

Augmented Reality with Unity

Duration : 3 Days

Course Content

AR (Augmented Reality) is a technology that adds virtual information to the real world displayed via devices such as smartphones or glasses. It can be used for a variety of purposes, such as gaming, education or marketing. AR combines the virtual world with the real world, enabling users to see, touch, and interact with virtual objects placed in the real world.

Prerequisites

- C# Programming Language Advanced

Course Objectives

After this course delegates will have practical knowledge of techniques for creating Augmented Reality application using Unity.

Who Should Attend

This course is designed for developers looking to using Augmented Reality for mobile.

Course Outline

- Introduction AR
- Introduction Unity
- Introduction fuvoria
- Instalasi IDE
- Object Marker with fuvoria
- Building AR
- AR Animation
- AR Sound
- building simple AR aplication
- device configure & instalation

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