

AR App development in Unity 3D 2020x

1. Open and use Unity 2020X
2. Go to developer.vuforia.com
3. Login. Then download Unity package.
4. On Unity, Assets → Import package → Custom Package, and then import the downloaded package
5. If everything worked properly, now you should see a new menu item in Game Objects → Vuforia Engine → AR Camera
6. Select AR camera on Hierarchy panel and then on the inspector click on “Open Vuforia Engine Configuration”
7. Go back to the Vuforia website and go to the develop tab. Either use “Get Development Key” or use one that you already have.
8. Copy the key then paste it in to the app license key section in the inspector tab of Unity.
9. Scroll down and under android settings > ARCore Requirement → Set to Don't Use.
10. Go to GameObject → Vuforia Engine → Image Target
11. Go to Vuforia to create a image target. Develop → Target Manager
12. Add database → add a name and use device.
13. Click on it and add target image. You may download one or create one. More stars the better tracking.
14. Select the data base and click on download database.
15. In Unity, Assets → Import Package, and import the database.
16. Select image target on the hierarchy panel and then on the inspector, under image target behavior, Type – Use From Data base, and then select the name of the data base and the name of the image target that you gave in Vuforia.
17. You can add anything on top of the marker to be viewed by the app. Go to Gameobject and add a cube. Scale it appropriately. Make sure the cube is the child of the image target, and that the image target is the parent.
18. Test it out using your webcam. Print a marker or use another device.
19. Save your scene.
20. Go to file, build settings, and add open scene
21. select android and make sure to switch on the bottom button
22. Change the run device to All compatible devices, and compression method to default
23. Go to player settings and make sure min android version is set to Marshmellow.
24. Now use the build button to build the apk.