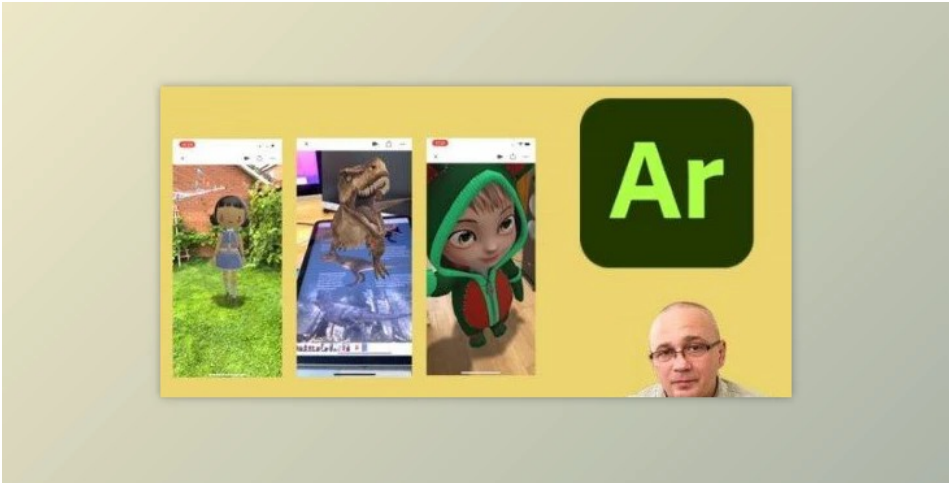


Augmented Reality (AR) with Adobe Aero (no coding)

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Augmented Reality (AR) with Adobe Aero (no coding): Welcome to my class on Adobe Aero. I will teach you how to build a stunning Augmented Reality experience in Adobe Aero. This course doesn't require prior knowledge of Augmented reality and Adobe Aero, and no programming is needed. I will walk you through how to utilize a simple yet powerful behavior creator, create the AR story, use a a simple PSD file, and then run actions on objects. Additionally, I will show you where to get gorgeous 3D assets that are free and paid and how to upload them into Adobe Aero and use them for the AR project. I will show you precisely how you can set up the project to recognize images and then how to build an attractive AR overlay over this. We will create the Augmented Reality project with Google Geospatial Creator and set it up in your desired location. I will teach you how to utilize different kinds of triggers as well as actions. I will also demonstrate ways to load assets imported from Mixamo and Blender using animations. In this course, I'll attempt to provide an example of how to use Adobe Aero for commercial work by creating AR over banners advertising for Origami-based courses.

What you'll discover:

- Introduction to Augmented Reality
- Adobe Aero User Interface
- Adobe Aero Behaviour Builder
- Using 3D external Assets in Augmented Reality project
- Build an impressive AR story with Behaviour Builder
- Create an AR image recognition project
- How to utilize Google AR Geospatial Creator to enhance your Augmented Reality project

Who is this course to be used for:

- For all those who wish to create Augmented real-time applications without prior experience in coding or programming



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