

AR Slideshow

TL;DR: [video tutorial](#)

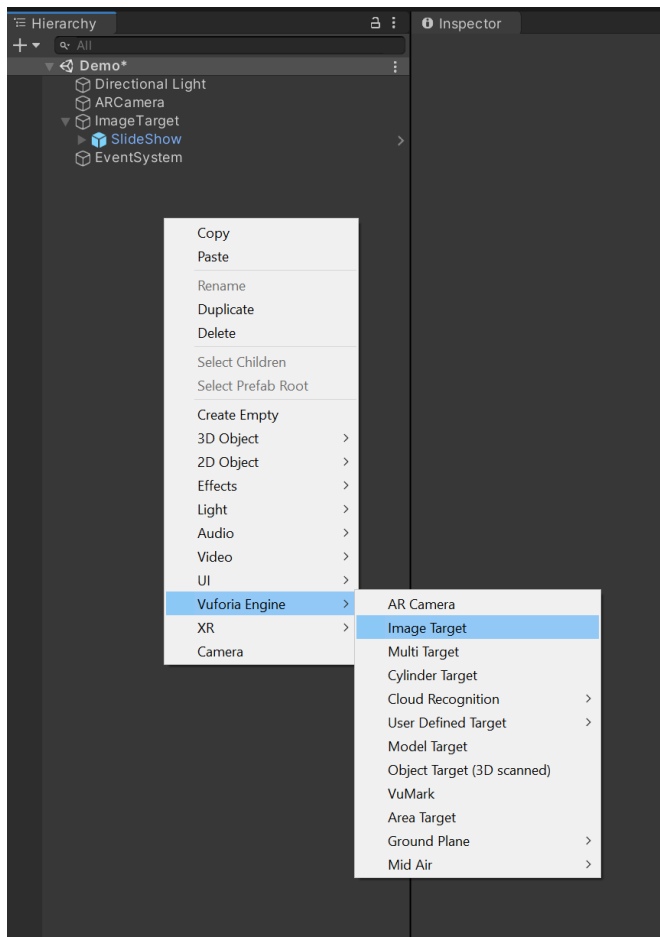
For the latest Vuforia Engine v9.8.8, you can remove the `DefaultTrackableEventHandler` component on the `ImageTarget`, and only use the `ImageTargetDetection` component.

Lightweight AR Slideshow solution based on Vuforia. If you have any issues, please contact yunhn.lee@gmail.com

This package will be continuously updated with other cool effects!

Setup

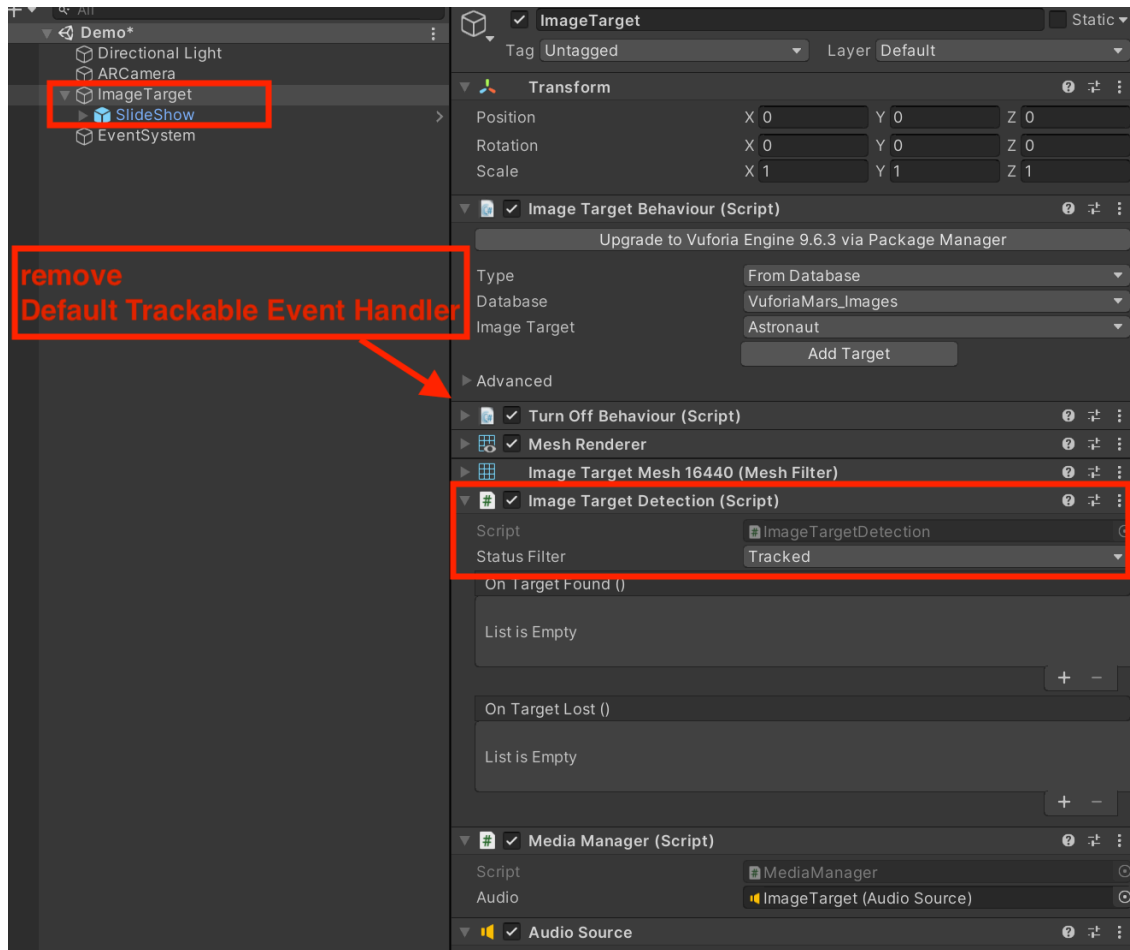
1. Right Click in Hierarchy Window, choose Vuforia Engine, and add the AR Camera and at least one `ImageTarget` game object.



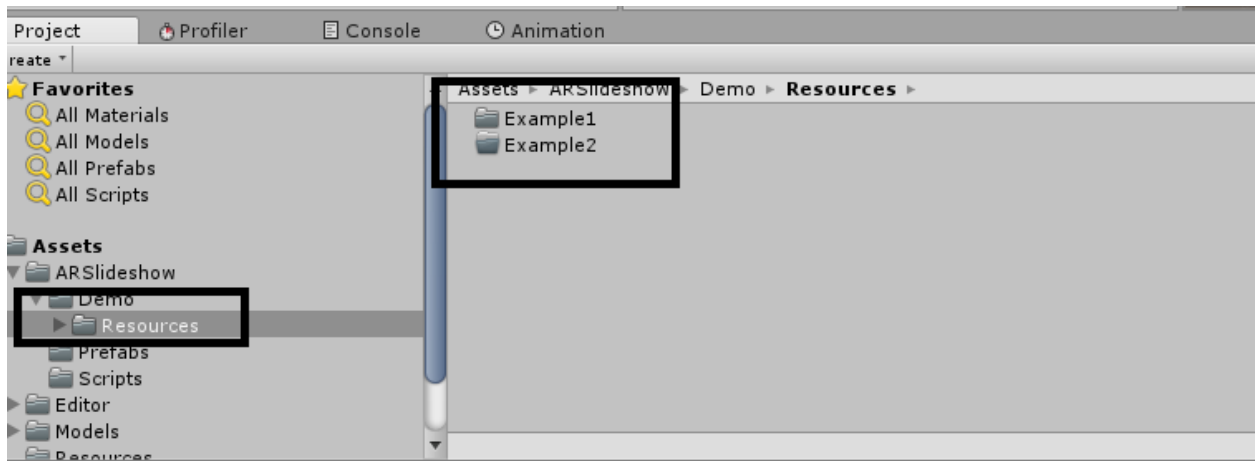
2. On the `ImageTarget` game object, remove the **DefaultTrackableEventHandler** component, and then add the **ImageTargetDetection** component.

Then drag **Slideshow Prefab** under your ImageTarget game object. You can adjust the scale of the slideshow to fit your project.

(The demo scene is using the builtin Vuforia Database, and Image Target is the Astronaut).

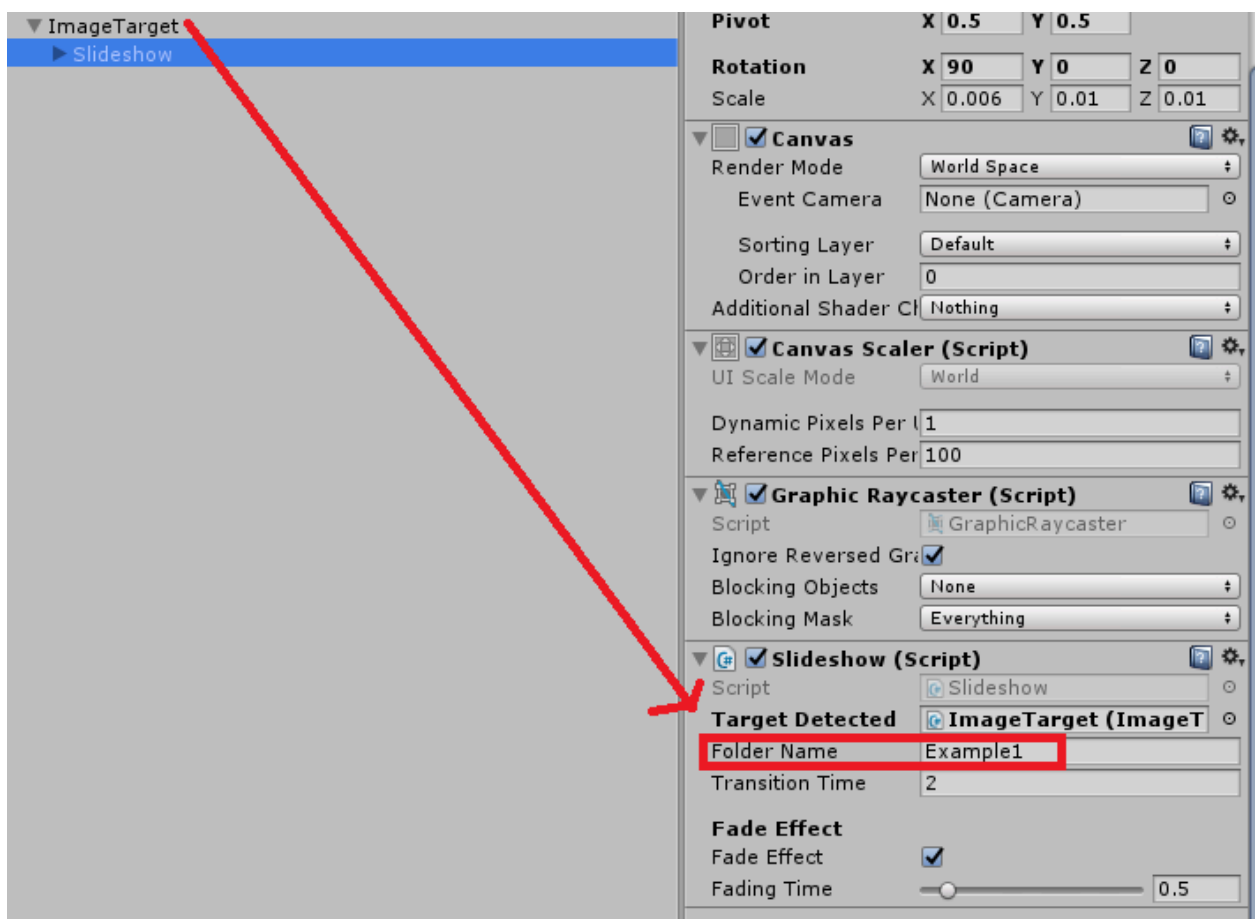


3. Create a **Resources** Folder in your project if you don't have one. If you have n target images, and you want each target image to show different slides. Create n folders under Resources Folder. In each folder, put the images correspondingly.



4. Click on Slideshow game object, drag ImageTarget into your Target Detected field. Put the folder name.

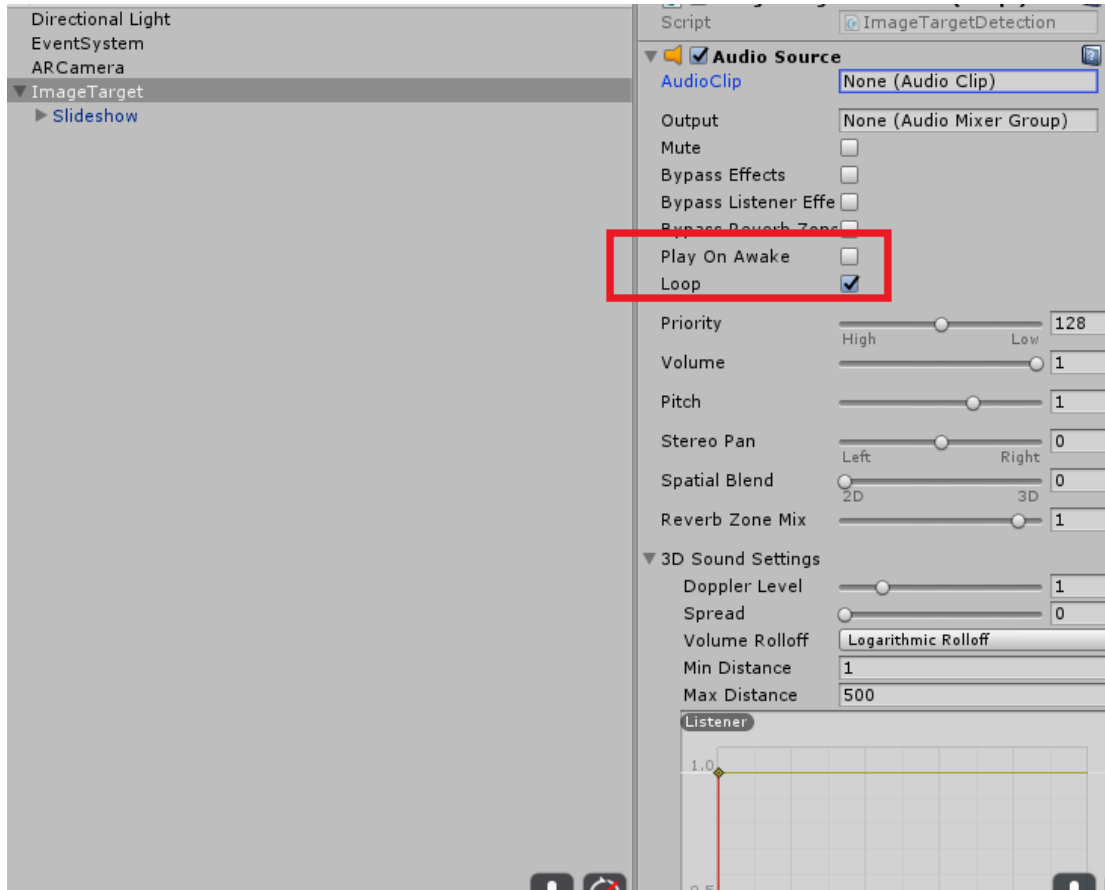
You can adjust the transition time (Default is 2 seconds)



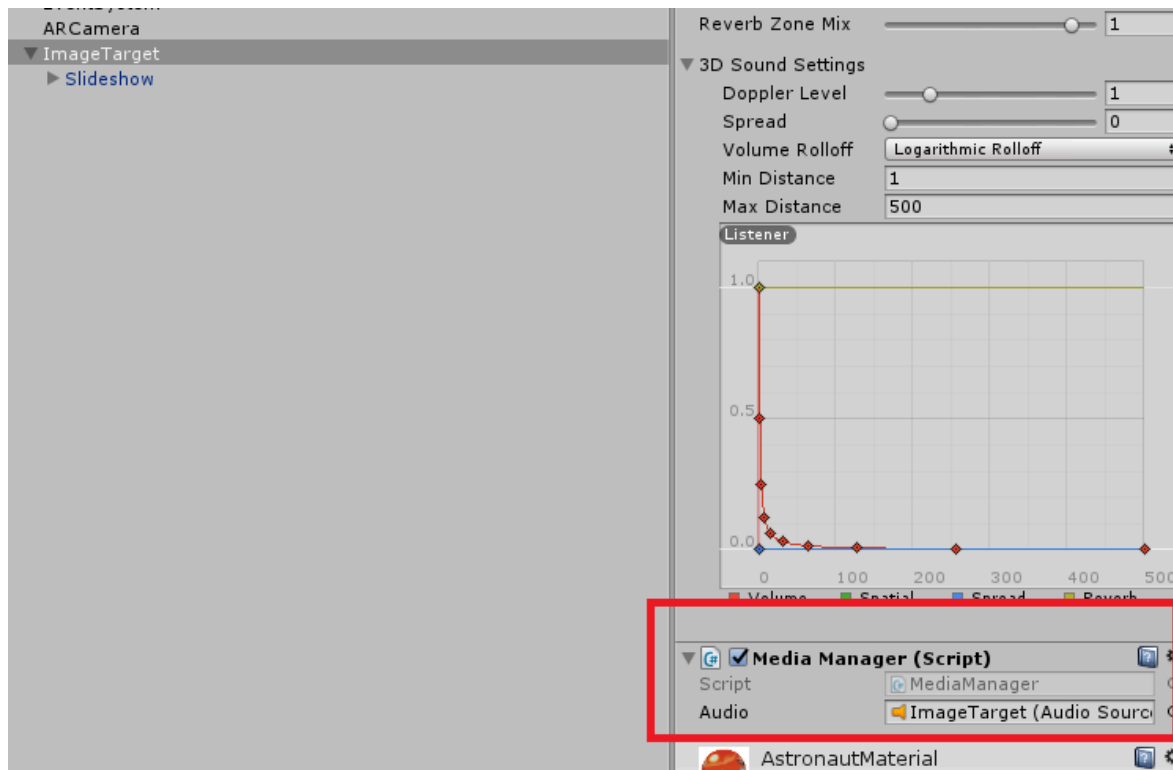
Done! You can now enjoy your slideshow!

Extra: Add Audio to your target image.

1. Add Audio Source to your Image Target if you don't have one, assign Audio Clip with your favourite audio. Untick Play On Awake, tick Loop if you want to loop your audio.



2. Add Media Manager Component on Image Target, then drag the Audio Source component to the Audio field. Then all done! You will have your audio play & pause once the image has been detected.



Note: If you want to improve your project's performance by optimising the audio in Unity, here's a good article about it:

<https://blog.theknightsofunity.com/wrong-import-settings-killing-unity-game-part-2/>