



AR / VR

BASIC FUNDAMENTALS

BY

LOVE.MARKETING AND REALITY DEVS



Video Demos



WELCOME AND INTRODUCTION

Technology has grown so rapidly over the past decade that what use to take over 200 people and several expensive machines, now takes only 1 person and 1 recent year computer

A Basic Augmented Reality or Virtual Reality experience can be made in about 5-10 minutes(Depending on the user)

This is all possible with freely available software and resources on the internet
You will be able to achieve this by the end of the workshop

SCAVENGE



poly.google.com



[Blender.com](https://blender.com)



sketchfab.com

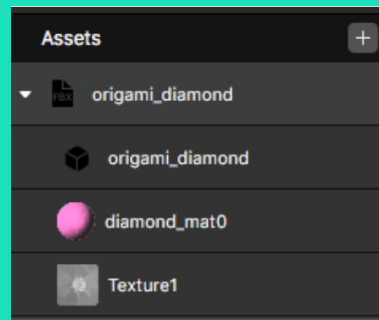
Although there are many sources for free 3D assets, we will focus on Google Poly today

Find a 3D asset you like and download the obj or fbx

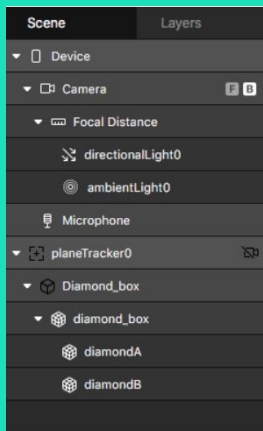
USER INTERFACE



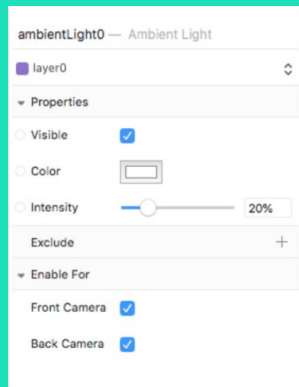
Toolbar(Has Insert, Position, Scale, Rotation)



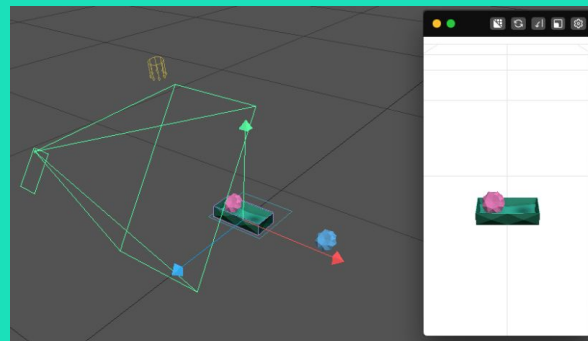
Asset Tab



Scene Tab



Inspector Panel



Viewport/Simulator

USER INTERFACE (CONT'D)

Toolbar - Has Insert (To add a file from your computer) , and Manipulators (Position, Scale, Rotation) for objects in a scene

Scene Tab - Is a visual organization of the objects in your scene (Cameras, Lights, 3D Objects, and Plane/Face Trackers)

Asset Tab - Shows all the files included in your project (3D models like obj or fbx, materials, images, and sounds)

Inspector Panel - Where you assign values or settings to every object in the scene

Viewport/Simulator - 3D representation of all the objects in your scene. Also simulates your AR effect in action

ACTIVITY

Click the '+' icon on the Asset Tab to include the asset you found on the internet
(You might have to unzip the file/folder if you can't find it)

Click on your asset in the Asset Tab and drag it over a plane/face tracker in the Scene Tab
(If you can't see your asset in the Viewport after doing this, it might be too large or small and needs to be scaled appropriately)

Tether your mobile device to the computer, run Spark AR player on the device, and then
Click Mirror in the Toolbar
(If the AR effect shows up on your phone, congrats, you have successfully made
an Augmented Reality Experience)

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