErrorHandler
Add Component

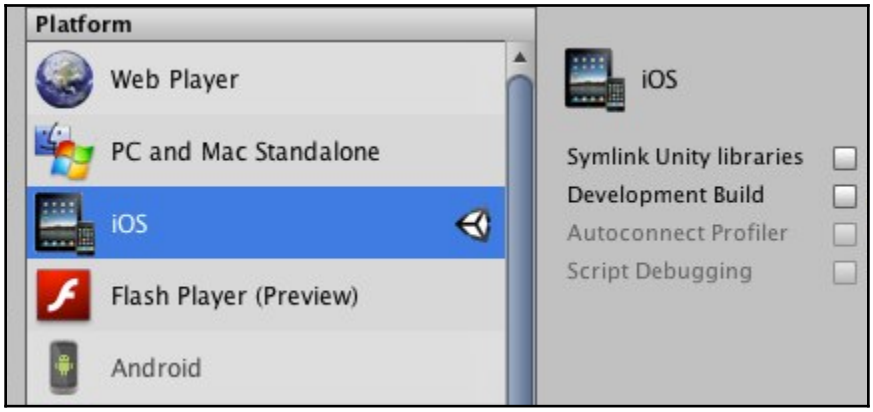

Vuforia 7.1 Software License
In order to continue downloading, you need to agree to the terms below.
Use of this Vuforia™ Software Development Kit or extension (the "Software") is subject in all respects to all of the terms and conditions of the Vuforia Developer Agreement, which can be found by clicking on "View in Browser" below. If you do not agree to all the terms and conditions of the Vuforia Developer Agreement, then you must not retain or in any manner use any of the Software.
View in Browser
Accept
Decline

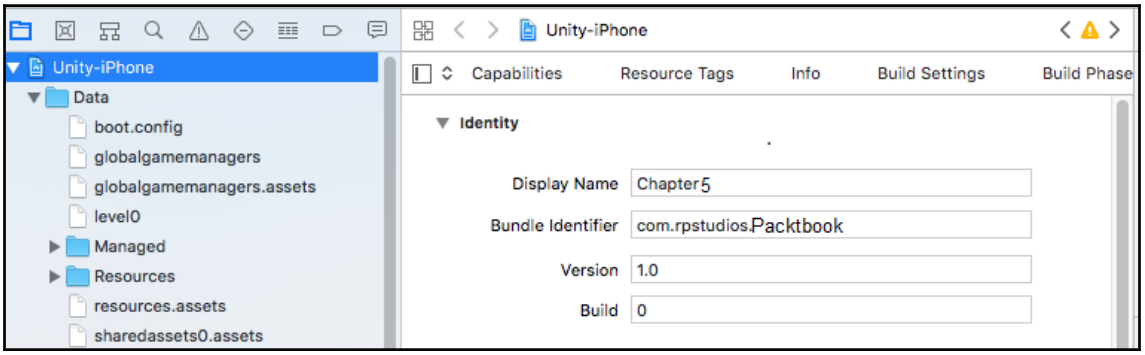
Inspector
VuforiaConfiguration
Open
Global
Vuforia Version 7.1.31
A new version of Vuforia is available: 7.1.35
Upgrade to resolve an issue where anchors could be flipped following a re-localization by ARKit 1.5, iOS 11.3, and above.
Download Vuforia 7.1.35
Learn More
App License Key
AXpzWXn/////AAABGSkYG9hm1E9ruo0qD
lqRSQ5+9KOH7oh/cDkx1Ea/smSYQo/S/t
oTn6us87a/7SOF15tax8KFnGvNJCB1pvdS
Add License
Delayed Initialization
Camera Device Mode MODE_DEFAULT
Max Simultaneous Track 1
Max Simultaneous Track 1
Load Object Targets on [
Camera Direction CAMERA_DEFAULT
Mirror Video Background DEFAULT
Digital Eyewear
Device Type Handheld
Databases
Databases will be automatically loaded and activated if its TrackingBehaviour is enabled on scene load.
VuforiaMars_Images
VuforiaMars_ModelTarget
VuforiaMars_Object_OT
VuforiaMars_VuMark
Words_Pictures
Add Database
Video Background
Enable video backgrounc
Video Background Shade Hidden/VR/VideoBackground
Number Divisions 2
Overflow geometry CLIP
Matte Shader Hidden/VR/ClippingMask
Device Tracker
Track Device Pose
Webcam
Disable Vuforia Play Mod
No webcam profile has been found for your webcam model: 'USB2.0 PC CAMERA'.
A default profile will be used.
Webcam profiles ensure that Play Mode performs well with your webcam.
You can create a custom profile for your camera by editing 'C:/Program
Asset Labels
AssetBundle None None

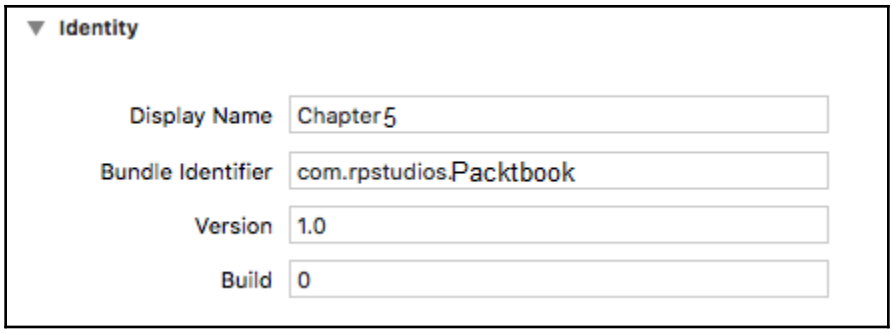

Copy
Paste
Rename
Duplicate
Delete
Select Prefab
Create Empty
3D Object
2D Object
Effects
Light
Audio
Video
UI
Vuforia
Camera
AR Camera
Image
Multi Image
Cylindrical Image
Cloud Image
Camera Image
Model Target
3D Scan
VuMark
Ground Plane
Mid Air

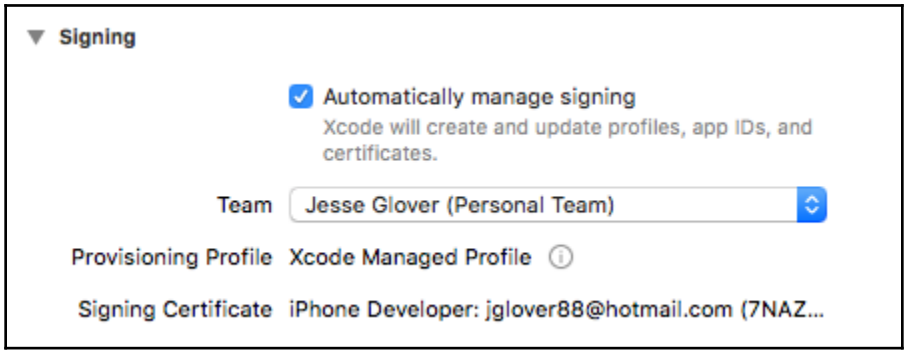

Inspector
Tree
Static
Tag Untagged
Layer Default
Transform
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 50 Y 50 Z 50
Image Target Behaviour (Script)
Download new Vuforia version: 7.1.35
Type Predefined
Database Words_Pictures
Image Target Untitled
Add Target
Advanced
Default Trackable Event Handler (Script)
Script DefaultTrackableEventHandler
Turn Off Behaviour (Script)
Script TurnOffBehaviour
Mesh Renderer
Lighting
Materials
Dynamic Occluded
Image Target Mesh 3650 (Mesh Filter)
Mesh ImageTargetMesh3650
UntitledMaterial
Shader Unlit/Texture
Add Component
UntitledMaterial

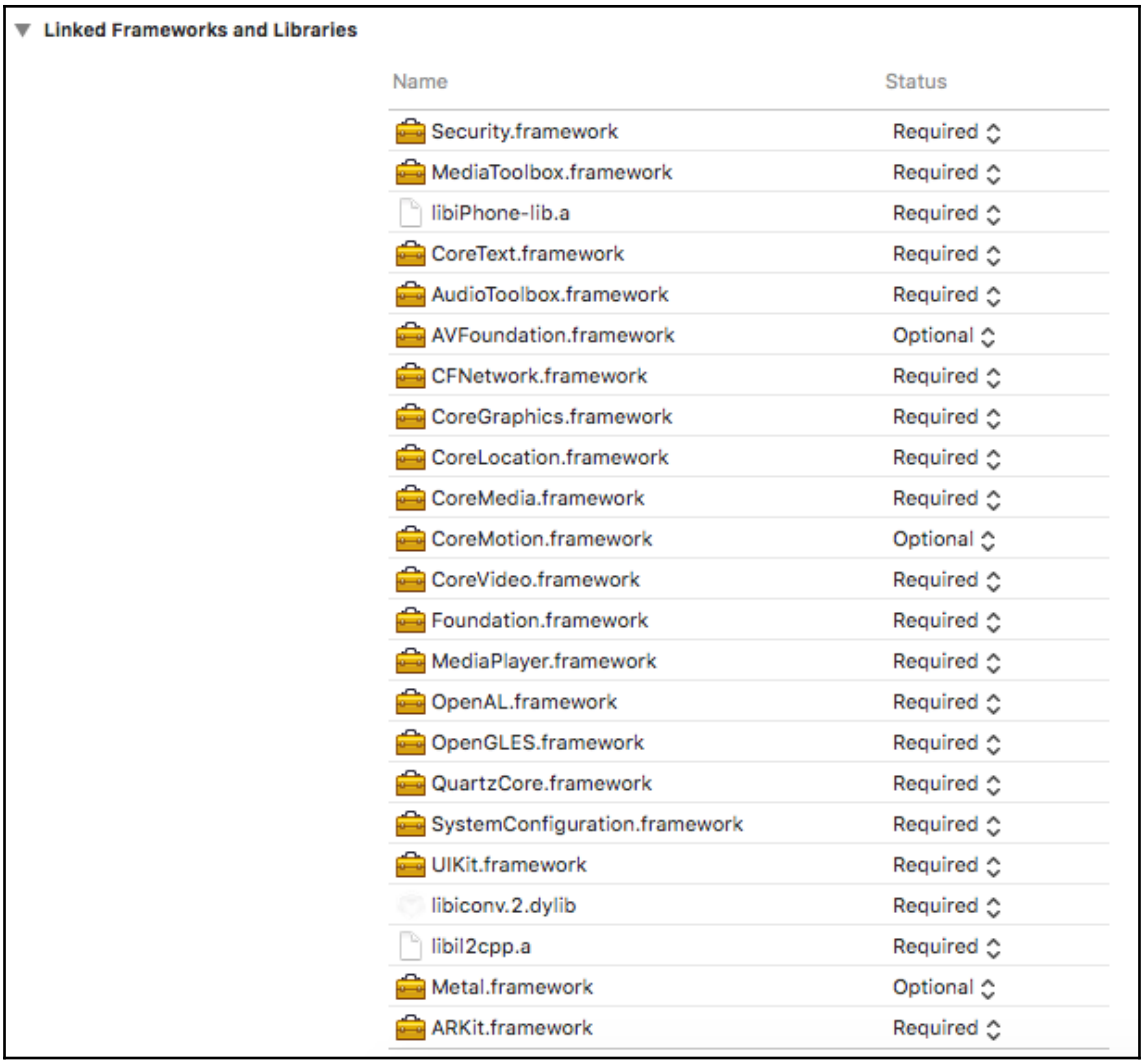

Hierarchy
Create
All
Chapter5*
Directional Light
ImageTarget
Tree
Tree_FBX
ARCamera

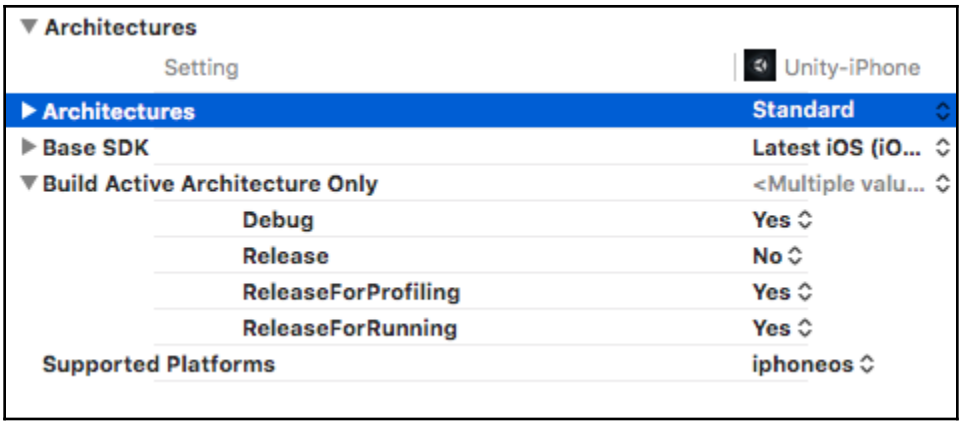

Platform
Web Player
PC and Mac Standalone
iOS
Flash Player (Preview)
Android
iOS
Symlink Unity libraries
Development Build
Autoconnect Profiler
Script Debugging


Unity-iPhone
Data
boot.config
globalgamemanagers
globalgamemanagers.assets
level0
Managed
Resources
resources.assets
sharedassets0.assets
Unity-iPhone
Capabilities
Resource Tags
Info
Build Settings
Build Phase
Identity
Display Name
Chapter5
Bundle Identifier
com.rpstudios.Packtbook
Version
1.0
Build
0

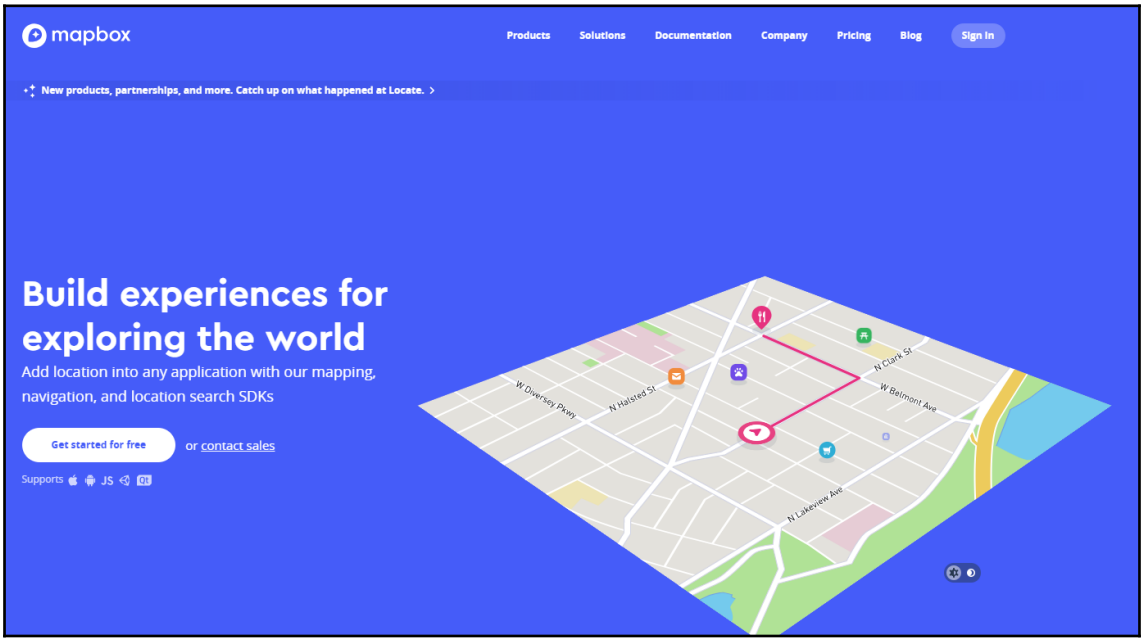

Identity
Display Name
Chapter5
Bundle Identifier
com.rpstudios.Packtbook
Version
1.0
Build
0

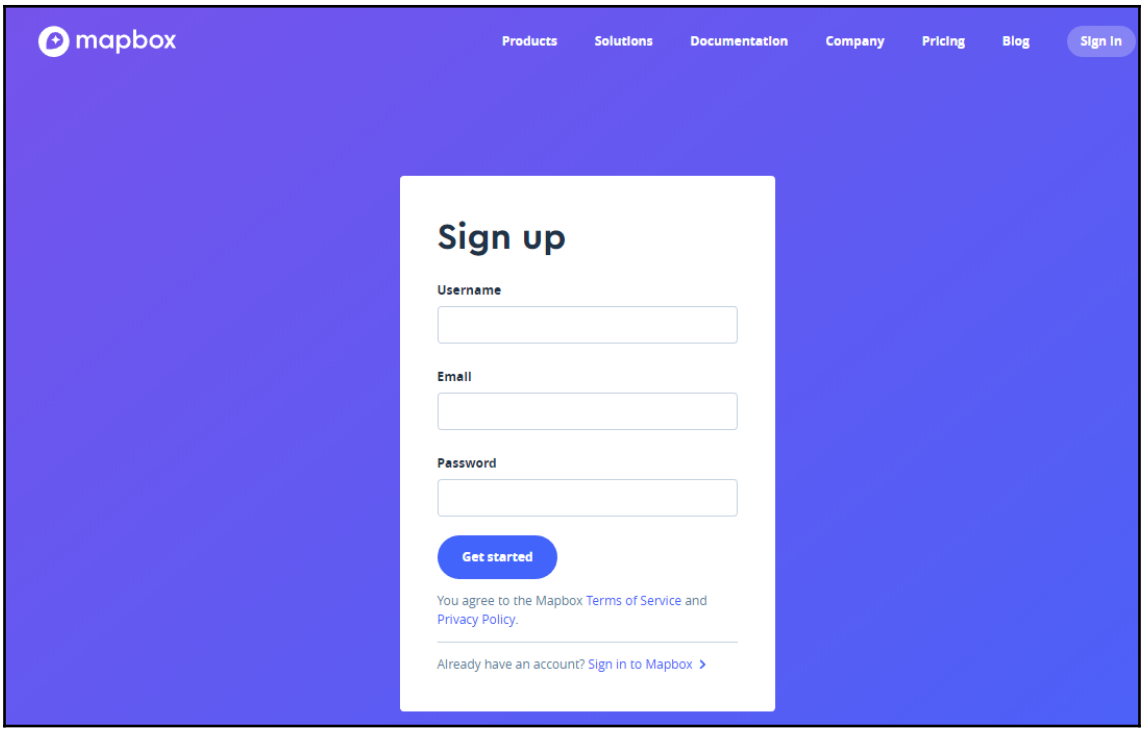

Signing
Automatically manage signing
Xcode will create and update profiles, app IDs, and certificates.
Team
Jesse Glover (Personal Team)
Provisioning Profile
Xcode Managed Profile
Signing Certificate
iPhone Developer: jglover88@hotmail.com (7NAZ...

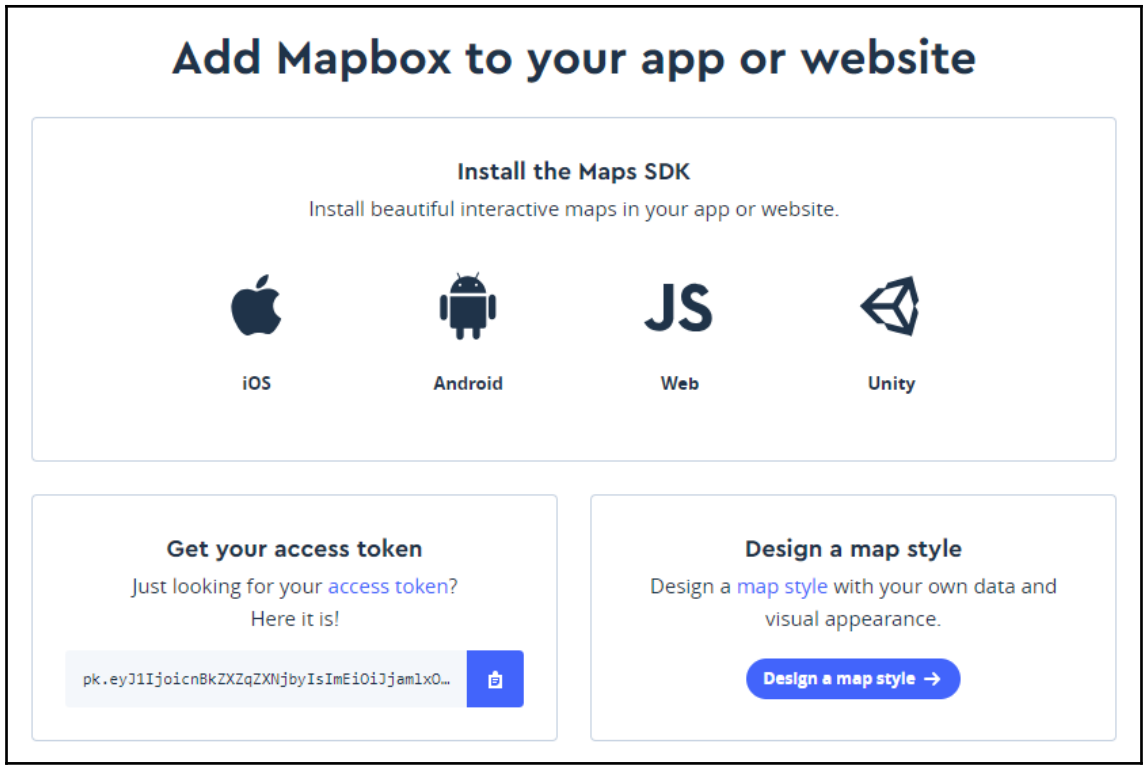

Linked Frameworks and Libraries
Name
Status
Security.framework
Required
MediaToolbox.framework
Required
libiPhone-lib.a
Required
CoreText.framework
Required
AudioToolbox.framework
Required
AVFoundation.framework
Optional
CFNetwork.framework
Required
CoreGraphics.framework
Required
CoreLocation.framework
Required
CoreMedia.framework
Required
CoreMotion.framework
Optional
CoreVideo.framework
Required
Foundation.framework
Required
MediaPlayer.framework
Required
OpenAL.framework
Required
OpenGLES.framework
Required
QuartzCore.framework
Required
SystemConfiguration.framework
Required
UIKit.framework
Required
libiconv.2.dylib
Required
libil2cpp.a
Required
Metal.framework
Optional
ARKit.framework
Required


Architectures
Setting
Unity-iPhone
Architectures
Standard
Base SDK
Latest iOS (iO...
Build Active Architecture Only
<Multiple valu...
Debug
Yes
Release
No
ReleaseForProfiling
Yes
ReleaseForRunning
Yes
Supported Platforms
iphoneos

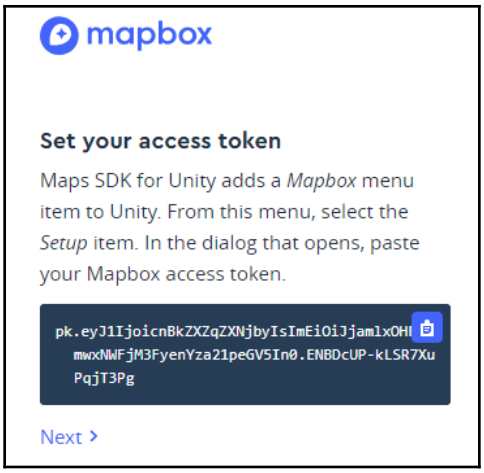
Chapter 6: Fitness for Fun - Tourism and Random Walking

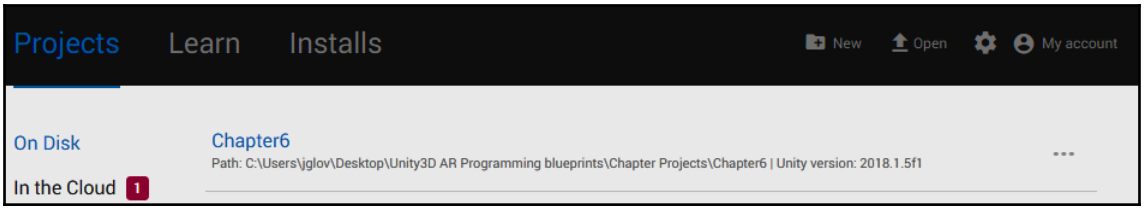


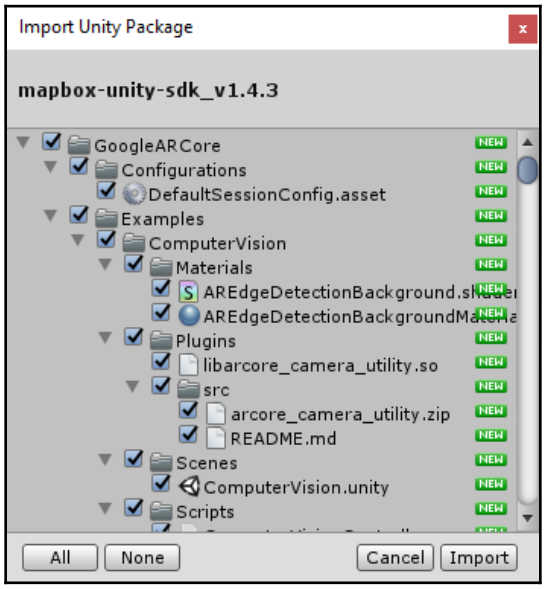

mapbox
Products
Solutions
Documentation
Company
Pricing
Blog
Sign in
Sign up
Username
Email
Password
Get started
You agree to the Mapbox Terms of Service and Privacy Policy.
Already have an account? Sign in to Mapbox ›

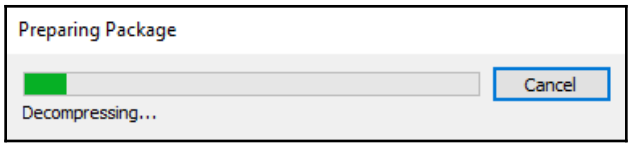

Add Mapbox to your app or website
Install the Maps SDK
Install beautiful interactive maps in your app or website.
iOS
Android
JS
Web
Unity
Get your access token
Just looking for your access token?
Here it is!
pk.eyJ1IjoicnBkZXZqZXNjbyIsImEiOiJjamlxO…
Design a map style
Design a map style with your own data and visual appearance.
Design a map style →

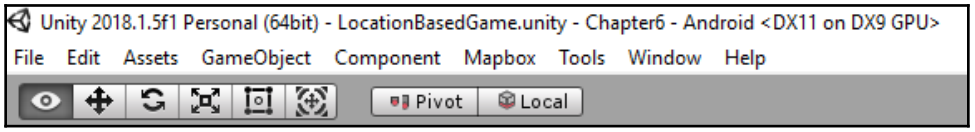
mapbox
Download Maps SDK for Unity
Start by clicking the download link below, then go to Assets > Import Package > Custom Package, then select the package file to import. Please note that Unity 2017.1.0 or greater is required to install the Mapbox Maps SDK for Unity.
mapbox-unity-sdk_v1.4.3.unitypackage
Next ›

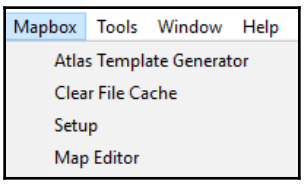

mapbox
Set your access token
Maps SDK for Unity adds a *Mapbox* menu item to Unity. From this menu, select the *Setup* item. In the dialog that opens, paste your Mapbox access token.
pk.eyJ1IjoicnBkZXZqZXNjbyIsImEiOiJjam1xOHl
mwxNWFjM3FyenYza21peGV5In0.ENBDcUP-kLSR7Xu
PqjT3Pg
Next ›

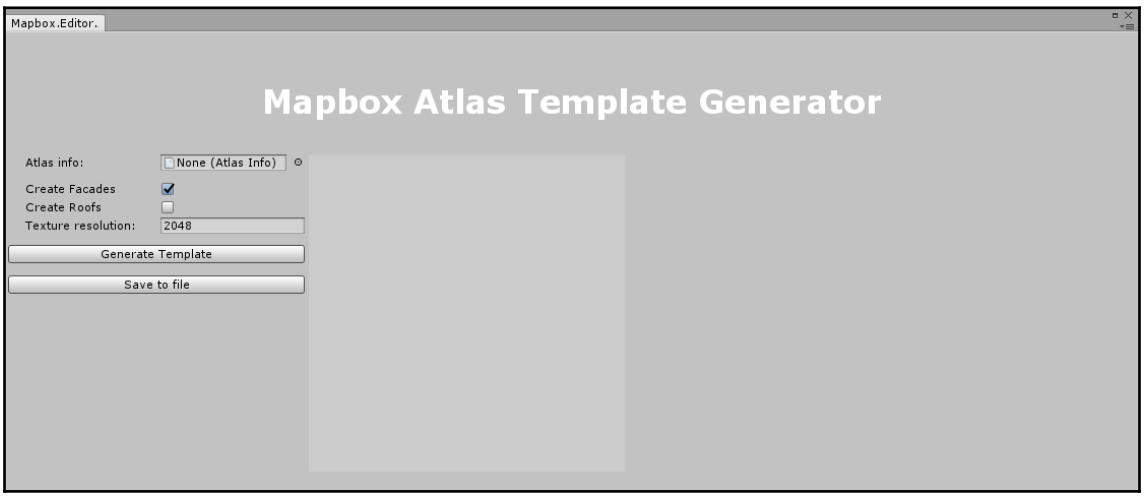

Projects
Learn
Installs
New
Open
My account
On Disk
In the Cloud 1
Chapter6
Path: C:\Users\jglov\Desktop\Unity3D AR Programming blueprints\Chapter Projects\Chapter6 | Unity version: 2018.1.5f1

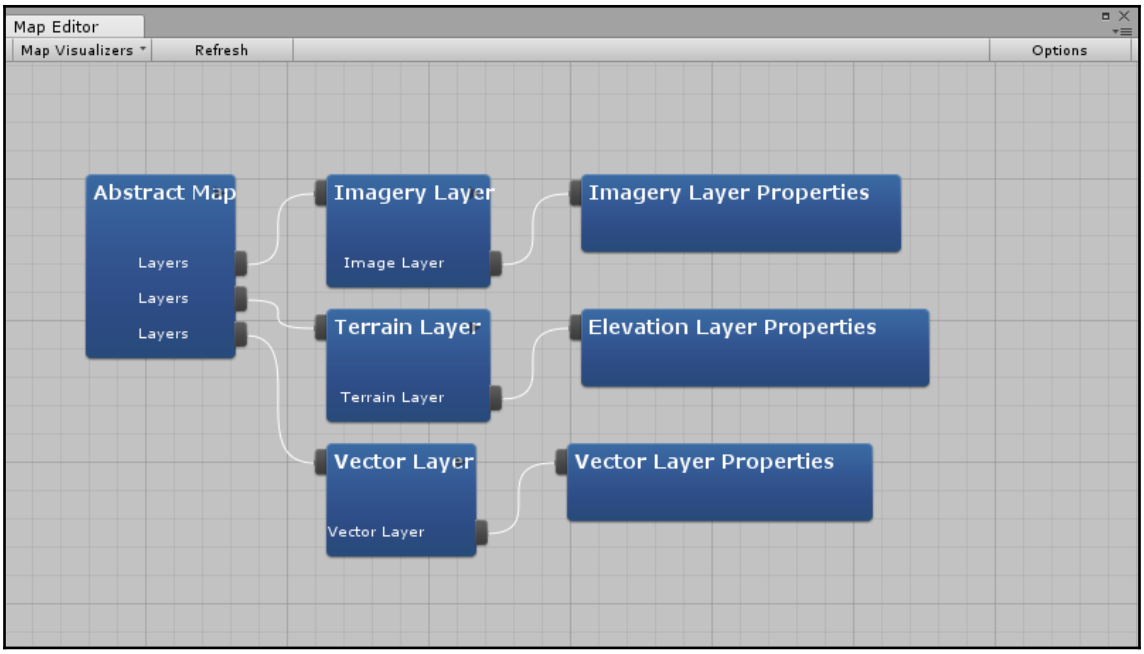

Import Unity Package
mapbox-unity-sdk_v1.4.3
GoogleARCore
Configurations
DefaultSessionConfig.asset
Examples
ComputerVision
Materials
Plugins
libarcore_camera_utility.so
src
arcore_camera_utility.zip
README.md
Scenes
ComputerVision.unity
Scripts
All
None
Cancel
Import

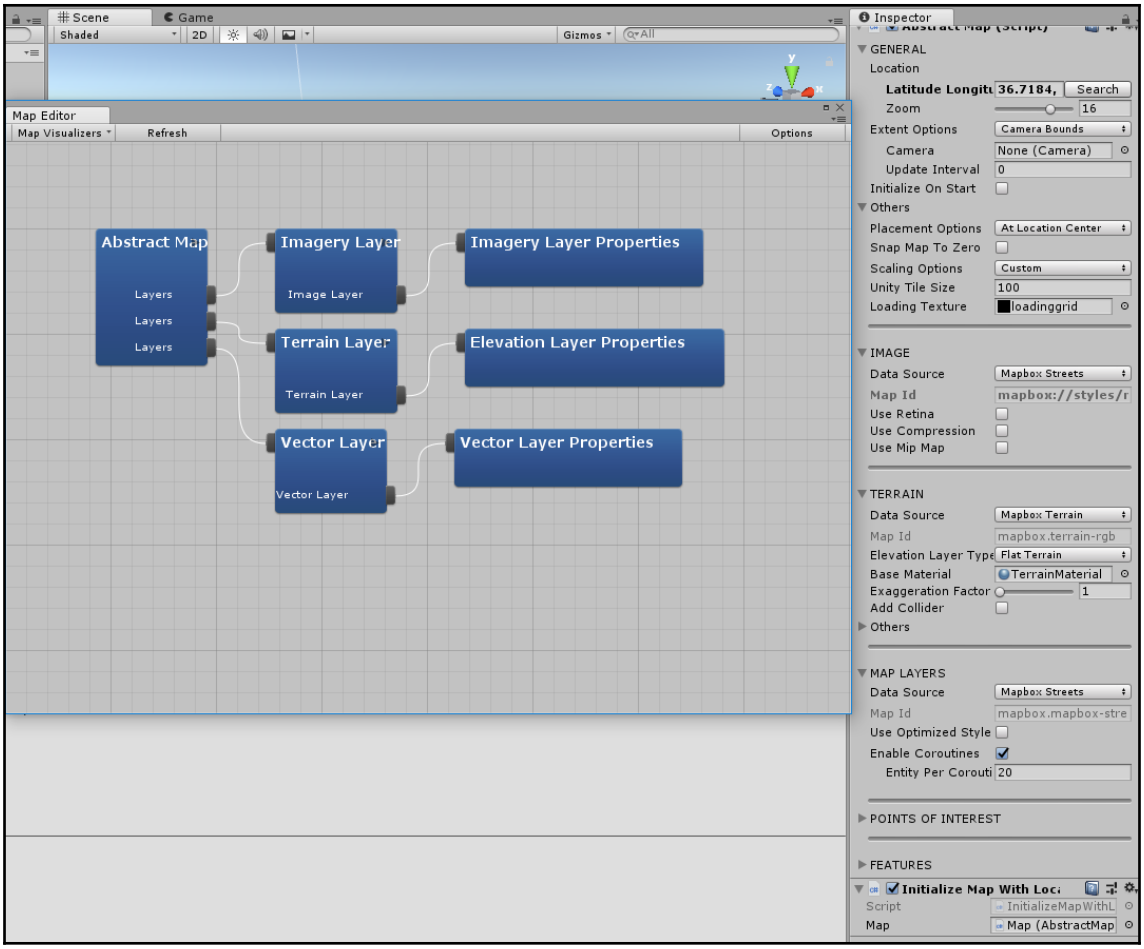

Preparing Package
Cancel
Decompressing...

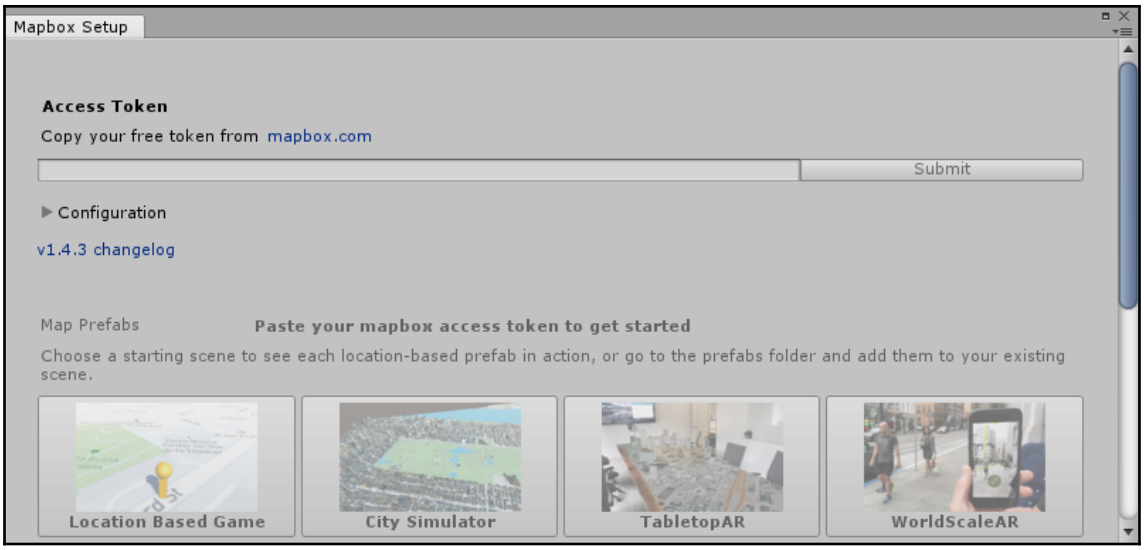

Unity 2018.1.5f1 Personal (64bit) - LocationBasedGame.unity - Chapter6 - Android <DX11 on DX9 GPU>
File Edit Assets GameObject Component Mapbox Tools Window Help
Pivot
Local

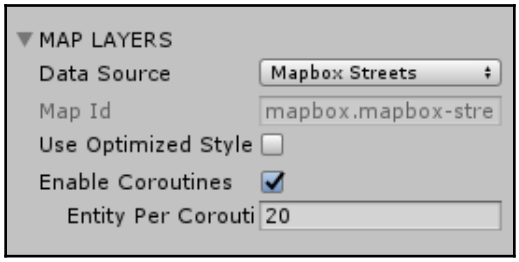

Mapbox Tools Window Help
Atlas Template Generator
Clear File Cache
Setup
Map Editor

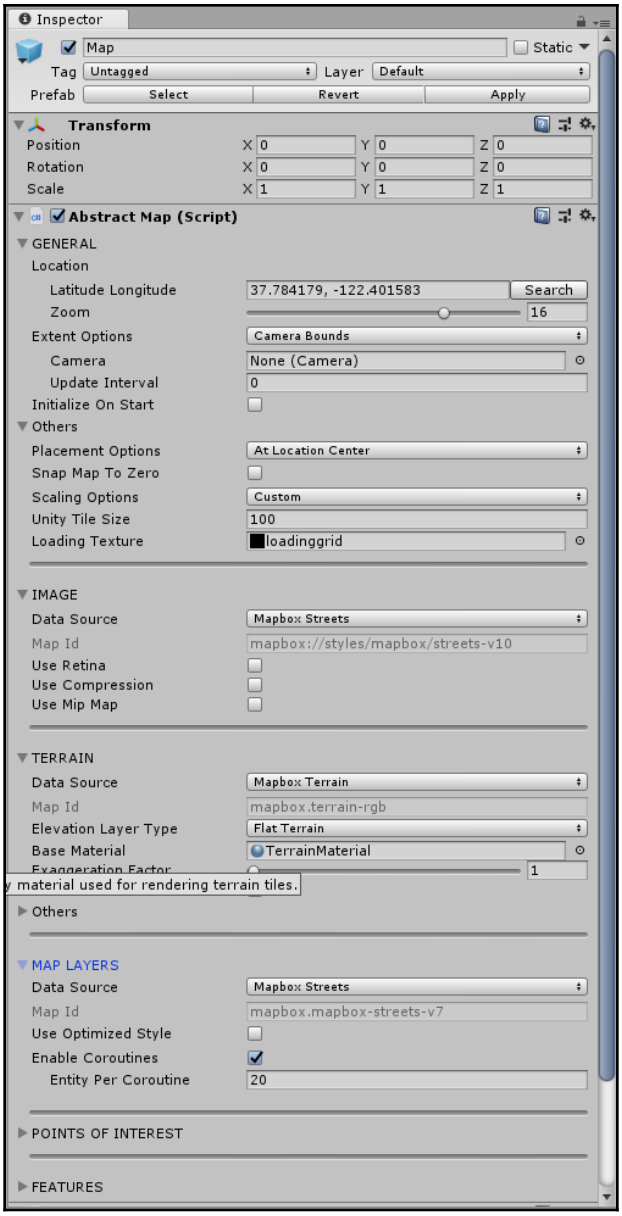

Mapbox.Editor.
Mapbox Atlas Template Generator
Atlas info:
None (Atlas Info)
Create Facades
Create Roofs
Texture resolution:
2048
Generate Template
Save to file

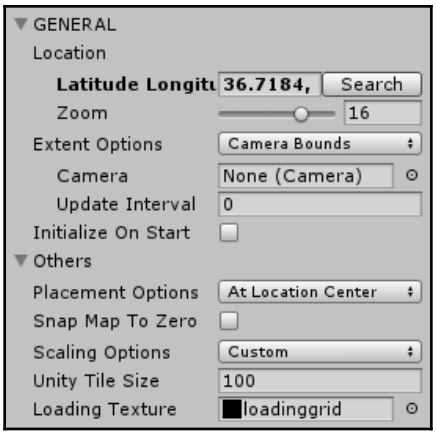

Map Editor
Map Visualizers
Refresh
Options
Abstract Map
Layers
Layers
Layers
Imagery Layer
Image Layer
Imagery Layer Properties
Terrain Layer
Terrain Layer
Elevation Layer Properties
Vector Layer
Vector Layer
Vector Layer Properties


Scene
Game
Shaded
2D
Gizmos
Map Editor
Map Visualizers
Refresh
Options
Abstract Map
Layers
Layers
Layers
Imagery Layer
Image Layer
Imagery Layer Properties
Terrain Layer
Terrain Layer
Elevation Layer Properties
Vector Layer
Vector Layer
Vector Layer Properties
Inspector
GENERAL
Location
Latitude Longit
36.7184,
Search
Zoom
16
Extent Options
Camera Bounds
Camera
None (Camera)
Update Interval
0
Initialize On Start
Others
Placement Options
At Location Center
Snap Map To Zero
Scaling Options
Custom
Unity Tile Size
100
Loading Texture
loadinggrid
IMAGE
Data Source
Mapbox Streets
Map Id
mapbox://styles/r
Use Retina
Use Compression
Use Mip Map
TERRAIN
Data Source
Mapbox Terrain
Map Id
mapbox.terrain-rgb
Elevation Layer Type
Flat Terrain
Base Material
TerrainMaterial
Exaggeration Factor
1
Add Collider
Others
MAP LAYERS
Data Source
Mapbox Streets
Map Id
mapbox.mapbox-stre
Use Optimized Style
Enable Coroutines
Entity Per Corouti
20
POINTS OF INTEREST
FEATURES
Initialize Map With Loca
Script
InitializeMapWithL
Map
Map (AbstractMap


Mapbox Setup
Access Token
Copy your free token from mapbox.com
Submit
Configuration
v1.4.3 changelog
Map Prefabs
Paste your mapbox access token to get started
Choose a starting scene to see each location-based prefab in action, or go to the prefabs folder and add them to your existing scene.
Location Based Game
City Simulator
TabletopAR
WorldScaleAR


MAP LAYERS
Data Source
Mapbox Streets
Map Id
mapbox.mapbox-stre
Use Optimized Style
Enable Coroutines
Entity Per Corouti
20


Inspector
Map
Static
Tag
Untagged
Layer
Default
Prefab
Select
Revert
Apply
Transform
Position
Rotation
Scale
Abstract Map (Script)
GENERAL
Location
Latitude Longitude
37.784179, -122.401583
Search
Zoom
16
Extent Options
Camera Bounds
Camera
None (Camera)
Update Interval
Initialize On Start
Others
Placement Options
At Location Center
Snap Map To Zero
Scaling Options
Custom
Unity Tile Size
100
Loading Texture
loadinggrid
IMAGE
Data Source
Mapbox Streets
Map Id
mapbox://styles/mapbox/streets-v10
Use Retina
Use Compression
Use Mip Map
TERRAIN
Data Source
Mapbox Terrain
Map Id
mapbox.terrain-rgb
Elevation Layer Type
Flat Terrain
Base Material
TerrainMaterial
material used for rendering terrain tiles.
Others
MAP LAYERS
Data Source
Mapbox Streets
Map Id
mapbox.mapbox-streets-v7
Use Optimized Style
Enable Coroutines
Entity Per Coroutine
20
POINTS OF INTEREST
FEATURES


GENERAL
Location
Latitude Longitu
36.7184,
Search
Zoom
16
Extent Options
Camera Bounds
Camera
None (Camera)
Update Interval
0
Initialize On Start
Others
Placement Options
At Location Center
Snap Map To Zero
Scaling Options
Custom
Unity Tile Size
100
Loading Texture
loadinggrid

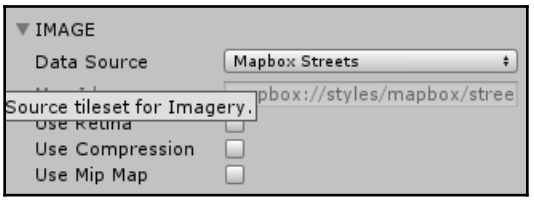
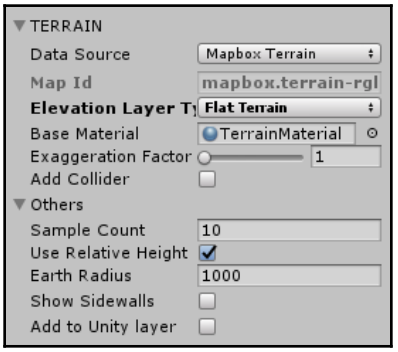
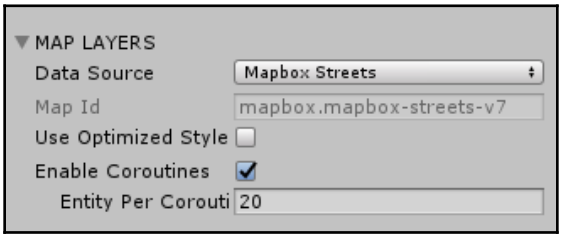
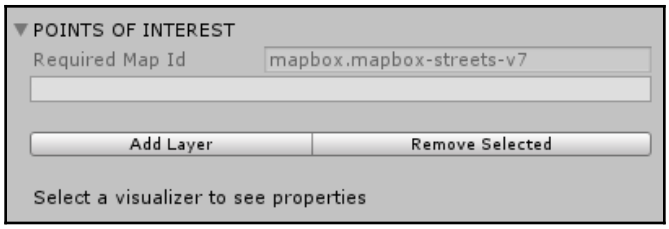
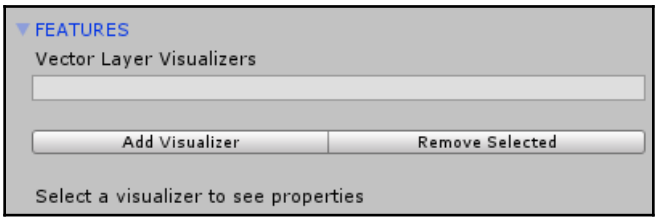


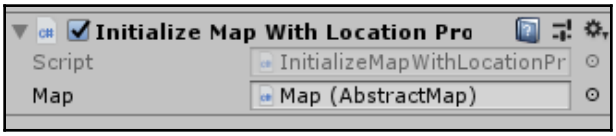
IMAGE
Data Source
Mapbox Streets
Source tileset for Imagery.
Use Compression
Use Mip Map

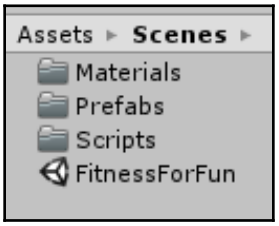

TERRAIN
Data Source
Mapbox Terrain
Map Id
mapbox.terrain-rgl
Elevation Layer Ty
Flat Terrain
Base Material
TerrainMaterial
Exaggeration Factor
1
Add Collider
Others
Sample Count
10
Use Relative Height
Earth Radius
1000
Show Sidewalls
Add to Unity layer

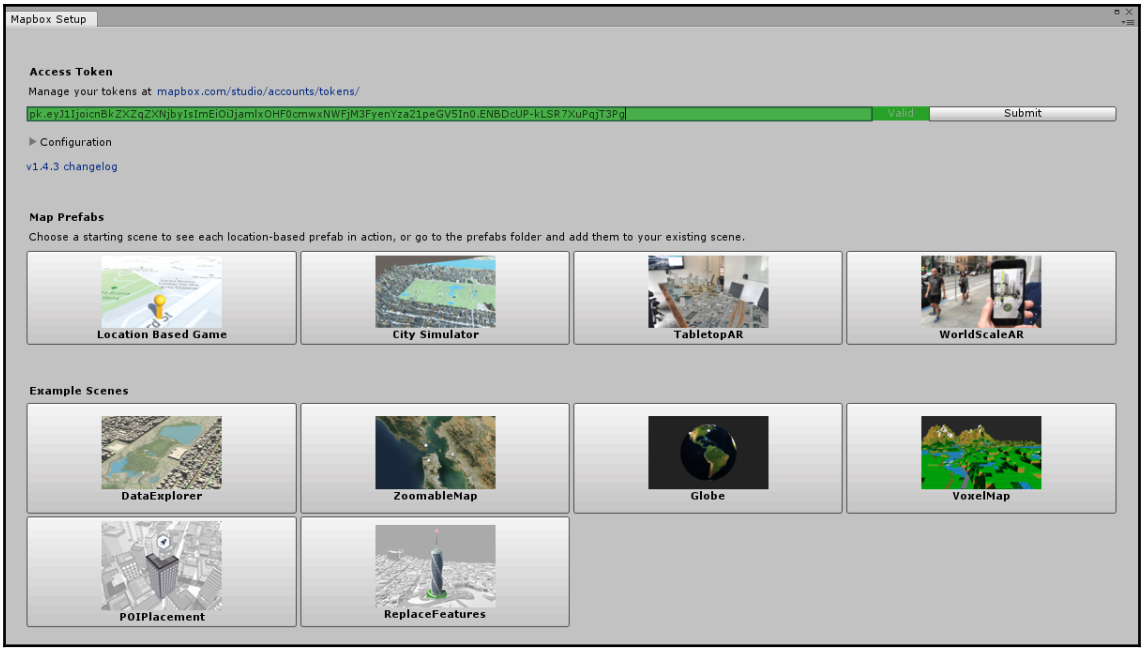

MAP LAYERS
Data Source
Mapbox Streets
Map Id
mapbox.mapbox-streets-v7
Use Optimized Style
Enable Coroutines
Entity Per Corouti
20


POINTS OF INTEREST
Required Map Id
mapbox.mapbox-streets-v7
Add Layer
Remove Selected
Select a visualizer to see properties

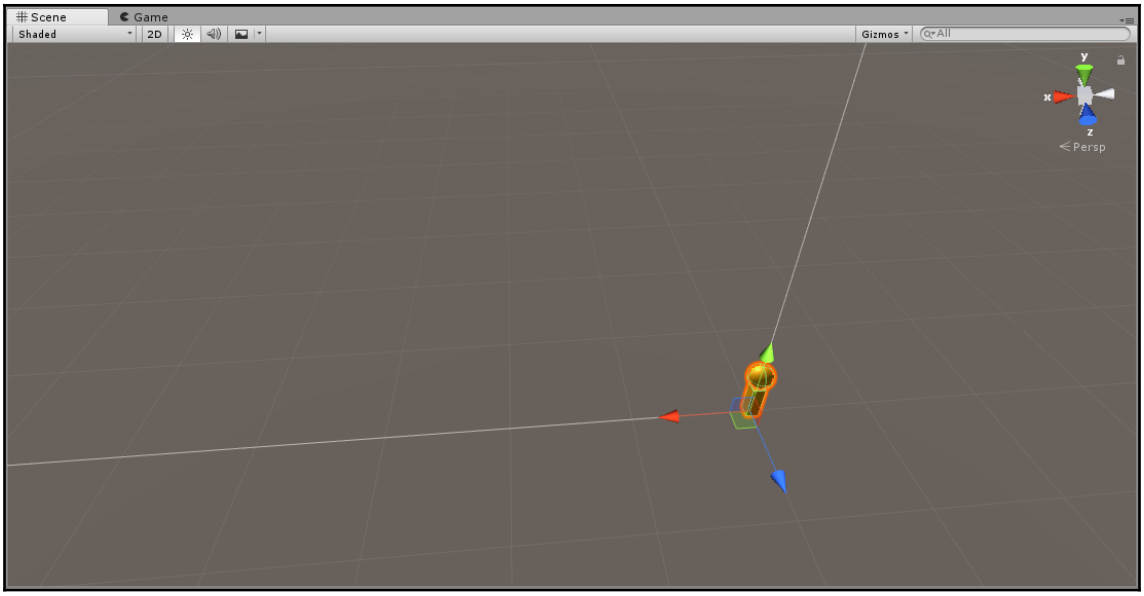

FEATURES
Vector Layer Visualizers
Add Visualizer
Remove Selected
Select a visualizer to see properties


Initialize Map With Location Pro
Script
InitializeMapWithLocationPr
Map
Map (AbstractMap)

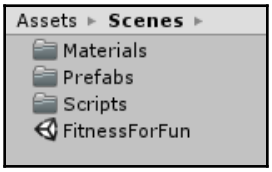

Assets ▸ Scenes ▸
Materials
Prefabs
Scripts
FitnessForFun

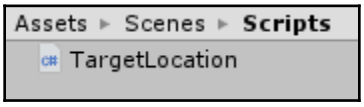

Mapbox Setup
Access Token
Manage your tokens at mapbox.com/studio/accounts/tokens/
pk.eyJ1IjoicnBkZXZqZXNjbyIsImEiOiJjamlxOHF0cmwxNWFjM3FyenYza21peGV5In0.ENBDcUP-kLSR7XuPqjT3Pg
Valid
Submit
Configuration
v1.4.3 changelog
Map Prefabs
Choose a starting scene to see each location-based prefab in action, or go to the prefabs folder and add them to your existing scene.
Location Based Game
City Simulator
TabletopAR
WorldScaleAR
Example Scenes
DataExplorer
ZoomableMap
Globe
VoxelMap
POIPlacement
ReplaceFeatures

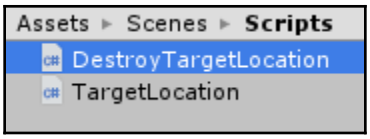
Location Based Game

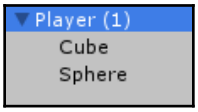

Scene
Game
Shaded
2D
Gizmos
Persp

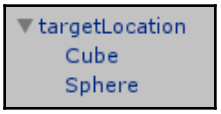
LocationBasedGame*
Main Camera
Directional Light
LocationBasedGame
Map
Player
Cube
Sphere
LocationProvider
Canvas
EventSystem

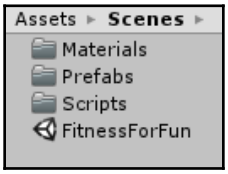

Assets ▸ Scenes ▸
Materials
Prefabs
Scripts
FitnessForFun

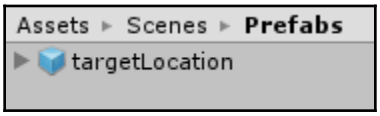

Assets ▸ Scenes ▸ Scripts
TargetLocation

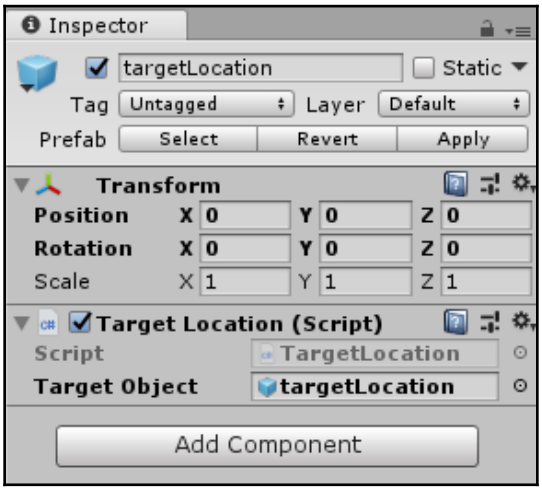

Assets ▸ Scenes ▸ Scripts
DestroyTargetLocation
TargetLocation

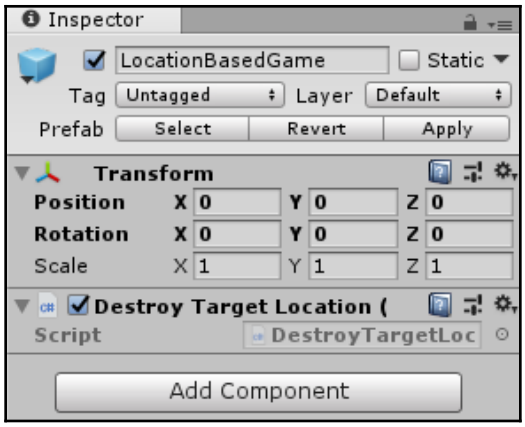

Player (1)
Cube
Sphere

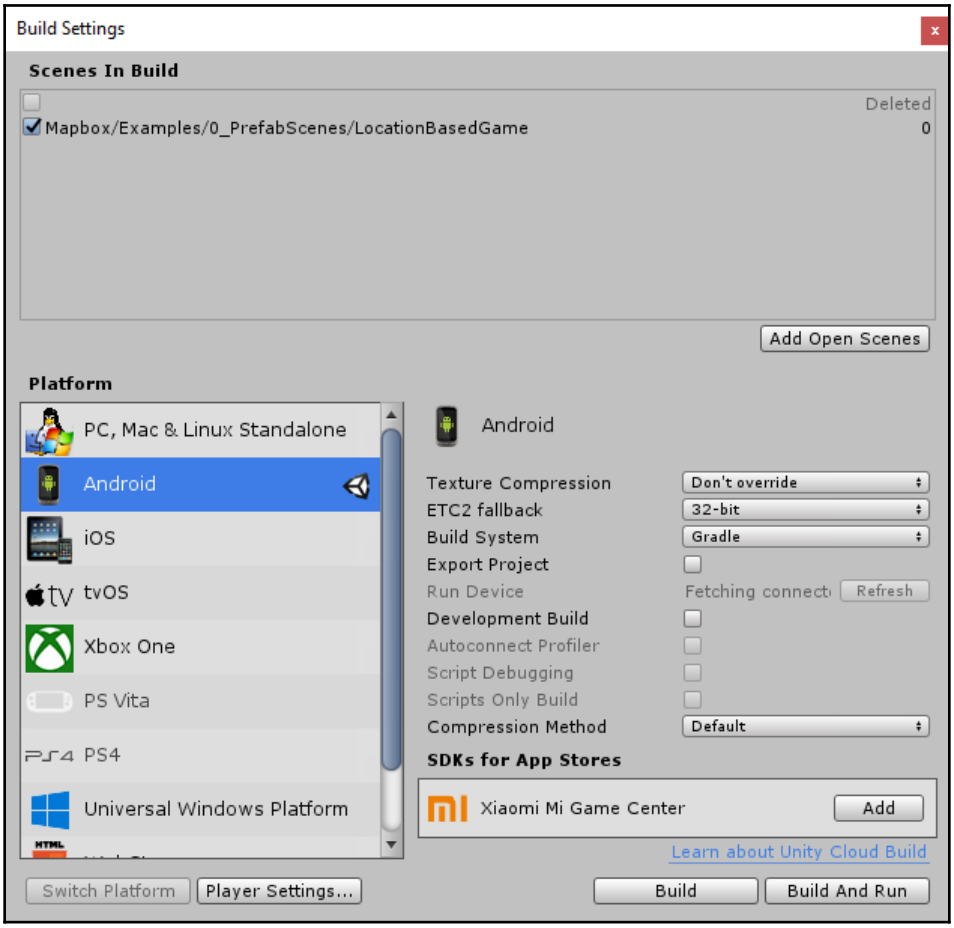

targetLocation
Cube
Sphere


Assets ▸ Scenes ▸
Materials
Prefabs
Scripts
FitnessForFun

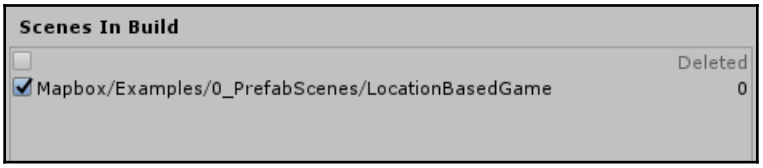

Assets ▸ Scenes ▸ Prefabs
targetLocation


Inspector
targetLocation
Static
Tag
Untagged
Layer
Default
Prefab
Select
Revert
Apply
Transform
Position
Rotation
Scale
Target Location (Script)
Script
TargetLocation
Target Object
targetLocation
Add Component

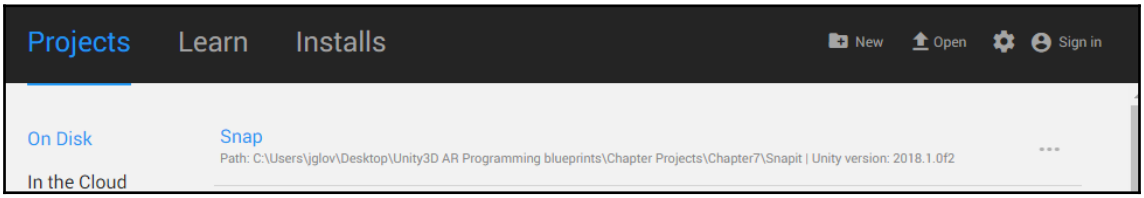

Inspector
LocationBasedGame
Static
Tag
Untagged
Layer
Default
Prefab
Select
Revert
Apply
Transform
Position
Rotation
Scale
Destroy Target Location (
Script
DestroyTargetLoc
Add Component

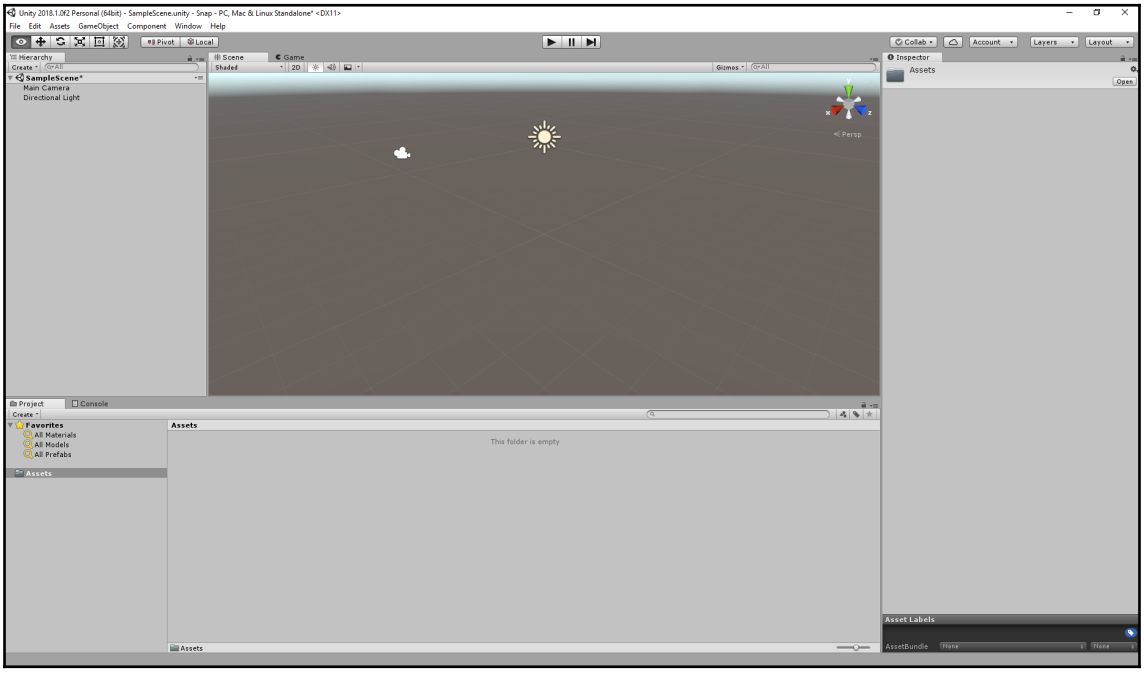

Build Settings
Scenes In Build
Deleted
Mapbox/Examples/0_PrefabScenes/LocationBasedGame
0
Add Open Scenes
Platform
PC, Mac & Linux Standalone
Android
iOS
tvOS
Xbox One
PS Vita
PS4
Universal Windows Platform
Texture Compression
Don't override
ETC2 fallback
32-bit
Build System
Gradle
Export Project
Run Device
Fetching connect
Refresh
Development Build
Autoconnect Profiler
Script Debugging
Scripts Only Build
Compression Method
Default
SDKs for App Stores
Xiaomi Mi Game Center
Add
Learn about Unity Cloud Build
Switch Platform
Player Settings...
Build
Build And Run

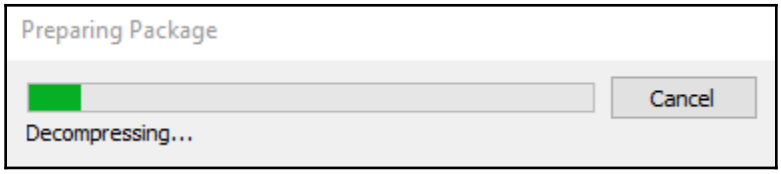
Android

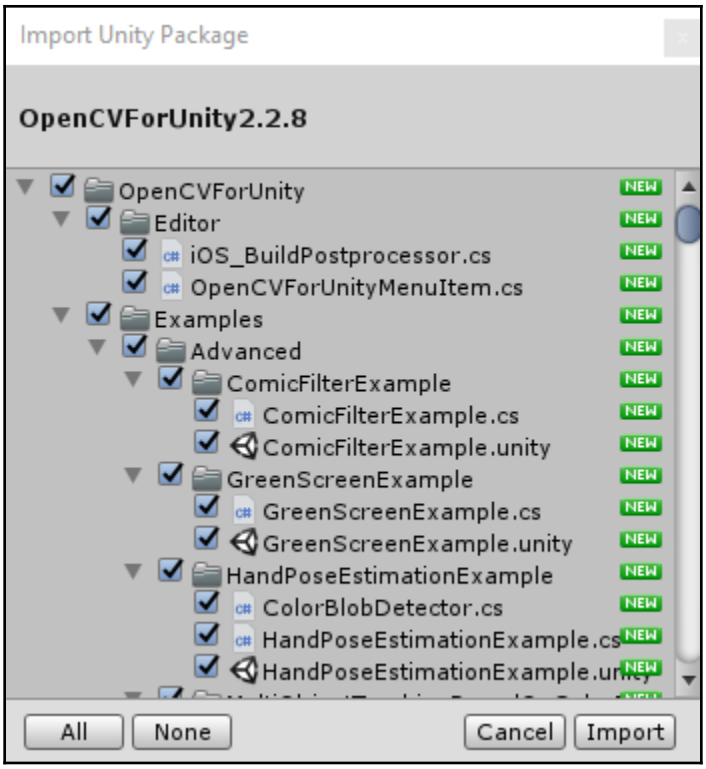

Scenes In Build
Deleted
Mapbox/Examples/0_PrefabScenes/LocationBasedGame
0

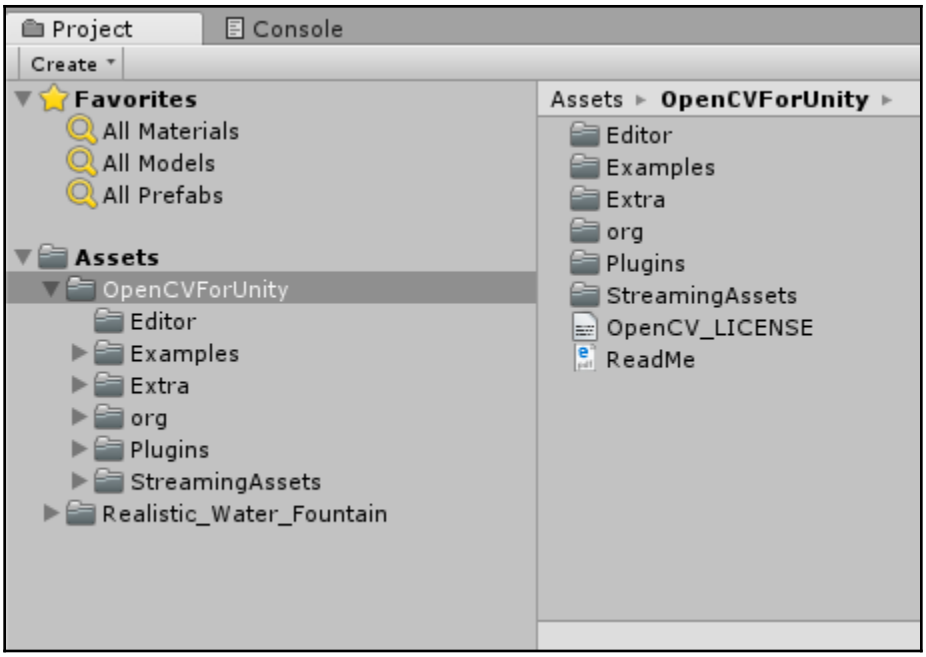
Chapter 7: Snap it! Adding Filters to Pictures

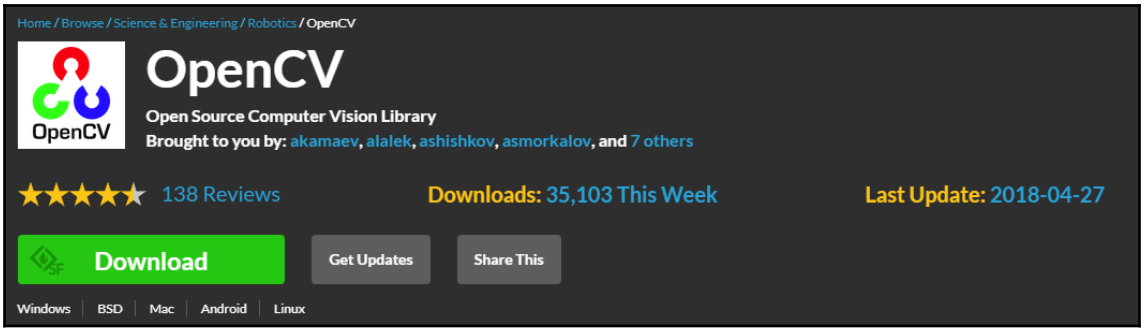







Import Unity Package
OpenCVForUnity2.2.8
OpenCVForUnity
Editor
iOS_BuildPostprocessor.cs
OpenCVForUnityMenuItem.cs
Examples
Advanced
ComicFilterExample
ComicFilterExample.cs
ComicFilterExample.unity
GreenScreenExample
GreenScreenExample.cs
GreenScreenExample.unity
HandPoseEstimationExample
ColorBlobDetector.cs
HandPoseEstimationExample.cs
HandPoseEstimationExample.unity
NEW
All
None
Cancel
Import


Project
Console
Create
Favorites
All Materials
All Models
All Prefabs
Assets
OpenCVForUnity
Editor
Examples
Extra
org
Plugins
StreamingAssets
Realistic_Water_Fountain
Assets ▸ OpenCVForUnity ▸
Editor
Examples
Extra
org
Plugins
StreamingAssets
OpenCV_LICENSE
ReadMe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Brought to you by: akamaev, alalek, ashishkov, asmorkalov, and 7 others
138 Reviews
Downloads: 35,103 This Week
Last Update: 2018-04-27
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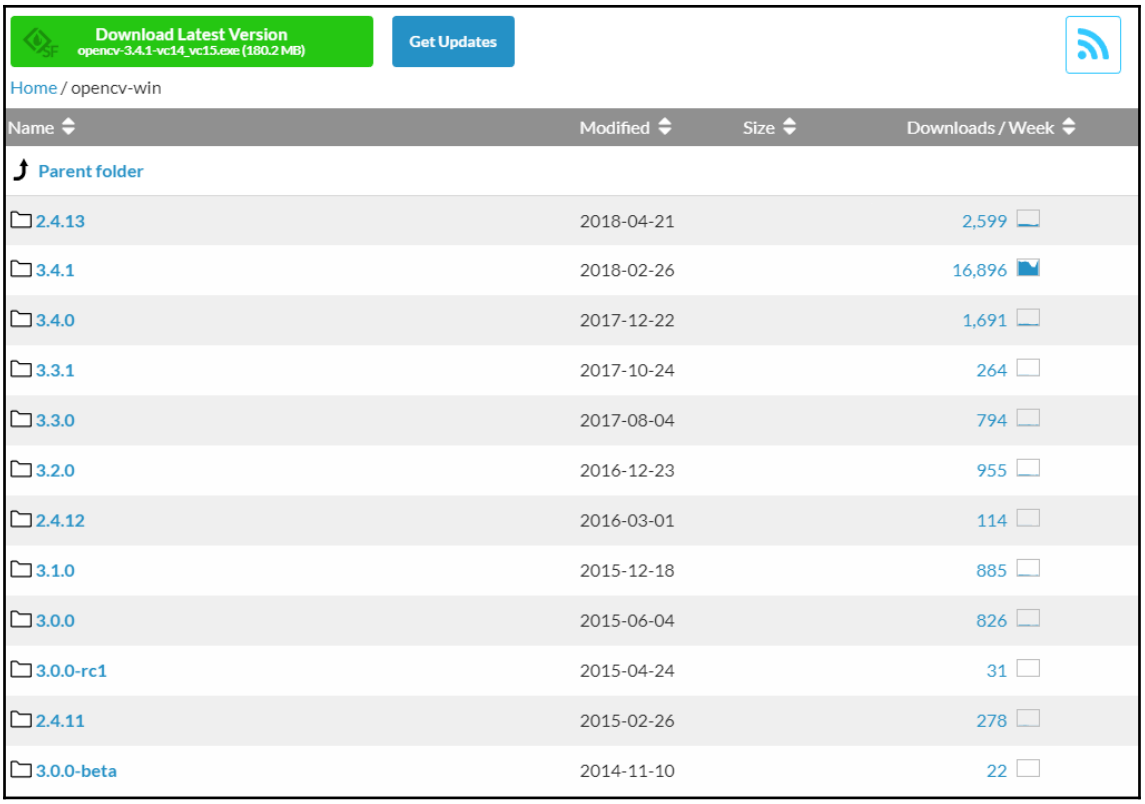
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Name
Modified
Size
Downloads / Week
Parent folder
2.4.13 2018-04-21 2,599
3.4.1 2018-02-26 16,896
3.4.0 2017-12-22 1,691
3.3.1 2017-10-24 264
3.3.0 2017-08-04 794
3.2.0 2016-12-23 955
2.4.12 2016-03-01 114
3.1.0 2015-12-18 885
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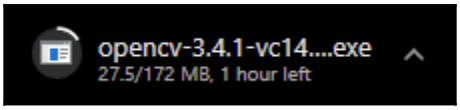
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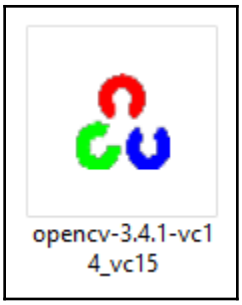
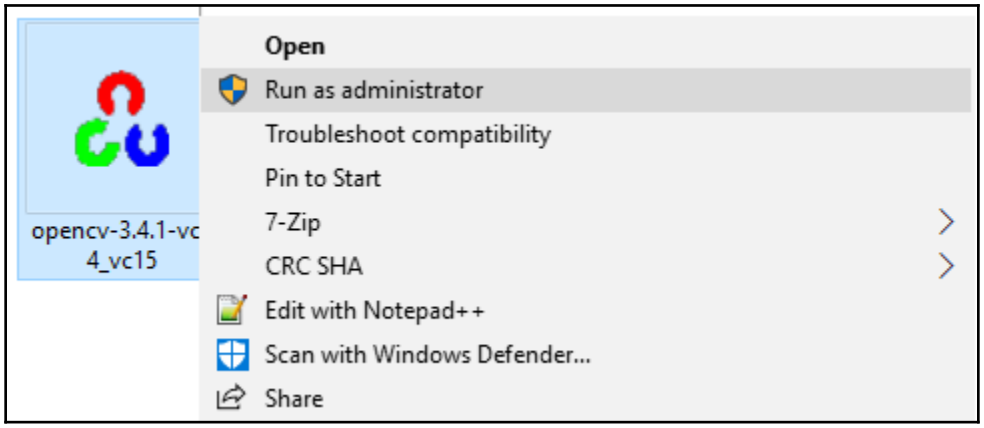
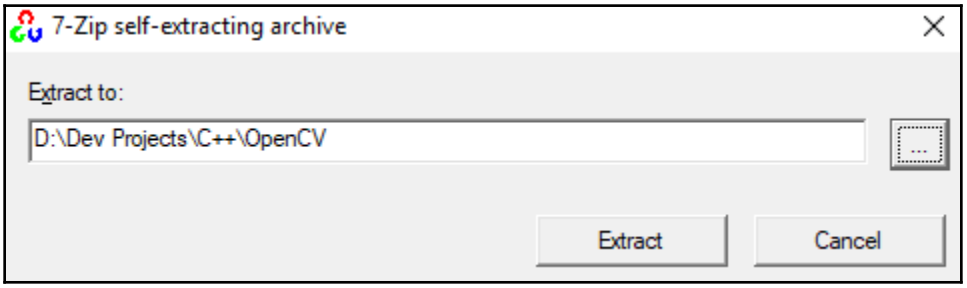
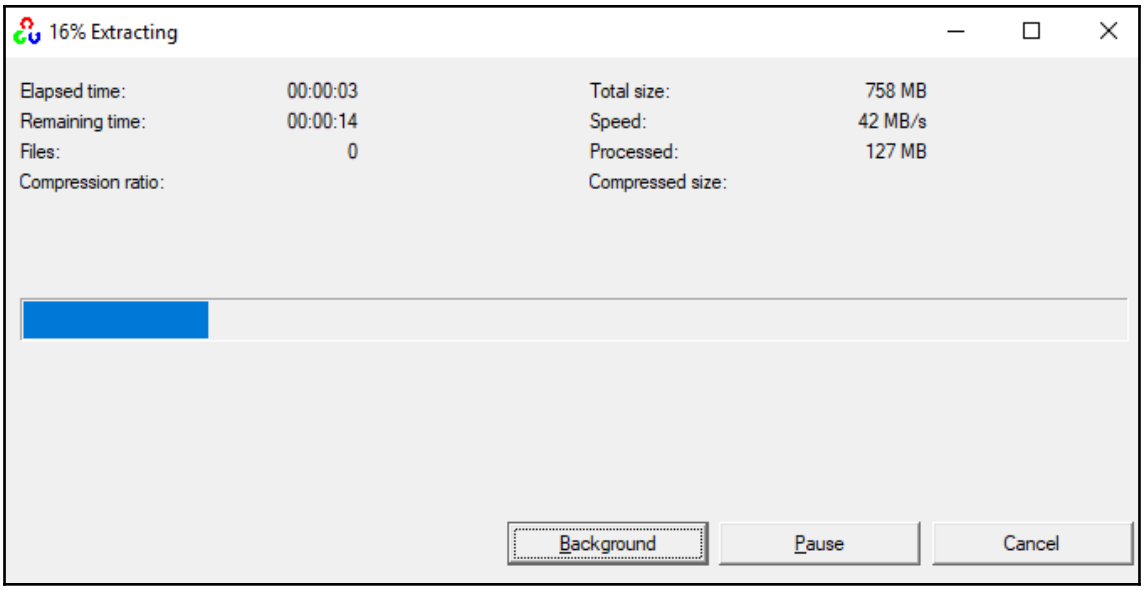
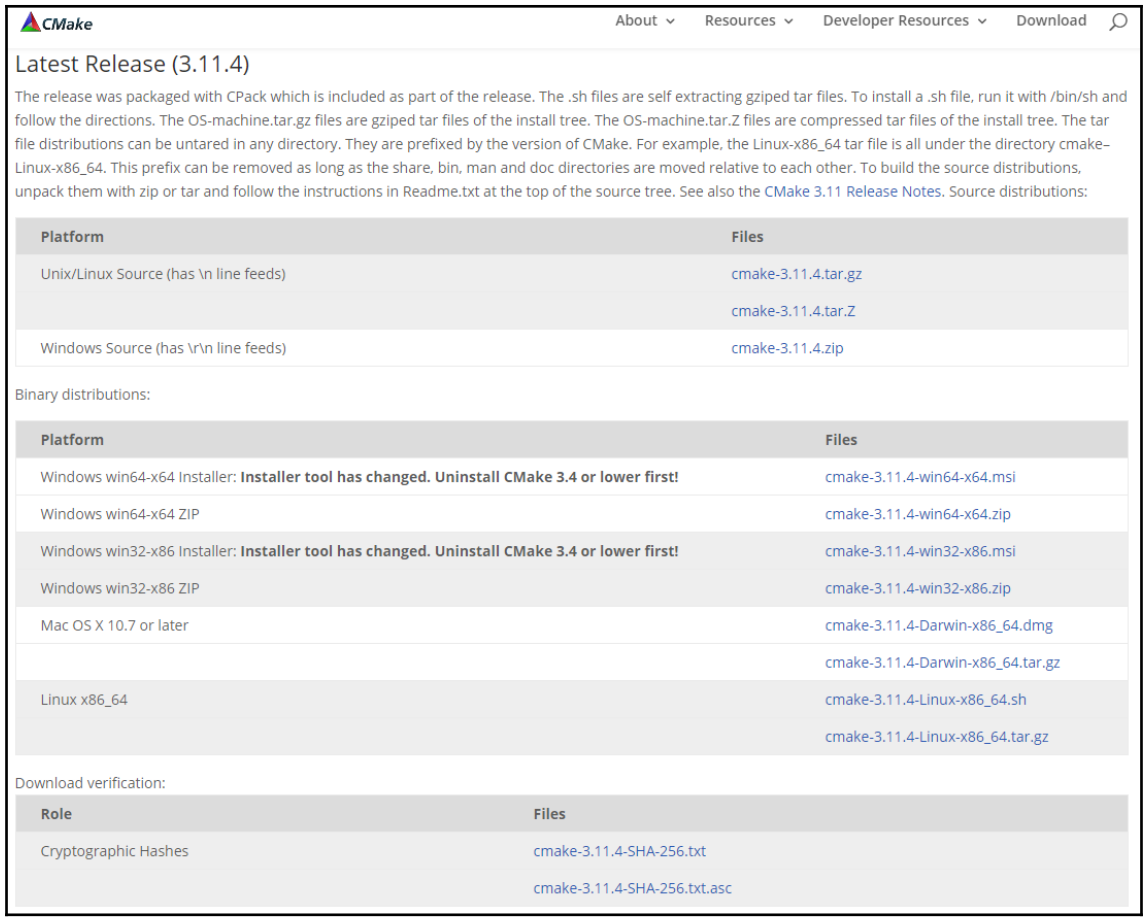
Data (D:) › Dev Projects › C++ ›
Name
OpenCV

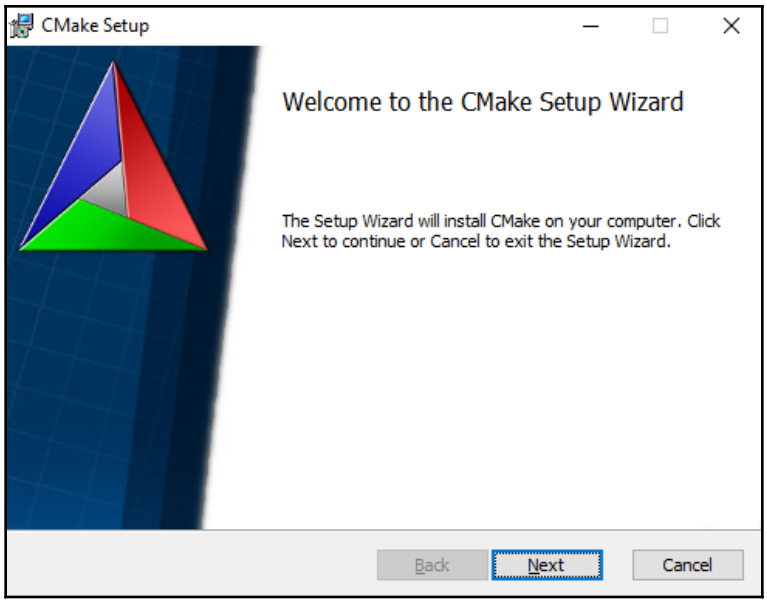

opencv-3.4.1-vc1
4_vc15

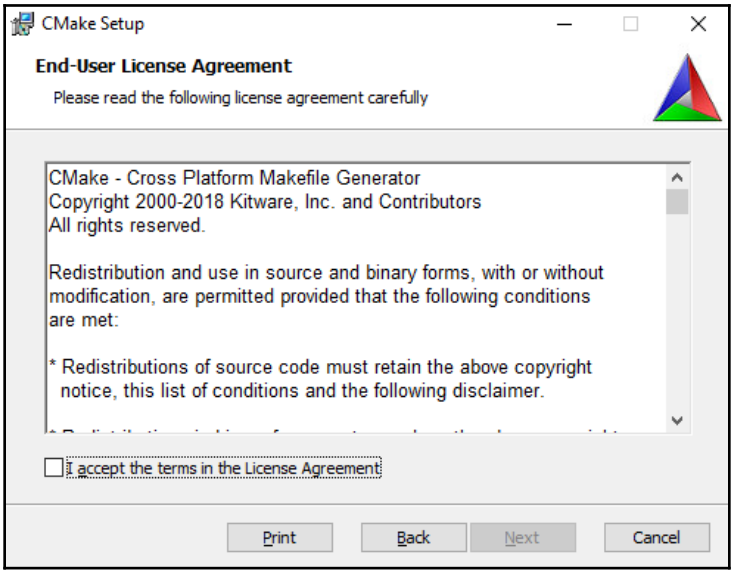

opencv-3.4.1-vc
4_vc15
Open
Run as administrator
Troubleshoot compatibility
Pin to Start
7-Zip
CRC SHA
Edit with Notepad++
Scan with Windows Defender...
Share

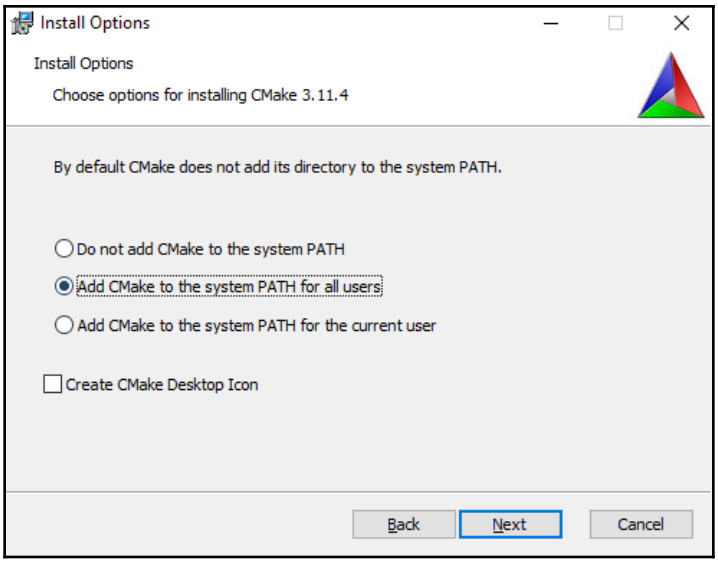

7-Zip self-extracting archive
Extract to:
D:\Dev Projects\C++\OpenCV
...
Extract
Cancel

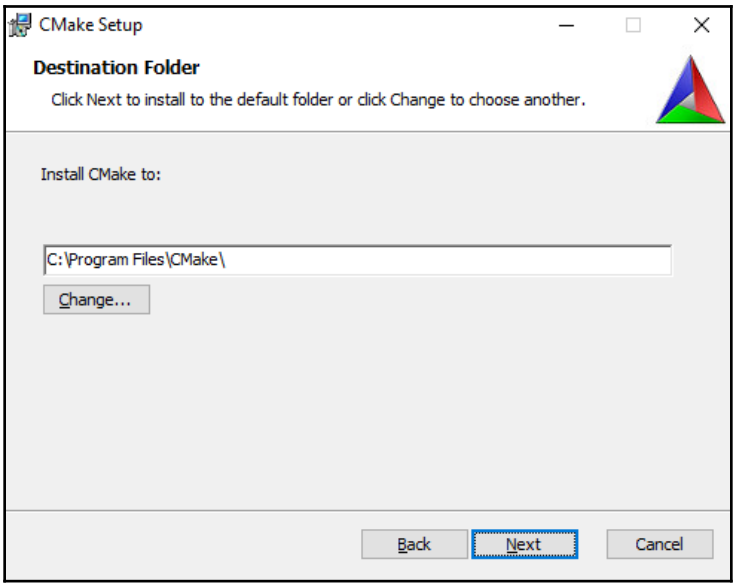

16% Extracting
Elapsed time:
00:00:03
Remaining time:
00:00:14
Files:
0
Compression ratio:
Total size:
758 MB
Speed:
42 MB/s
Processed:
127 MB
Compressed size:
Background
Pause
Cancel

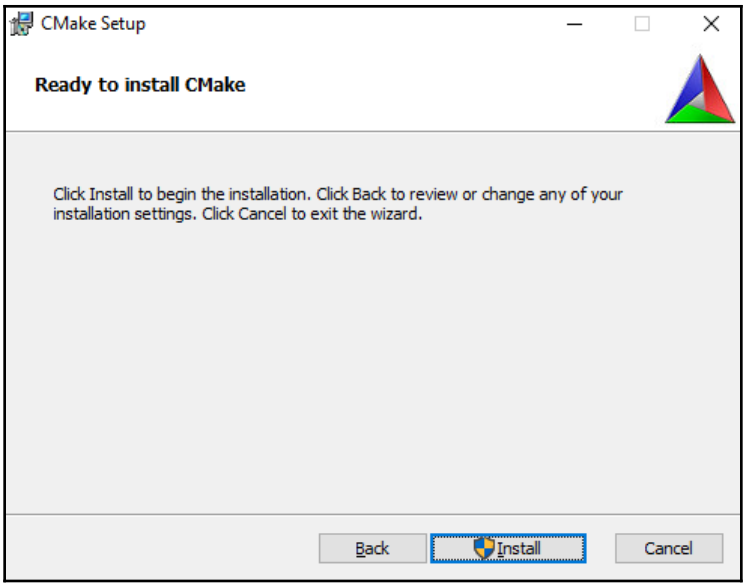

CMake
About
Resources
Developer Resources
Download
Latest Release (3.11.4)
The release was packaged with CPack which is included as part of the release. The .sh files are self extracting gziped tar files. To install a .sh file, run it with /bin/sh and follow the directions. The OS-machine.tar.gz files are gziped tar files of the install tree. The OS-machine.tar.Z files are compressed tar files of the install tree. The tar file distributions can be untared in any directory. They are prefixed by the version of CMake. For example, the Linux-x86_64 tar file is all under the directory cmake-Linux-x86_64. This prefix can be removed as long as the share, bin, man and doc directories are moved relative to each other. To build the source distributions, unpack them with zip or tar and follow the instructions in Readme.txt at the top of the source tree. See also the CMake 3.11 Release Notes. Source distributions:
Platform
Files
Unix/Linux Source (has \n line feeds)
cmake-3.11.4.tar.gz
cmake-3.11.4.tar.Z
Windows Source (has \r\n line feeds)
cmake-3.11.4.zip
Binary distributions:
Platform
Files
Windows win64-x64 Installer: Installer tool has changed. Uninstall CMake 3.4 or lower first!
cmake-3.11.4-win64-x64.msi
Windows win64-x64 ZIP
cmake-3.11.4-win64-x64.zip
Windows win32-x86 Installer: Installer tool has changed. Uninstall CMake 3.4 or lower first!
cmake-3.11.4-win32-x86.msi
Windows win32-x86 ZIP
cmake-3.11.4-win32-x86.zip
Mac OS X 10.7 or later
cmake-3.11.4-Darwin-x86_64.dmg
cmake-3.11.4-Darwin-x86_64.tar.gz
Linux x86_64
cmake-3.11.4-Linux-x86_64.sh
cmake-3.11.4-Linux-x86_64.tar.gz
Download verification:
Role
Files
Cryptographic Hashes
cmake-3.11.4-SHA-256.txt
cmake-3.11.4-SHA-256.txt.asc

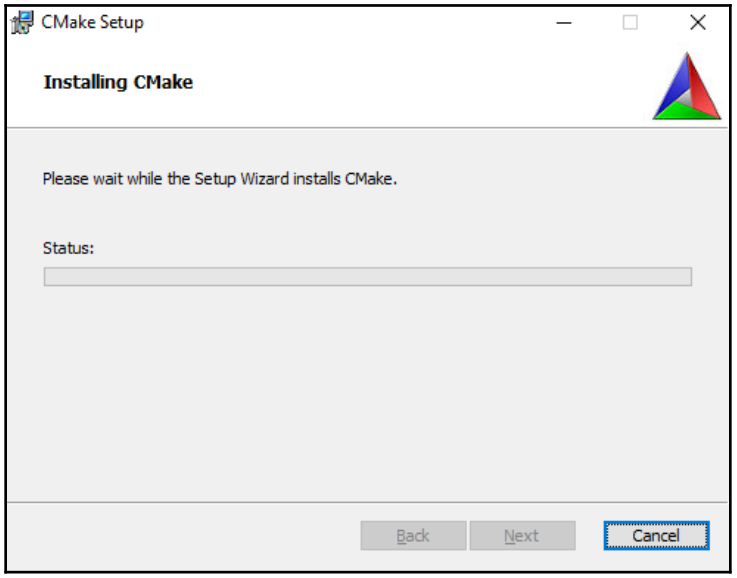

CMake Setup
Welcome to the CMake Setup Wizard
The Setup Wizard will install CMake on your computer. Click Next to continue or Cancel to exit the Setup Wizard.
Back
Next
Cancel

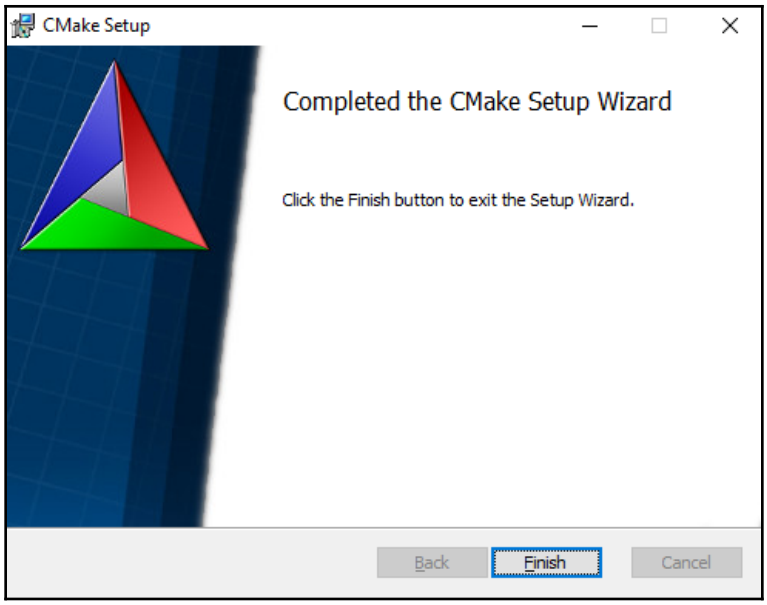

CMake Setup
End-User License Agreement
Please read the following license agreement carefully
CMake - Cross Platform Makefile Generator
Copyright 2000-2018 Kitware, Inc. and Contributors
All rights reserved.
Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:
* Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
I accept the terms in the License Agreement
Print
Back
Next
Cancel


Install Options
Install Options
Choose options for installing CMake 3.11.4
By default CMake does not add its directory to the system PATH.
Do not add CMake to the system PATH
Add CMake to the system PATH for all users
Add CMake to the system PATH for the current user
Create CMake Desktop Icon
Back
Next
Cancel

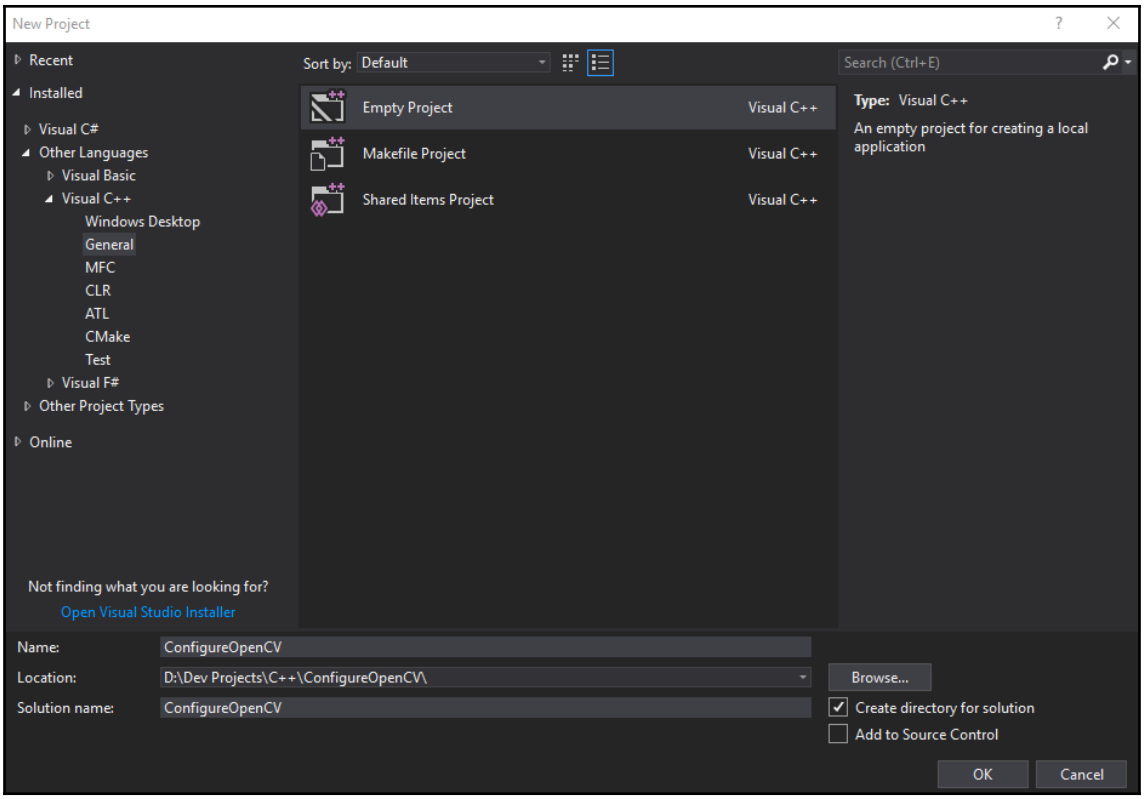

CMake Setup
Destination Folder
Click Next to install to the default folder or click Change to choose another.
Install CMake to:
C:\Program Files\CMake\
Change...
Back
Next
Cancel

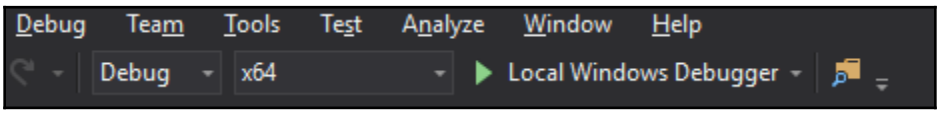

CMake Setup
Ready to install CMake
Click Install to begin the installation. Click Back to review or change any of your installation settings. Click Cancel to exit the wizard.
Back
Install
Cancel

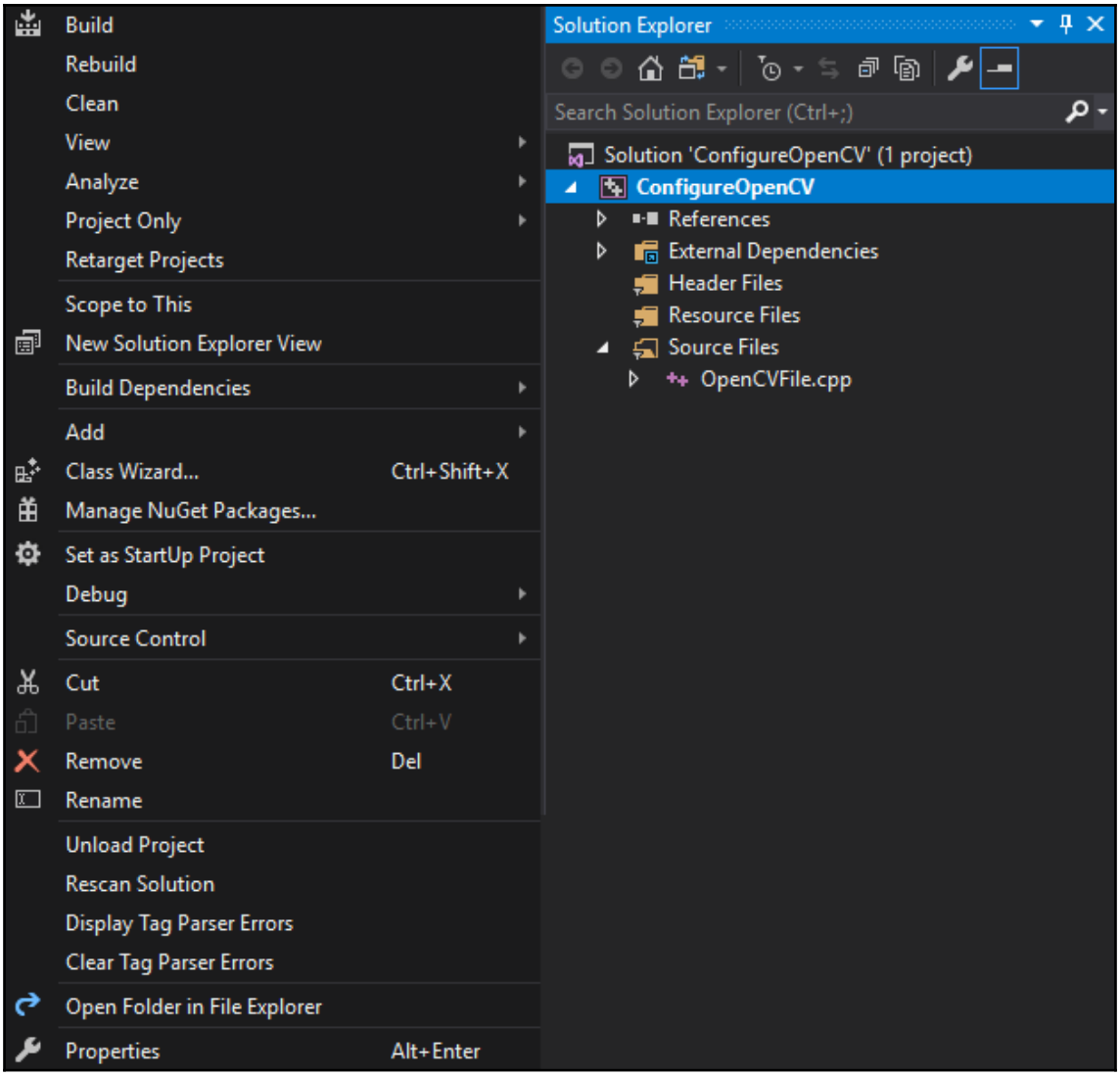

CMake Setup
Installing CMake
Please wait while the Setup Wizard installs CMake.
Status:
Back
Next
Cancel

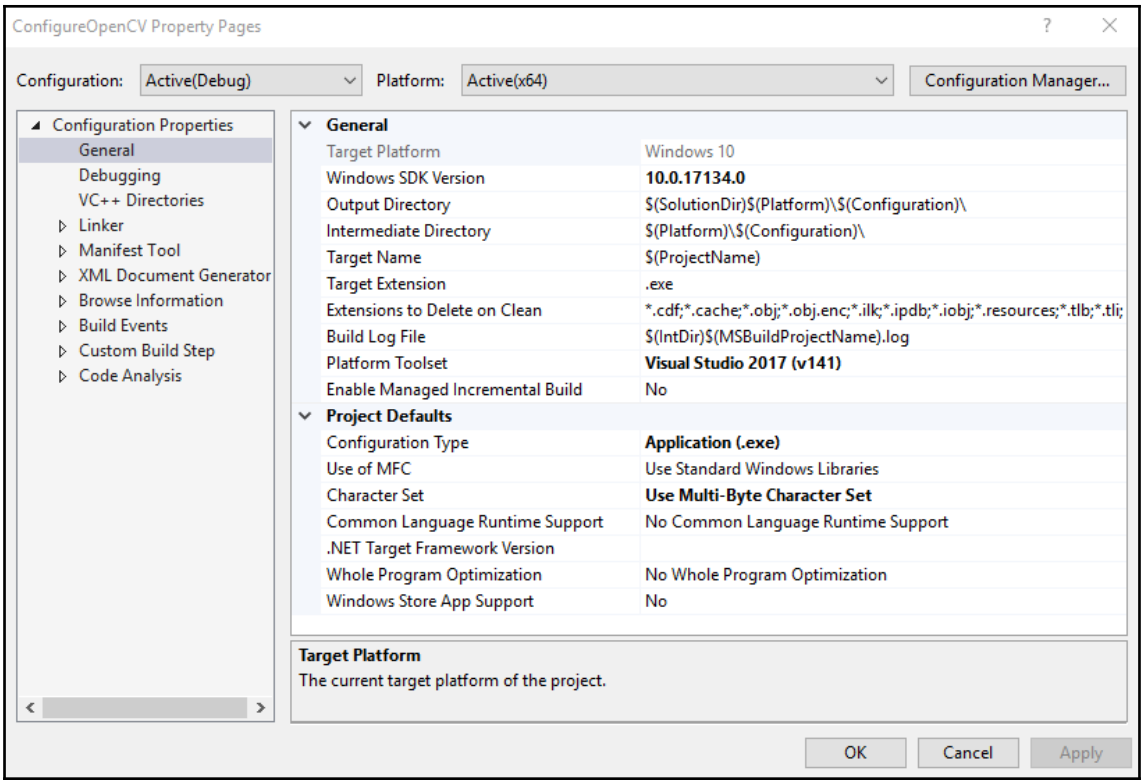

CMake Setup
Completed the CMake Setup Wizard
Click the Finish button to exit the Setup Wizard.
Back
Finish
Cancel

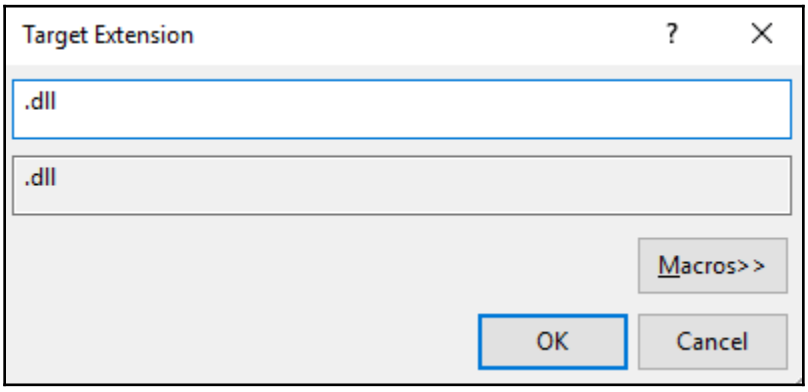
Data (D:) › Dev Projects › C++ ›
Name
Date modified
Type
ConfigureOpenCV
6/27/2018 6:05 AM
File folder

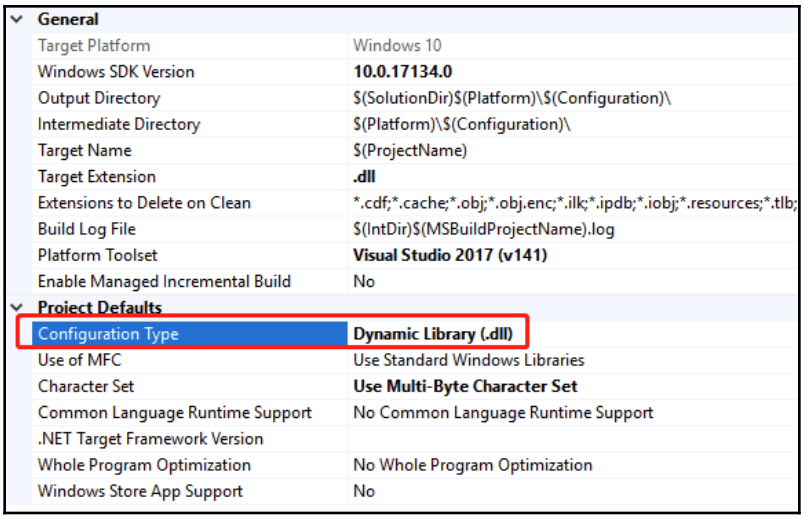

New Project
Recent
Installed
Visual C#
Other Languages
Visual Basic
Visual C++
Windows Desktop
General
MFC
CLR
ATL
CMake
Test
Visual F#
Other Project Types
Online
Not finding what you are looking for?
Open Visual Studio Installer
Sort by: Default
Empty Project Visual C++
Makefile Project Visual C++
Shared Items Project Visual C++
Search (Ctrl+E)
Type: Visual C++
An empty project for creating a local application
Name: ConfigureOpenCV
Location: D:\Dev Projects\C++\ConfigureOpenCV\
Solution name: ConfigureOpenCV
Browse...
Create directory for solution
Add to Source Control
OK
Cancel

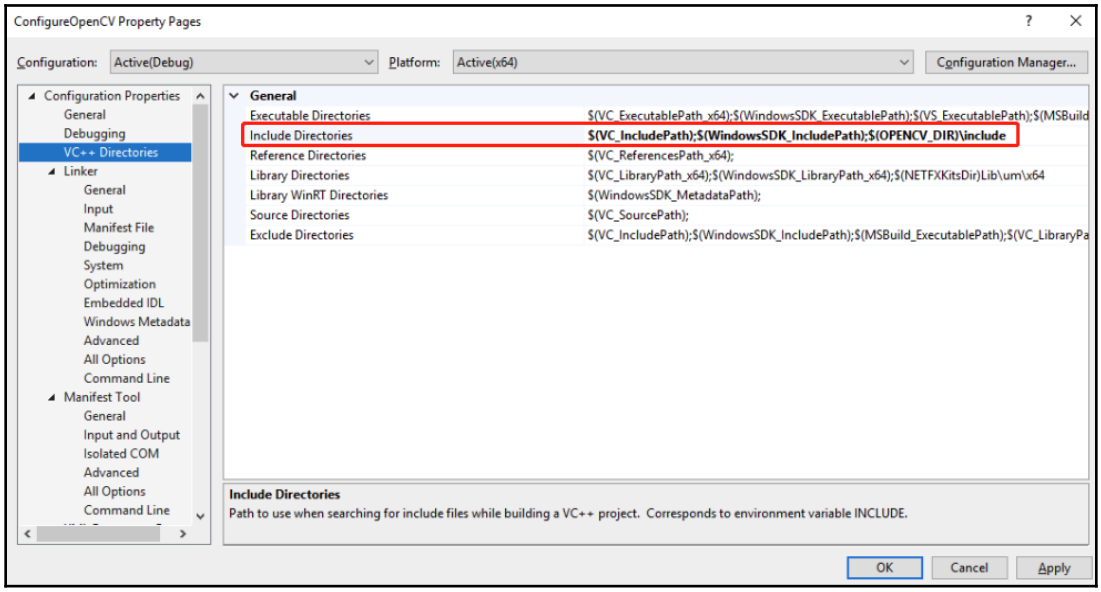

Debug Team Tools Test Analyze Window Help
Debug
x64
Local Windows Debugger

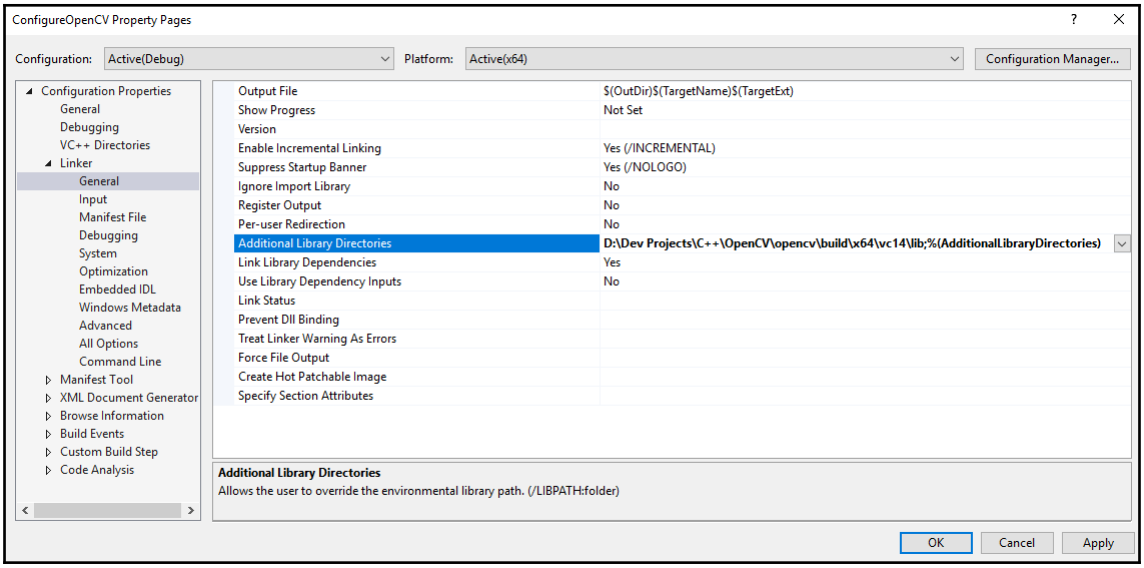

Build
Rebuild
Clean
View
Analyze
Project Only
Retarget Projects
Scope to This
New Solution Explorer View
Build Dependencies
Add
Class Wizard... Ctrl+Shift+X
Manage NuGet Packages...
Set as StartUp Project
Debug
Source Control
Cut Ctrl+X
Paste Ctrl+V
Remove Del
Rename
Unload Project
Rescan Solution
Display Tag Parser Errors
Clear Tag Parser Errors
Open Folder in File Explorer
Properties Alt+Enter
Solution Explorer
Search Solution Explorer (Ctrl+;)
Solution 'ConfigureOpenCV' (1 project)
ConfigureOpenCV
References
External Dependencies
Header Files
Resource Files
Source Files
OpenCVFile.cpp

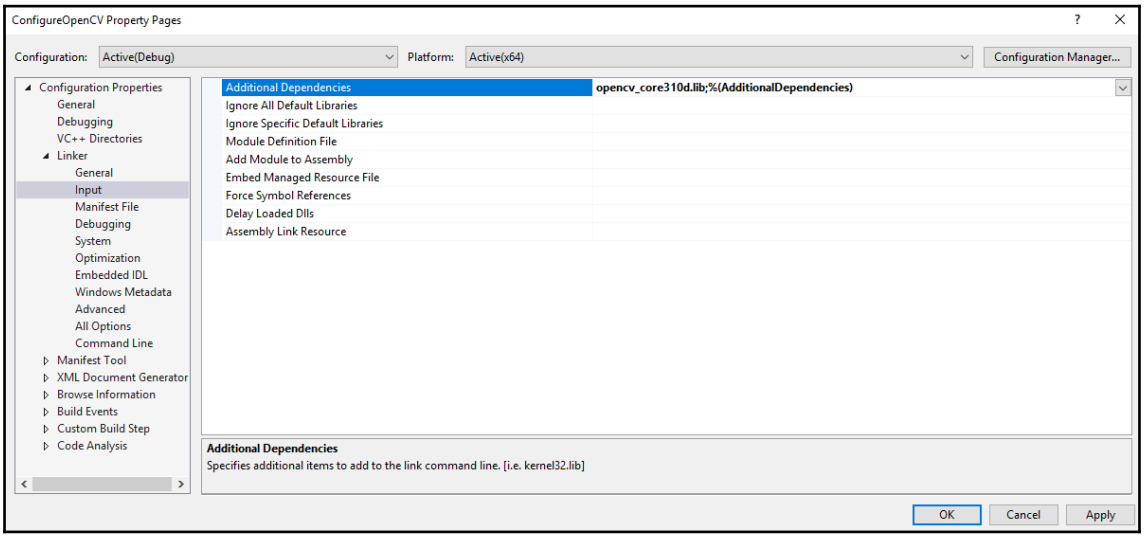

ConfigureOpenCV Property Pages
Configuration: Active(Debug)
Platform: Active(x64)
Configuration Manager...
Configuration Properties
General
Debugging
VC++ Directories
Linker
Manifest Tool
XML Document Generator
Browse Information
Build Events
Custom Build Step
Code Analysis
General
Target Platform Windows 10
Windows SDK Version 10.0.17134.0
Output Directory $(SolutionDir)$(Platform)\$(Configuration)\
Intermediate Directory $(Platform)\$(Configuration)\
Target Name $(ProjectName)
Target Extension .exe
Extensions to Delete on Clean *.cdf;*.cache;*.obj;*.obj.enc;*.ilk;*.ipdb;*.iobj;*.resources;*.tlb;*.tli;
Build Log File $(IntDir)$(MSBuildProjectName).log
Platform Toolset Visual Studio 2017 (v141)
Enable Managed Incremental Build No
Project Defaults
Configuration Type Application (.exe)
Use of MFC Use Standard Windows Libraries
Character Set Use Multi-Byte Character Set
Common Language Runtime Support No Common Language Runtime Support
.NET Target Framework Version
Whole Program Optimization No Whole Program Optimization
Windows Store App Support No
Target Platform
The current target platform of the project.
OK
Cancel
Apply

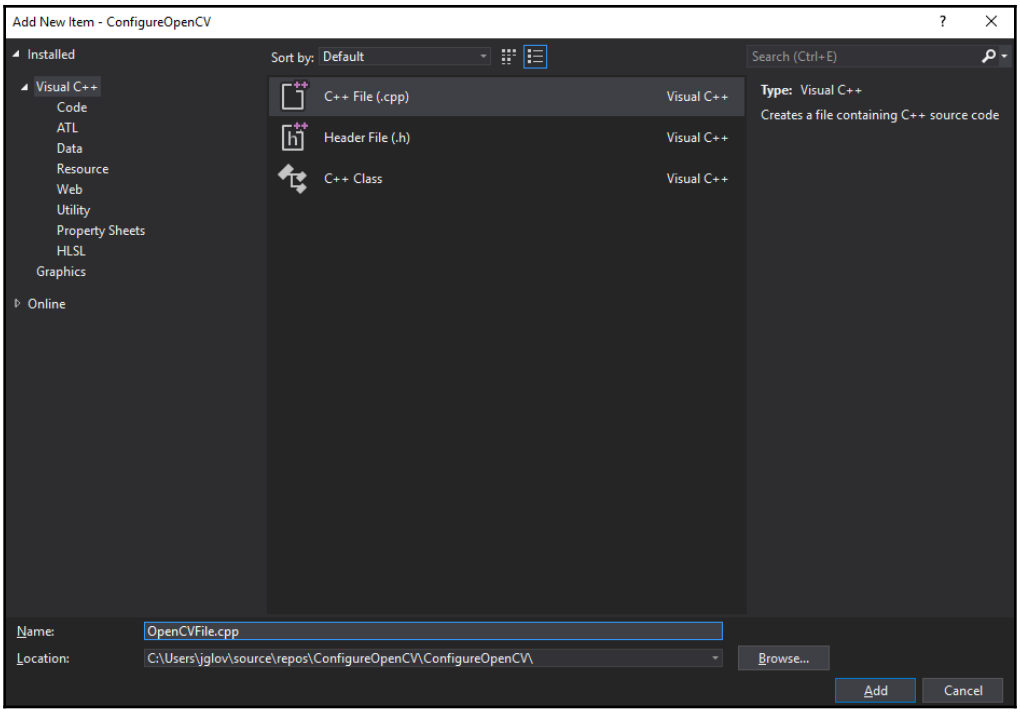

Target Extension
.dll
.dll
Macros>>
OK
Cancel

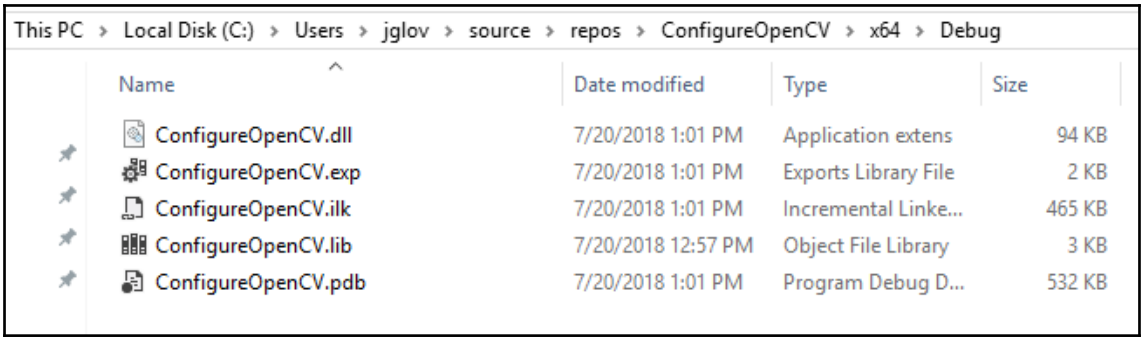

General
Target Platform
Windows 10
Windows SDK Version
10.0.17134.0
Output Directory
$(SolutionDir)$(Platform)\$(Configuration)\
Intermediate Directory
$(Platform)\$(Configuration)\
Target Name
$(ProjectName)
Target Extension
.dll
Extensions to Delete on Clean
.cdf;.cache;*.obj;*.obj.enc;*.ilk;*.ipdb;*.iobj;*.resources;*.tlb;
Build Log File
$(IntDir)$(MSBuildProjectName).log
Platform Toolset
Visual Studio 2017 (v141)
Enable Managed Incremental Build
No
Project Defaults
Configuration Type
Dynamic Library (.dll)
Use of MFC
Use Standard Windows Libraries
Character Set
Use Multi-Byte Character Set
Common Language Runtime Support
No Common Language Runtime Support
.NET Target Framework Version
Whole Program Optimization
No Whole Program Optimization
Windows Store App Support
No

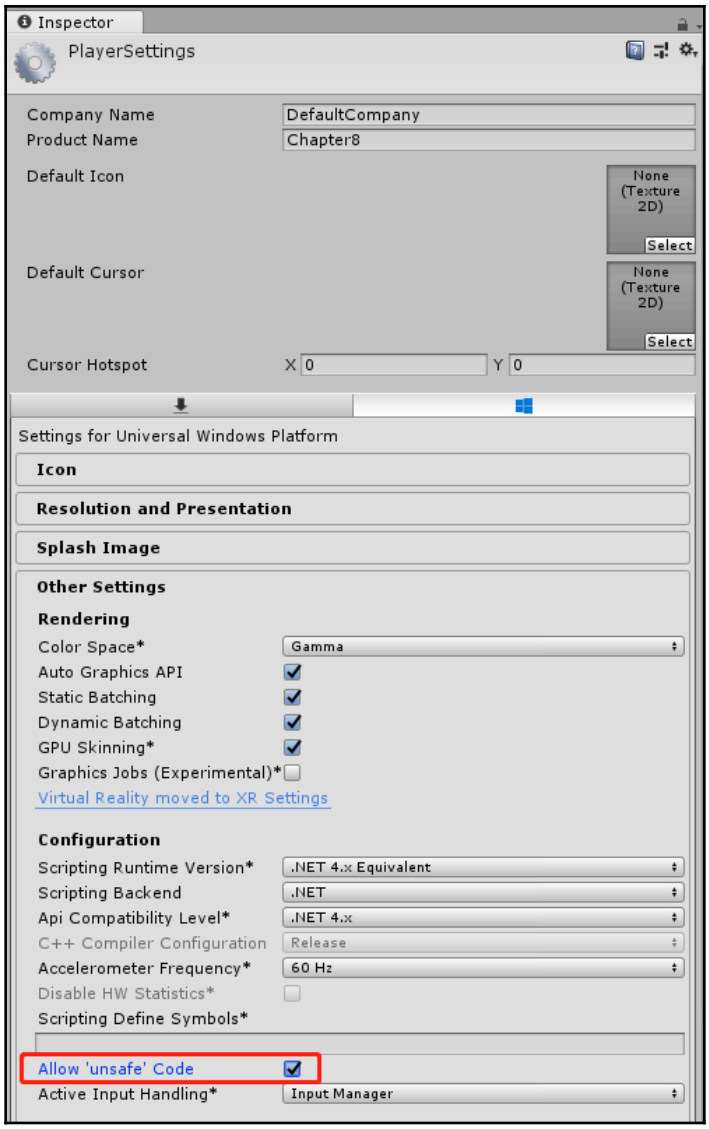

ConfigureOpenCV Property Pages
Configuration: Active(Debug)
Platform: Active(x64)
Configuration Manager...
Configuration Properties
General
Debugging
VC++ Directories
Linker
General
Input
Manifest File
Debugging
System
Optimization
Embedded IDL
Windows Metadata
Advanced
All Options
Command Line
Manifest Tool
General
Input and Output
Isolated COM
Advanced
All Options
Command Line
General
Executable Directories
$(VC_ExecutablePath_x64);$(WindowsSDK_ExecutablePath);$(VS_ExecutablePath);$(MSBuild
Include Directories
$(VC_IncludePath);$(WindowsSDK_IncludePath);$(OPENCV_DIR)\include
Reference Directories
$(VC_ReferencesPath_x64);
Library Directories
$(VC_LibraryPath_x64);$(WindowsSDK_LibraryPath_x64);$(NETFXKitsDir)Lib\um\x64
Library WinRT Directories
$(WindowsSDK_MetadataPath);
Source Directories
$(VC_SourcePath);
Exclude Directories
$(VC_IncludePath);$(WindowsSDK_IncludePath);$(MSBuild_ExecutablePath);$(VC_LibraryPa
Include Directories
Path to use when searching for include files while building a VC++ project. Corresponds to environment variable INCLUDE.
OK
Cancel
Apply

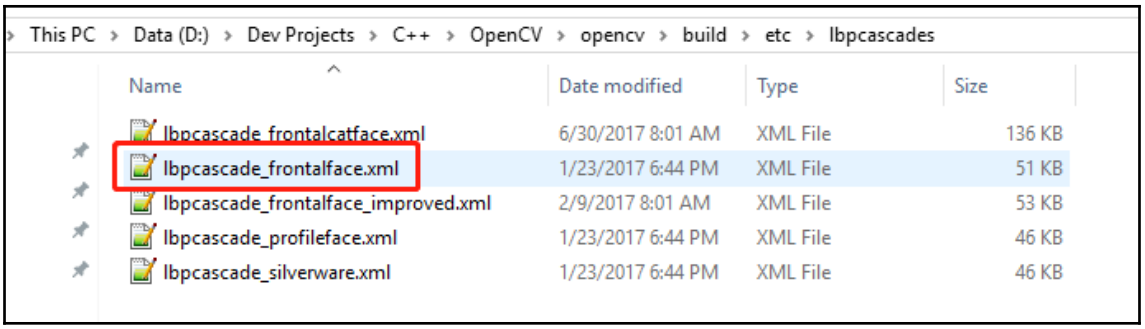

ConfigureOpenCV Property Pages
Configuration: Active(Debug)
Platform: Active(x64)
Configuration Manager...
Configuration Properties
General
Debugging
VC++ Directories
Linker
General
Input
Manifest File
Debugging
System
Optimization
Embedded IDL
Windows Metadata
Advanced
All Options
Command Line
Manifest Tool
XML Document Generator
Browse Information
Build Events
Custom Build Step
Code Analysis
Output File $(OutDir)$(TargetName)$(TargetExt)
Show Progress Not Set
Version
Enable Incremental Linking Yes (/INCREMENTAL)
Suppress Startup Banner Yes (/NOLOGO)
Ignore Import Library No
Register Output No
Per-user Redirection No
Additional Library Directories D:\Dev Projects\C++\OpenCV\opencv\build\x64\vc14\lib;%(AdditionalLibraryDirectories)
Link Library Dependencies Yes
Use Library Dependency Inputs No
Link Status
Prevent Dll Binding
Treat Linker Warning As Errors
Force File Output
Create Hot Patchable Image
Specify Section Attributes
Additional Library Directories
Allows the user to override the environmental library path. (/LIBPATH:folder)
OK
Cancel
Apply

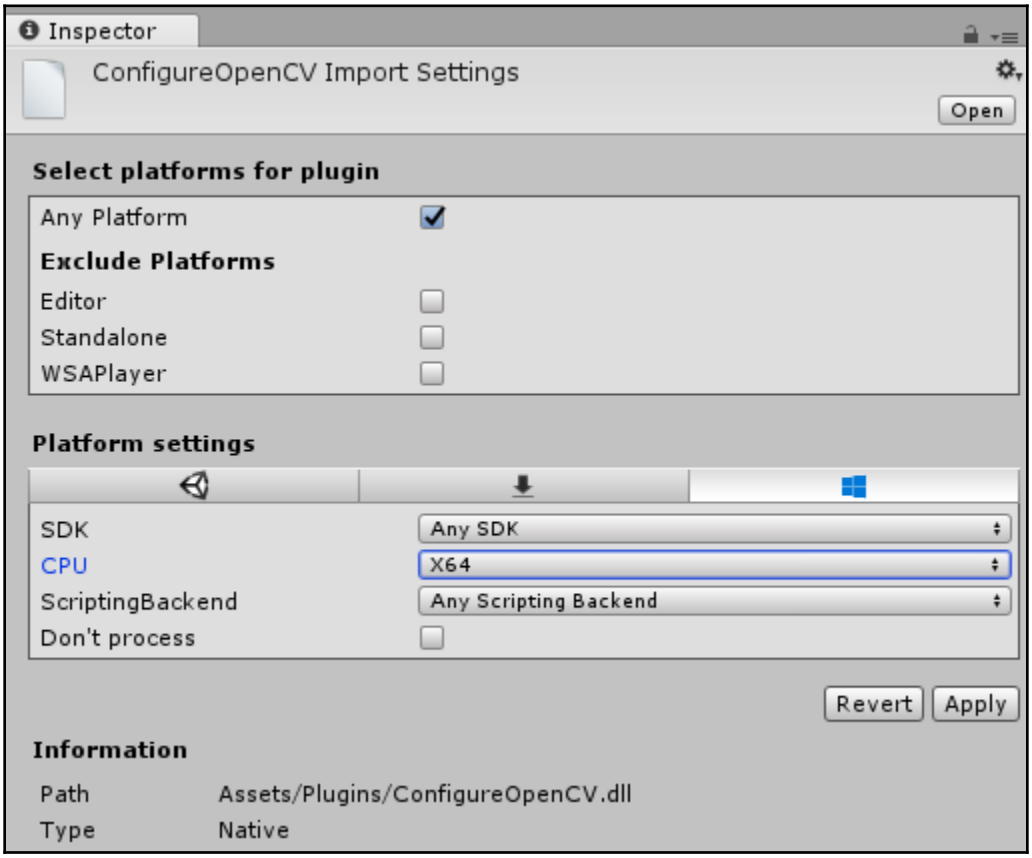

ConfigureOpenCV Property Pages
Configuration: Active(Debug)
Platform: Active(x64)
Configuration Manager...
Configuration Properties
General
Debugging
VC++ Directories
Linker
General
Input
Manifest File
Debugging
System
Optimization
Embedded IDL
Windows Metadata
Advanced
All Options
Command Line
Manifest Tool
XML Document Generator
Browse Information
Build Events
Custom Build Step
Code Analysis
Additional Dependencies opencv_core310d.lib;%(AdditionalDependencies)
Ignore All Default Libraries
Ignore Specific Default Libraries
Module Definition File
Add Module to Assembly
Embed Managed Resource File
Force Symbol References
Delay Loaded Dlls
Assembly Link Resource
Additional Dependencies
Specifies additional items to add to the link command line. [i.e. kernel32.lib]
OK
Cancel
Apply


Add New Item - ConfigureOpenCV
Installed
Visual C++
Code
ATL
Data
Resource
Web
Utility
Property Sheets
HLSL
Graphics
Online
Sort by: Default
C++ File (.cpp) Visual C++
Header File (.h) Visual C++
C++ Class Visual C++
Search (Ctrl+E)
Type: Visual C++
Creates a file containing C++ source code
Name: OpenCVFile.cpp
Location: C:\Users\jglov\source\repos\ConfigureOpenCV\ConfigureOpenCV\
Browse...
Add
Cancel

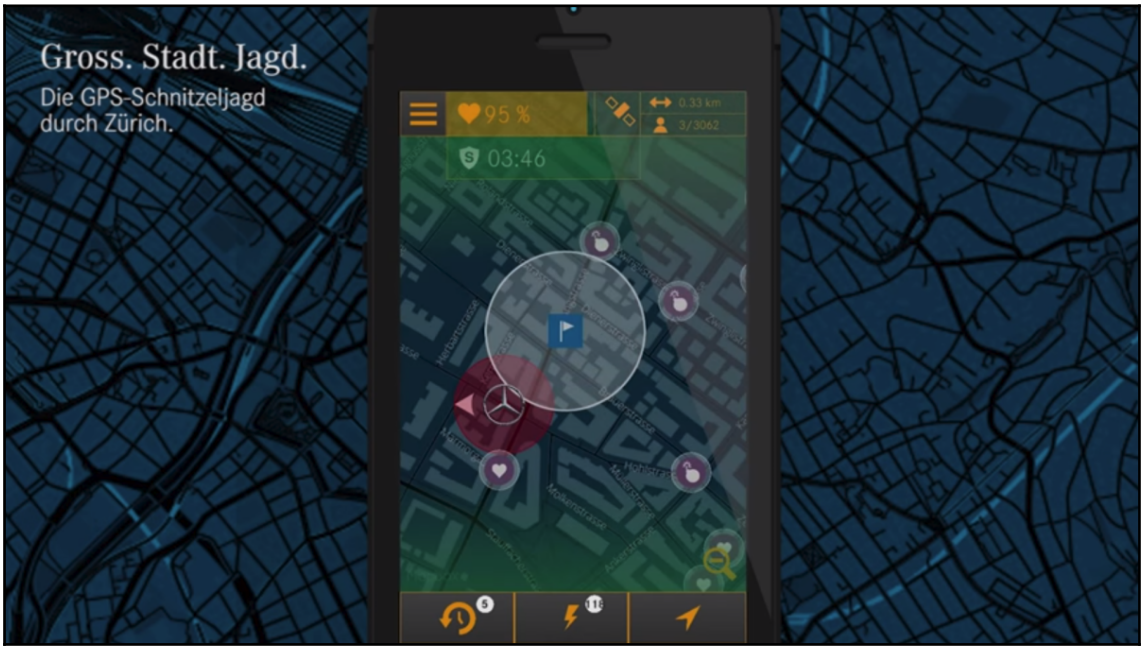

This PC › Local Disk (C:) › Users › jglov › source › repos › ConfigureOpenCV › x64 › Debug
Name
Date modified
Type
Size
ConfigureOpenCV.dll 7/20/2018 1:01 PM Application extens 94 KB
ConfigureOpenCV.exp 7/20/2018 1:01 PM Exports Library File 2 KB
ConfigureOpenCV.ilk 7/20/2018 1:01 PM Incremental Linke... 465 KB
ConfigureOpenCV.lib 7/20/2018 12:57 PM Object File Library 3 KB
ConfigureOpenCV.pdb 7/20/2018 1:01 PM Program Debug D... 532 KB


Inspector
PlayerSettings
Company Name
DefaultCompany
Product Name
Chapter8
Default Icon
None (Texture 2D)
Select
Default Cursor
None (Texture 2D)
Select
Cursor Hotspot
X 0
Y 0
Settings for Universal Windows Platform
Icon
Resolution and Presentation
Splash Image
Other Settings
Rendering
Color Space*
Gamma
Auto Graphics API
Static Batching
Dynamic Batching
GPU Skinning*
Graphics Jobs (Experimental)*
Virtual Reality moved to XR Settings
Configuration
Scripting Runtime Version*
.NET 4.x Equivalent
Scripting Backend
.NET
Api Compatibility Level*
.NET 4.x
C++ Compiler Configuration
Release
Accelerometer Frequency*
60 Hz
Disable HW Statistics*
Scripting Define Symbols*
Allow 'unsafe' Code
Active Input Handling*
Input Manager


This PC › Data (D:) › Dev Projects › C++ › OpenCV › opencv › build › etc › lbpcascades
Name
Date modified
Type
Size
lbpcascade_frontalcatface.xml 6/30/2017 8:01 AM XML File 136 KB
lbpcascade_frontalface.xml 1/23/2017 6:44 PM XML File 51 KB
lbpcascade_frontalface_improved.xml 2/9/2017 8:01 AM XML File 53 KB
lbpcascade_profileface.xml 1/23/2017 6:44 PM XML File 46 KB
lbpcascade_silverware.xml 1/23/2017 6:44 PM XML File 46 KB


Inspector
ConfigureOpenCV Import Settings
Open
Select platforms for plugin
Any Platform
Exclude Platforms
Editor
Standalone
WSAPlayer
Platform settings
SDK
Any SDK
CPU
X64
ScriptingBackend
Any Scripting Backend
Don't process
Revert
Apply
Information
Path
Assets/Plugins/ConfigureOpenCV.dll
Type
Native

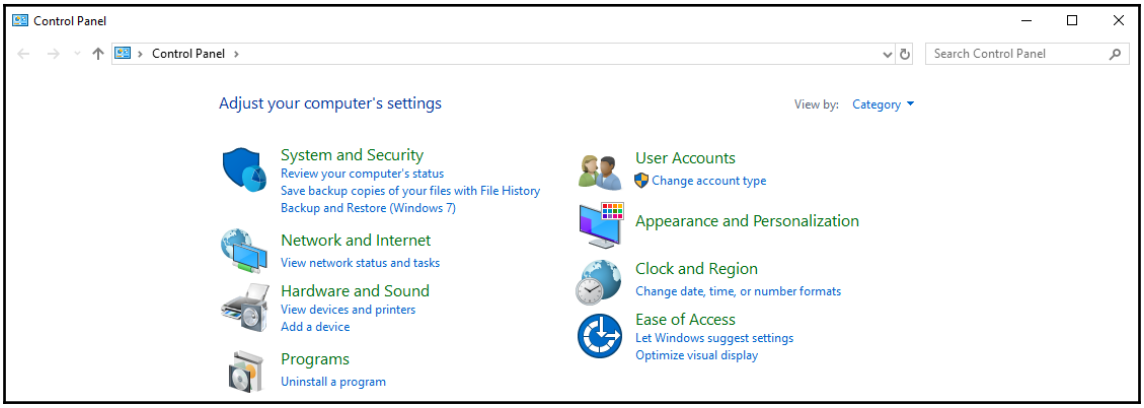
Chapter 8: To the HoloLens and Beyond

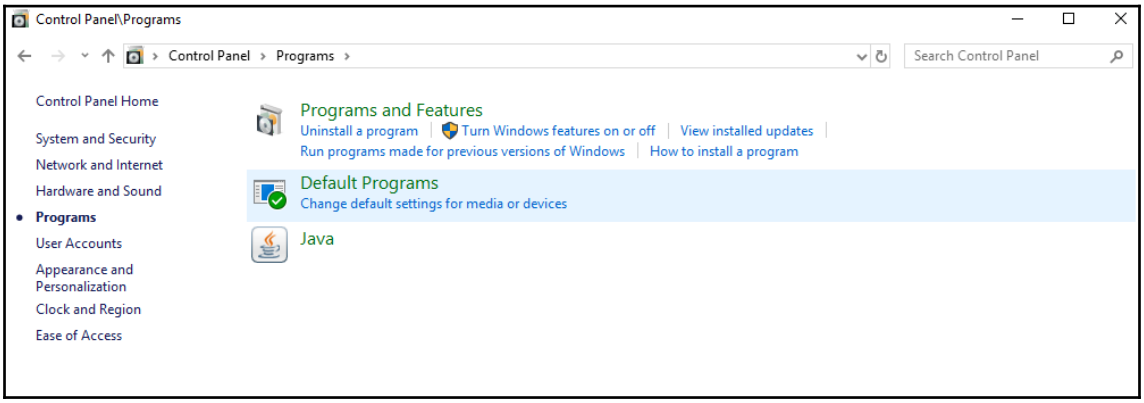


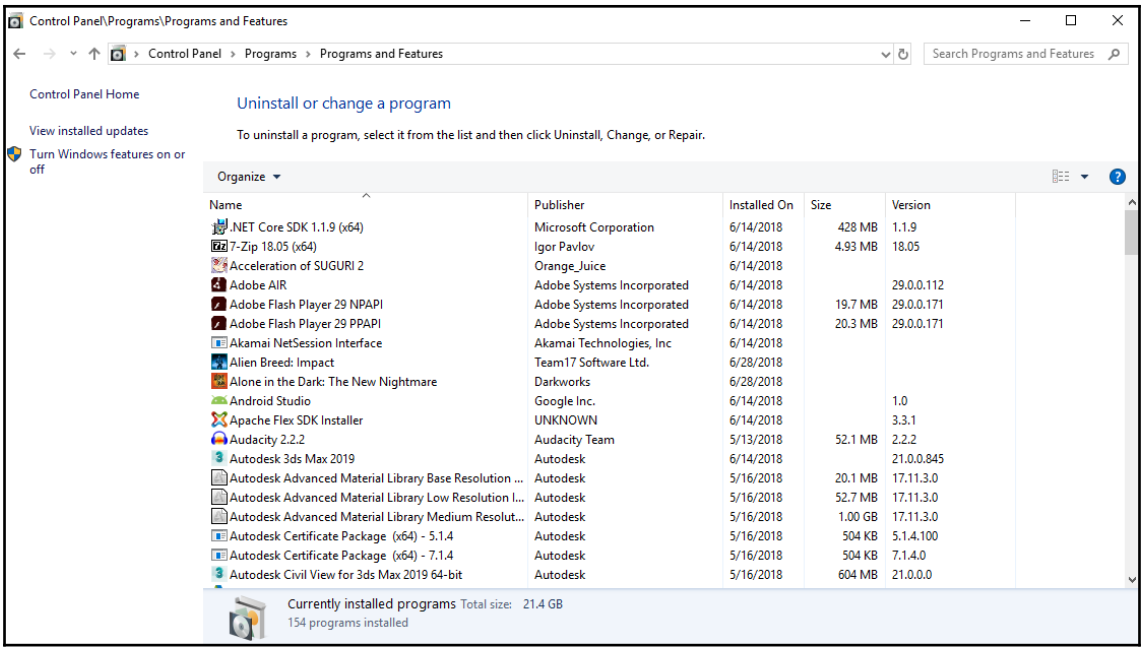
smart
urban golf
Basel – 21.7.2016
Zürich – 22.7.2016
Genf – 28.7.2016
Lugano – 29.7.2016
replay
skip

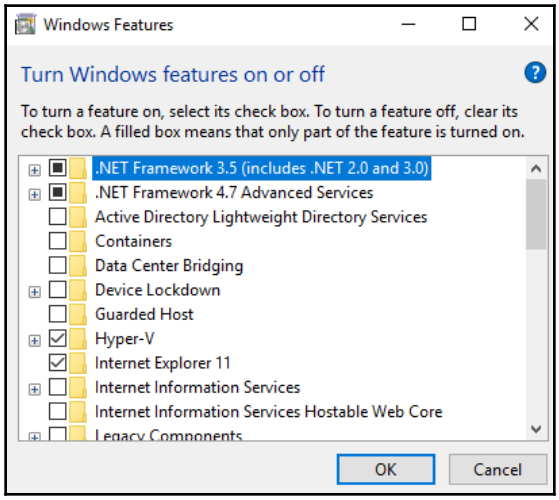
Recorded with HoloLens mixed reality captu

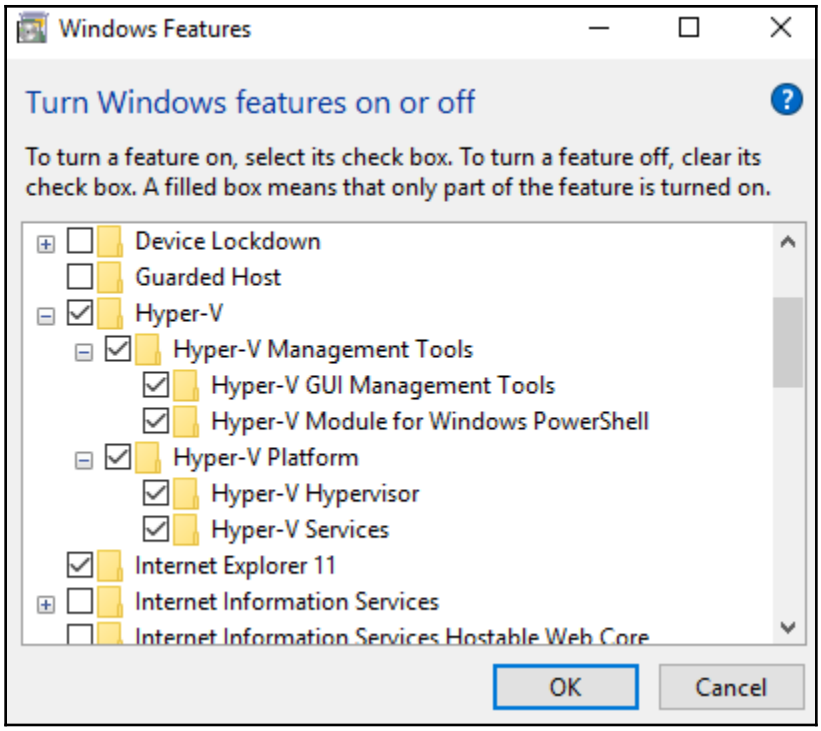
	Minimum	Recommended
Processor	**Notebook:** Intel Mobile Core i5 7th generation CPU, Dual-Core with Hyper Threading **Desktop:** Intel Desktop i5 6th generation CPU, Dual-Core with Hyper Threading **OR** AMD FX4350 4.2Ghz Quad-Core equivalent	**Desktop:** Intel Desktop i7 6th generation (6 Core) **OR** AMD Ryzen 5 1600 (6 Core, 12 threads)
GPU	**Notebook:** NVIDIA GTX 965M, AMD RX 460M (2GB) equivalent or greater DX12 capable GPU **Desktop:** NVIDIA GTX 960/1050, AMD Radeon RX 460 (2GB) equivalent or greater DX12 capable GPU	**Desktop:** NVIDIA GTX 980/1060, AMD Radeon RX 480 (2GB) equivalent or greater DX12 capable GPU
GPU driver WDDM version	WDDM 2.2 driver	
Thermal Design Power	15W or greater	
Graphics display ports	1x available graphics display port for headset (HDMI 1.4 or DisplayPort 1.2 for 60Hz headsets, HDMI 2.0 or DisplayPort 1.2 for 90Hz headsets)	
Display resolution	Resolution: SVGA (800x600) or greater Bit depth: 32 bits of color per pixel	
Memory	8 GB of RAM or greater	16 GB of RAM or greater
Storage	>10 GB additional free space	
USB Ports	1x available USB port for headset (USB 3.0 Type-A) **Note: USB must supply a minimum of 900mA**	
Bluetooth	Bluetooth 4.0 (for accessory connectivity)	

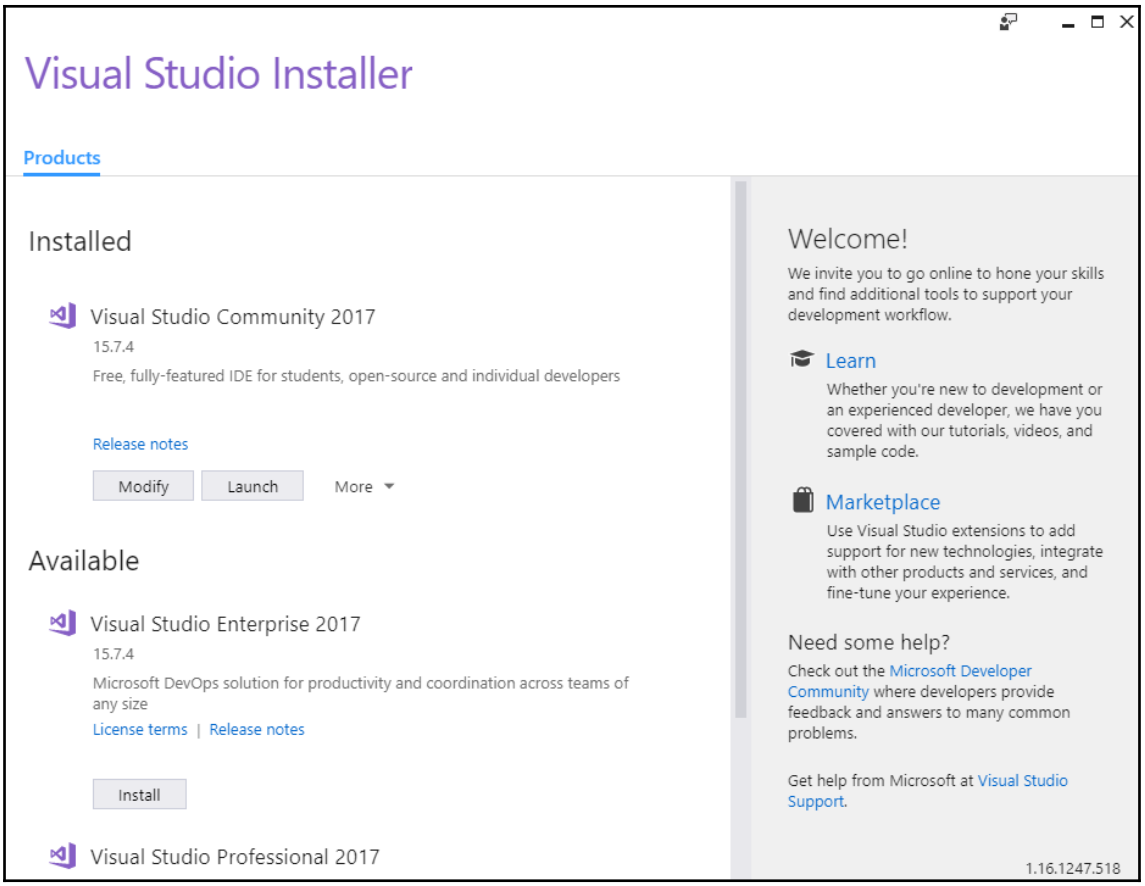

Control Panel
Control Panel ›
Search Control Panel
Adjust your computer's settings
View by: Category
System and Security
Review your computer's status
Save backup copies of your files with File History
Backup and Restore (Windows 7)
Network and Internet
View network status and tasks
Hardware and Sound
View devices and printers
Add a device
Programs
Uninstall a program
User Accounts
Change account type
Appearance and Personalization
Clock and Region
Change date, time, or number formats
Ease of Access
Let Windows suggest settings
Optimize visual display


Control Panel\Programs
Control Panel › Programs ›
Search Control Panel
Control Panel Home
System and Security
Network and Internet
Hardware and Sound
Programs
User Accounts
Appearance and Personalization
Clock and Region
Ease of Access
Programs and Features
Uninstall a program
Turn Windows features on or off
View installed updates
Run programs made for previous versions of Windows
How to install a program
Default Programs
Change default settings for media or devices
Java

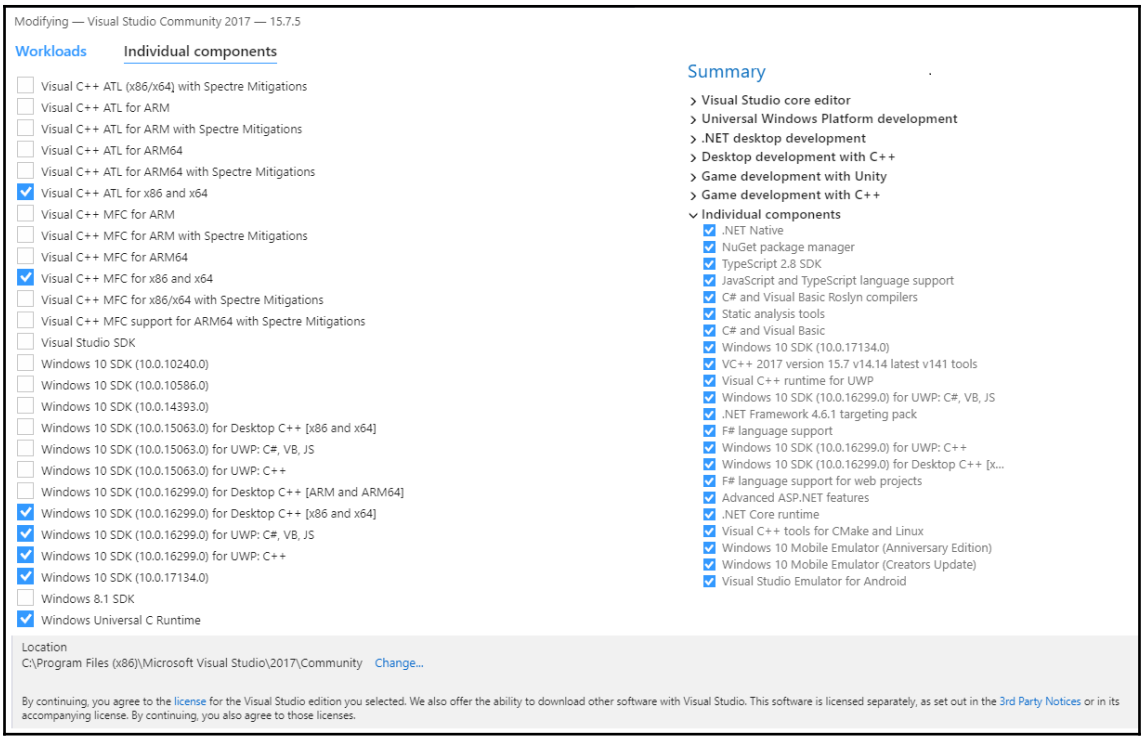

Control Panel\Programs\Programs and Features
Control Panel › Programs › Programs and Features
Search Programs and Features
Control Panel Home
View installed updates
Turn Windows features on or off
Uninstall or change a program
To uninstall a program, select it from the list and then click Uninstall, Change, or Repair.
Organize
Name
Publisher
Installed On
Size
Version
.NET Core SDK 1.1.9 (x64) Microsoft Corporation 6/14/2018 428 MB 1.1.9
7-Zip 18.05 (x64) Igor Pavlov 6/14/2018 4.93 MB 18.05
Acceleration of SUGURI 2 Orange_Juice 6/14/2018
Adobe AIR Adobe Systems Incorporated 6/14/2018 29.0.0.112
Adobe Flash Player 29 NPAPI Adobe Systems Incorporated 6/14/2018 19.7 MB 29.0.0.171
Adobe Flash Player 29 PPAPI Adobe Systems Incorporated 6/14/2018 20.3 MB 29.0.0.171
Akamai NetSession Interface Akamai Technologies, Inc 6/14/2018
Alien Breed: Impact Team17 Software Ltd. 6/28/2018
Alone in the Dark: The New Nightmare Darkworks 6/28/2018
Android Studio Google Inc. 6/14/2018 1.0
Apache Flex SDK Installer UNKNOWN 6/14/2018 3.3.1
Audacity 2.2.2 Audacity Team 5/13/2018 52.1 MB 2.2.2
Autodesk 3ds Max 2019 Autodesk 6/14/2018 21.0.0.845
Autodesk Advanced Material Library Base Resolution ... Autodesk 5/16/2018 20.1 MB 17.11.3.0
Autodesk Advanced Material Library Low Resolution I... Autodesk 5/16/2018 52.7 MB 17.11.3.0
Autodesk Advanced Material Library Medium Resolut... Autodesk 5/16/2018 1.00 GB 17.11.3.0
Autodesk Certificate Package (x64) - 5.1.4 Autodesk 5/16/2018 504 KB 5.1.4.100
Autodesk Certificate Package (x64) - 7.1.4 Autodesk 5/16/2018 504 KB 7.1.4.0
Autodesk Civil View for 3ds Max 2019 64-bit Autodesk 5/16/2018 604 MB 21.0.0.0
Currently installed programs Total size: 21.4 GB
154 programs installed

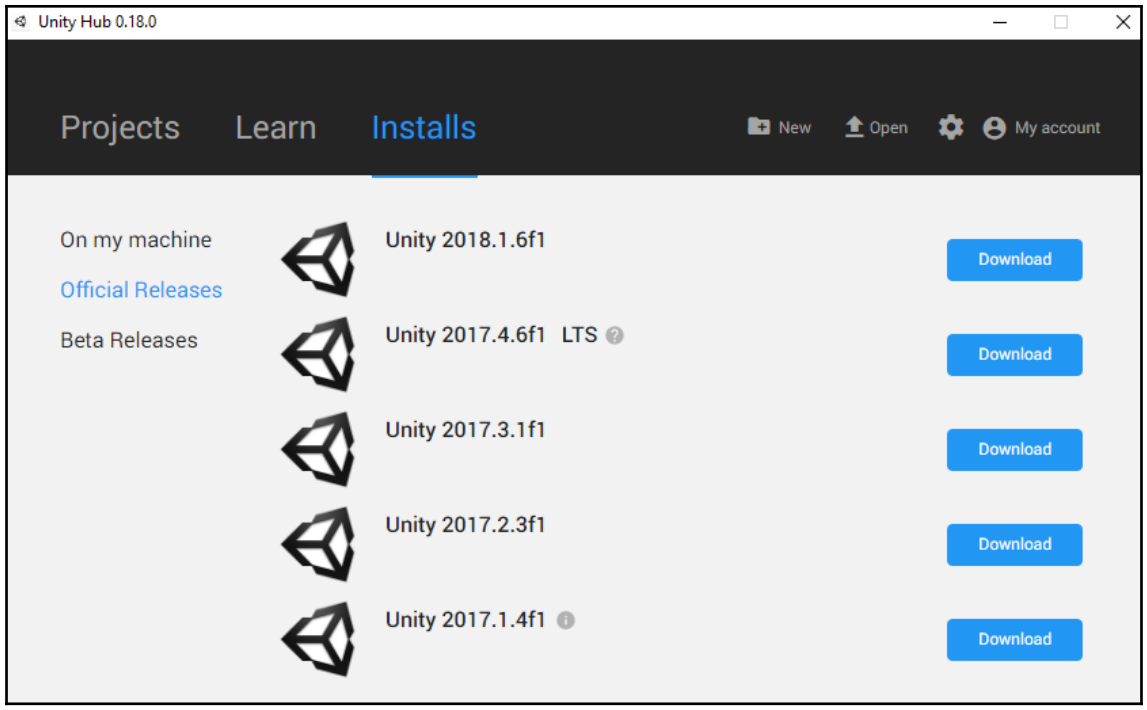

Windows Features
Turn Windows features on or off
To turn a feature on, select its check box. To turn a feature off, clear its check box. A filled box means that only part of the feature is turned on.
.NET Framework 3.5 (includes .NET 2.0 and 3.0)
.NET Framework 4.7 Advanced Services
Active Directory Lightweight Directory Services
Containers
Data Center Bridging
Device Lockdown
Guarded Host
Hyper-V
Internet Explorer 11
Internet Information Services
Internet Information Services Hostable Web Core
Legacy Components
OK
Cancel


Windows Features
Turn Windows features on or off
To turn a feature on, select its check box. To turn a feature off, clear its check box. A filled box means that only part of the feature is turned on.
Device Lockdown
Guarded Host
Hyper-V
Hyper-V Management Tools
Hyper-V GUI Management Tools
Hyper-V Module for Windows PowerShell
Hyper-V Platform
Hyper-V Hypervisor
Hyper-V Services
Internet Explorer 11
Internet Information Services
Internet Information Services Hostable Web Core
OK
Cancel


Visual Studio Installer
Products
Installed
Visual Studio Community 2017
15.7.4
Free, fully-featured IDE for students, open-source and individual developers
Release notes
Modify
Launch
More
Available
Visual Studio Enterprise 2017
15.7.4
Microsoft DevOps solution for productivity and coordination across teams of any size
License terms | Release notes
Install
Visual Studio Professional 2017
Welcome!
We invite you to go online to hone your skills and find additional tools to support your development workflow.
Learn
Whether you're new to development or an experienced developer, we have you covered with our tutorials, videos, and sample code.
Marketplace
Use Visual Studio extensions to add support for new technologies, integrate with other products and services, and fine-tune your experience.
Need some help?
Check out the Microsoft Developer Community where developers provide feedback and answers to many common problems.
Get help from Microsoft at Visual Studio Support.
1.16.1247.518

Modifying — Visual Studio Community 2017 — 15.7.4
Workloads
Individual components
Language packs
Installation locations


Modifying — Visual Studio Community 2017 — 15.7.5
Workloads
Individual components
Visual C++ ATL (x86/x64) with Spectre Mitigations
Visual C++ ATL for ARM
Visual C++ ATL for ARM with Spectre Mitigations
Visual C++ ATL for ARM64
Visual C++ ATL for ARM64 with Spectre Mitigations
Visual C++ ATL for x86 and x64
Visual C++ MFC for ARM
Visual C++ MFC for ARM with Spectre Mitigations
Visual C++ MFC for ARM64
Visual C++ MFC for x86 and x64
Visual C++ MFC for x86/x64 with Spectre Mitigations
Visual C++ MFC support for ARM64 with Spectre Mitigations
Visual Studio SDK
Windows 10 SDK (10.0.10240.0)
Windows 10 SDK (10.0.10586.0)
Windows 10 SDK (10.0.14393.0)
Windows 10 SDK (10.0.15063.0) for Desktop C++ [x86 and x64]
Windows 10 SDK (10.0.15063.0) for UWP: C#, VB, JS
Windows 10 SDK (10.0.15063.0) for UWP: C++
Windows 10 SDK (10.0.16299.0) for Desktop C++ [ARM and ARM64]
Windows 10 SDK (10.0.16299.0) for Desktop C++ [x86 and x64]
Windows 10 SDK (10.0.16299.0) for UWP: C#, VB, JS
Windows 10 SDK (10.0.16299.0) for UWP: C++
Windows 10 SDK (10.0.17134.0)
Windows 8.1 SDK
Windows Universal C Runtime
Summary
Visual Studio core editor
Universal Windows Platform development
.NET desktop development
Desktop development with C++
Game development with Unity
Game development with C++
Individual components
.NET Native
NuGet package manager
TypeScript 2.8 SDK
JavaScript and TypeScript language support
C# and Visual Basic Roslyn compilers
Static analysis tools
C# and Visual Basic
Windows 10 SDK (10.0.17134.0)
VC++ 2017 version 15.7 v14.14 latest v141 tools
Visual C++ runtime for UWP
Windows 10 SDK (10.0.16299.0) for UWP: C#, VB, JS
.NET Framework 4.6.1 targeting pack
F# language support
Windows 10 SDK (10.0.16299.0) for UWP: C++
Windows 10 SDK (10.0.16299.0) for Desktop C++ [x...
F# language support for web projects
Advanced ASP.NET features
.NET Core runtime
Visual C++ tools for CMake and Linux
Windows 10 Mobile Emulator (Anniversary Edition)
Windows 10 Mobile Emulator (Creators Update)
Visual Studio Emulator for Android
Location
C:\Program Files (x86)\Microsoft Visual Studio\2017\Community
Change...
By continuing, you agree to the license for the Visual Studio edition you selected. We also offer the ability to download other software with Visual Studio. This software is licensed separately, as set out in the 3rd Party Notices or in its accompanying license. By continuing, you also agree to those licenses.


Unity Hub 0.18.0
Projects
Learn
Installs
New
Open
My account
On my machine
Official Releases
Beta Releases
Unity 2018.1.6f1
Unity 2017.4.6f1 LTS
Unity 2017.3.1f1
Unity 2017.2.3f1
Unity 2017.1.4f1
Download
Download
Download
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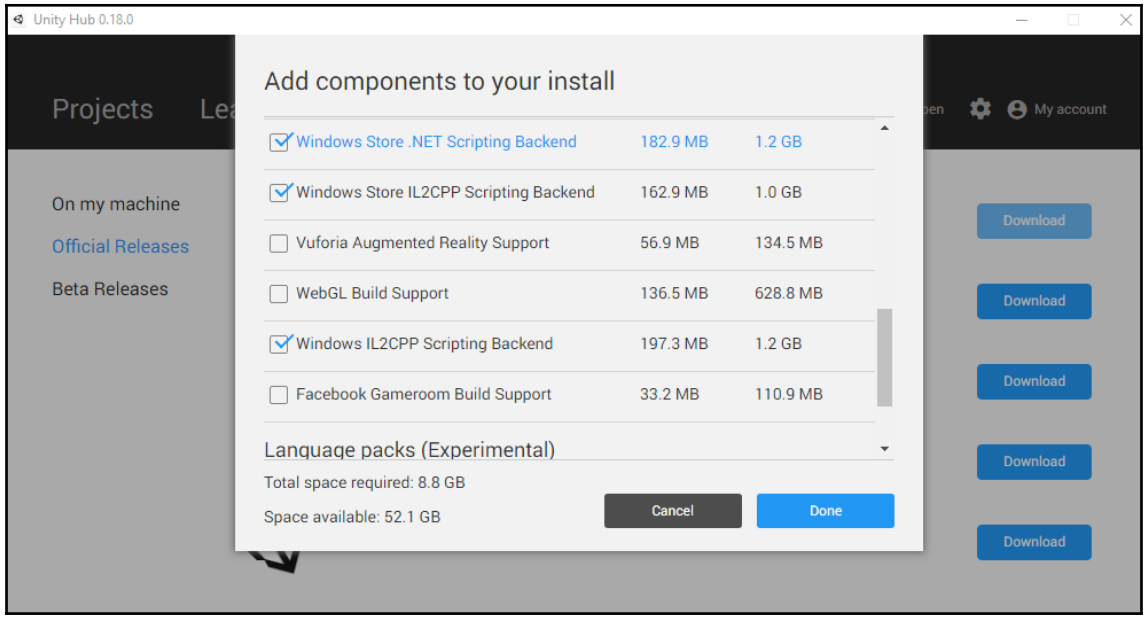
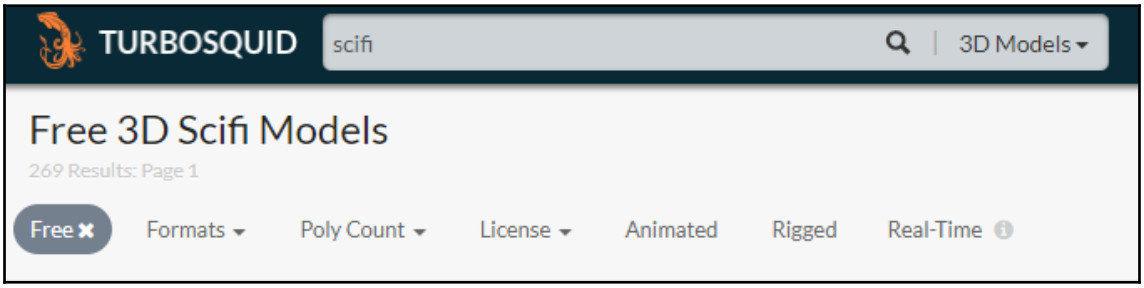
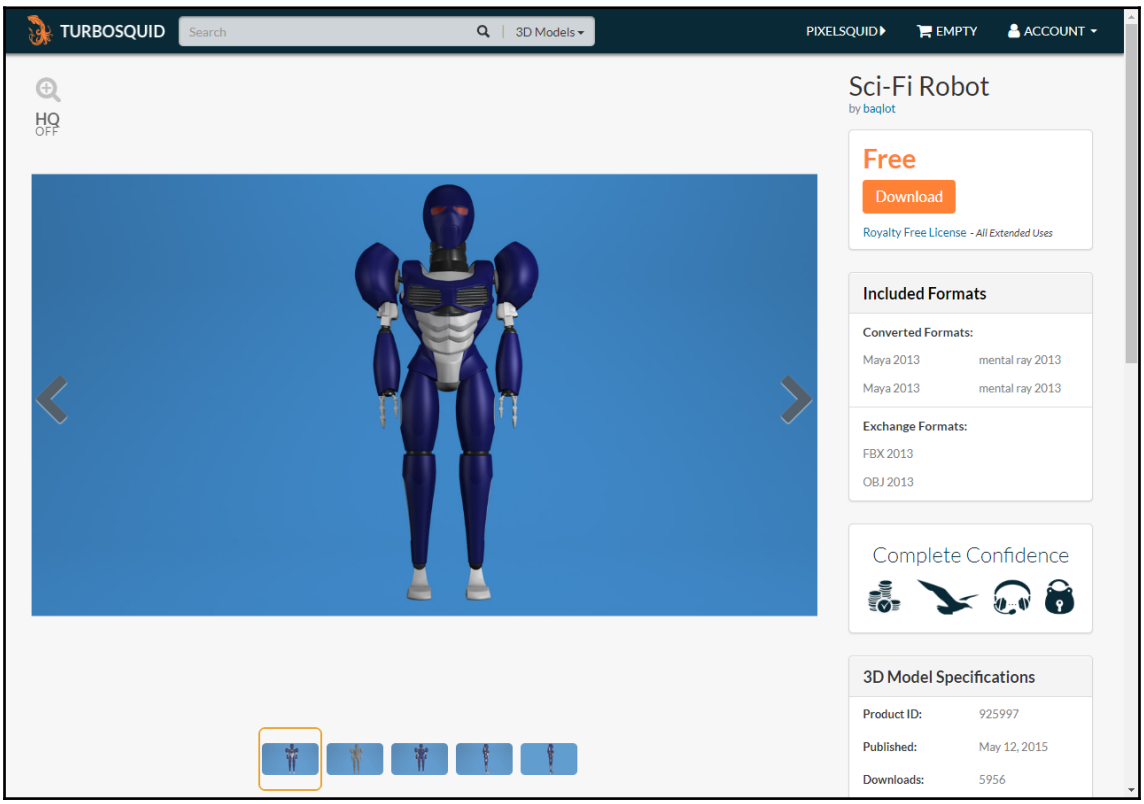
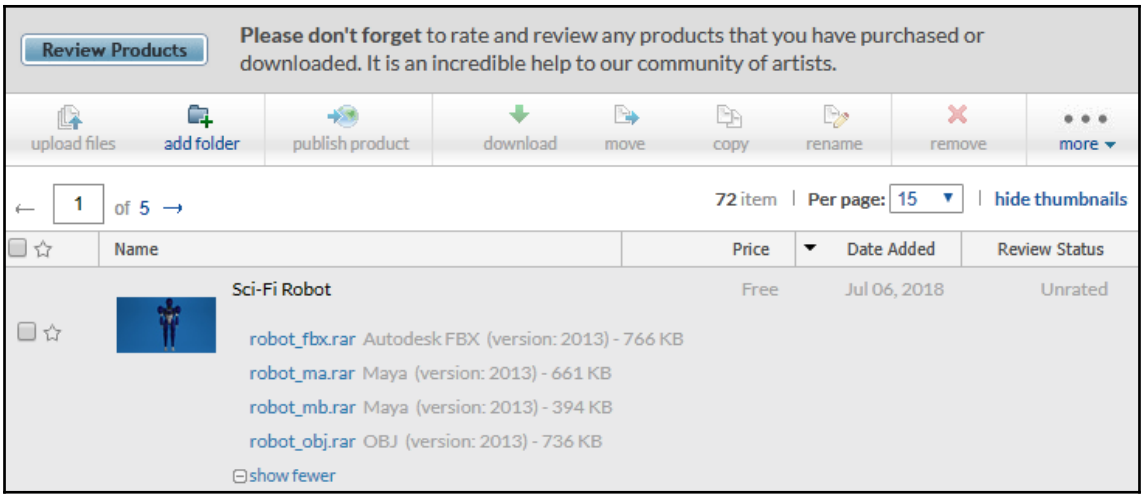
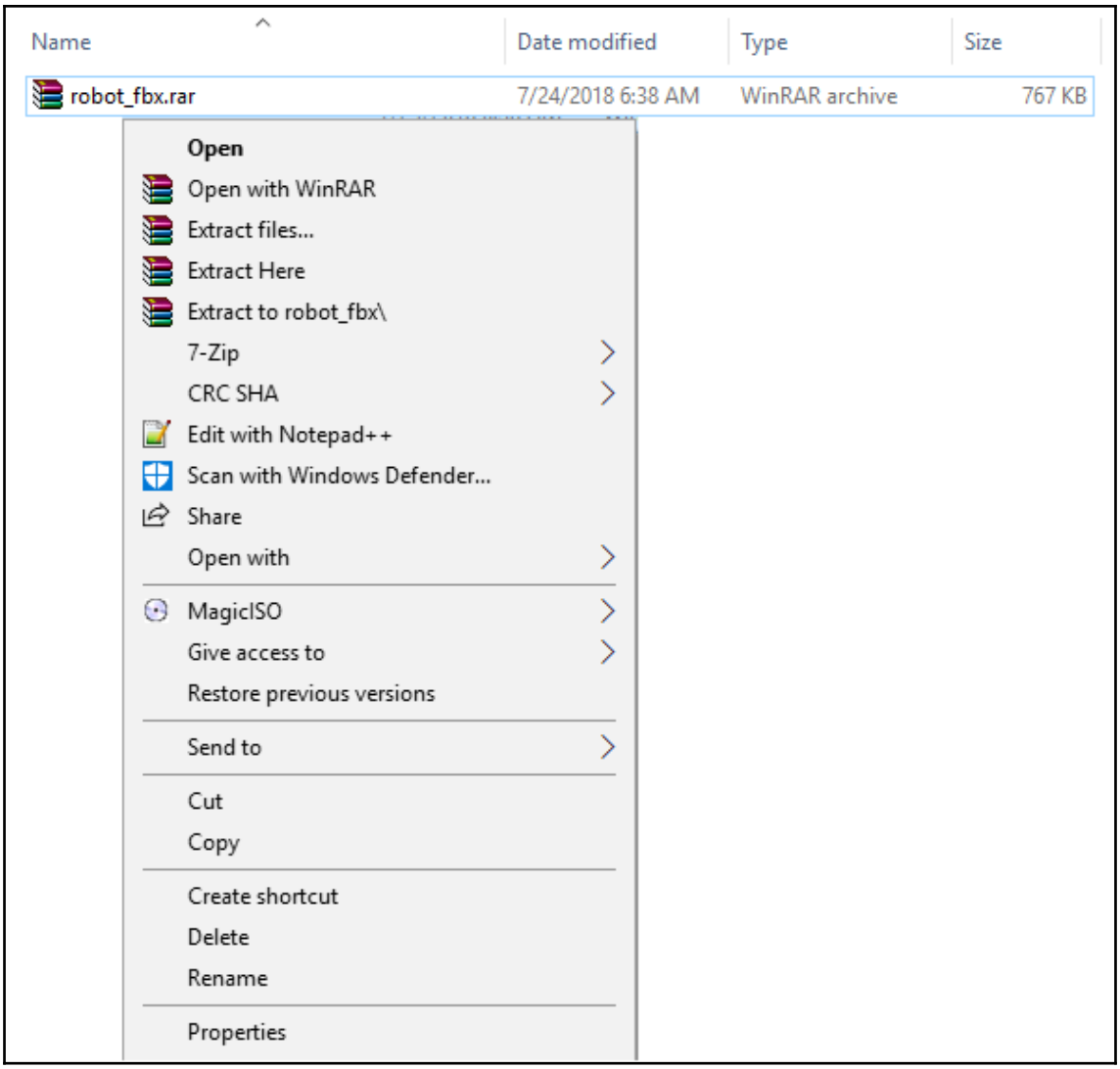

Unity Hub 0.18.0
Projects
My account
On my machine
Official Releases
Beta Releases
Add components to your install
Windows Store .NET Scripting Backend 182.9 MB 1.2 GB
Windows Store IL2CPP Scripting Backend 162.9 MB 1.0 GB
Vuforia Augmented Reality Support 56.9 MB 134.5 MB
WebGL Build Support 136.5 MB 628.8 MB
Windows IL2CPP Scripting Backend 197.3 MB 1.2 GB
Facebook Gameroom Build Support 33.2 MB 110.9 MB
Language packs (Experimental)
Total space required: 8.8 GB
Space available: 52.1 GB
Cancel
Done
Download
Download
Download
Download
Download

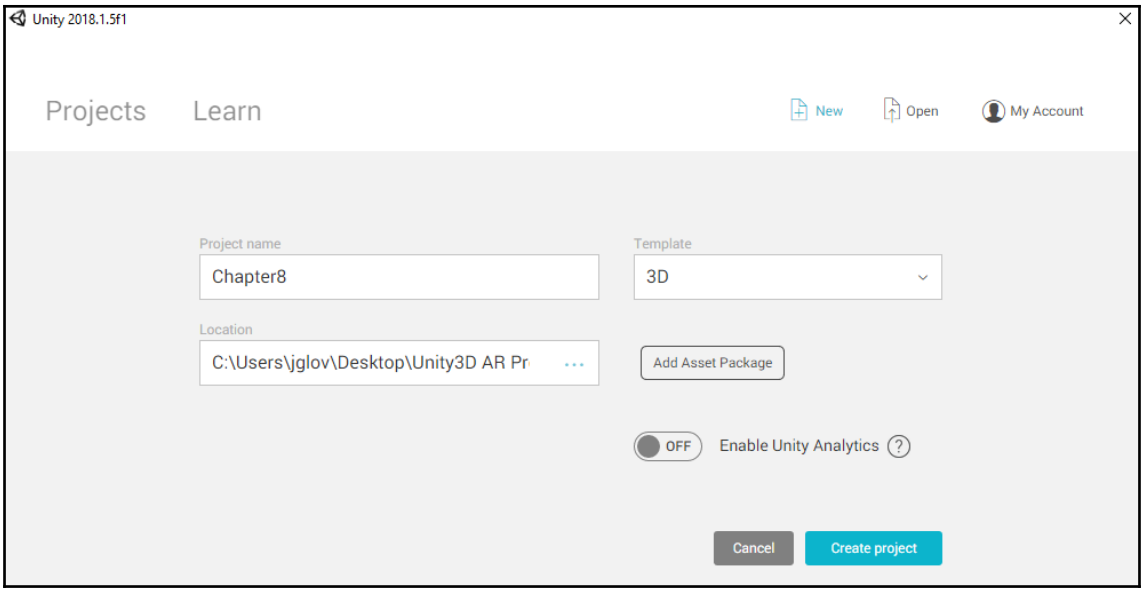
TURBOSQUID
scifi
3D Models

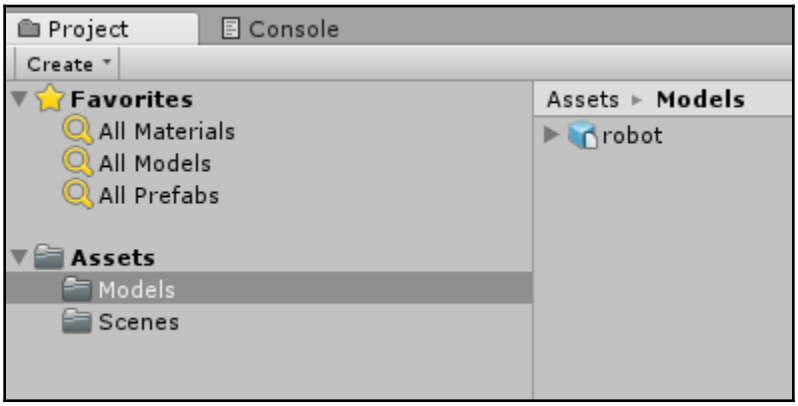

TURBOSQUID
scifi
3D Models
Free 3D Scifi Models
269 Results: Page 1
Free
Formats
Poly Count
License
Animated
Rigged
Real-Time

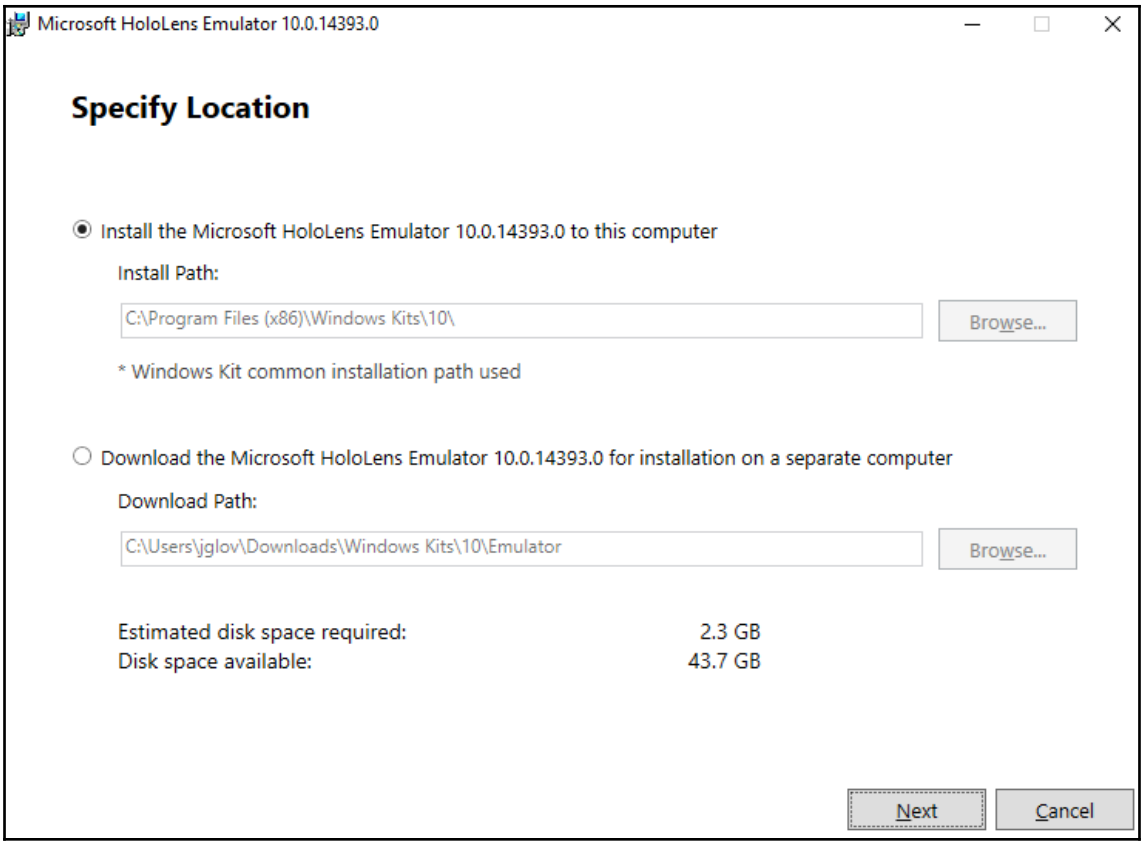

TURBOSQUID
Search
3D Models
PIXELSQUID
EMPTY
ACCOUNT
HQ
OFF
Sci-Fi Robot
by baqlot
Free
Download
Royalty Free License - All Extended Uses
Included Formats
Converted Formats:
Maya 2013
mental ray 2013
Maya 2013
mental ray 2013
Exchange Formats:
FBX 2013
OBJ 2013
Complete Confidence
3D Model Specifications
Product ID:
925997
Published:
May 12, 2015
Downloads:
5956

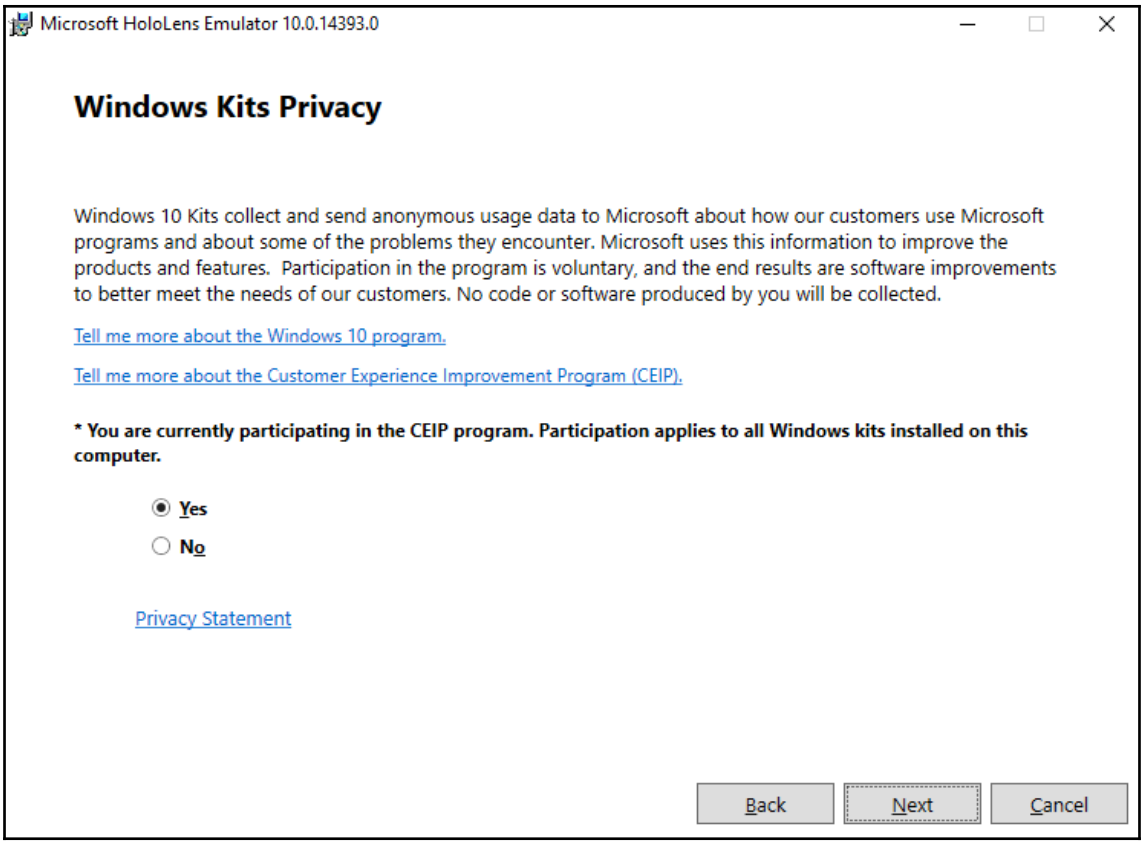

Review Products
Please don't forget to rate and review any products that you have purchased or downloaded. It is an incredible help to our community of artists.
upload files
add folder
publish product
download
move
copy
rename
remove
more
1
of 5
72 item
Per page: 15
hide thumbnails
Name
Price
Date Added
Review Status
Sci-Fi Robot
Free
Jul 06, 2018
Unrated
robot_fbx.rar Autodesk FBX (version: 2013) - 766 KB
robot_ma.rar Maya (version: 2013) - 661 KB
robot_mb.rar Maya (version: 2013) - 394 KB
robot_obj.rar OBJ (version: 2013) - 736 KB
show fewer

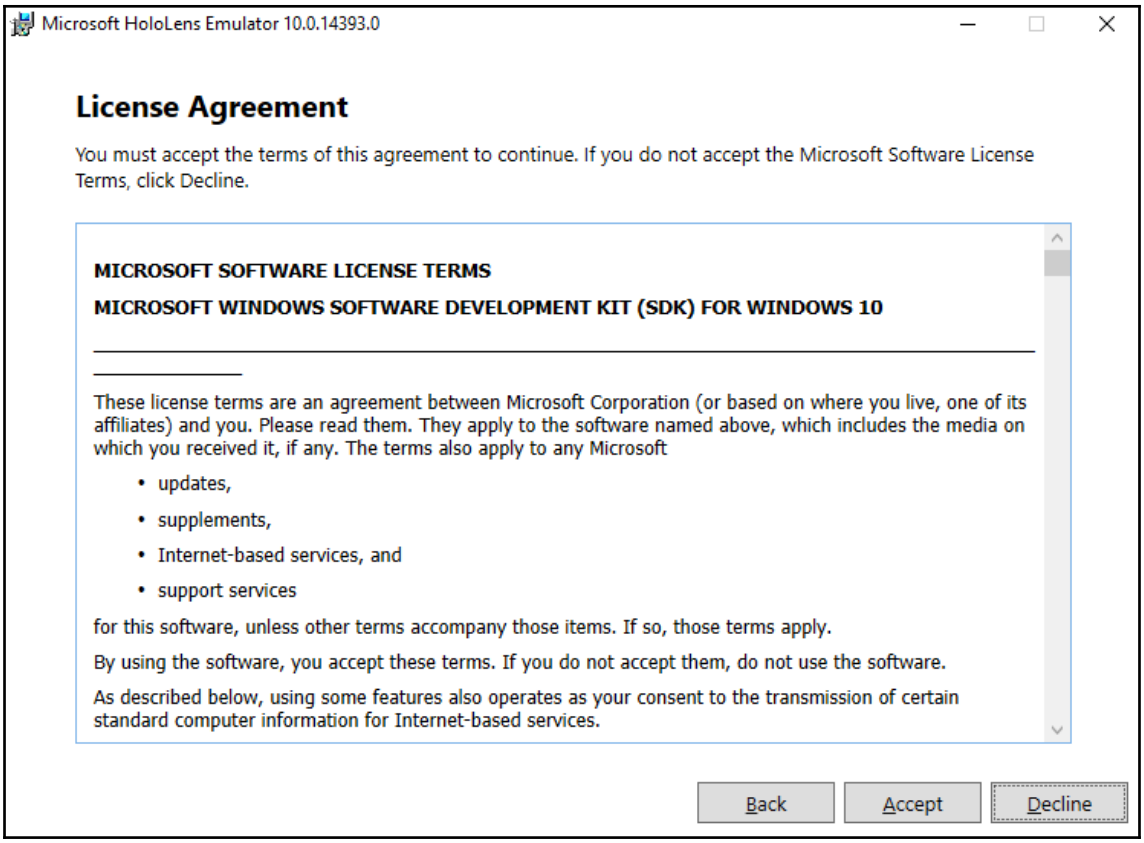

Name
Date modified
Type
Size
robot_fbx.rar
7/24/2018 6:38 AM
WinRAR archive
767 KB
Open
Open with WinRAR
Extract files...
Extract Here
Extract to robot_fbx\
7-Zip
CRC SHA
Edit with Notepad++
Scan with Windows Defender...
Share
Open with
MagicISO
Give access to
Restore previous versions
Send to
Cut
Copy
Create shortcut
Delete
Rename
Properties

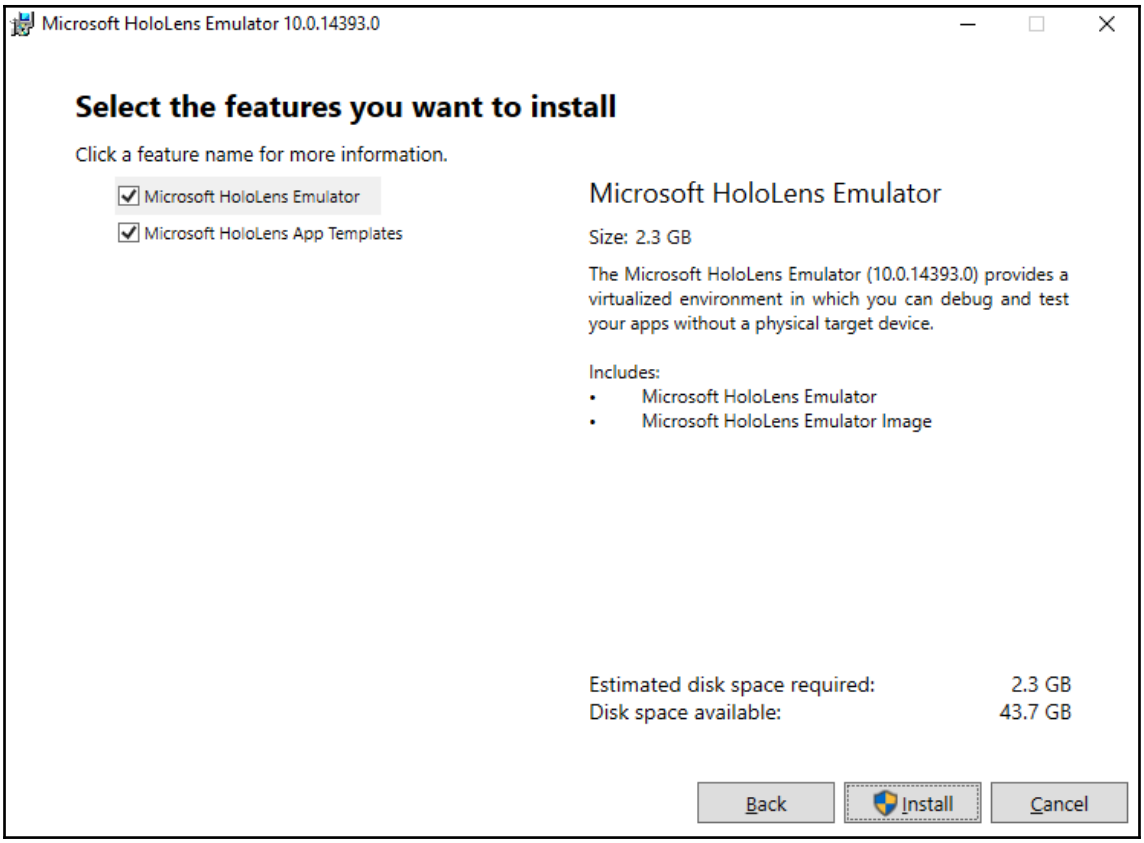

Unity 2018.1.5f1
Projects
Learn
New
Open
My Account
Project name
Chapter8
Template
3D
Location
C:\Users\jglov\Desktop\Unity3D AR Pr
Add Asset Package
OFF
Enable Unity Analytics
Cancel
Create project


Project
Console
Create
Favorites
All Materials
All Models
All Prefabs
Assets
Models
Scenes
Assets ▸ Models
robot

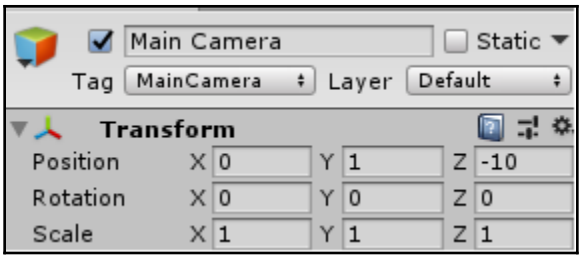

Microsoft HoloLens Emulator 10.0.14393.0
Specify Location
Install the Microsoft HoloLens Emulator 10.0.14393.0 to this computer
Install Path:
C:\Program Files (x86)\Windows Kits\10\
Browse...
* Windows Kit common installation path used
Download the Microsoft HoloLens Emulator 10.0.14393.0 for installation on a separate computer
Download Path:
C:\Users\jglov\Downloads\Windows Kits\10\Emulator
Browse...
Estimated disk space required: 2.3 GB
Disk space available: 43.7 GB
Next
Cancel

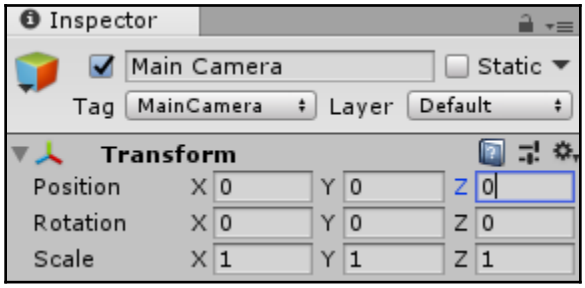

Microsoft HoloLens Emulator 10.0.14393.0
Windows Kits Privacy
Windows 10 Kits collect and send anonymous usage data to Microsoft about how our customers use Microsoft programs and about some of the problems they encounter. Microsoft uses this information to improve the products and features. Participation in the program is voluntary, and the end results are software improvements to better meet the needs of our customers. No code or software produced by you will be collected.
Tell me more about the Windows 10 program.
Tell me more about the Customer Experience Improvement Program (CEIP).
* You are currently participating in the CEIP program. Participation applies to all Windows kits installed on this computer.
Yes
No
Privacy Statement
Back
Next
Cancel

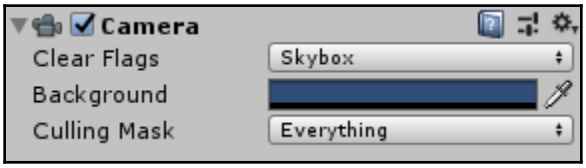

Microsoft HoloLens Emulator 10.0.14393.0
License Agreement
You must accept the terms of this agreement to continue. If you do not accept the Microsoft Software License Terms, click Decline.
MICROSOFT SOFTWARE LICENSE TERMS
MICROSOFT WINDOWS SOFTWARE DEVELOPMENT KIT (SDK) FOR WINDOWS 10
These license terms are an agreement between Microsoft Corporation (or based on where you live, one of its affiliates) and you. Please read them. They apply to the software named above, which includes the media on which you received it, if any. The terms also apply to any Microsoft
updates,
supplements,
Internet-based services, and
support services
for this software, unless other terms accompany those items. If so, those terms apply.
By using the software, you accept these terms. If you do not accept them, do not use the software.
As described below, using some features also operates as your consent to the transmission of certain standard computer information for Internet-based services.
Back
Accept
Decline


Microsoft HoloLens Emulator 10.0.14393.0
Select the features you want to install
Click a feature name for more information.
Microsoft HoloLens Emulator
Microsoft HoloLens App Templates
Microsoft HoloLens Emulator
Size: 2.3 GB
The Microsoft HoloLens Emulator (10.0.14393.0) provides a virtualized environment in which you can debug and test your apps without a physical target device.
Includes:
Microsoft HoloLens Emulator
Microsoft HoloLens Emulator Image
Estimated disk space required: 2.3 GB
Disk space available: 43.7 GB
Back
Install
Cancel

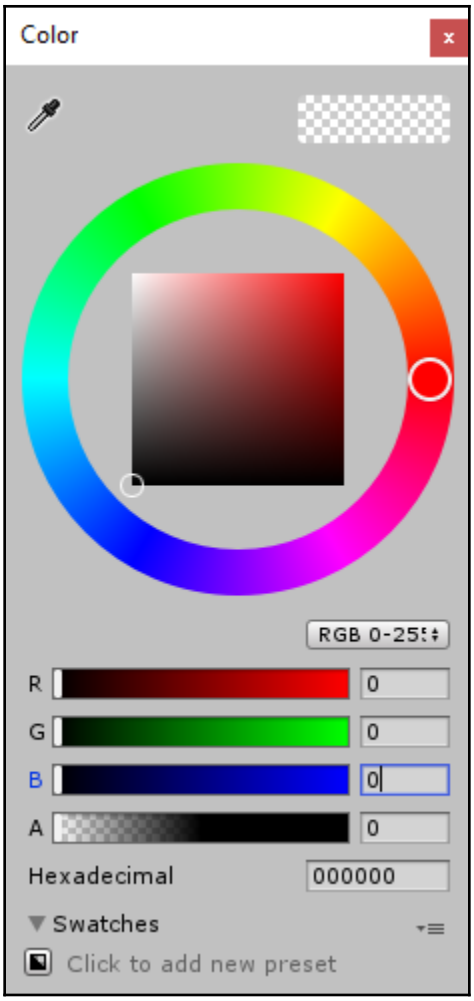
Hierarchy
Create
All
ToTheHoloLensAndBeyond
Main Camera
Directional Light

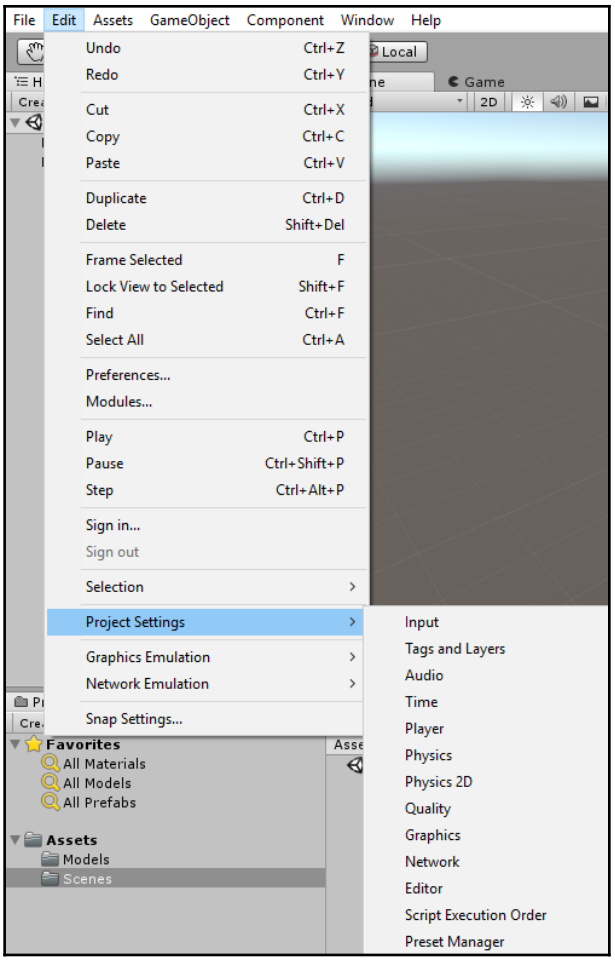

Main Camera
Static
Tag
MainCamera
Layer
Default
Transform
Position
X 0
Y 1
Z -10
Rotation
X 0
Y 0
Z 0
Scale
X 1
Y 1
Z 1

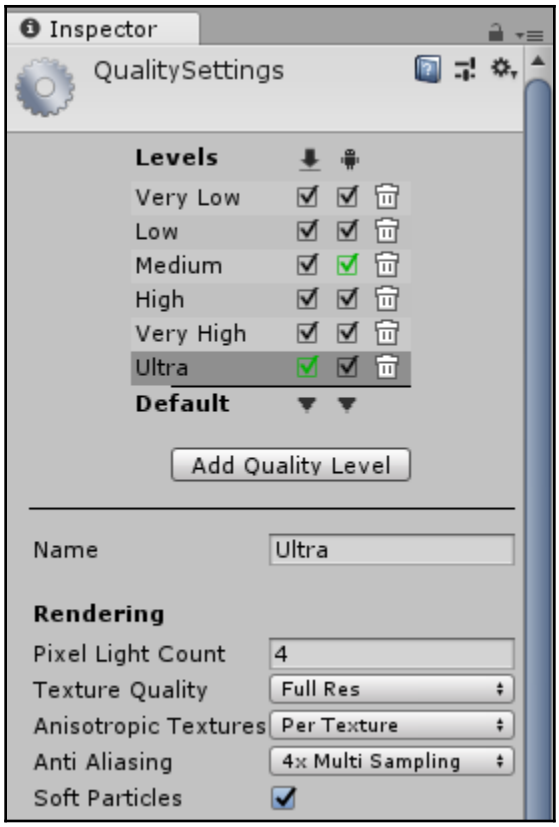

Inspector
Main Camera
Static
Tag
MainCamera
Layer
Default
Transform
Position
X 0
Y 0
Z 0
Rotation
X 0
Y 0
Z 0
Scale
X 1
Y 1
Z 1

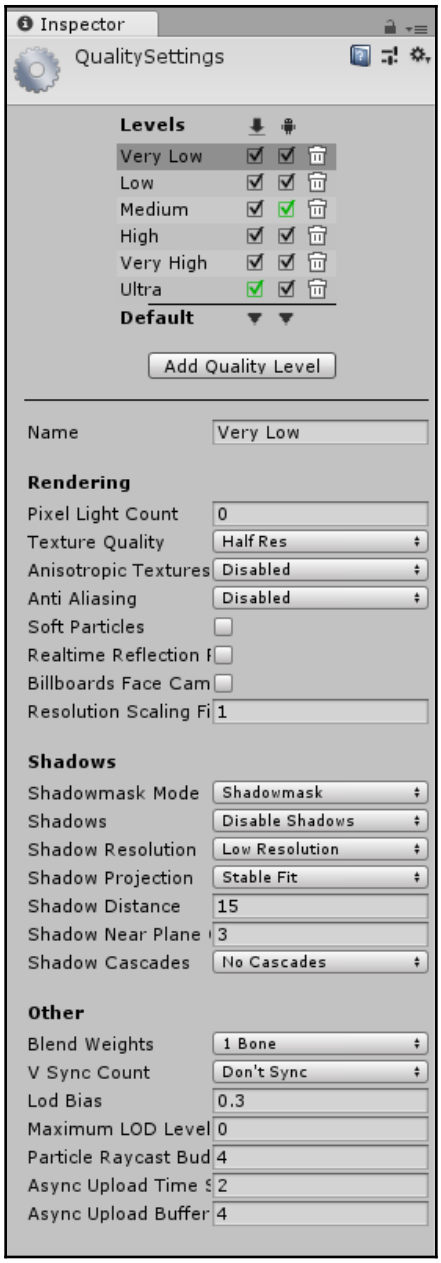

Camera
Clear Flags
Skybox
Background
Culling Mask
Everything

Camera
Clear Flags
Solid Color
Background


Color
RGB 0-25
R
0
G
0
B
0
A
0
Hexadecimal
000000
Swatches
Click to add new preset


File
Edit
Assets
GameObject
Component
Window
Help
Undo Ctrl+Z
Redo Ctrl+Y
Cut Ctrl+X
Copy Ctrl+C
Paste Ctrl+V
Duplicate Ctrl+D
Delete Shift+Del
Frame Selected F
Lock View to Selected Shift+F
Find Ctrl+F
Select All Ctrl+A
Preferences...
Modules...
Play Ctrl+P
Pause Ctrl+Shift+P
Step Ctrl+Alt+P
Sign in...
Sign out
Selection
Project Settings
Graphics Emulation
Network Emulation
Snap Settings...
Input
Tags and Layers
Audio
Time
Player
Physics
Physics 2D
Quality
Graphics
Network
Editor
Script Execution Order
Preset Manager
Local
Game
2D
Favorites
All Materials
All Models
All Prefabs
Assets
Models
Scenes


Inspector
QualitySettings
Levels
Very Low
Low
Medium
High
Very High
Ultra
Default
Add Quality Level
Name
Ultra
Rendering
Pixel Light Count
4
Texture Quality
Full Res
Anisotropic Textures
Per Texture
Anti Aliasing
4x Multi Sampling
Soft Particles


Inspector
QualitySettings
Levels
Very Low
Low
Medium
High
Very High
Ultra
Default
Add Quality Level
Name
Very Low
Rendering
Pixel Light Count
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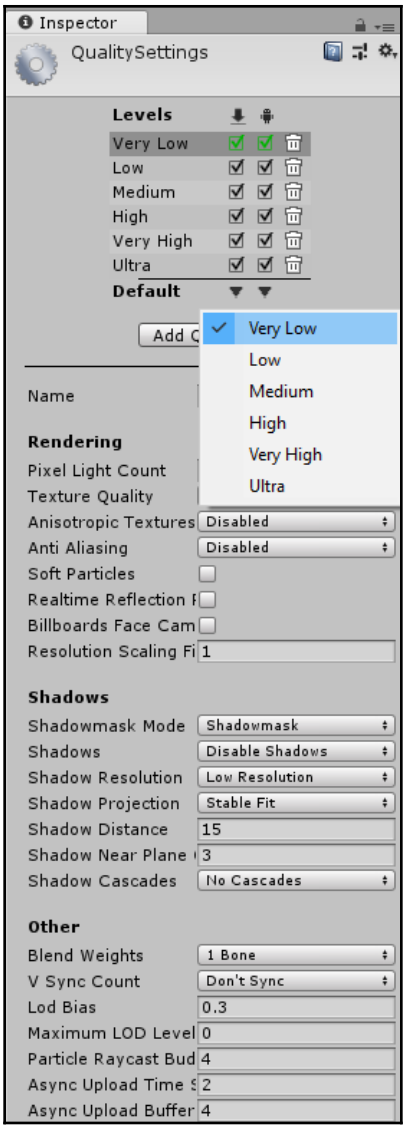
Texture Quality
Half Res
Anisotropic Textures
Disabled
Anti Aliasing
Disabled
Soft Particles
Realtime Reflection
Billboards Face Cam
Resolution Scaling Fi
1
Shadows
Shadowmask Mode
Shadowmask
Shadows
Disable Shadows
Shadow Resolution
Low Resolution
Shadow Projection
Stable Fit
Shadow Distance
15
Shadow Near Plane
3
Shadow Cascades
No Cascades
Other
Blend Weights
1 Bone
V Sync Count
Don't Sync
Lod Bias
0.3
Maximum LOD Level
0
Particle Raycast Bud
4
Async Upload Time
2
Async Upload Buffer
4


Inspector
QualitySettings
Levels
Very Low
Low
Medium
High
Very High
Ultra
Default
Add
Very Low
Low
Medium
High
Very High
Ultra
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Particle Raycast Bud
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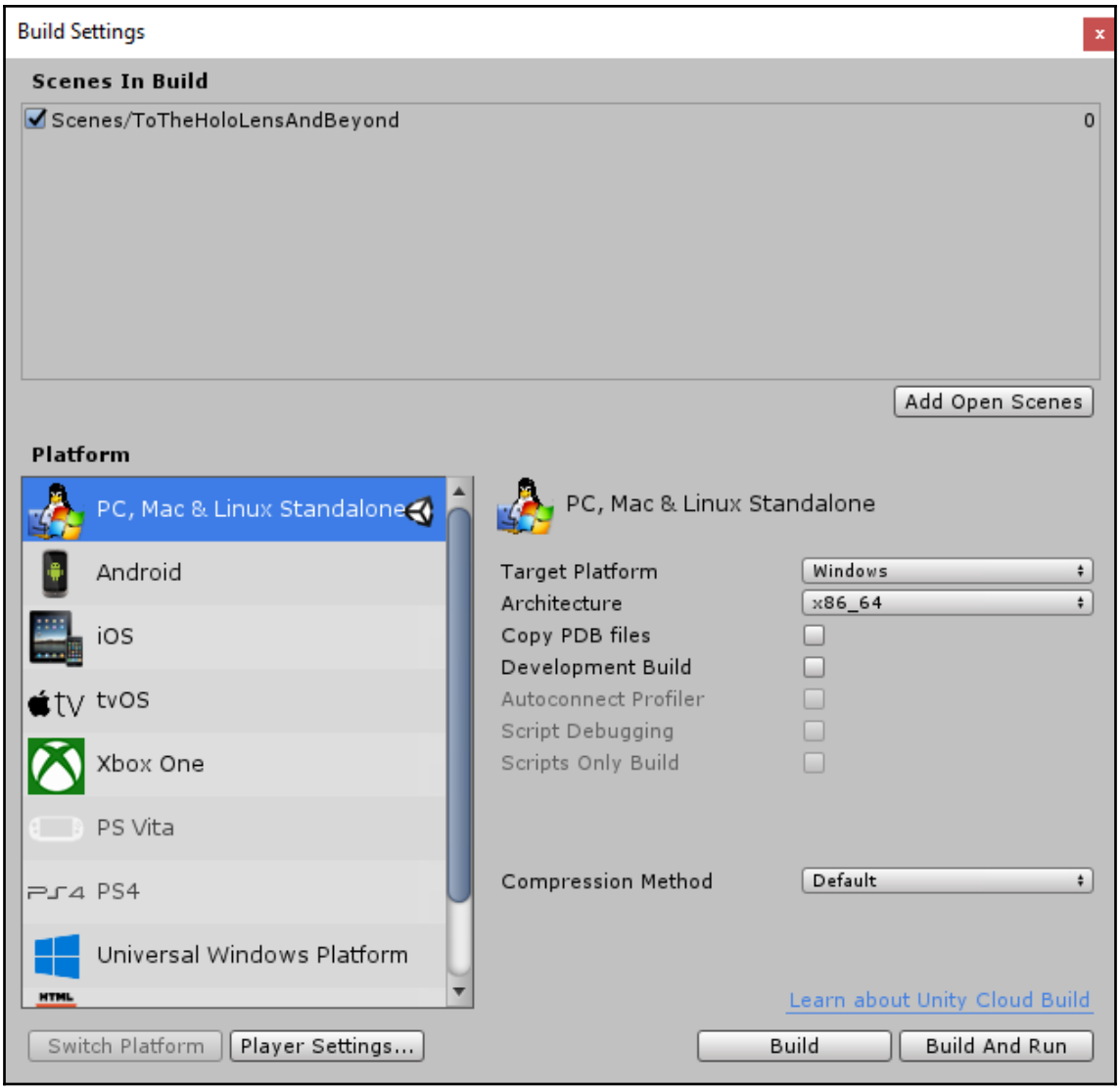
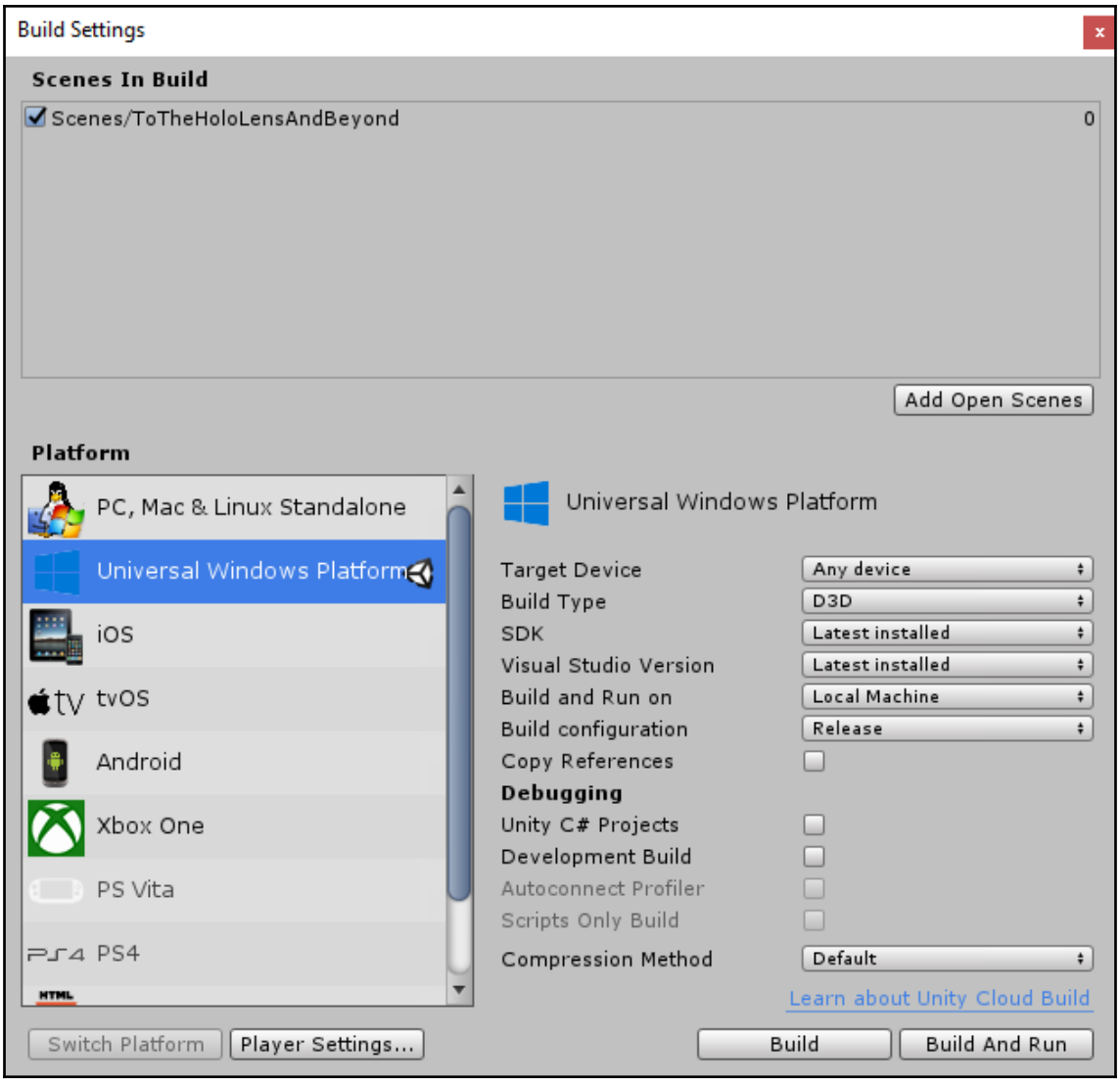
Async Upload Buffer
4


Build Settings
Scenes In Build
Scenes/ToTheHoloLensAndBeyond
0
Add Open Scenes
Platform
PC, Mac & Linux Standalone
Android
iOS
tvOS
Xbox One
PS Vita
PS4
Universal Windows Platform
PC, Mac & Linux Standalone
Target Platform
Windows
Architecture
x86_64
Copy PDB files
Development Build
Autoconnect Profiler
Script Debugging
Scripts Only Build
Compression Method
Default
Learn about Unity Cloud Build
Switch Platform
Player Settings...
Build
Build And Run


Build Settings
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Scenes/ToTheHoloLensAndBeyond
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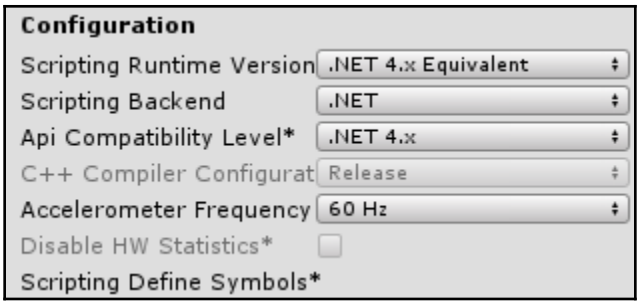
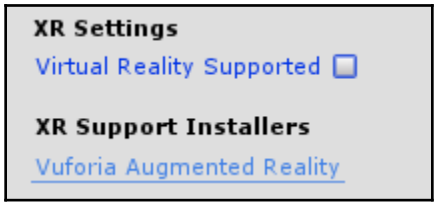
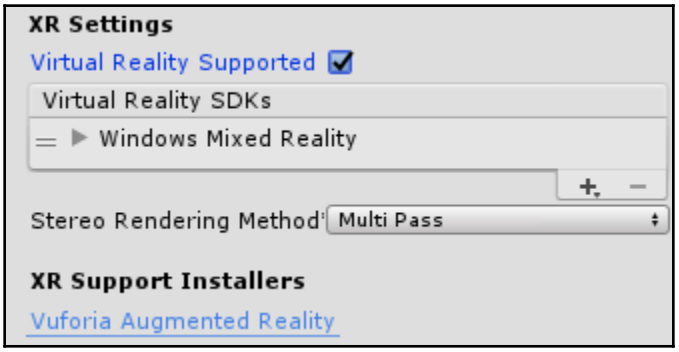
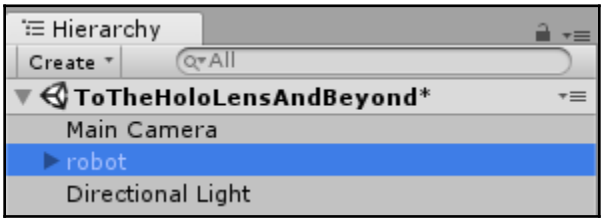
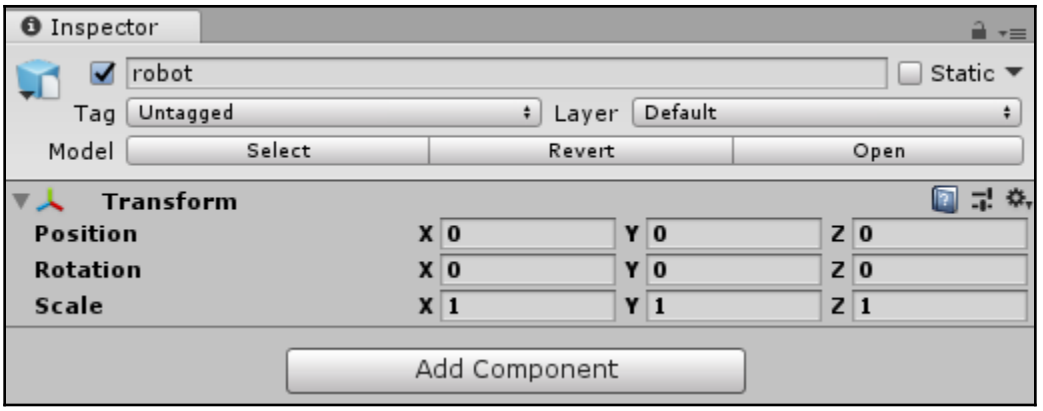
Platform
PC, Mac & Linux Standalone
Universal Windows Platform
iOS
tvOS
Android
Xbox One
PS Vita
PS4
Universal Windows Platform
Target Device
Any device
Build Type
D3D
SDK
Latest installed
Visual Studio Version
Latest installed
Build and Run on
Local Machine
Build configuration
Release
Copy References
Debugging
Unity C# Projects
Development Build
Autoconnect Profiler
Scripts Only Build
Compression Method
Default
Learn about Unity Cloud Build
Switch Platform
Player Settings...
Build
Build And Run

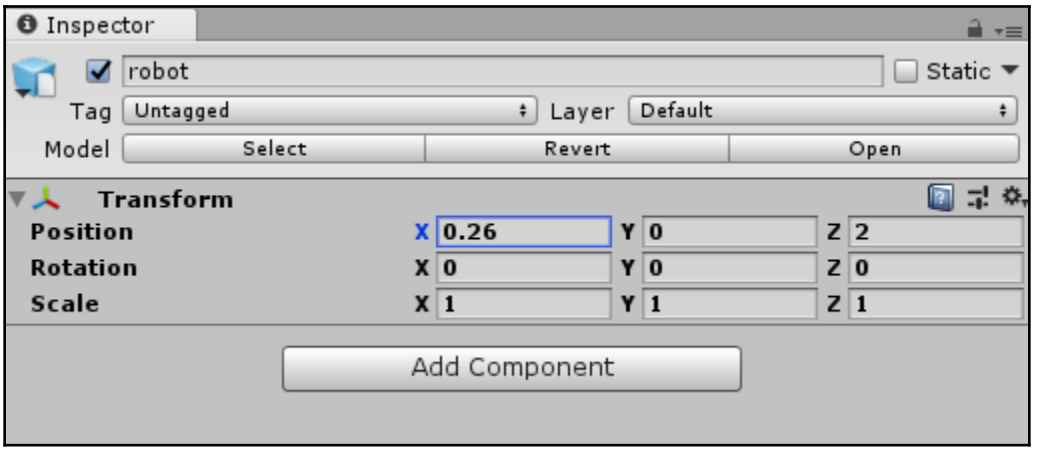

Configuration
Scripting Runtime Version
.NET 4.x Equivalent
Scripting Backend
.NET
Api Compatibility Level*
.NET 4.x
C++ Compiler Configurat
Release
Accelerometer Frequency
60 Hz
Disable HW Statistics*
Scripting Define Symbols*


XR Settings
Virtual Reality Supported
XR Support Installers
Vuforia Augmented Reality


XR Settings
Virtual Reality Supported
Virtual Reality SDKs
Windows Mixed Reality
Stereo Rendering Method
Multi Pass
XR Support Installers
Vuforia Augmented Reality


Hierarchy
Create
All
ToTheHoloLensAndBeyond*
Main Camera
robot
Directional Light


Inspector
robot
Static
Tag
Untagged
Layer
Default
Model
Select
Revert
Open
Transform
Position
X 0
Y 0
Z 0
Rotation
X 0
Y 0
Z 0
Scale
X 1
Y 1
Z 1
Add Component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Model
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Z 0
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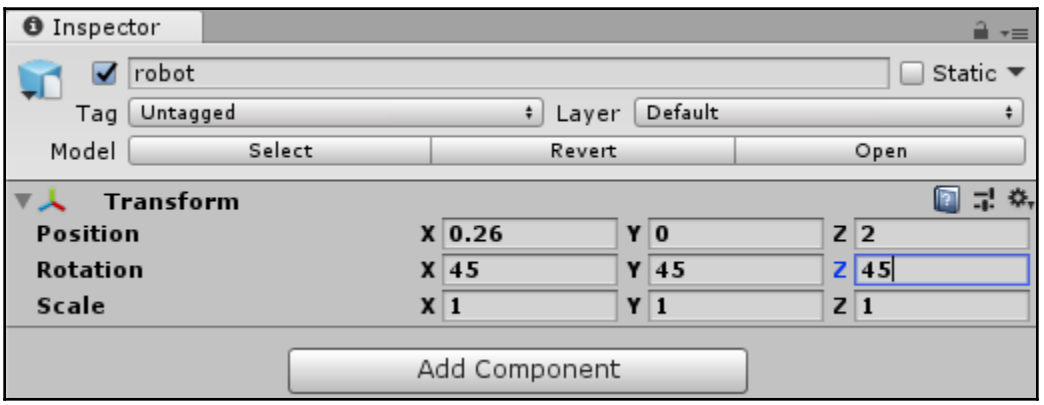
Y 1
Z 1
Add Component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robot
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Layer
Default
Model
Select
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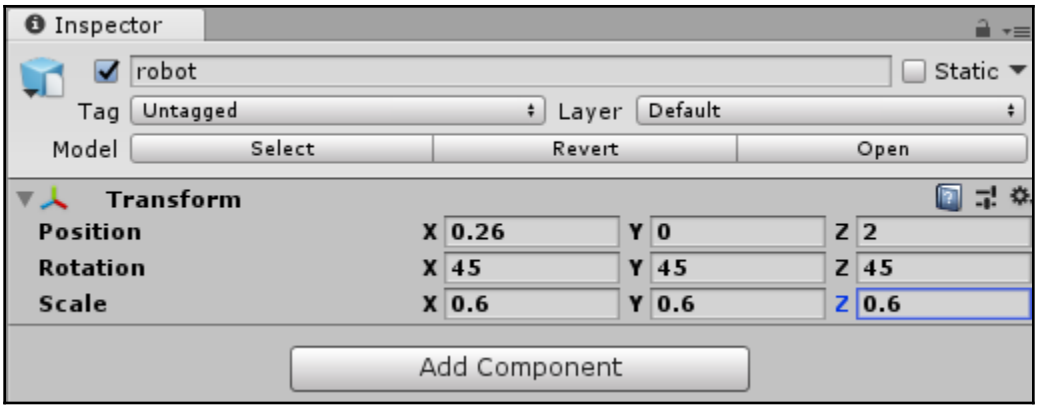
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Layer
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Revert
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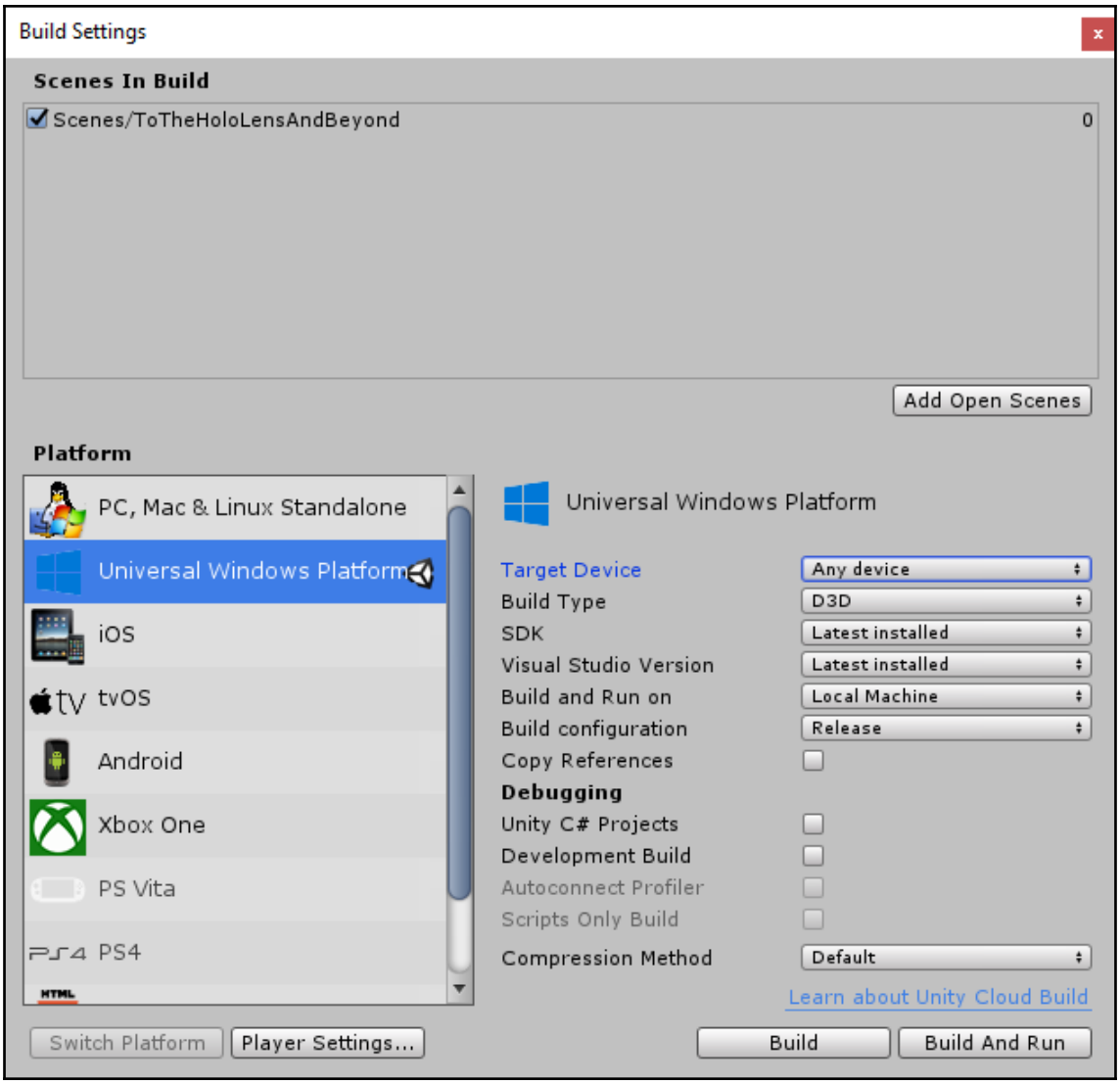
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Scenes In Build
Scenes/ToTheHoloLensAndBeyond
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Platform
PC, Mac & Linux Standalone
Universal Windows Platform
iOS
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Android
Xbox One
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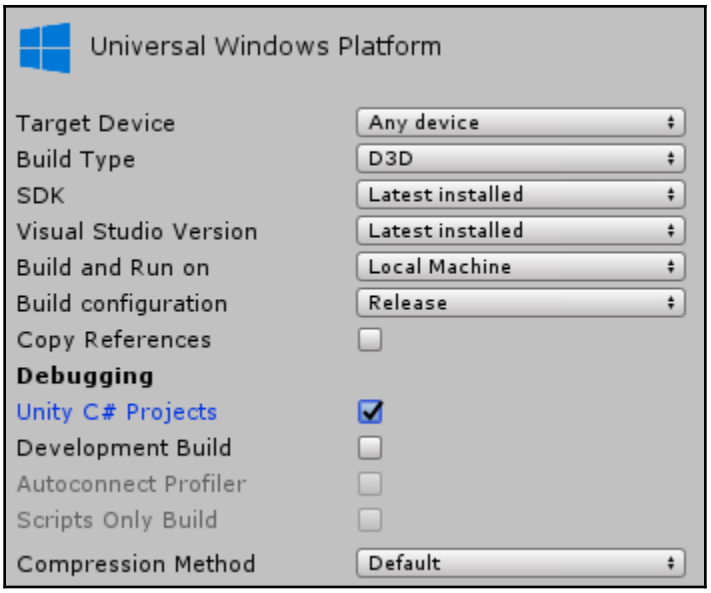
PS4
Universal Windows Platform
Target Device
Any device
Build Type
D3D
SDK
Latest installed
Visual Studio Version
Latest installed
Build and Run on
Local Machine
Build configuration
Release
Copy References
Debugging
Unity C# Projects
Development Build
Autoconnect Profiler
Scripts Only Build
Compression Method
Default
Learn about Unity Cloud Build
Switch Platform
Player Settings...
Build
Build And Run


Universal Windows Platform
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SDK
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Visual Studio Version
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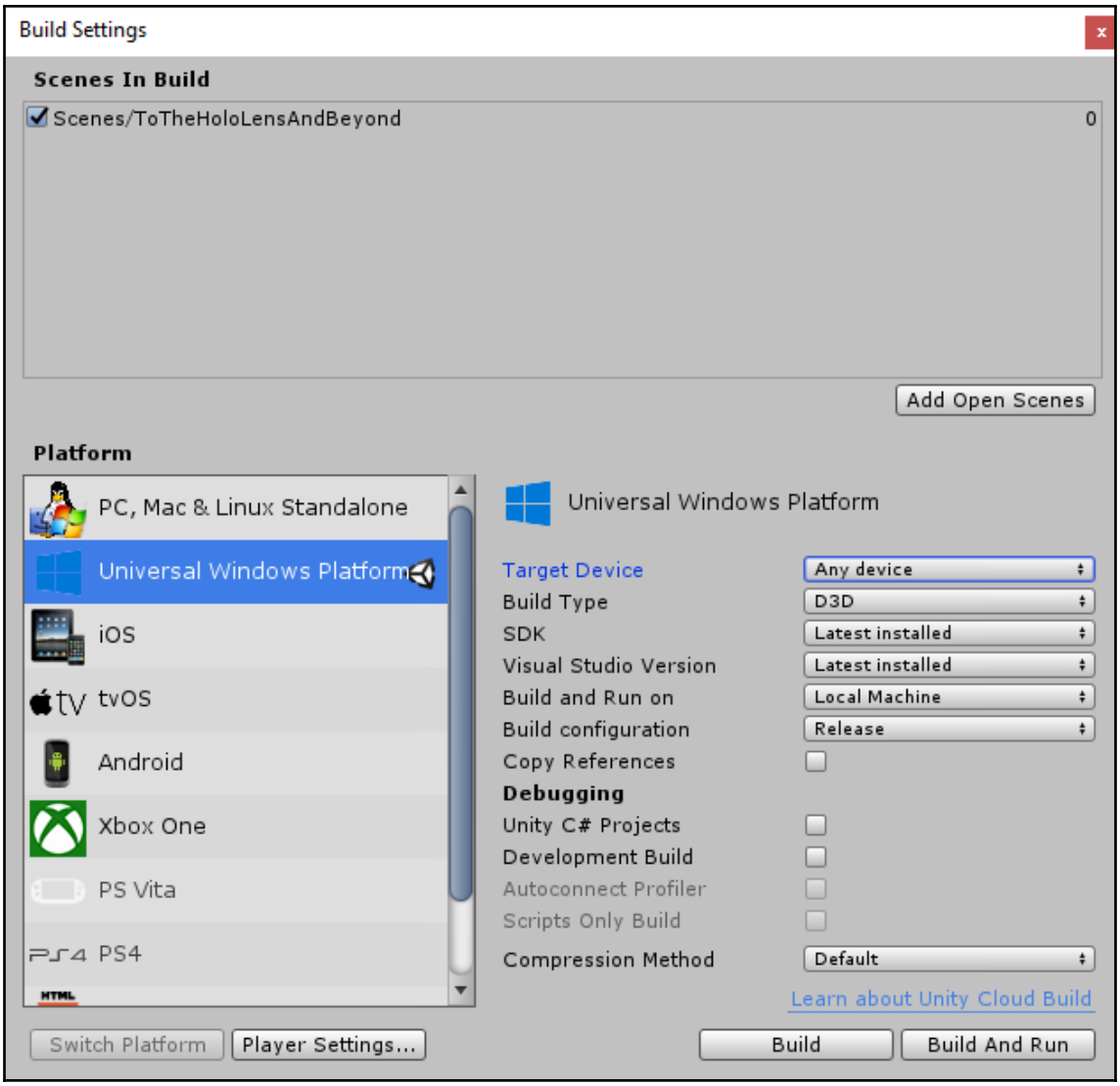
Build and Run on
Local Machine
Build configuration
Release
Copy References
Debugging
Unity C# Projects
Development Build
Autoconnect Profiler
Scripts Only Build
Compression Method
Default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Scenes In Build
Scenes/ToTheHoloLensAndBeyond
0
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Platform
PC, Mac & Linux Standalone
Universal Windows Platform
iOS
tvOS
Android
Xbox One
PS Vita
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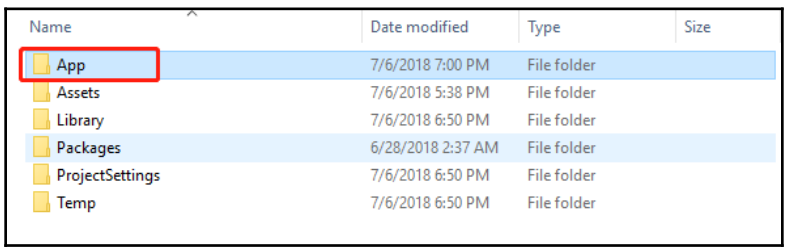
Universal Windows Platform
Target Device
Any device
Build Type
D3D
SDK
Latest installed
Visual Studio Version
Latest installed
Build and Run on
Local Machine
Build configuration
Release
Copy References
Debugging
Unity C# Projects
Development Build
Autoconnect Profiler
Scripts Only Build
Compression Method
Default
Learn about Unity Cloud Build
Switch Platform
Player Settings...
Build
Build And Run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Type
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File folder
Assets
7/6/2018 5:38 PM
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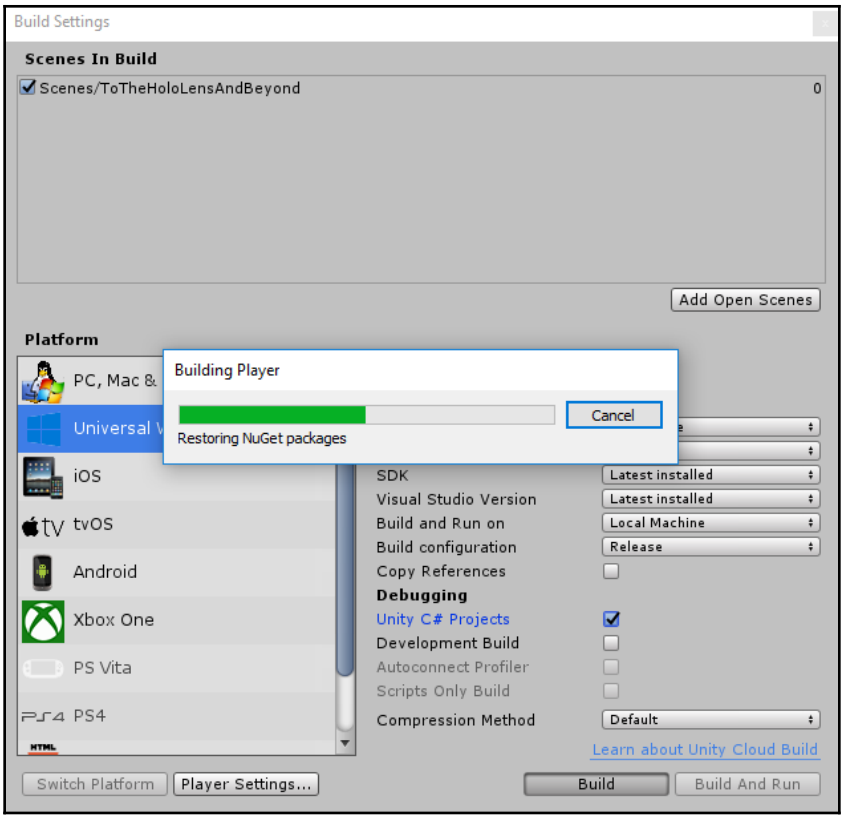

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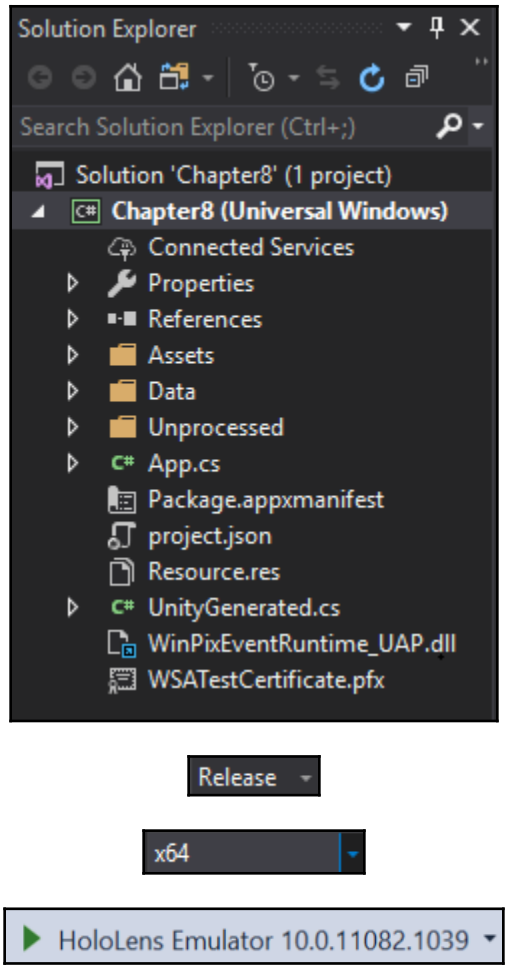
UnityOverwrite.txt	7/6/2018 7:02 PM	Text Document	2 KB


Solution Explorer
Search Solution Explorer (Ctrl+;)
Solution 'Chapter8' (1 project)
Chapter8 (Universal Windows)
Connected Services
Properties
References
Assets
Data
Unprocessed
App.cs
Package.appxmanifest
project.json
Resource.res
UnityGenerated.cs
WinPixEventRuntime_UAP.dll
WSATestCertificate.pfx
Release
x64
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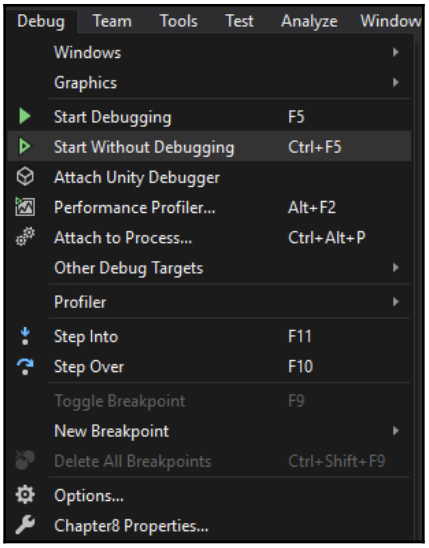
Debug
Team
Tools
Test
Analyze
Window
Windows
Graphics
Start Debugging F5
Start Without Debugging Ctrl+F5
Attach Unity Debugger
Performance Profiler... Alt+F2
Attach to Process... Ctrl+Alt+P
Other Debug Targets
Profiler
Step Into F11
Step Over F10
Toggle Breakpoint F9
New Breakpoint
Delete All Breakpoints Ctrl+Shift+F9
Options...
Chapter8 Properties...