

Highly Portable Augmented Reality

Which took me to YouTube...

So we started chasing down the piece parts...

Android SDK
Android NDK
Vuforia SDK
Blender
Unity
Cygwin
Vuforia-Android-Unity package

And we forgot our tools. And the tools we had in the box.

In the end, we were able to build and install AR apps on our Droid X's and T-700 Android™ tablets

@Grg
I think #DoctorWho fans might be some of the nicest people on the internet. See comments here.

It all began with Twitter...

But then things changed.

Two years ago, this is the best I could do with AR

Fin

Let's switch over to the development environment and see if we can build an AR app in 15 minutes.

We have BB11 home built AR apps and some commercial examples if you'd like to experiment with the technology during the break.

The Basic Process

- Build 3D model in Blender
- Open Unity
- Import Vuforia tools
- Import Blender objects
- Create AR camera source
- Create AR engine
- Link to target database
- Position 3D model components
- Tweak project settings for Android
- Build and deploy
- Install on mobile device
- Explore, interact, enjoy

Now for the fun stuff,
Show-and-tell time.

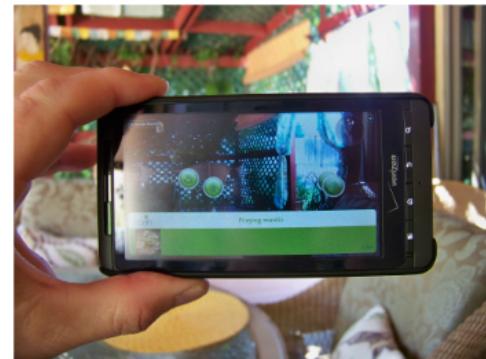
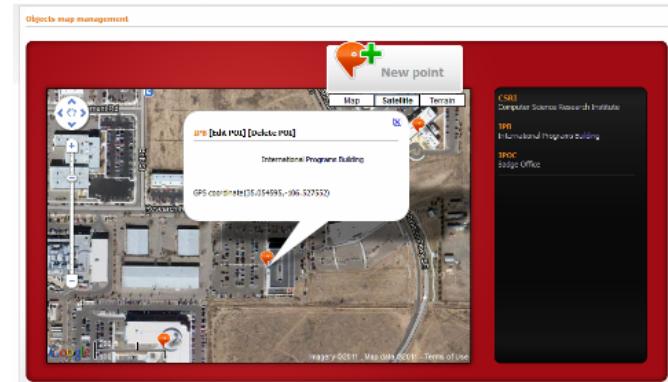
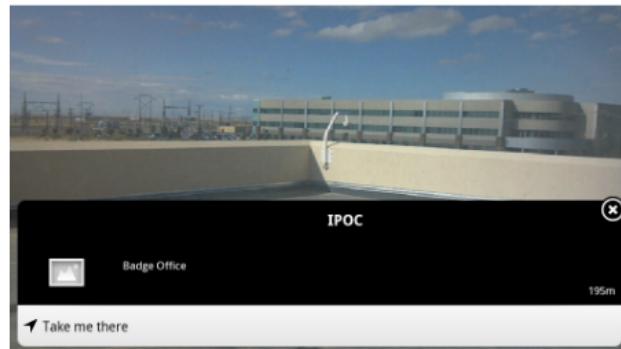
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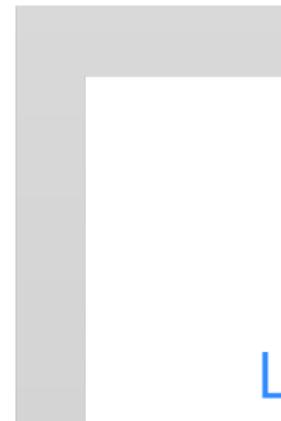


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Let's switch

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YouTube

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Unity

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Android NDK

Blender

Cygwin

And we banged our heads
against the wall for quite a few
days.

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on our Droid X's and T-700 Android* tablets

* Swift3 ARKit 3.0. Requires a Mac (or compiler).

LaDue

* Sorry, no iOS yet. Requires a Mac for compiling.

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SDK

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