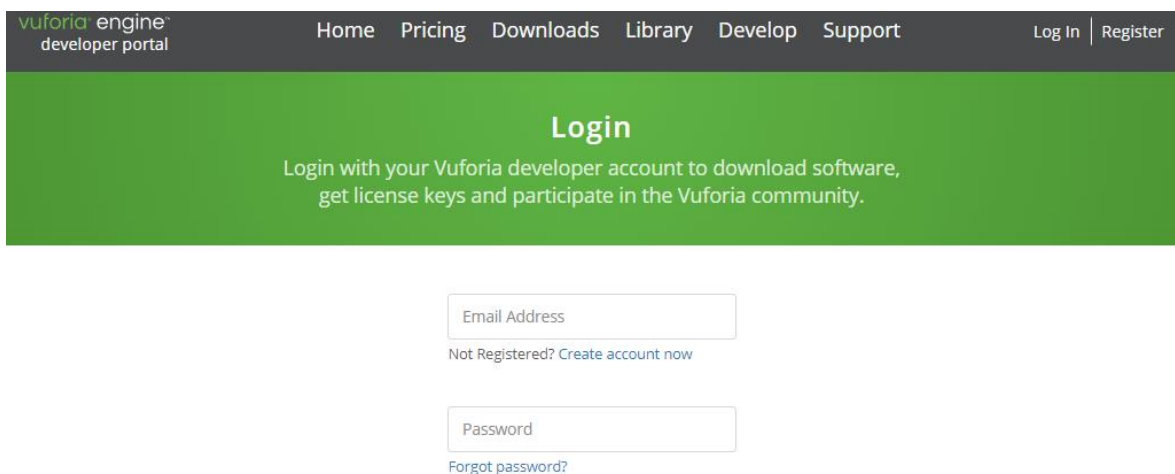


# Requerimientos (Software) para poder asistir al taller de realidad virtual 2021

1. Crear cuenta en “Vuforia Engine, developer portal”. Ya que en esta página será necesario descargar los SDK que ayudaran a la creación del proyecto de realidad aumentada, al igual que una licencia que servirá para poder usar los mismos SDK. Será necesario crear una base de datos en la cual, se almacenarán nuestros “targets” y así visualizar nuestros modelos 3D.



The screenshot shows the Vuforia Engine developer portal login page. At the top, there is a navigation bar with links for Home, Pricing, Downloads, Library, Develop, and Support, along with Log In and Register buttons. Below the navigation bar is a green header with the text "Login" and a sub-header "Login with your Vuforia developer account to download software, get license keys and participate in the Vuforia community." Below this, there are two input fields: "Email Address" and "Password". Below the "Email Address" field is a link "Not Registered? Create account now". Below the "Password" field is a link "Forgot password?".

[Vuforia Developer Portal](#)

## Vuforia Engine 10.2

Use Vuforia Engine to build Augmented Reality Android, iOS, and UWP applications for mobile devices and AR glasses. Apps can be built with Unity, Android Studio, Xcode, and Visual Studio. Vuforia Engine can be easily imported into Unity by downloading and double-clicking the .unitypackage below.



[Add Vuforia Engine to a Unity Project or upgrade to the latest version](#)

add-vuforia-package-10-2-5.unitypackage (212.00 MB)

[SDK Download | Vuforia Developer Portal](#)

2. Instalar el entorno de desarrollo de

“Unity”, y a su vez, estar registrados con un correo, (de preferencia el mismo que usaron para registrarse en “Vuforia”) ya que se debe tener de nuevo, la licencia para poder hacer uso de Unity.

Create a Unity ID


If you already have a Unity ID, please [sign in here](#).

Email	Password
<input type="text"/>	<input type="password"/>
Username	Full Name
<input type="text"/>	<input type="text"/>

I have read and agree to the [Unity Terms of Service](#)(required).

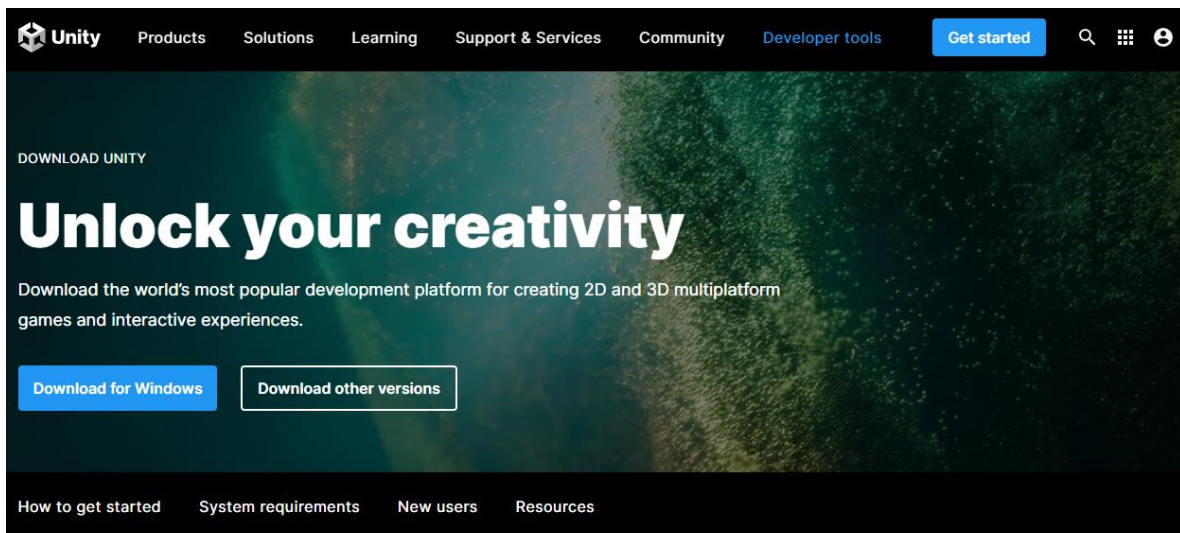
I acknowledge the [Unity Privacy Policy](#) [Republic of Korea Residents agree to the [Unity Collection and Use of Personal Information](#) (required)].

I agree to have [Marketing Activities](#) directed to me by and receive marketing and promotional information from Unity, including via email and social media(optional).

No soy un robot   
reCAPTCHA  
Privacidad - Condiciones

[Create a Unity ID](#) [Already have a Unity ID?](#)

## [Unity ID - Create a Unity ID](#)

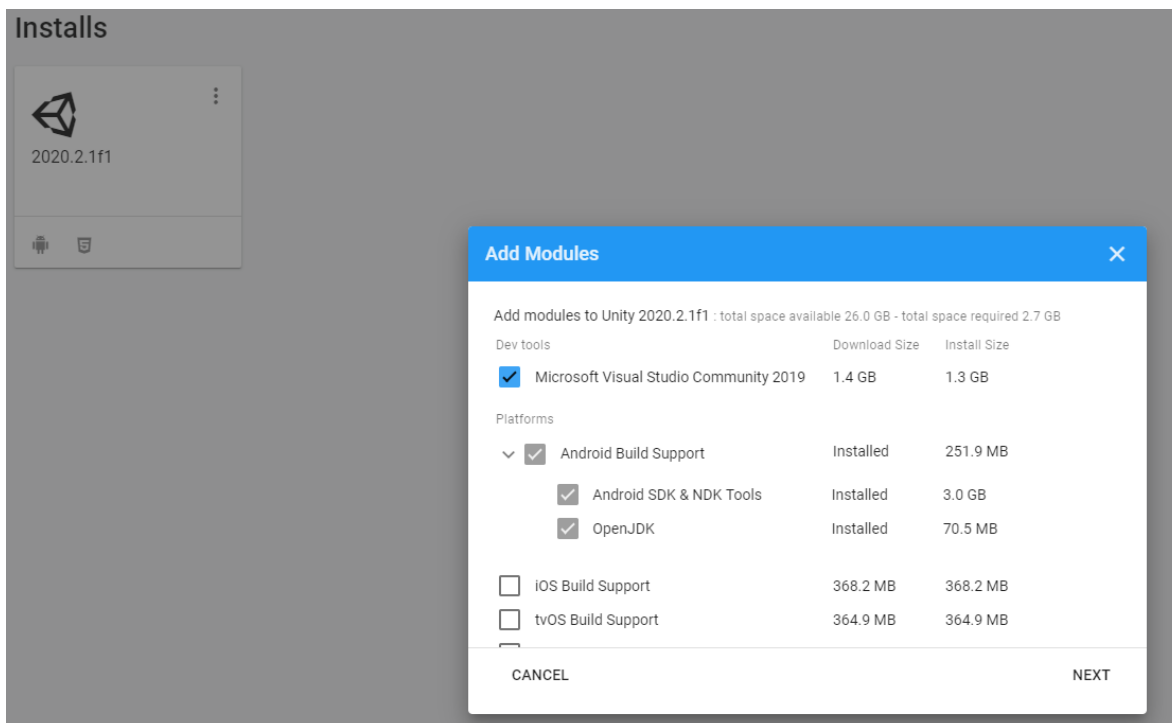


The screenshot shows the Unity website homepage. At the top, there is a navigation bar with the Unity logo and links for Products, Solutions, Learning, Support & Services, Community, and Developer tools. A 'Get started' button is also present. The main content area features a large background image of a forest with the text 'DOWNLOAD UNITY' and 'Unlock your creativity'. Below this, it says 'Download the world's most popular development platform for creating 2D and 3D multiplatform games and interactive experiences.' There are two buttons: 'Download for Windows' and 'Download other versions'. At the bottom, there is a footer with links for 'How to get started', 'System requirements', 'New users', and 'Resources'.

## Create with Unity in three steps

[Get Started with Unity - Download the Unity Hub & Install the Editor](#)

Al momento de instalar “Unity” recuerden elegir la versión recomendada, no descarguen betas ya que suele haber problemas de compatibilidad. Al mismo tiempo, asegúrense de instalar los SDK de Android para Unity. Sin estos no se podrá realizar el trabajo en el taller.



Si no saben como instalar todos estos complementos, les dejare un video de como hacer todo esto.

<https://youtu.be/ar2QKYi9Ho0>

Tercer requisito es descargar un "target" el cual servirá para poder visualizar los modelos con la realidad aumentada.

