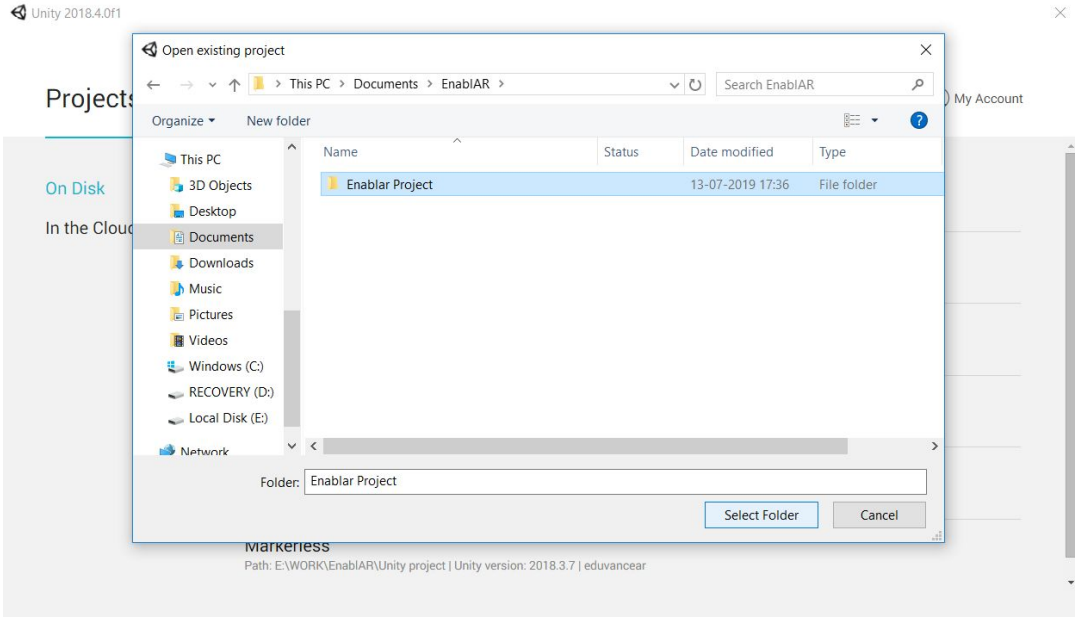
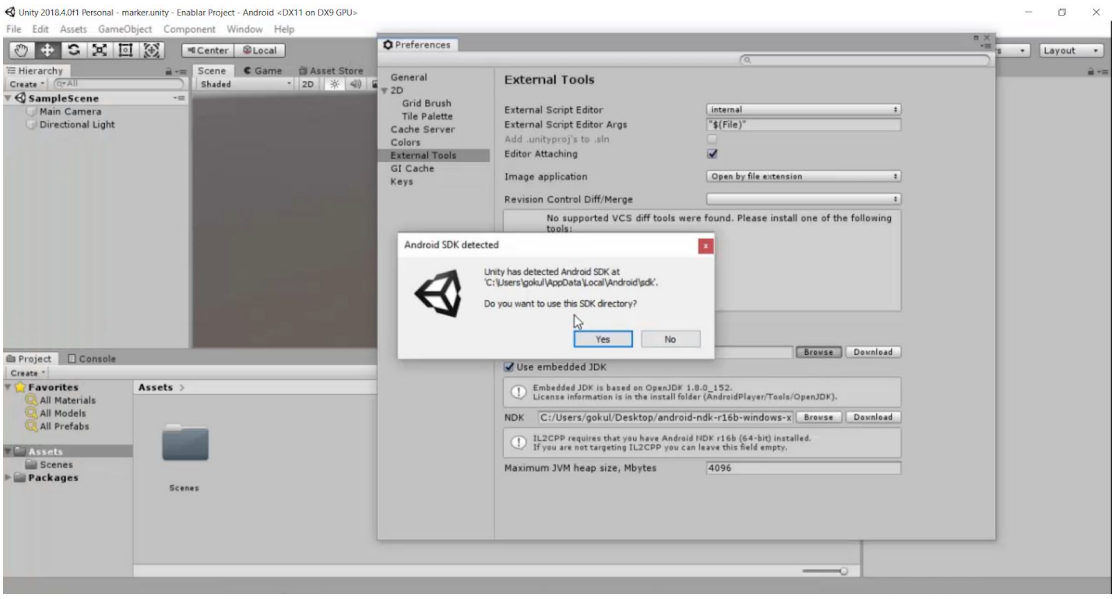
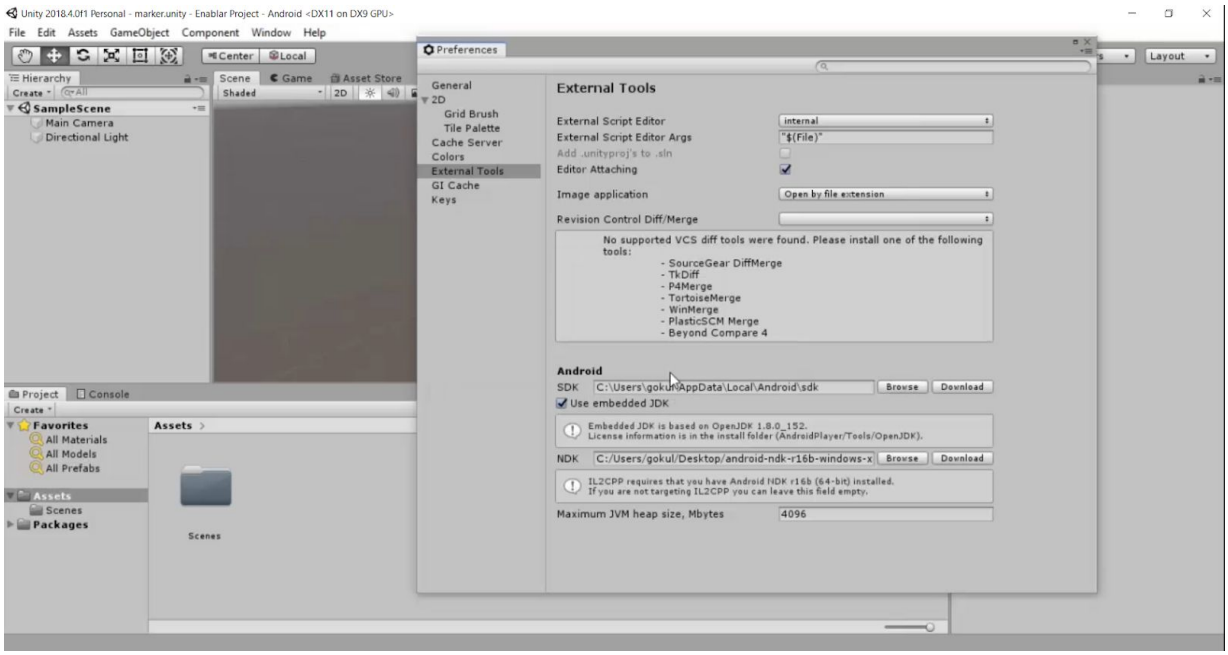
Steps to be Followed :

1. Open Unity editor, Login into your account
   1.1. Click on Open and select the project in documents folder

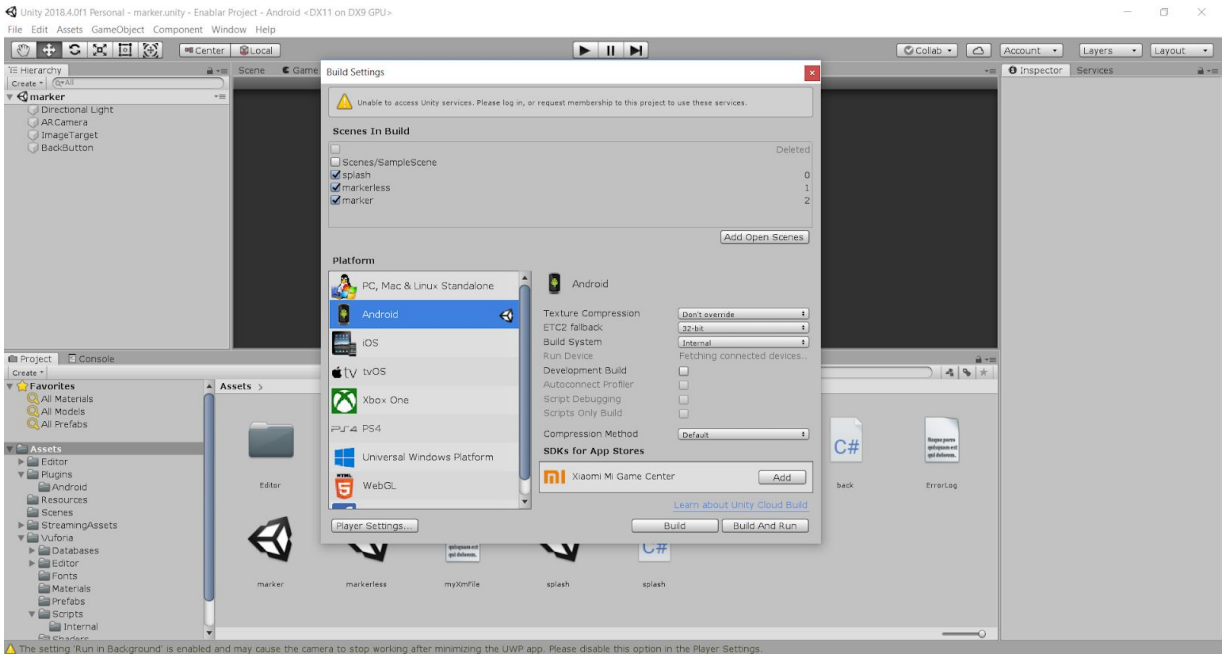


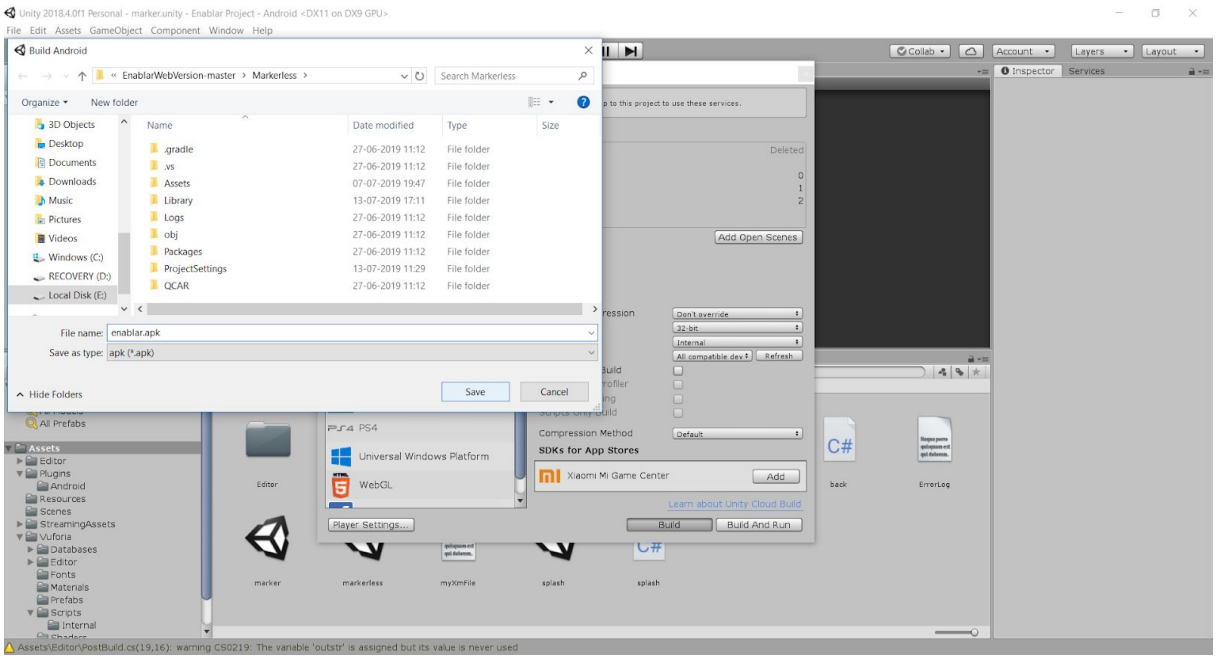

2. Go to edit preferences > External Tools > Android SDK and click on browse
   2.1. It will automatically navigate to this path - *C:/Users/Username/AppData/Local/Android/Sdk*
   2.2. Also, select use embedded jdk and close the preferences window



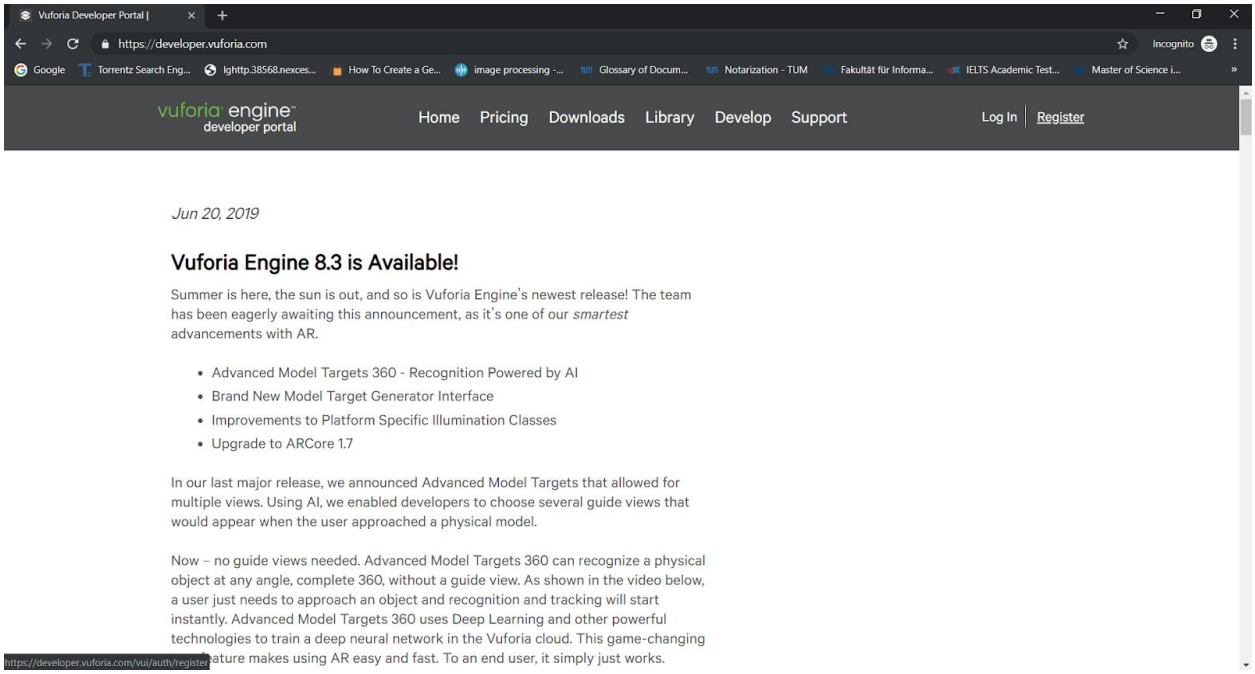


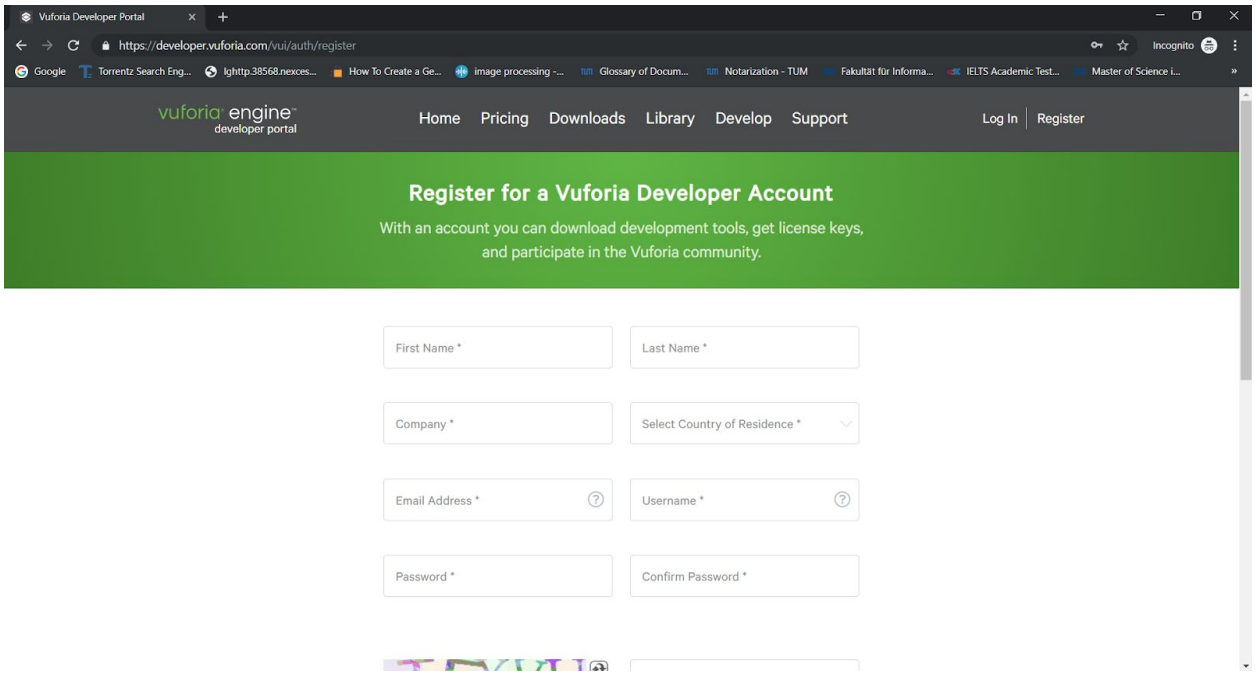

3. Then go to File > Build settings and Click on build
   3.1. Select your project path in documents folder for saving apk file






4. Once apk file is build, close Unity editor
5. Go to this website https://developer.vuforia.com
   5.1. If you don't have an vuforia account, click on Register and fill the credentials to create an account

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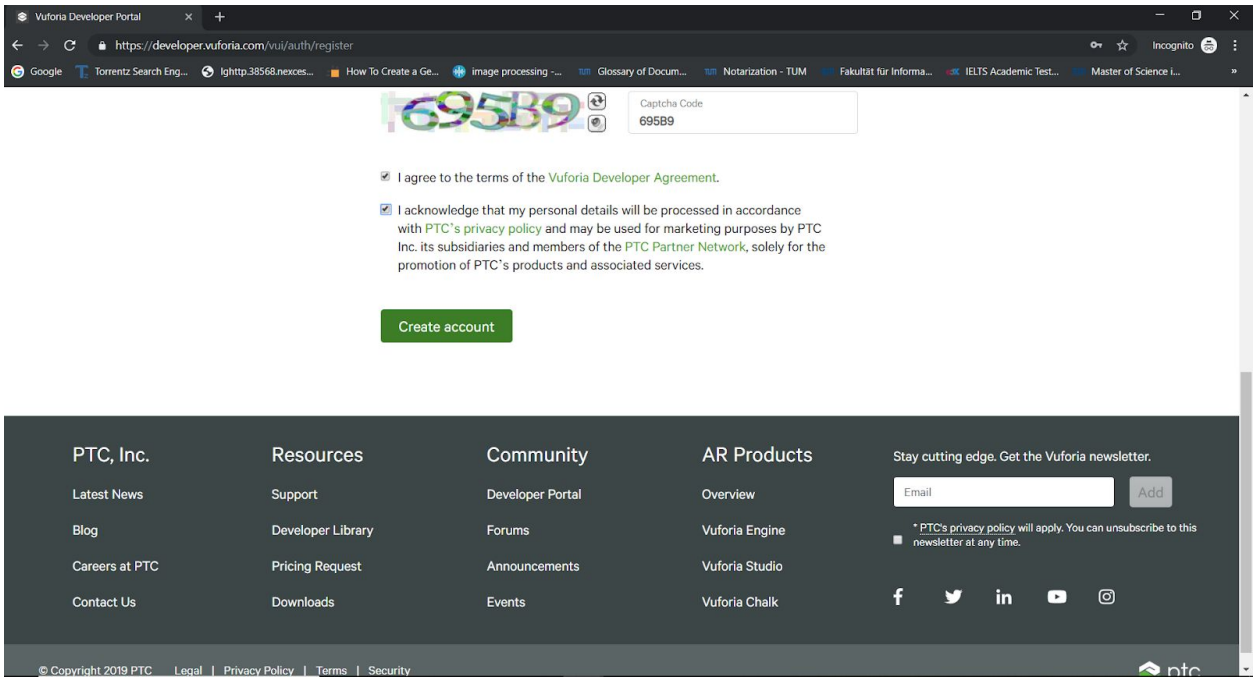
Register for a Vuforia Developer Account
With an account you can download development tools, get license keys, and participate in the Vuforia community.
First Name *
Last Name *
Company *
Select Country of Residence *
Email Address *
Username *
Password *
Confirm Password *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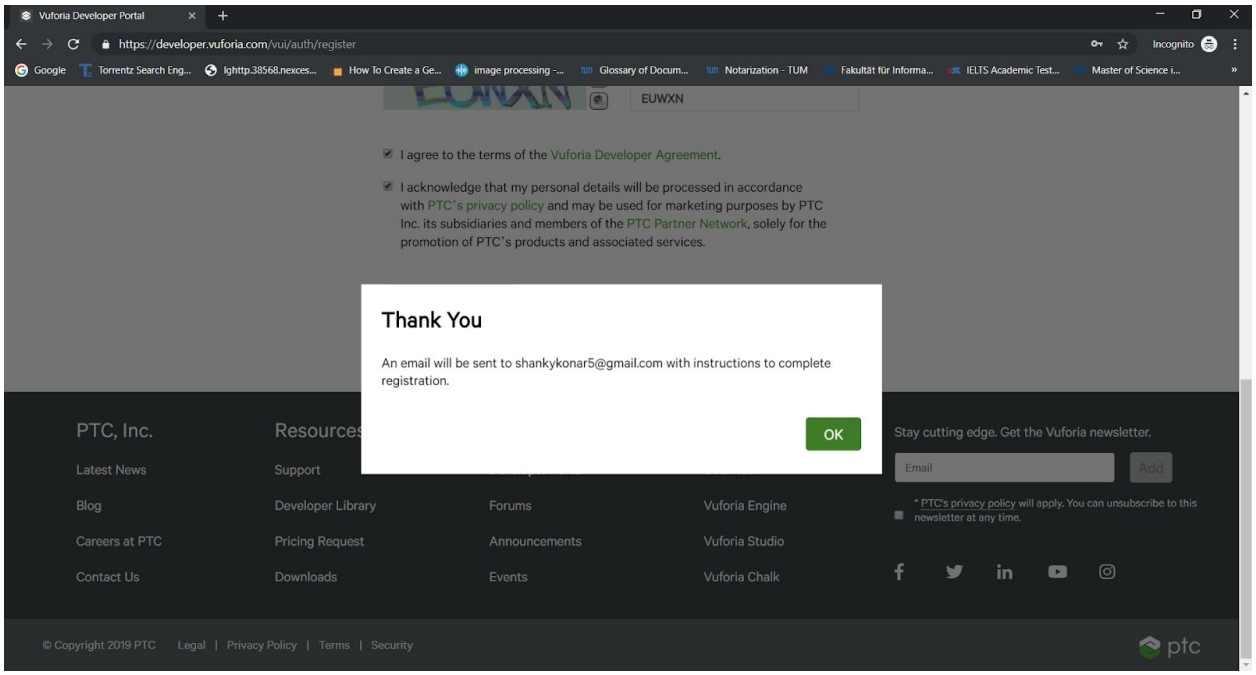
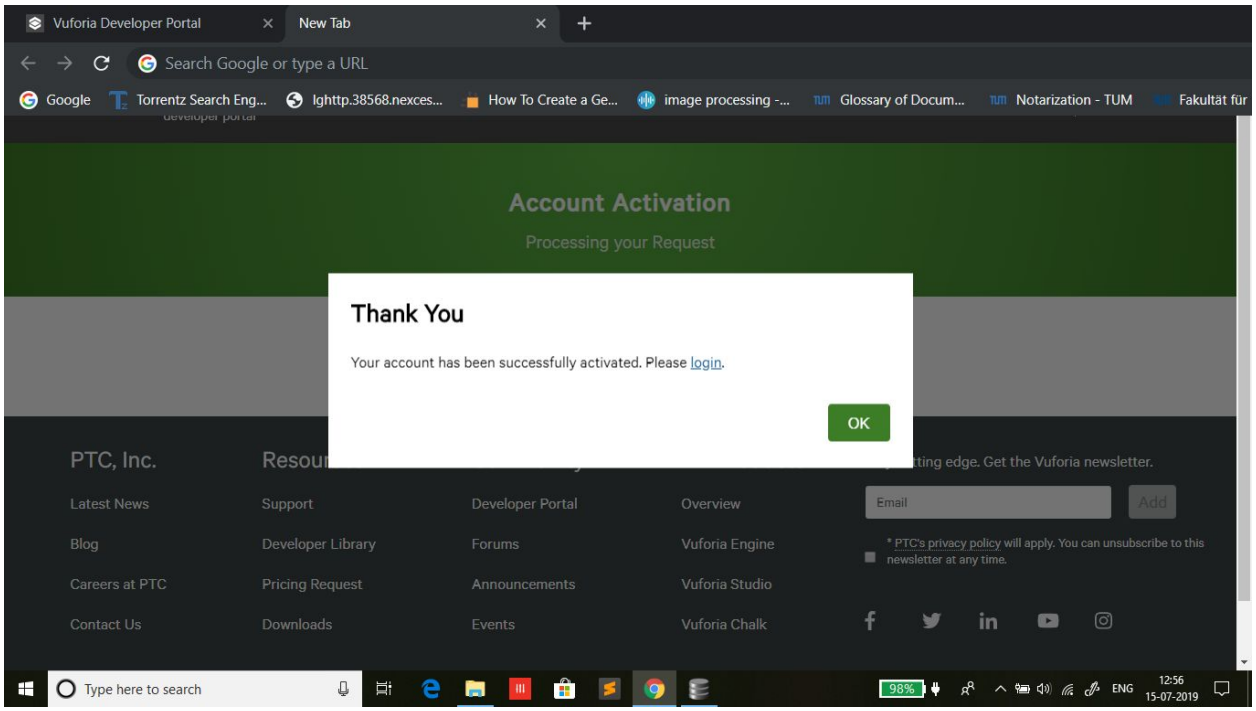
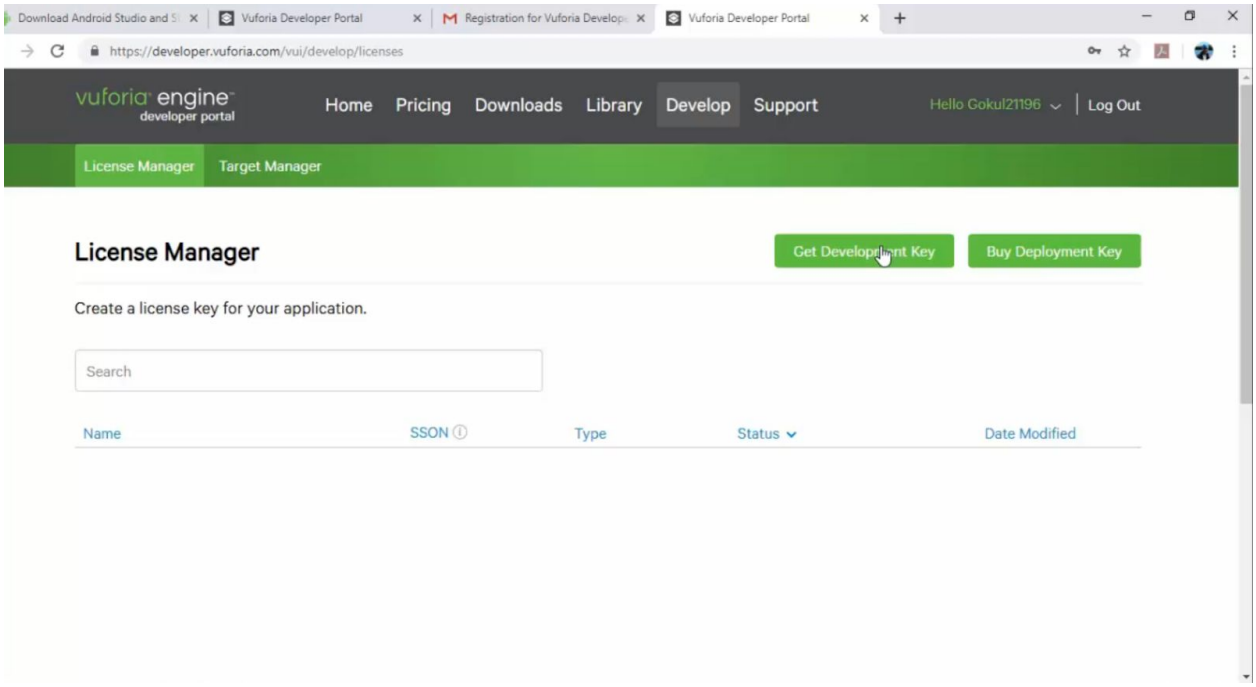
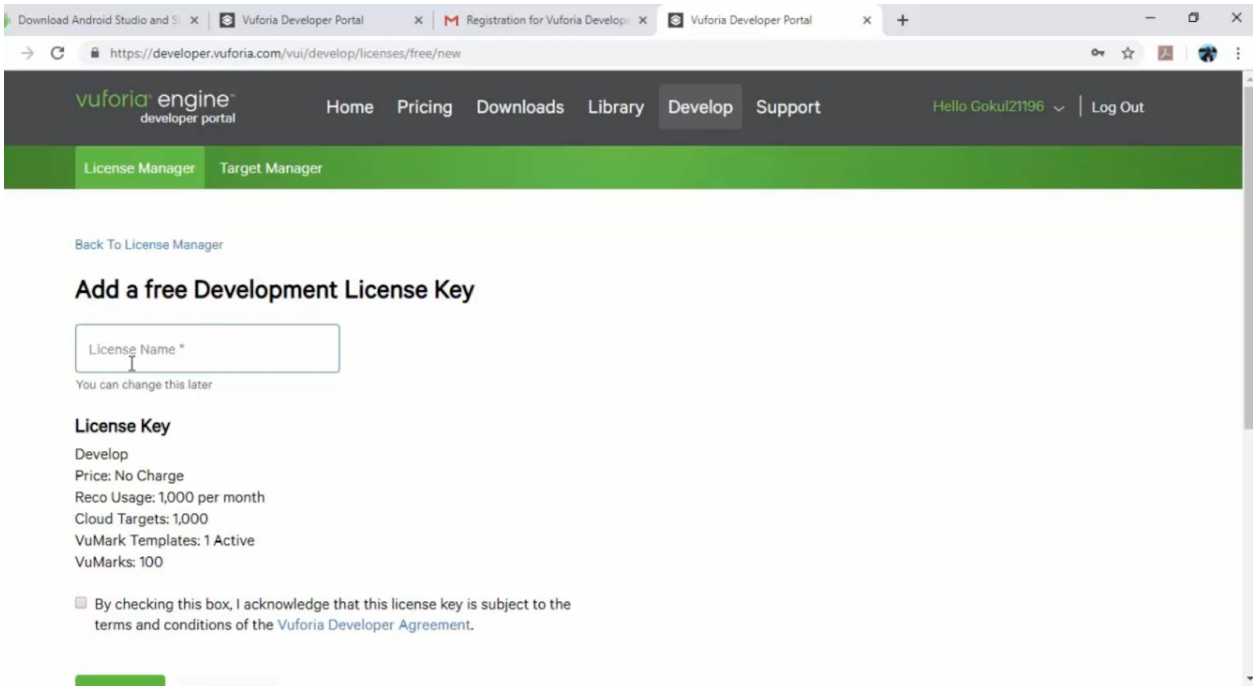


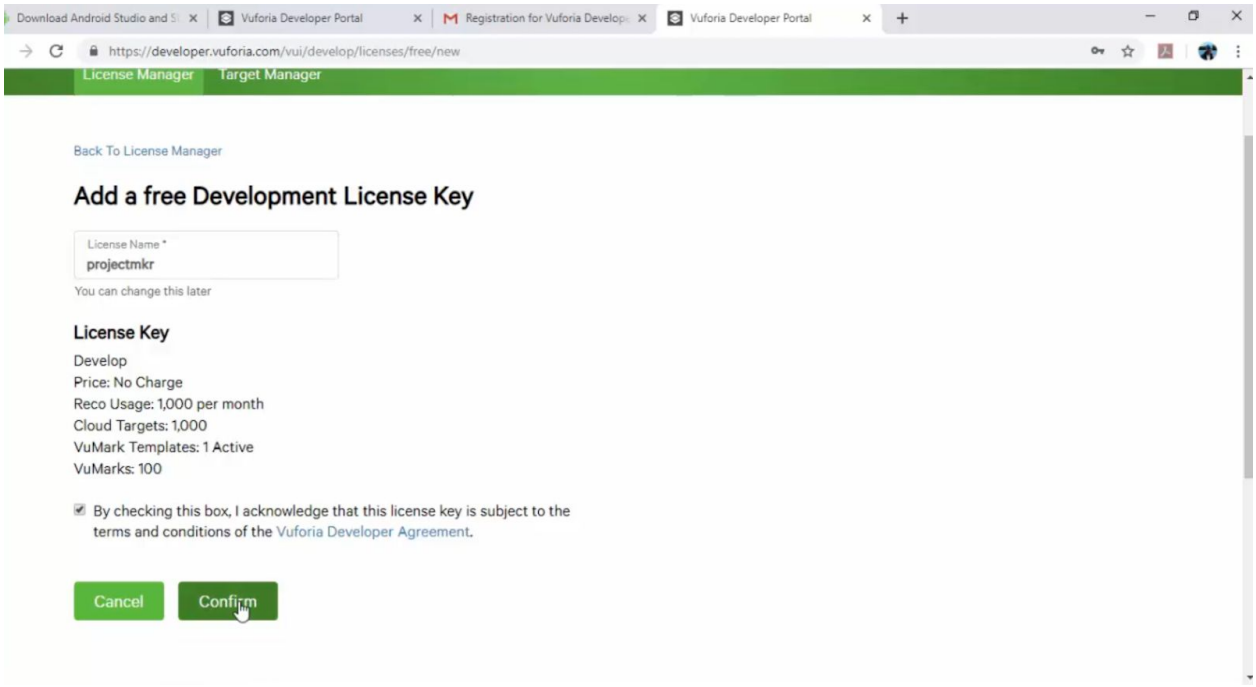

5.2. After the registration is complete, you will be getting a registration link on your respective E-Mail ID to complete the registration process



5.3. If you have an account already, then Login into the website and click on 'get development key', enter the license name and click on confirm

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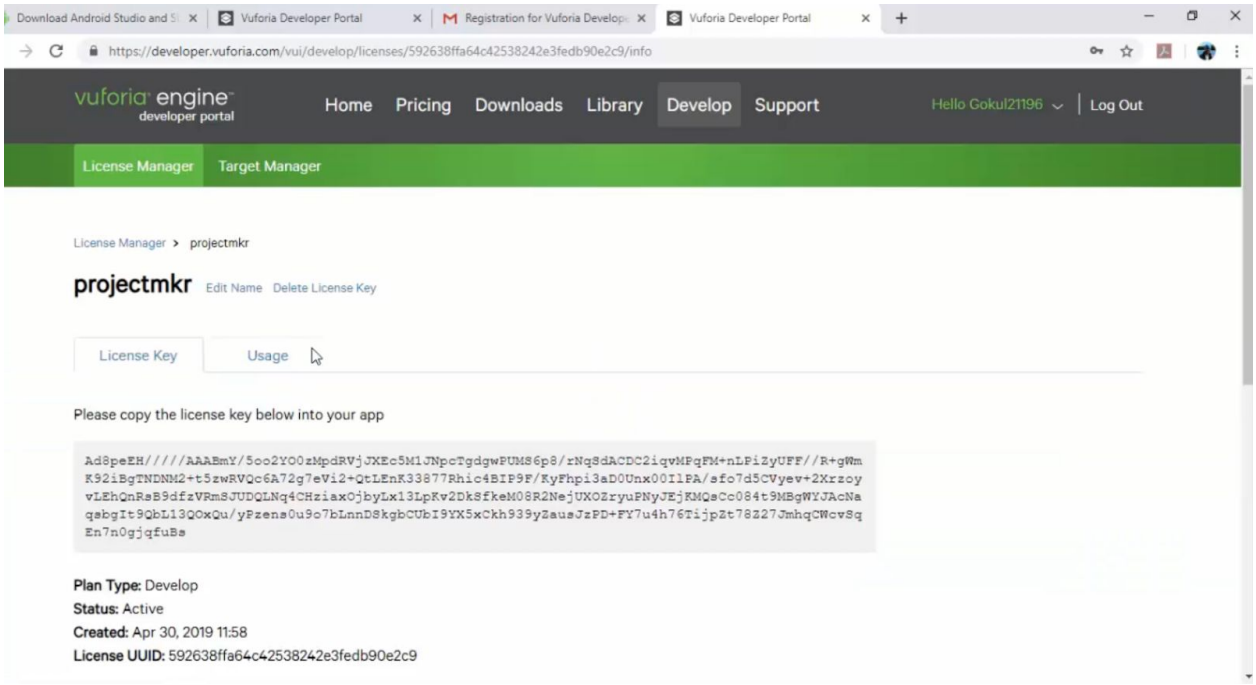
Cloud Targets: 1,000
VuMark Templates: 1 Active
VuMarks: 100
By checking this box, I acknowledge that this license key is subject to the terms and conditions of the Vuforia Developer Agreement.
Cancel
Confirm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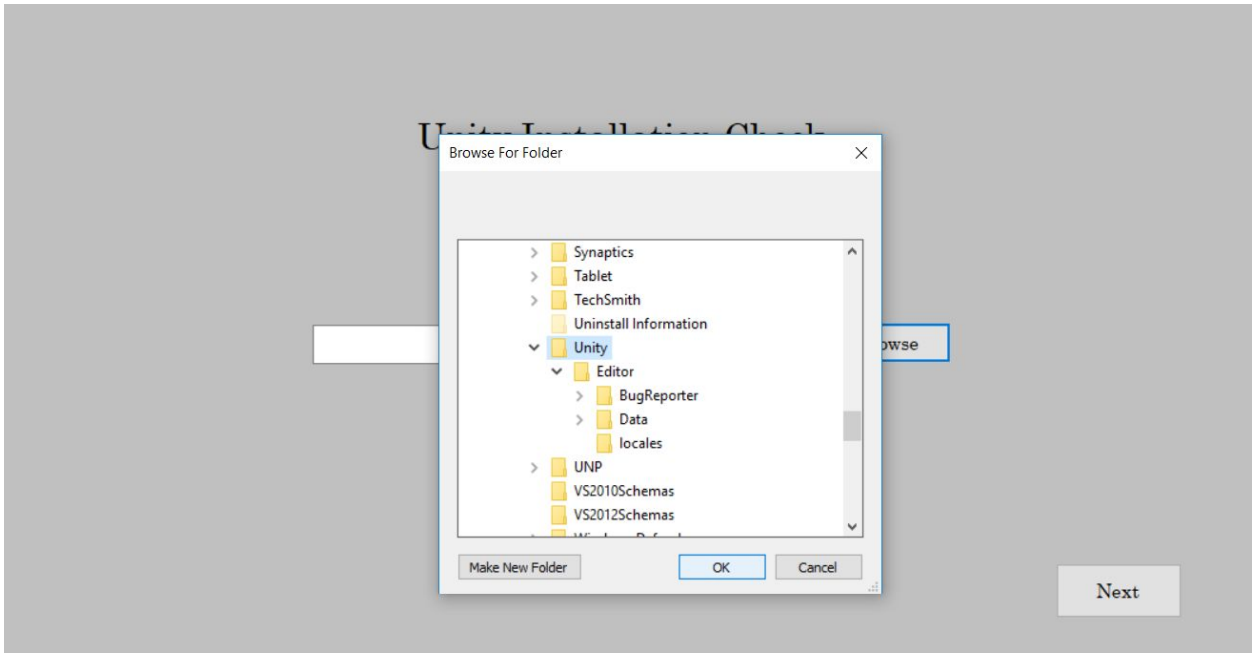
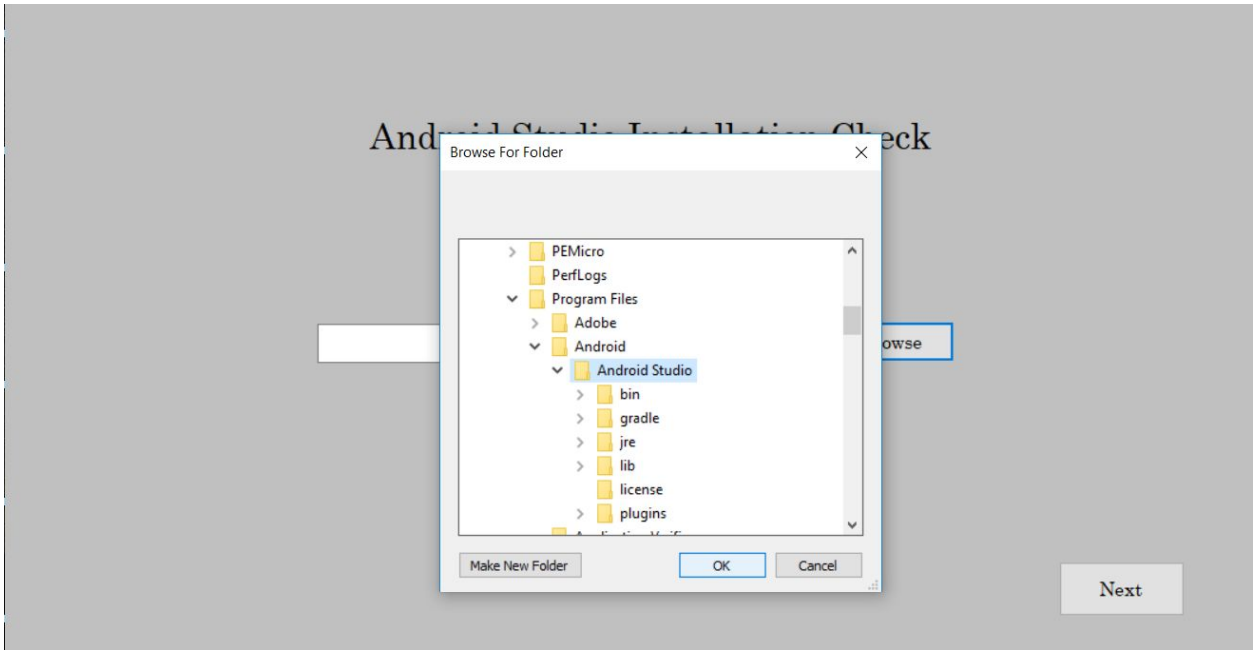
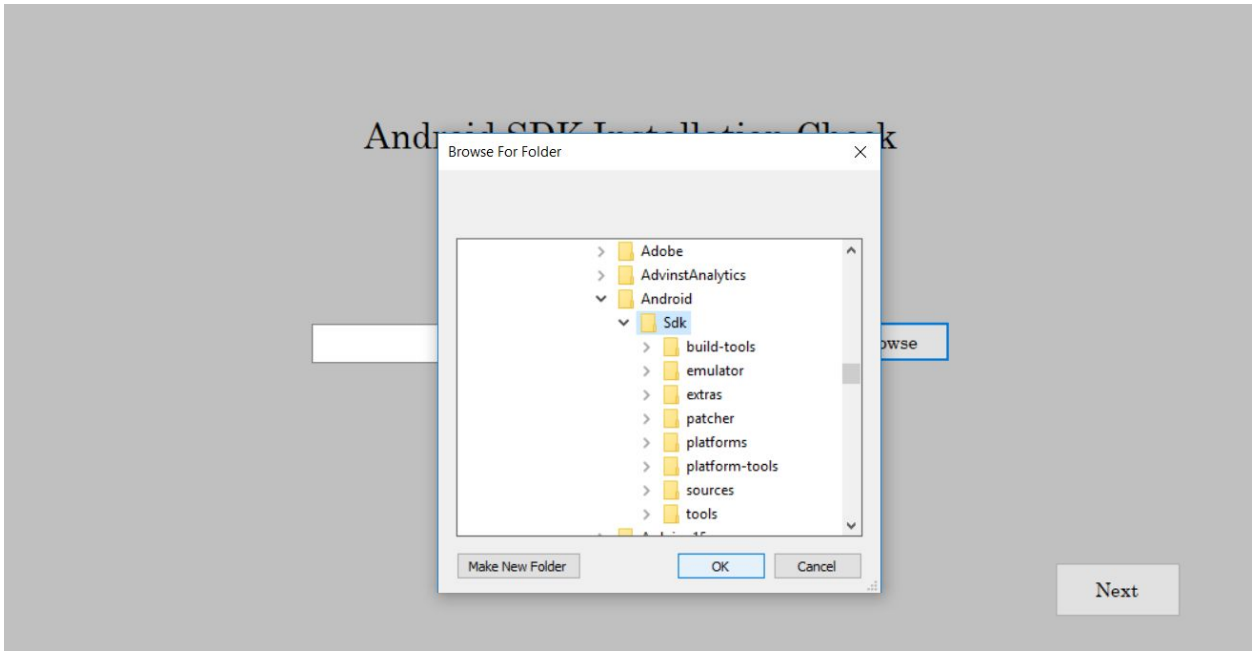
En7n0gjqfuBs
Plan Type: Develop
Status: Active
Created: Apr 30, 2019 11:58
License UUID: 592638ffa64c42538242e3fedb90e2c9

6. Open EnablAR

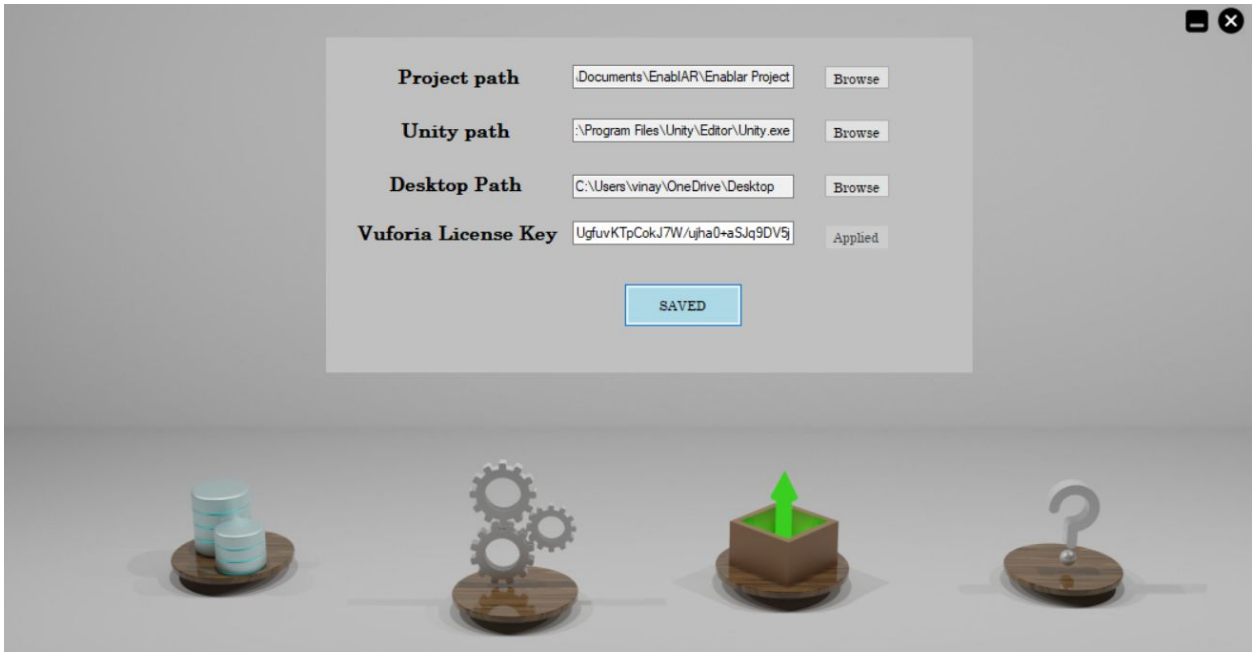
6.1. It will ask for Unity check, Android Studio check and Android SDK check. Click on browse and give the appropriate paths for Unity(*C:\Program Files\Unity*), Android Studio(*C:\Program Files\Android\Android Studio*) and Android SDK*(C:\Users\username\AppData\Local\Android\Sdk*), then click on Next Button



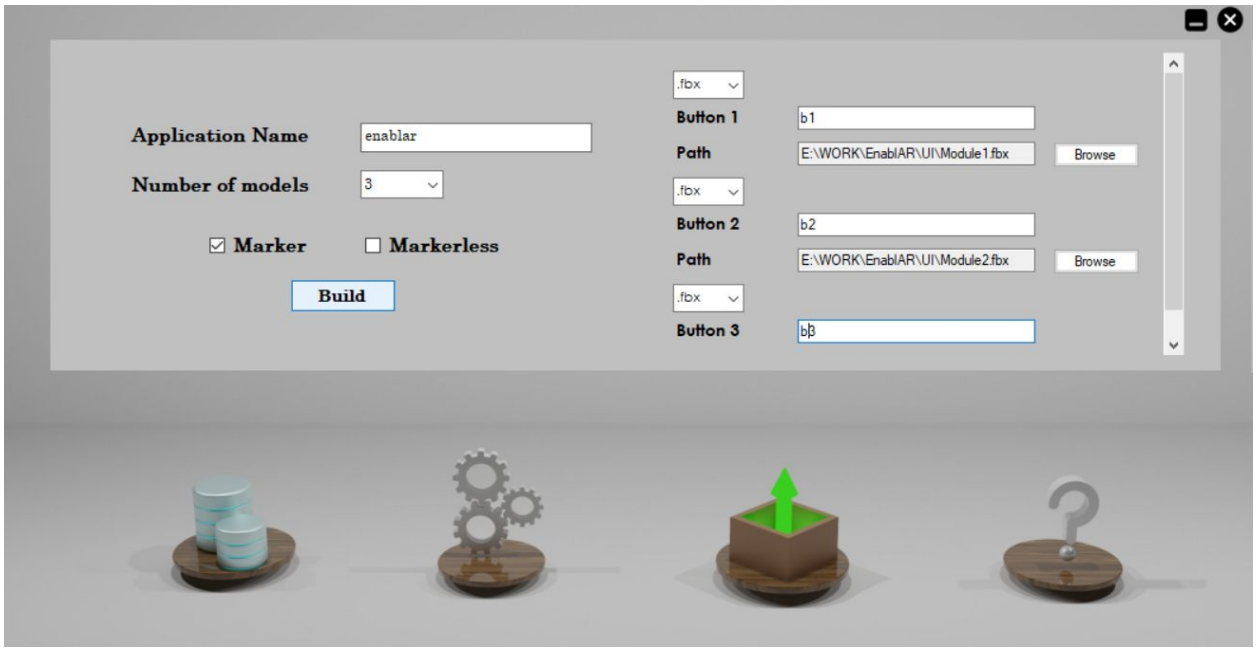



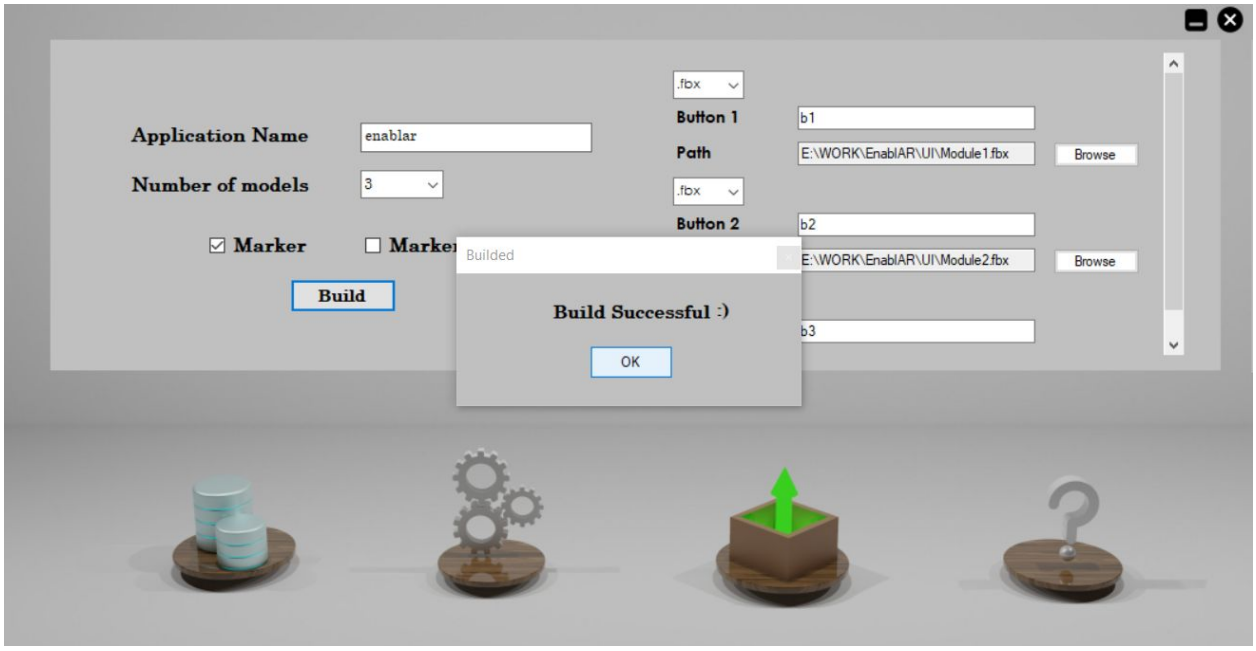



6.2. Go to configure tab and browse to project path(*C:\Users\username\OneDrive\Documents\EnablAR\Enablar Project*),desktop path(*C:\Users\username\Desktop*), unity path(*C:\Program Files\Unity\Editor\Unity.exe*) and enter the vuforia license key(which is generated from the Vuforia website), then click on SAVE button



7. Go to build tab
   7.1. Enter the app name, select the number of models to generate, tick mark the project type(marker or markerless), select the type of model and then click on the browse button(do this for each model)
   7.2. Once you have filled all the credentials then click on the Build button




   7.3. After Build Successful, you will get the apk file on your desktop