Mindluster Platform

About the course Augmented Reality Development

Augmented reality (AR) development platforms provide tools to create AR products that superimpose computer-generated images into the real world. AR software development tools allow developers to create, position, orient, and track virtual objects and their relationship to the real world.

Programming Category's Courses

Course Lesson(67)

Lesson 1 :
Unity3d ARKit Face Tracking with fully configurable face expressions with scriptable objects

Lesson 2 : **Unity3d ARKit Face Tracking and placing face game objects with anchor data**

Lesson 3 : **Unity3d ARKit Face Tracking and generating a 3D to map to face geometry**

Lesson 4 :
Unity3d ARKit Face Tracking and adding configurable actions post to detecting expressions

Lesson 5 : **Magic Leap SDK Enable Creators Mode and Pulling media files with MLDB tool**

Lesson 6 :
Magic Leap Creators Generating a certificate pre deployment of your Magic Leap application or game

Lesson 7 :
Magic Leap Creators Building Unity3d project with zero iteration and creating virtual rooms

Lesson 8 :
Magic Leap Creators Lightweight Rendering Pipeline Visual Effect Graph and Shader Graph setup

Lesson 9 :
Magic Leap Development with Unity3d and porting an existing non AR game to the Magic Leap platform

Lesson 10 :
Magic Leap Development with Unity3d Adding Spatial Mapper Placement Feature and Controller

Lesson 11 :
Magic Leap Development Unity3d Debugger with editor input events and Magic Leap Remote Events

Lesson 12 :
Magic Leap Development Emulating Controller Hands Eyes and Head with Action Key Bindings

Lesson 13 :
Magic Leap Development Using Hand Gestures to control audio state and 3d models deformation

Lesson 14 :
Magic Leap Development Attached Hand Sphere Colliders and Real Time Cloth Collision Simulations

Lesson 15 :

Magic Leap Development Hand Tracking and Head Pose Tracking with Magic Leap and Demo Project

Lesson 16 :
Magic Leap Development Hand Tracking Audio Spectrum Shuffle Procedural Shapes Unity Events

Lesson 17 :
Magic Leap Game with Procedural Generated Structures Placement and Spatial Mapping

Lesson 18 :
Magic Leap Unity3d Game with Placement Bounding Box Creation Shader Graph and Shader Demo

Lesson 19 :
ARKit 3 with AR Foundation in Unity3d Getting MacOS Catalina OS iOS 13 and XCode 11 Betas Setup

Lesson 20 :
ARKit 3 with Unity3d AR Foundation and Face Tracking to Generate A Real time Face Mesh

Lesson 21 :
ARKit 3 with Unity3d AR Foundation and Body Tracking to Generate A Real time Body Skeleton

Lesson 22 :
ARKit 3 with Unity3d and AR Foundation Adding Plane Detection and A Placement Controller

Lesson 23 : **Vuzix Blade Unboxing and Getting Ready for Vuzix Blade Development with Unity3d**

Lesson 24 : **Unity3d Export and Import of Packages for A New Augmented Reality Project**

Lesson 25 : **Unity3d AR Foundation with Lightweight Render Pipeline Support LWRP**

Lesson 26 : **ARKit 3 with Unity3d AR Foundation and Reference Image Library with Image Tracking**

Lesson 27 : **ARKit 3 with Unity3d AR Foundation LWRP Creating and Placing Procedural Structures**

Lesson 28 :
AR AMBIENT LIGHT ESTIMATION with AR Foundation and Unity3d Displaying values in the canvas

Lesson 29 :
ARKit 3 with Unity3d AR Foundation Running Image Tracking Demo In iPhone Xs Device

Lesson 30 : **Magic Leap Lumin OS Lumin SDK and Magic Leap Unity Package Updates**

Lesson 31 : **AR Foundation with Unity3d and Creating An Augmented Reality Measuring Tape Tool**

Lesson 32 : **AR Foundation with Unity3d and Placing TVs in Augmented Reality**

Lesson 33 : **AR Foundation with Unity3d and Adding AR Point Cloud Particle Visualizers**

Lesson 34 :
AR Foundation with Unity3d and Adding Dragging Functionality with AR Raycast and Physics Raycast

Lesson 35 : **AR Object Selection with Raycasting in AR Foundation with Unity3d**

Lesson 36 : **Unity3d AR Foundation Extending the AR Object Selection With Text Mesh Pro Overlays**

Lesson 37 :
Unity3d AR Foundation Adding Face Masks with AR Face Tracking And Turning Face Tracking On and Off

Lesson 38 :
AR Foundation with Unity3d Working on a new AR Application that heavily uses a Line Renderer

Lesson 39 :
AR Foundation with Unity3d Instantiating and Dragging Multiple Augmented Reality Objects

Lesson 40 :

AR Hand Tracking with Magic Leap Adding Key Points Functionality with Finger Prefabs

Lesson 41 :
AR Hand Tracking with Magic Leap Drawing with Key Point Spheres and A Trail Renderer

Lesson 42 : **AR Foundation Plane Detection in Unity3d With Basic AR Inventory Selection**

Lesson 43 : **Magic Leap Hand Tracking with Finger Key Points To Create An AR Measuring Tape**

Lesson 44 : **How to Disable and Enable AR Plane Detection With Unity3d and AR Foundation**

Lesson 45 :
AR Foundation with Unity3d And Adding A Realistic Statue With Toggling of Shadows And Lights

Lesson 46 :
AR Foundation with Unity3d Adding A Bounding Area To Selected AR Placement Objects

Lesson 47 :
UNITY3D WITH AR FOUNDATION Adding Placement Objects And Rotating Them Upon Selection

Lesson 48 :
Magic Leap Development New Unity3d Project Requirements New XR Management Component

Lesson 49 :
Magic Leap Development Creating Particle Systems Particle System Collisions Rocket Controller

Lesson 50 :
LITHO Input Device For The Real World Device Overview and How to Create a LITHO Unity3d Project

Lesson 51 : **Magic Leap Hand Meshing in Unity3d With Super Powers Made of Particles**

Lesson 52 :
Magic Leap Hand Meshing and Hand Tracking For Generating Super Powers With Both Hands

Lesson 53 :
Magic Leap Development With Unity By Implementing A Controller Grabber And Grabbable Feature

Lesson 54 :
How To Implement Augmented Reality Selection and Hovering With Magic Leap And Unity3d

Lesson 55 :
Magic Leap Development How to Bring A Component From Oculus Quest To Magic Leap Part 1

Lesson 56 :
Magic Leap Development How to Bring A Component From Oculus Quest To Magic Leap Part 2

Lesson 57 : **Oculus Quest Development My VR Drawing Prototype With Demo Overview Part 1**

Lesson 58 : **Unity3d with AR Foundation How To Scale Objects In Augmented Reality**

Lesson 59 : **Unity3d with AR Foundation How to add scaling options for one or many AR Objects**

Lesson 60 :
Magic Leap Development How Use The Placement FitType With SpatialMapper And Controller

Lesson 61 : **Unity3d with AR Foundation How To Capture And Track Images In RealTime**

Lesson 62 : **Unity3d with AR Foundation How To Spawn Super Powers Bone Positions Part 1**

Lesson 63 : **Magic Leap Development How To Convert An iOS Game To A Magic Leap Experience**

Lesson 64 : **LITHO Input Device For The Real World How To Setup LITHO SDK Unity Project**

Lesson 65 : **Magic Leap Development How To Place TVs In Augmented Reality**

Lesson 66 : **Unity XR With Nreal How To Setup Nreal SDK DevKit Pre Order Announcement**

Related courses

React Projects Workshops

Node js back end JavaScript

Python programming language

Social Network Theme UI With Sass

Full Stack React Django

Build a Node js App With Sequelize

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