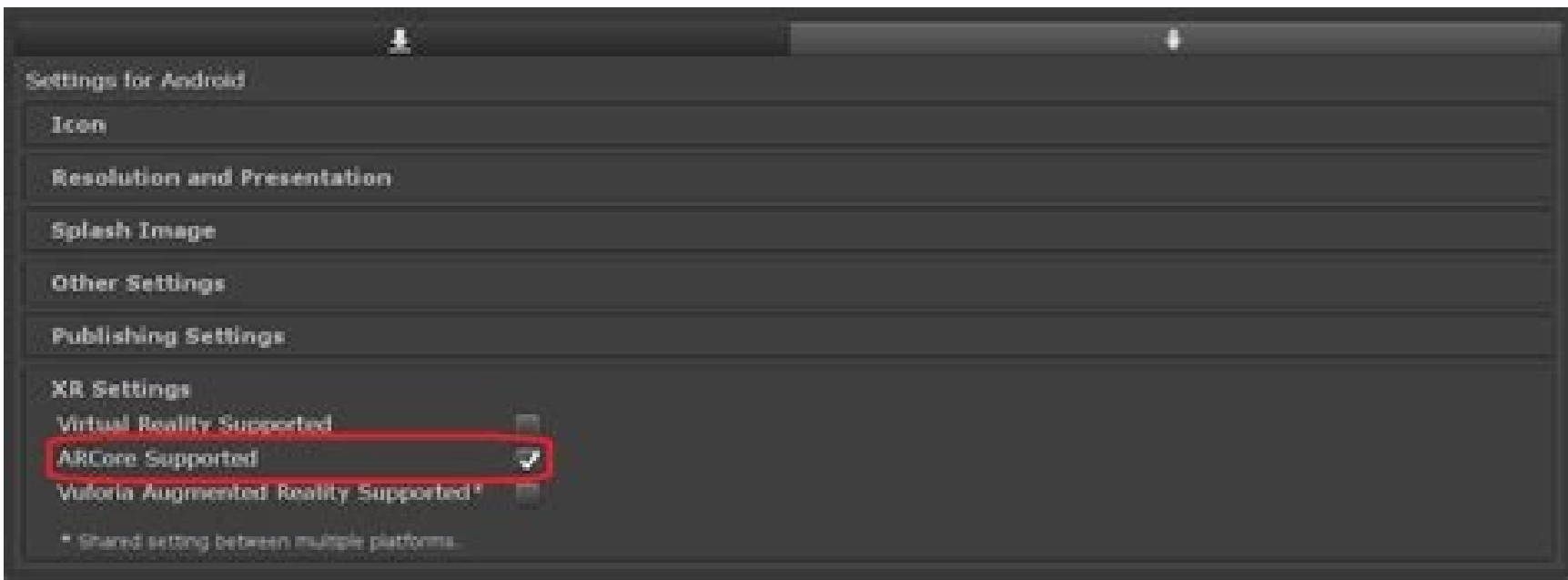
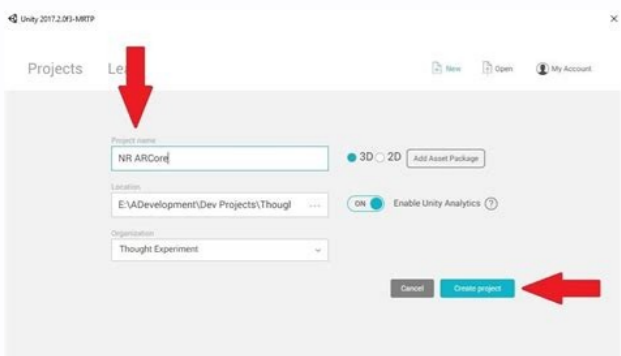
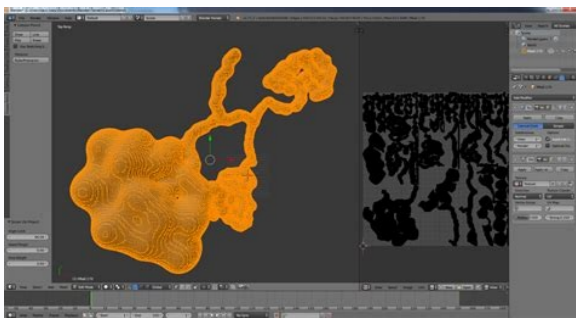
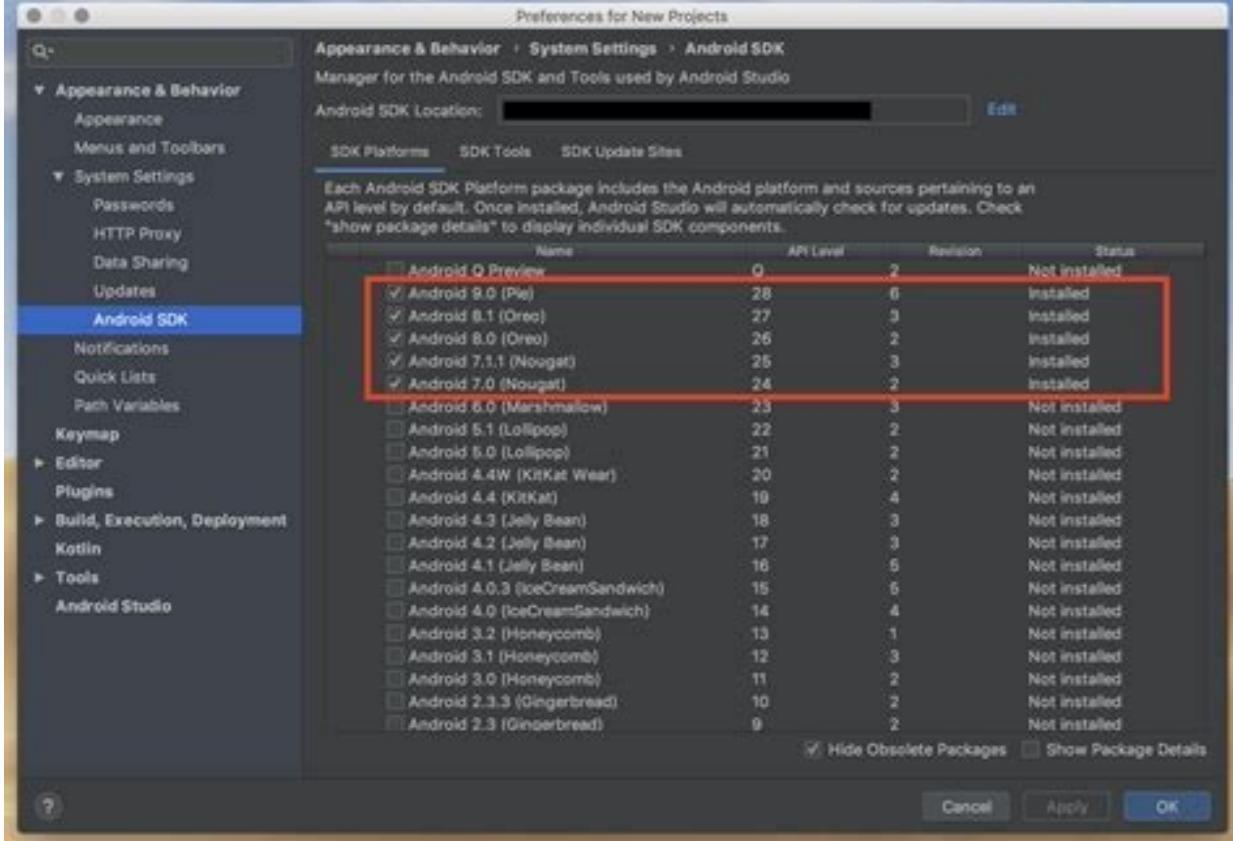


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ARCore SDK for Unity v1.6.0

noelvictor1 released this on 8 Dec 2018

Assets

arcore-unity-sdk-1.6.0.unitypackage

18.3 MB

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EasyAR Sense Unity Plugin EasyAR Sense Unity Plugin exposes EasyAR Sense features into Unity as a plugin. It can work with or without AR Foundation. It can also work on Nreal Eyewears. EasyAR Sense Unity Plugin 4.5.0 adds some minor features and fixes to improve user experience. ARCore SDK is updated to 1.23.0, and more strict checks are applied in the building process according to Google's policy. EasyAR Sense Unity Plugin 4.5.0 use Unity's package to organize itself. It support Unity 2019.4 and later versions. Click here for more details about what has been improved in this version. The samples are distributed within the plugin package. Detailed description can be found here. AllSamplesLauncher A launcher scene to load all handheld AR samples. WorldSensing/SpatialMap SparseSpatialMap Demonstrate how to use sparse SpatialMap Demonstrate how to put virtual objects onto SpatialMap Demonstrate how to preview persistence contents Demonstrate how to localize multiple maps and show contents on them WorldSensing/SpatialMap Sparse_Localizing Demonstrate how to use the sparse SpatialMap uploaded into the database (e.g. created from SpatialMap_SparseSpatialMap sample) Demonstrate how to localize sparse SpatialMap and put virtual objects onto SpatialMap WorldSensing/SpatialMap Sparse_ImageTarget Demonstrate how to use sparse SpatialMap and image tracking together WorldSensing/SpatialMap Sparse_Building Demonstrate how to build sparse SpatialMap WorldSensing/SpatialMap Sparse_Dense_Building Demonstrate how to build sparse SpatialMap and dense SpatialMap together WorldSensing/SpatialMap Sparse_BallGame Demonstrate how to use dense SpatialMap Demonstrate how to render dense SpatialMap mesh Demonstrate how to use dense SpatialMap to do collision and occlusion WorldSensing/MotionTracking Fusion Demonstrate how to use motion tracking features from EasyAR motion tracking, AR Foundaton, ARCore, ARKit and other frameworks in a similar way Demonstrate how to select frame source automatically according to device capability at app startup Demonstrate how to switch available frame sources at runtime in a single scene WorldSensing/MotionTracking Demonstrate how to use motion tracking Demonstrate how to fallback to ARKit/ARCore when EasyAR motion tracker not available WorldSensing/MotionTracking_ImageTarget Demonstrate how to use motion tracking and image tracking together WorldSensing/SurfaceTracking Demonstrate how to use surface tracking WorldSensing/SurfaceTracking_ImageTarget Demonstrate how to use surface tracking and image tracking together ObjectSensing/ImageTracking_Targets Demonstrate different methods to create targets Demonstrate how to dynamically create targets Demonstrate how to create a target from ImageTargetData Demonstrate how to load and unload targets Demonstrate how to use different center mode Demonstrate how to use different horizontal flip mode ObjectSensing/ImageTracking_Video Demonstrate how to load video with Unity VideoPlayer and play video on target Demonstrate how to load video with Unity VideoPlayer and play transparent video with custom shader Demonstrate how to change the video aspect ratio (Unity VideoPlayer feature) to fit image target ObjectSensing/ImageTracking_MotionFusion Demonstrate how to track image more stable using EasyAR motion fusion Demonstrate how to extend tracking using EasyAR motion fusion ObjectSensing/ImageTracking_CloudRecognition Demonstrate how to use cloud recognition Demonstrate how to create and use offline cache Demonstrate how to stop web request when tracking ObjectSensing/ImageTracking_TargetOnTheFly Demonstrate how to create image target directly from real-time camera image and load it into tracker as a target ObjectSensing/ImageTracking_Coloring3D Demonstrate how to create a coloring book and "convert" book image into 3D at real-time ObjectSensing/MultiTarget_SingleTracker Demonstrate how to track multiple targets simultaneously using single tracker ObjectSensing/MultiTarget_MultiType Demonstrate how to track multiple type of targets simultaneously ObjectSensing/MultiTarget_SameImage Demonstrate how to track multiple same targets simultaneously Demonstrate how to load image target using custom code ObjectSensing/MultiTarget_MultiTracker Demonstrate how to track multiple targets simultaneously using multiple trackers ObjectSensing/ObjectTracking Demonstrate how to track 3D objects DeviceSupport/Camera_VideoCamera Demonstrate how to open/close camera Demonstrate how to switch camera Demonstrate how to get camera image texture Demonstrate how to control camera display Demonstrate how to horizontally flip camera image DeviceSupport/VideoRecording Demonstrate how to record video DeviceSupport/FrameRecording Demonstrate how to record eif file Demonstrate how to playback eif file and use it for diagnosing DeviceSupport/Camera_CustomCamera Demonstrate how to create an EasyAR app with a non-system-API-based camera DeviceSupport/ARFoundation Demonstrate how to use EasyAR and Unity AR Foundation together Demonstrate how to use EasyAR sparse and dense spatial map building using Unity AR Foundation as VIO backend Eyewear/Eyewear_Nreal_SpatialMap_Building Demonstrate how to use EasyAR on Nreal devices Demonstrate how to use EasyAR sparse and dense spatial map building on Nreal devices Eyewear/Eyewear_Nreal_ImageTracking_InWorld Demonstrate how to use EasyAR on Nreal devices Demonstrate how to use EasyAR image tracking on Nreal devices to track an image in the real world Eyewear/Eyewear_DeviceHasNoTracking Demonstrate eyewear support when device has no VIO capability Demonstrate how to use image tracking on eyewears with no VIO capability EasyAR Sense Unity Plugin EasyAR Sense Unity Plugin is EasyAR Sense in Unity中的插件，它在Unity中提供EasyAR Sense功能，可以独立工作或者也可以与AR Foundation协同工作，并且支持在Nreal眼镜上的使用。 EasyAR Sense Unity Plugin 4.5.0 增加了一些小功能，修复了一些bug，增强了用户体验。根据Google的政策，这个版本将 ARCore SDK 更新至 1.23.0，并且在构建过程中增加了更加严格的检查。 EasyAR Sense Unity Plugin is EasyAR Sense in Unity中的插件，它在Unity中提供EasyAR Sense功能，可以独立工作或者也可以与AR Foundation协同工作，并且支持在Nreal眼镜上的使用。 EasyAR Sense Unity Plugin 4.5.0 增加了一些小功能，修复了一些bug，增强了用户体验。根据Google的政策，这个版本将 ARCore SDK 更新至 1.23.0，并且在构建过程中增加了更加严格的检查。 EasyAR Sense Unity Plugin 4.5.0 使用 Unity package 组织文件，支持Unity 2019.4及更高版本。点击这里了解详细改进说明。 样例随插件包一起分发。详细描述可以在 这里找到。 AllSamplesLauncher sample启动器，可以通过启动器加载所有手持AR样例。 WorldSensing/SpatialMap SparseSpatialMap 演示如何使用稀疏空间地图 演示如何使用稀疏空间地图 演示如何在稀疏空间地图上播放虚拟物体 演示如何预览持久化的内容 演示如何定位多张地图并展示上面的内容 WorldSensing/SpatialMap Sparse_Localizing 演示如何使用上传到SpatialMap库（比如使用SpatialMap_SparseSpatialMap样例创建）的稀疏空间地图 演示如何定位稀疏空间地图并在上面播放虚拟物体 WorldSensing/SpatialMap Sparse_ImageTarget WorldSensing/SpatialMap Sparse_Building WorldSensing/SpatialMap Sparse_Dense_Building WorldSensing/SpatialMap Sparse_BallGame 演示如何使用稠密空间地图 演示如何渲染稠密空间地图实现碰撞和遮挡 WorldSensing/MotionTracking_Fusion 演示如何通过类似的方法使用 EasyAR motion tracking, AR Foundaton, ARCore, ARKit等的运动跟踪功能 演示如何在app启动时根据设备能力自动选择 frame source 演示如何在运行时的一个场景中切换使用所有可用的 frame source WorldSensing/MotionTracking_ImageTarget 演示如何使用运动跟踪 演示如何在不支持EasyAR运动跟踪的时候自动使用ARKit/ARCore WorldSensing/SurfaceTracking_ImageTarget ObjectSensing/ImageTracking_Targets 演示创建target的不同方法 演示动态创建target 演示通过ImageTargetData创建target的方法 演示如何加载和卸载target 演示如何使用不同中心模式（center mode） 演示如何使用不同水平翻转模式 ObjectSensing/ImageTracking_Video 演示如何使用Unity VideoPlayer加载并在target上播放视频 演示如何使用Unity VideoPlayer加载视频，用自定义shader实现透明视频播放 演示如何修改视频 aspect ratio（Unity VideoPlayer 功能） 透明image target ObjectSensing/ImageTracking_MotionFusion 演示如何使用EasyAR运动融合功能更加稳定地跟踪图像 演示如何使用EasyAR运动融合功能实现扩展跟踪 ObjectSensing/ImageTracking_CloudRecognition 演示如何使用云识别 演示如何创建和使用本地缓存 演示如何在跟踪是停止网络请求 ObjectSensing/ImageTracking_TargetOnTheFly 演示如何直接从相机图像中实时创建target并加载到tracker ObjectSensing/ImageTracking_Coloring3D 演示如何创建“转换”成3D ObjectSensing/MultiTarget_SingleTracker ObjectSensing/MultiTarget_MultiType ObjectSensing/MultiTarget_SameImage 演示如何在同时跟踪多个相同目标 演示如何使用自定义代码加载图像目标 DeviceSupport/Camera_CustomCamera MultiTracker DeviceSupport/Camera_VideoCamera 演示如何打开/关闭camera 演示如何获取camera图像贴图 演示如何控制camera显示 演示如何水平翻转camera图像 DeviceSupport/VideoRecording DeviceSupport/FrameRecording 演示如何使用eif文件进行回放和调试 ObjectSensing/MultiTarget_MultiTracker ObjectSensing/ImageTracking_DeviceSupport/Camera_VideoCamera 演示如何同时使用 EasyAR and Unity AR Foundation 演示如何在运行 Unity AR Foundation 的 VIO 能力的基础上构建EasyAR稀疏空间地图和稠密空间地图 Eyewear/Eyewear_Nreal_SpatialMap_Building 演示如何在Nreal设备上使用EasyAR 演示如何在Nreal设备上构建EasyAR稀疏空间地图和稠密空间地图 Eyewear/Eyewear_Nreal_ImageTracking_InWorld 演示如何在Nreal设备上使用EasyAR 演示如何在Nreal设备上使用EasyAR的图像跟踪能力跟踪真实世界中的图像 Eyewear/Eyewear_DeviceHasNoTracking 演示对于没有VIO能力的AR眼镜支持 演示如何在没有VIO能力的AR眼镜上使用图像跟踪

08/02/2022 · I apparently, have a device which is Supported. It is listed on Google's list for ARCore.... and I have ticked the ARCore XR box but apprently using 2020.3 and ARFoundation 4.0, but still using the demo scenes from the github repo it. ... Start creating innovative AR & VR content with Unity today! ... Matthew Small, Software Engineer at Google, describes how to use the Google ARCore SDK for Unity to start building AR applications on ARCore. Watch video. Unite LA - Building for ... 18/04/2022 · A Cloud Anchor is a special type of anchor that can be used to persist AR experiences in the real world. With the ARCore Cloud Anchor API, or ARCore Cloud Anchor service, you can create interactive layers of digital information and anchor them to actual locations, designing experiences that can be shared over time by multiple people across many ... 23/05/2019 · ARCoreを使って、UnityでAndroid向けARアプリケーションを開発する方法をご紹介します。モーショントラッキング、環境把握（特徴点抽出、平面認識）、環境光推定などを実装し、高機能、高クオリティのARアプリを創っていきましょう。AR in general, they wrap that platform's native SDK (for example, ARKit on iOS and ARCore on Android). Installing AR Foundation. To install this package, ... The platform-specific packages that Unity provides, such as ARCore and ARKit, contain their own shaders for background rendering. EasyAR Sense 是一个独立SDK，它不依赖于非系统组件或是像Unity3D这样的工具，可以提供灵活的基于数据流的组件化API。 EasyAR CRS 是云端图像识别服务，可以在云端动态管理识别图，在EasyAR Sense中使用对应API可以使用云服务识别云端存储的识别图，并从云端获取和识别图相关联的数据信息。 EasyAR Sense Unity Plugin 4.5.0 adds some minor features and fixes to improve user experience. ARCore SDK is updated to 1.23.0, and more strict checks are applied in the building process according to Google's policy. EasyAR Sense Unity Plugin 4.5.0 use Unity's package to organize itself. It support Unity 2019.4 and later versions. 10/08/2022 · Supported Unity versions. 2020.3.0 or higher. Support. Visit site. Related keywords. tracking cloud recognition image recognition Computer Vision object recognition HoloLens AR recognition arcove Vuforia ARKit Model Targets Mixed reality Augmented Reality ground plane. Quality assets. Over 11,000 five-star assets. Trusted. Rated by ... 23/03/2022 · ARCore's motion tracking technology uses the phone's camera to identify interesting points, called features, and tracks how those points move over time. With a combination of the movement of these points and readings from the phone's inertial sensors, ARCore determines both the position and orientation of the phone as it moves through space. AR Foundation includes core features from ARKit, ARCore, Magic Leap, and HoloLens, as well as unique Unity features to build robust apps that are ready to ship to internal stakeholders or on any app store.This framework enables you to take advantage ...

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