MARKER BASE EXERCISE: HANDS ON TOGETHER

Corso Realtà Virtuale 2024/2025

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Code on the laboratory repository Github in the folder
Ex07-02

https://github.com/aislabunimi/courses.vr2025

SETUP THE SCENE

- Create empty scene

- Import from Package Manager the ARFoundation

- Now Remove the Main Camera and the Directional Light from the current open scene and add AR Session and AR Session origin to the scene

- Download the unitypackage from here

- To import the unitypackage go to the Assets > Import > Custom Package and select the ar-marker-project-material.unitypackage
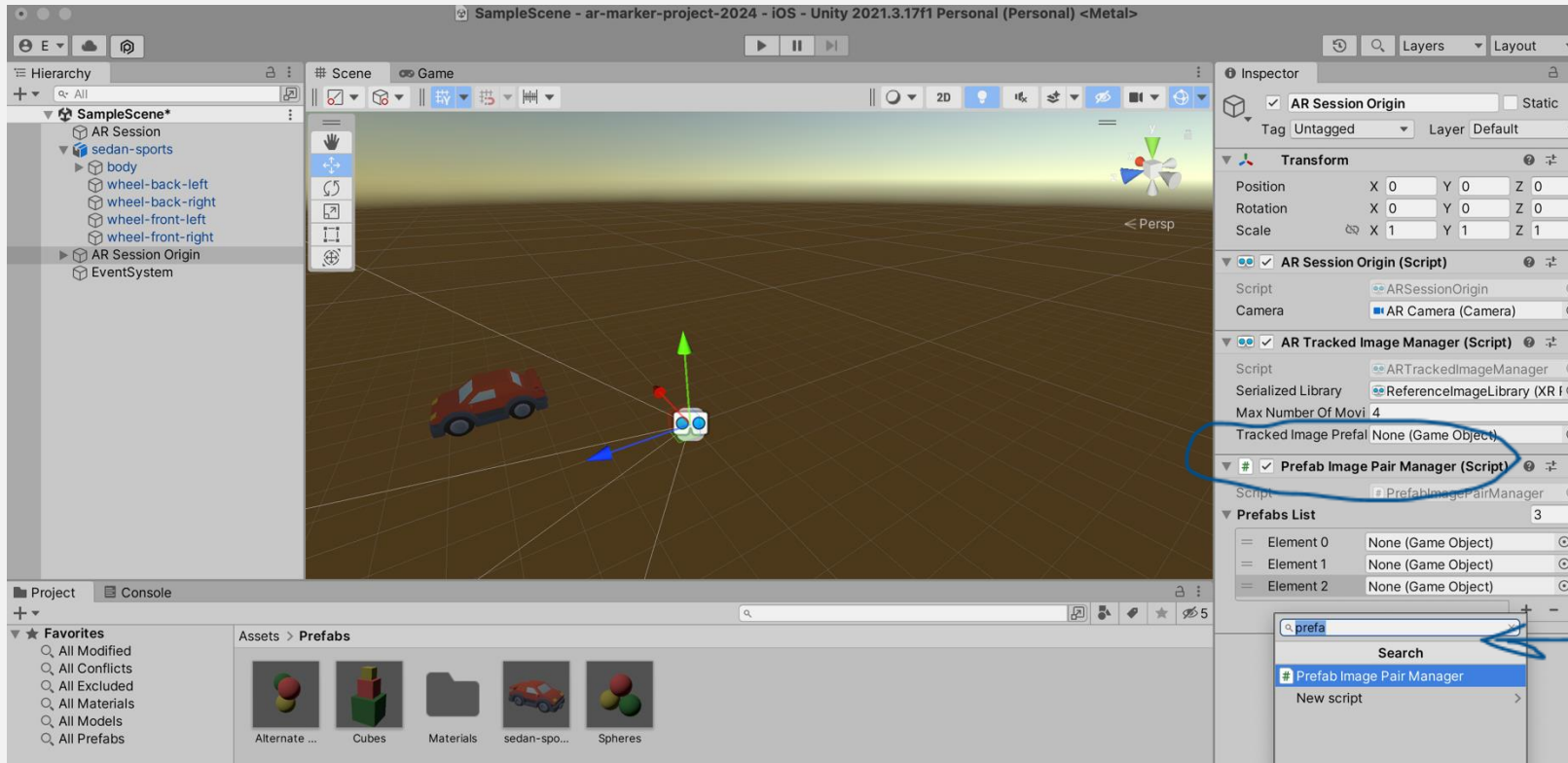
ADD MARKER MANAGER SCRIPT

Click on the **AR Session Origin** and in the inspector click on Add Component and search for the AR Tracked Image Manager
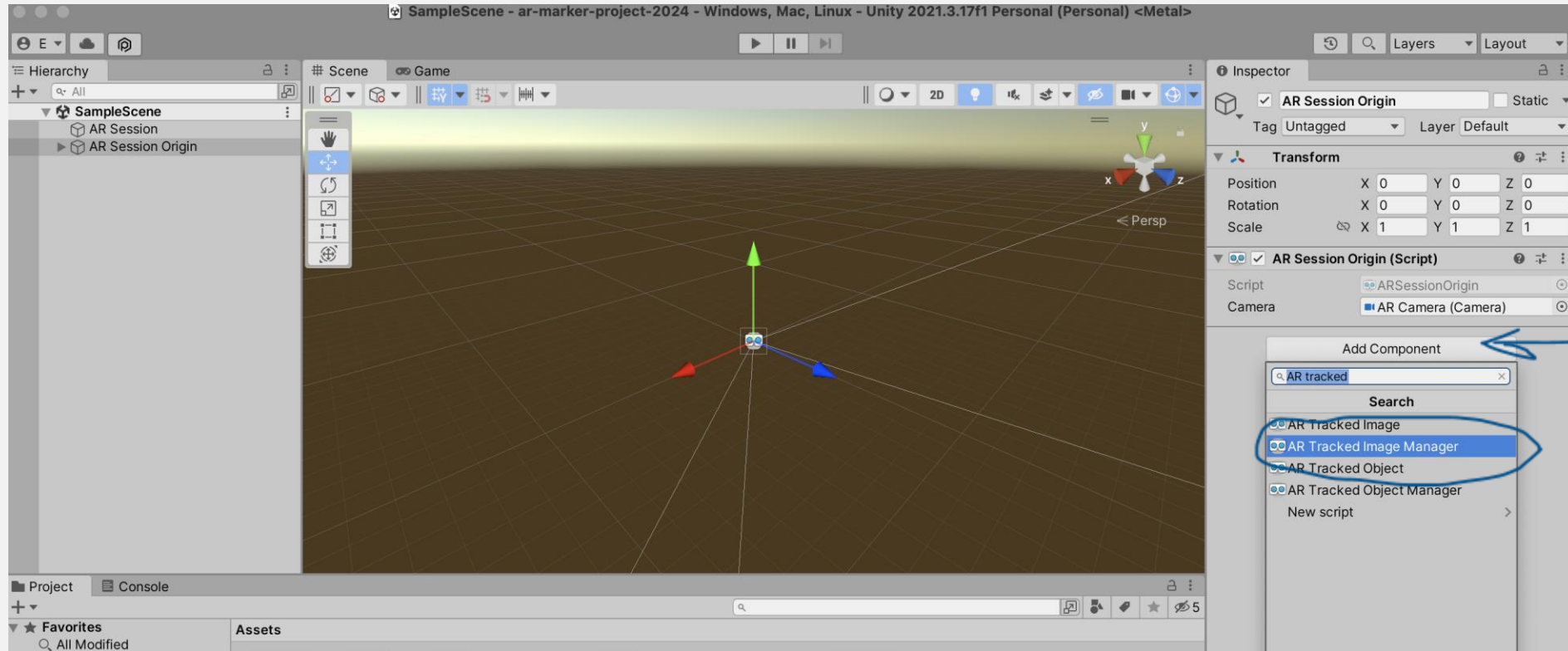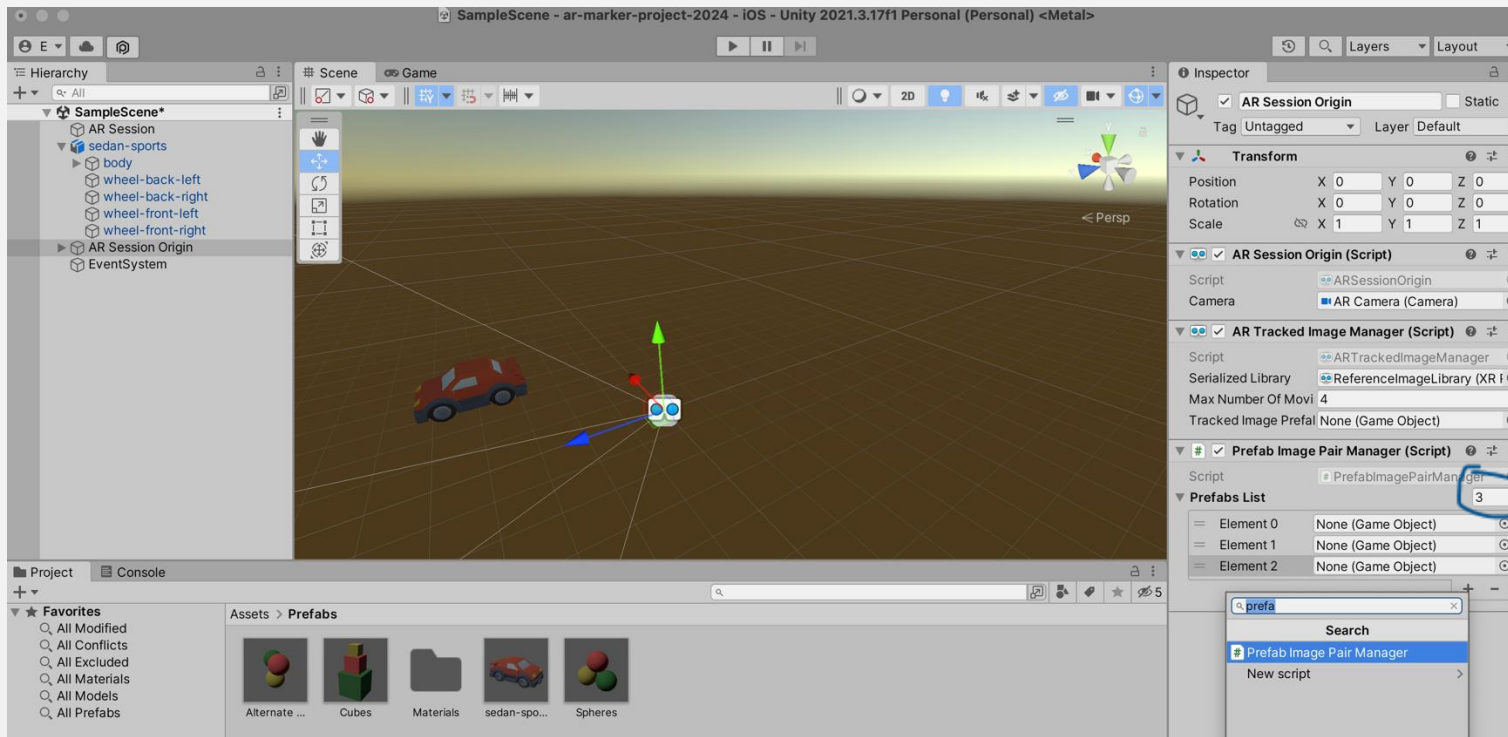
ADD SCRIPT: PAIR PREFAB-IMAGE MARKER

Always on the AR Session Origin Add Component **Prefab Image Pair Manager**
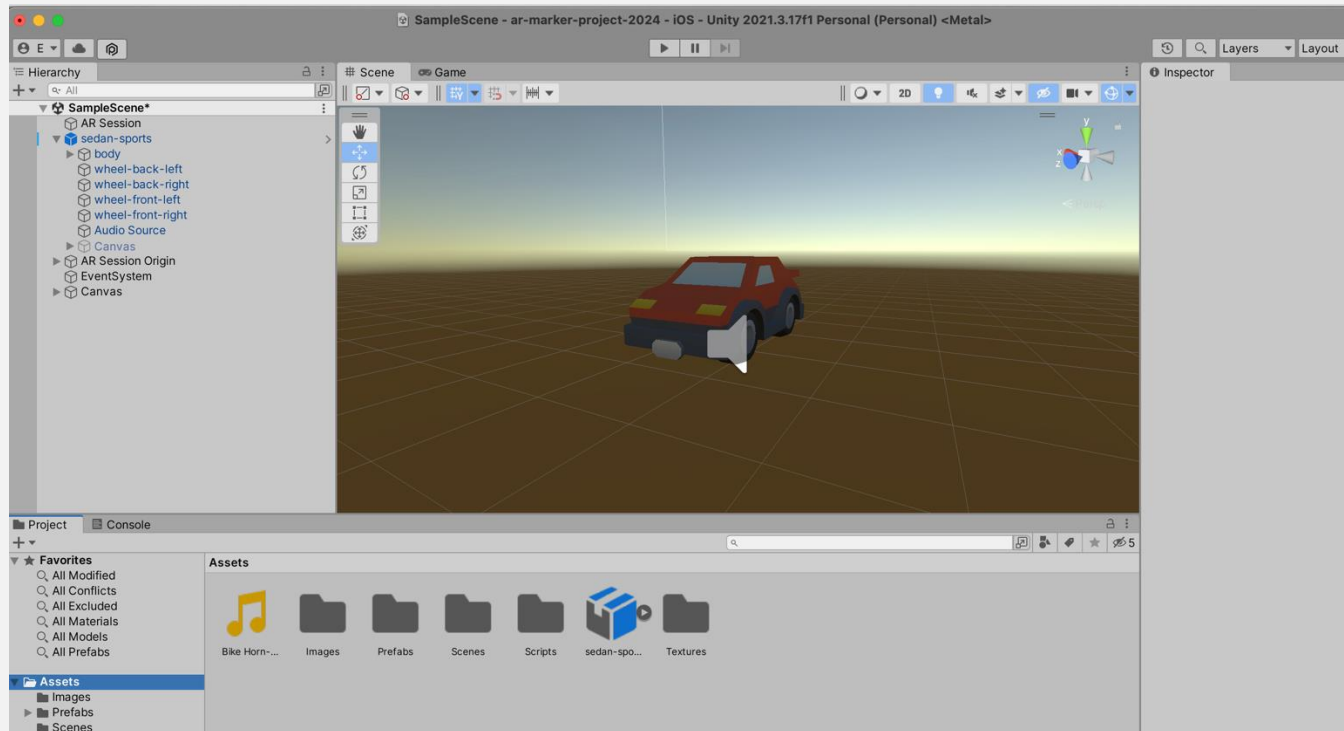
ADD SCRIPT: PAIR PREFAB-IMAGE MARKER

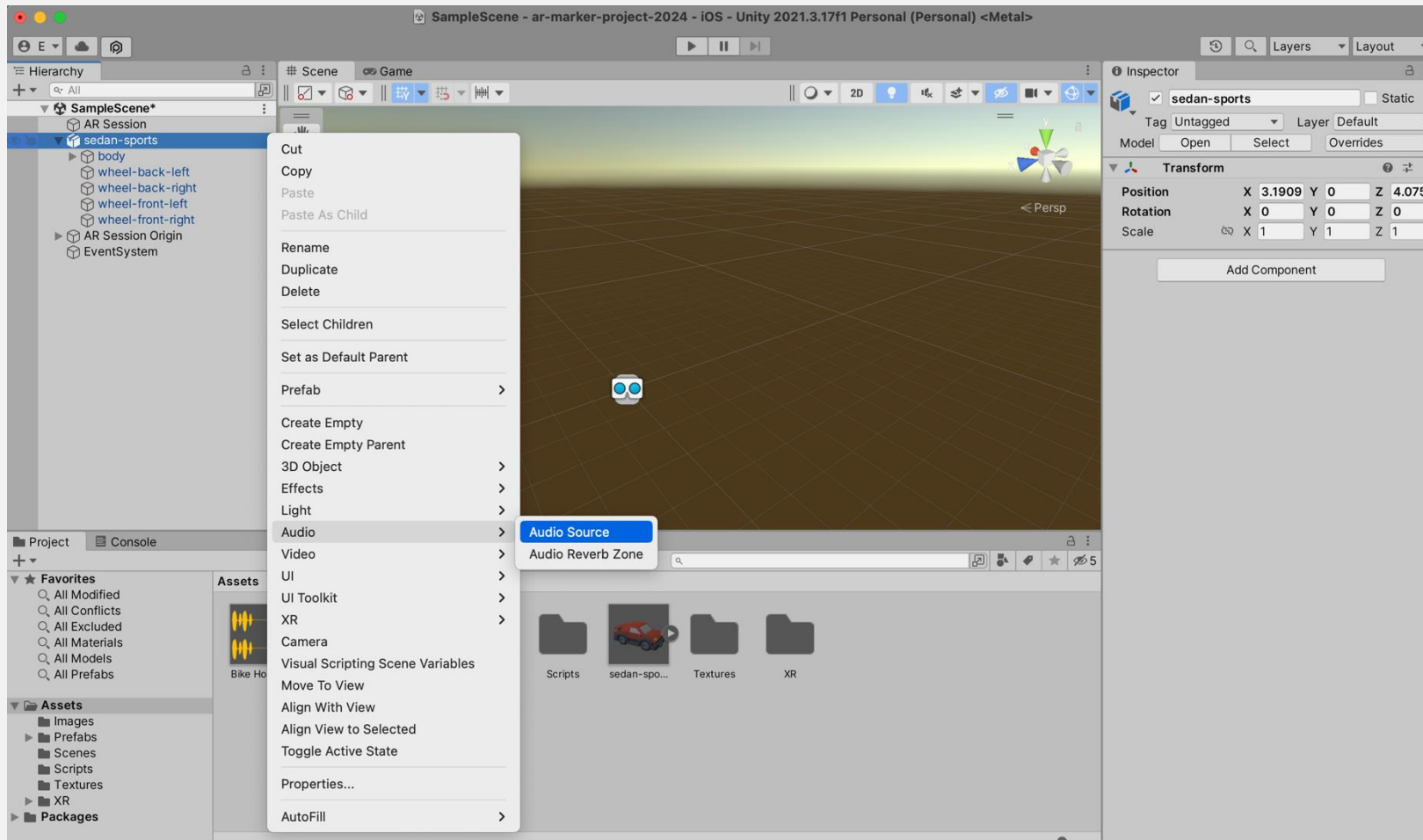In **Prefab Image Pair Manager** set Prefab List = 3

(I) CAR PREFAB

- Add **sedan-sports** object in the SampleScene (just drag the object in the open scene)
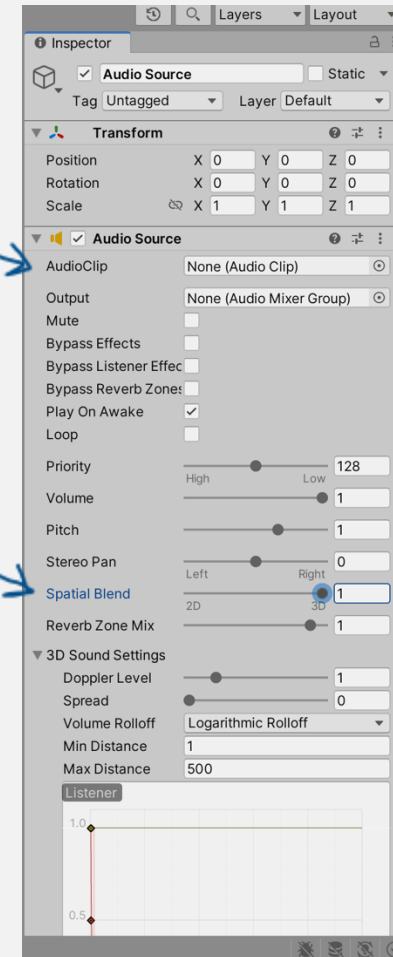
(2) CAR PREFAB

- Add to the **sedan-sports** object an Audio Source as children: right click on **sedan-sports to add it**
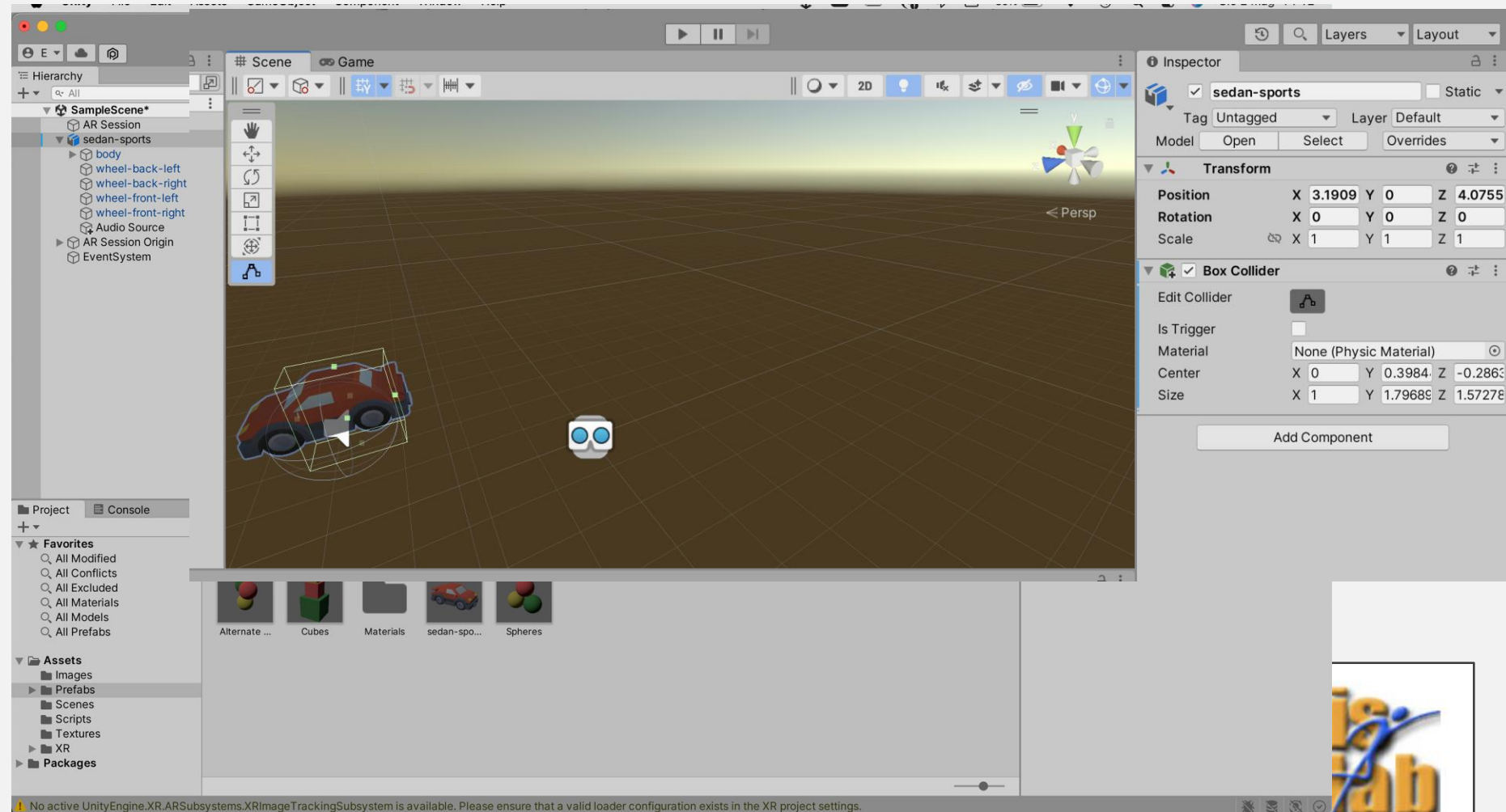
(3) CAR PREFAB

In the Audio Source

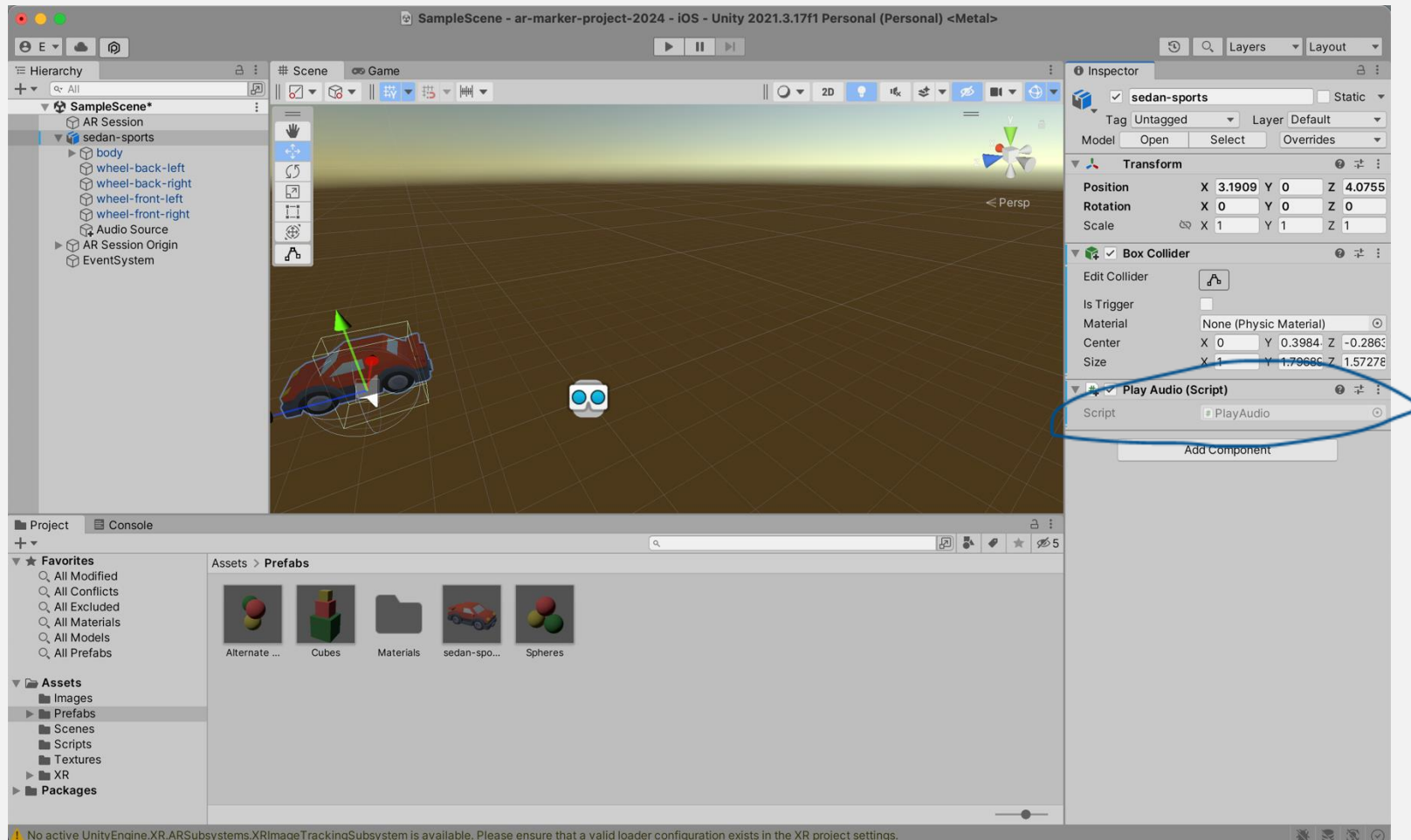- select Bike Horn audio in AudioClip

- Set Spatial Blend to 3D

(4) CAR PREFAB

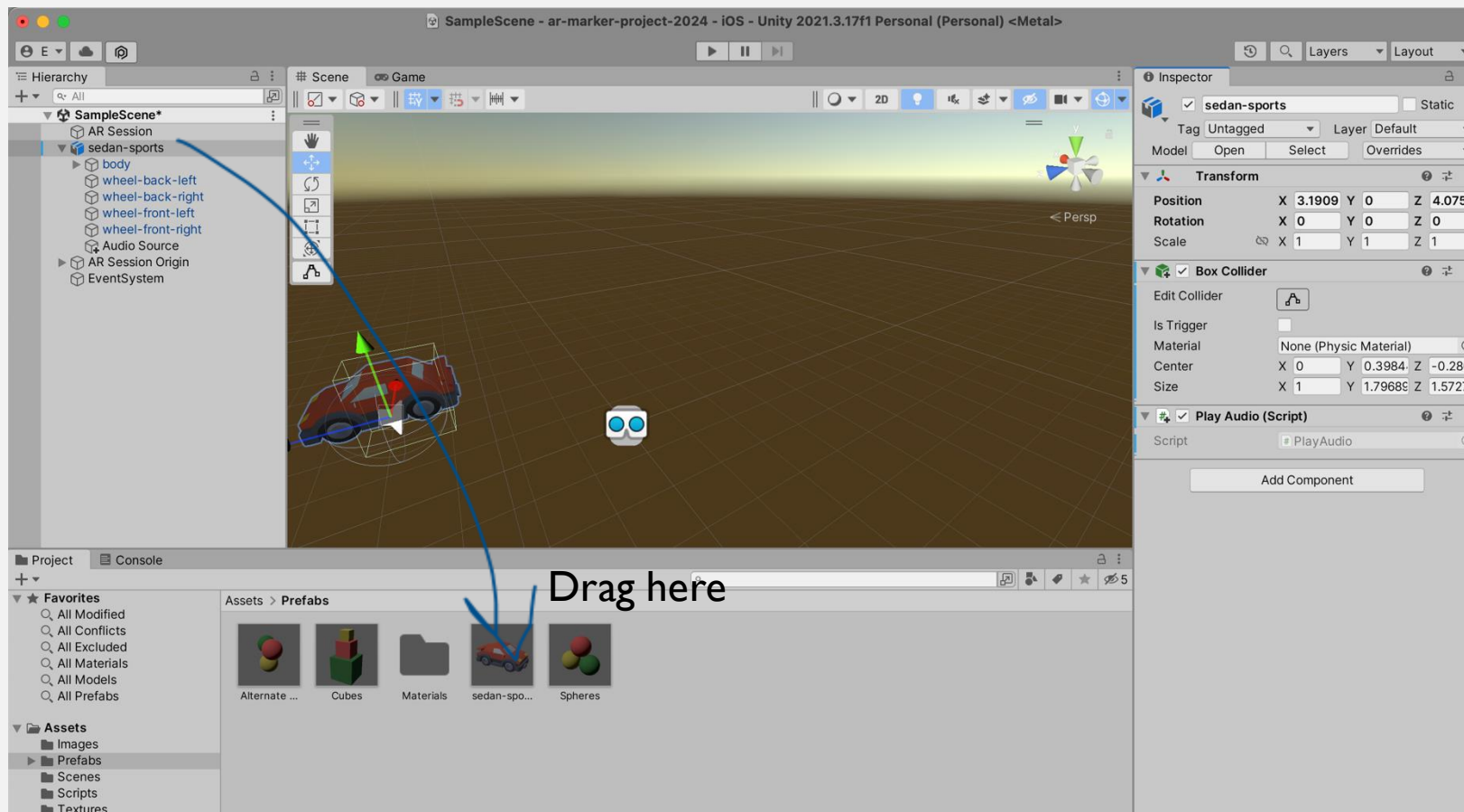- To the sedan-sports add a Box Collider and adjust it to the right size

(5) CAR PREFAB

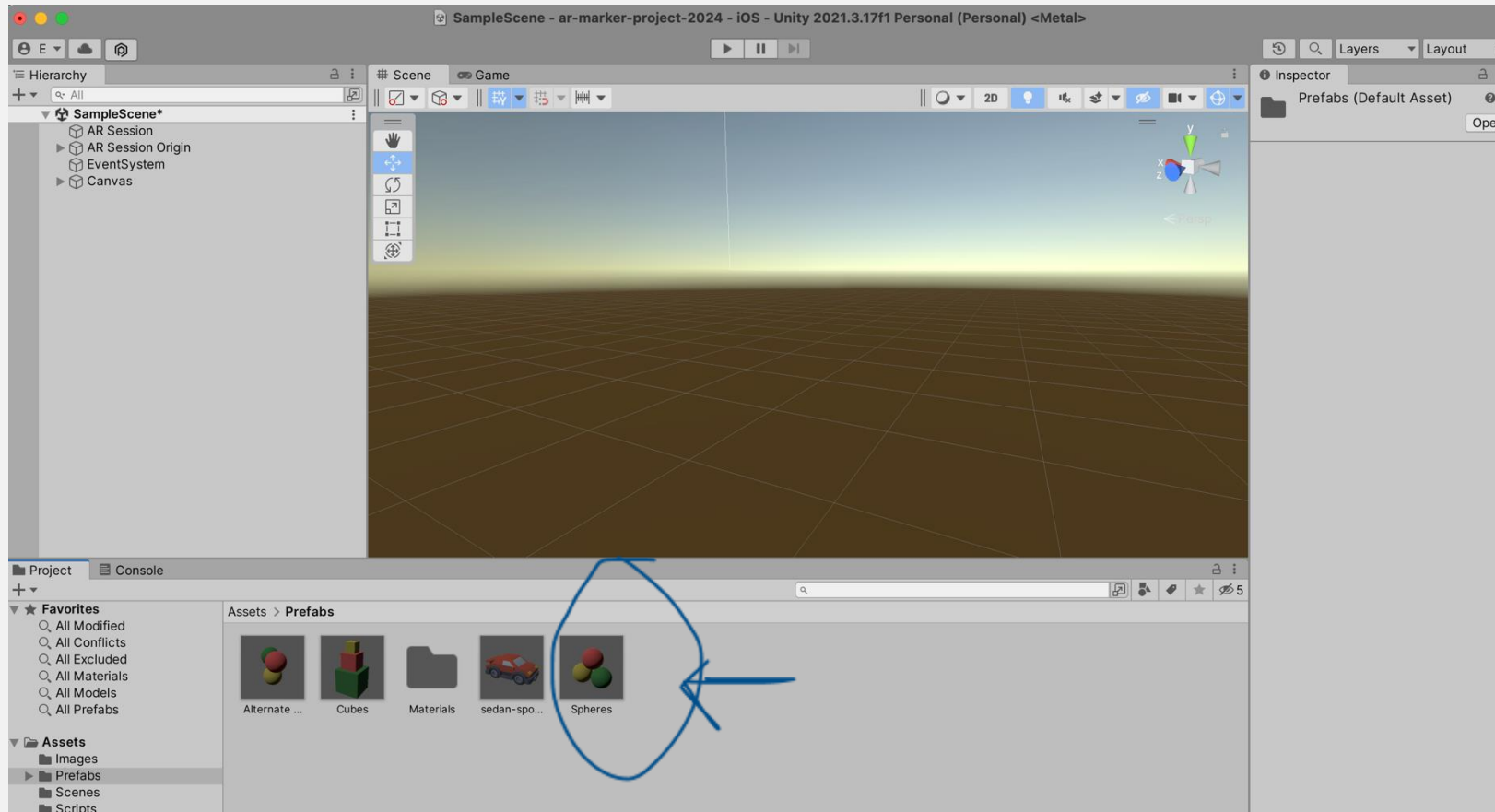- Add to the **sedan-sports** object the PlayAudio script

GENERATE CAR PREFAB

- To generate the prefab Drag&drop the **sedan-sports** object in the Prefabs folder

- Once you have done, delete the **sedan-sports** from the Sample Scene
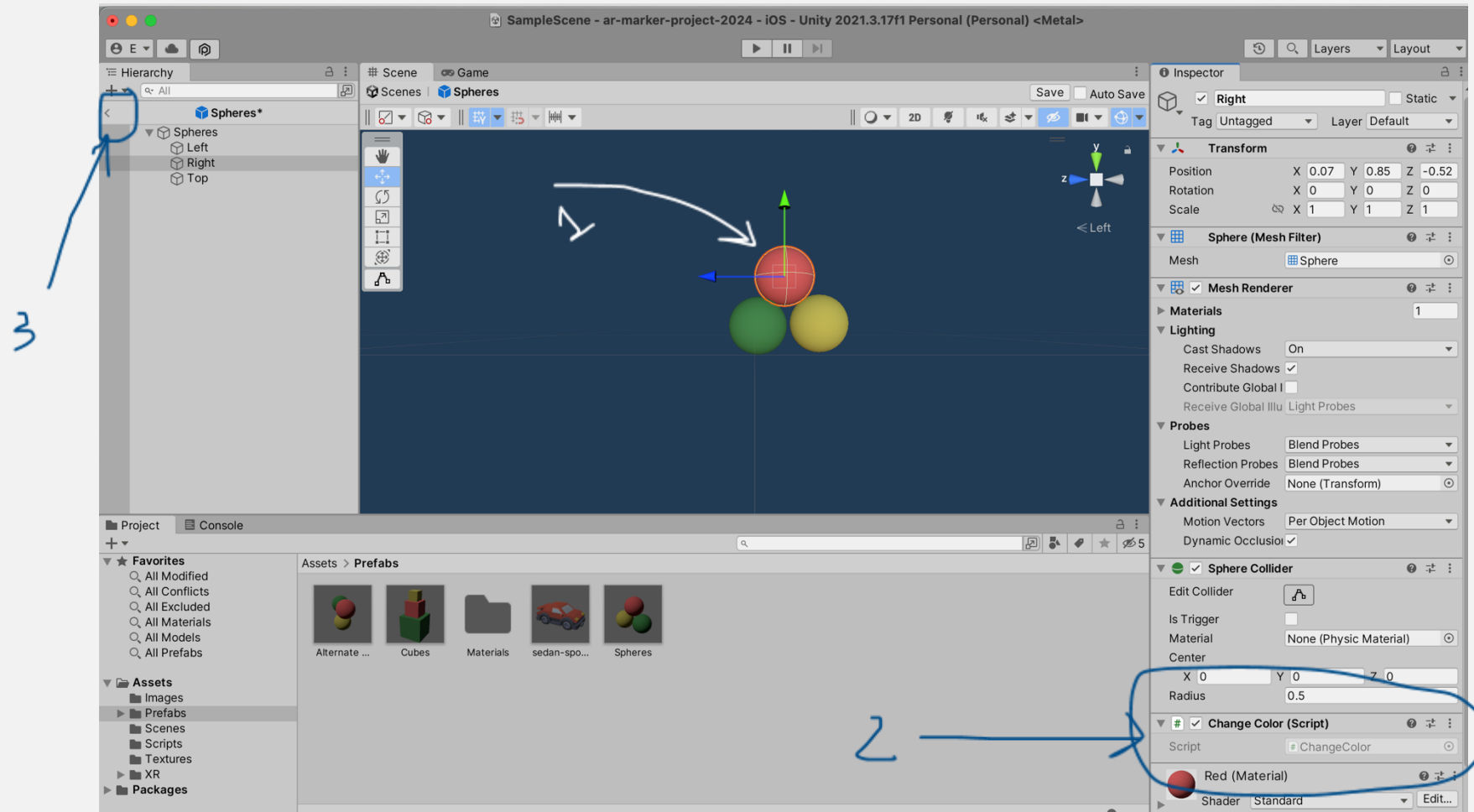

Drag here

ADD COLOR SCRIPT TO SPHERE PREFAB

- Double click on Spheres Prefab to open it

GENERATE CAR PREFAB

1. Click on the Red Sphere

2. add the ChangeColor script

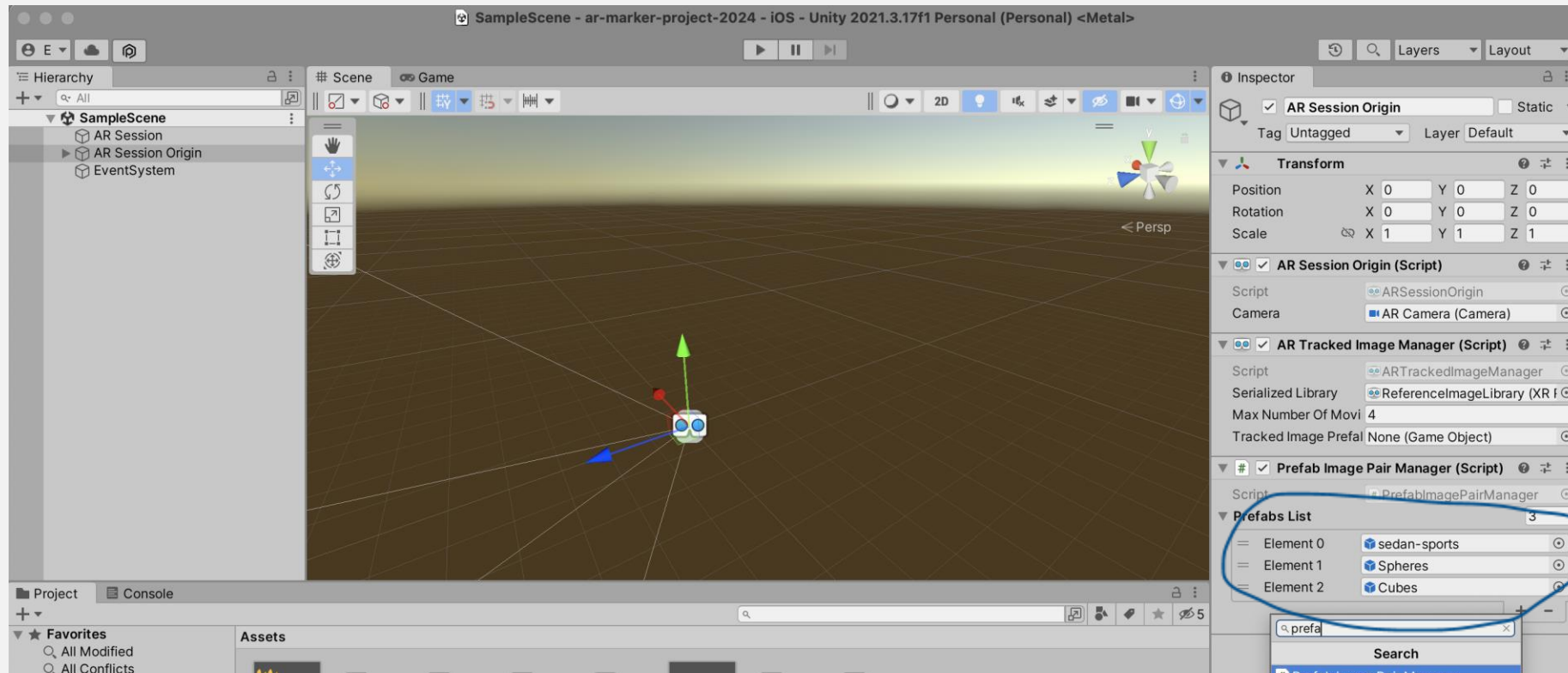3. then Save with cntrl + S and then exit from Prefab view

ADD PREFABS FOR IMAGE TRACKING

- Go to the AR Session Origin in Sample Scene and in the **Prefab Image Pair Manager** add in the **Prefabs List** in order:
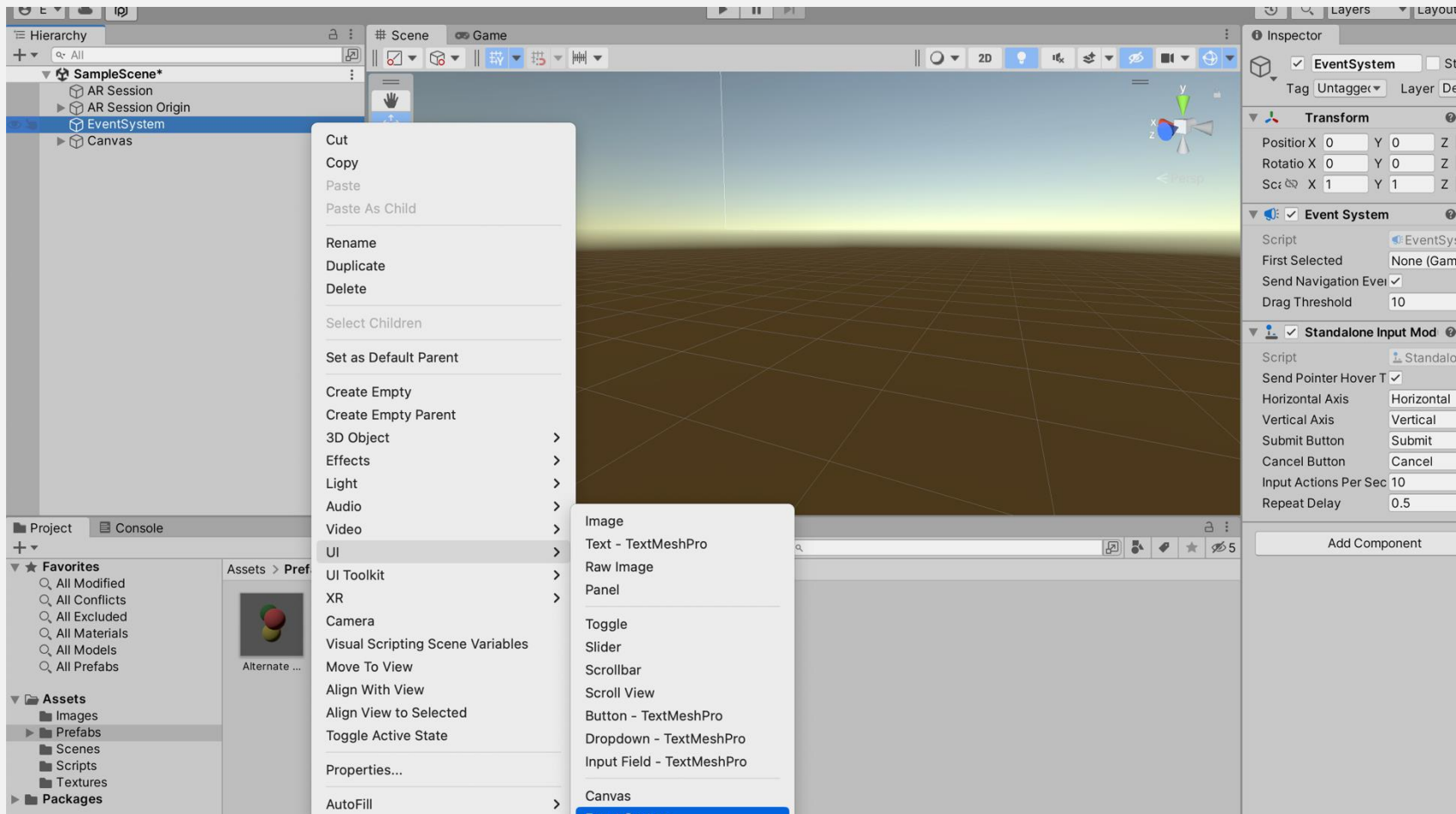
    0: sedan-sports

    1: Spheres

    2: Cubes

ADD EVENT SYSTEM

- Add the Event system: right click on Sample Scene -> UI -> Event System

NOW BUILD

- Build for Android or iOS as you have seen in the previous exercise of Solar System