

USEFUL RESOURCES FOR SPARK AR

SPARK AR BASICS:

- Where to download Spark AR:
<https://sparkar.facebook.com/ar-studio/download/>
- Learning the interface:
<https://sparkar.facebook.com/ar-studio/learn/documentation/docs/interface>
- Spark AR Community:
<https://www.facebook.com/groups/SparkARcommunity/>
The Spark AR Community is a great way to stay up to date with new features and updates to the software, what other creators are making and the best part is you can ask for advice and receive almost instant replies from the Spark team and other AR enthusiasts. It's also a great place to explore different techniques and get inspiration!

LEARNING SPARK AR:

- Documentation:
<https://sparkar.facebook.com/ar-studio/learn/documentation/guides>
The Spark AR website has fantastic documentation with brilliant tutorials. Everything is organised where you can learn the basics first and the fundamental concepts of AR. It also has a great list of tutorials from beginner, to intermediate to advanced level. Each of tutorials has a downloadable package with the project files and assets for you to get started with. The documentation takes you right through the whole process from creation, to publishing and managing your effect, along with guidelines and FAQs.
- Tutorials from Josh Beckwith:
<https://www.youtube.com/user/PositLabsX/videos>
Josh Beckwith is an excellent creator, he has a free channel featuring lots of brilliant tutorials which cover basic effects and features to more advanced methods!
- Spark AR tutorial:
<https://billynyh.github.io/spark-ar-tv/global/?fbclid=IwAR3-u16ccgTtp66PHVVCQjJUEMpo dVHnCVllul2jhONUvkknc9u0EvgutsA>
This is a comprehensive collection of online tutorials put together by Billy Nyh. The tutorials are categorised by language and AR methods - you'll surely find what you're looking for here!

- Udart Tutorials:
<https://www.youtube.com/c/udart?fbclid=IwAR0g9NicPaUUuD4EEvc7kbMEj3jYDtT4i7Ds5aBu1P8CQ3eyA-gwww9qOcc>
This is another great youtube channel. The playlist 'Patch of the Week' is a great place to find indepth insights about individual patches used in the patch editor. There is also a beginner friendly playlist and many other brilliant tutorials

- Spark AR course via Udemy:
<https://www.udemy.com/course/the-complete-spark-ar-course/?referralCode=2D981BA24888FD641825%2F&fbclid=IwAR2lvQG76nUIEhkuJ-AJ6gUN3m4X2eHti1ge5-p9EV6OemnhCBzLMIWQQ>
If you're looking for a dedicated course, Udemy are offering an online course in which you will learn how to make 10 different filters, from beginner to advanced level! The course isn't free, but the course is very good value for money.

- Publishing your effect:
<https://sparkar.facebook.com/ar-studio/learn/publishing/publishing-your-spark-ar-effect#choosing-a-name-for-your-effect>
This link walks you through what you need to have before you publish your effect and how to do it.

OTHER USEFUL RESOURCES:

Although you can do a lot in Spark AR without using external softwares, you can really push the potential of your effects by using other softwares! Here are some other softwares which can be useful for your projects.

3D COMPUTER GRAPHICS SOFTWARES:

- Blender
A brilliant open source 3D software which is really useful for modelling your own 3D assets and optimising 3D assets you have purchased or downloaded free online. You can also animate your assets inside blender too!
 Here are some really handy tutorials:
<https://www.youtube.com/playlist?list=PLa1F2ddGya-UvuAqHAKsYnB0qL9yWDO6>

- Forger
Forger is a brilliant app which is available for iPad. Its used for sculpting 3D models and is a very intuitive and easy to use software.

TEXTURES AND MATERIALS:

- Adobe Photoshop
An image creation software where you can create and edit textures to create more interesting materials for your effects.
- Adobe After Effects
A Digital Visual Effects, Motion Graphics, and Compositing software which can be useful for creating animated textures.

SCRIPTING:

- *Some more complex effects require the use of programming and writing scripts.*
- Free text editor softwares for writing code:
 - Atom
 - Visual Studio Code

WHERE TO PURCHASE OR FIND FREE 3D ASSETS ONLINE:

- Turbosquid: <https://www.turbosquid.com/>
- Sketch fab: accessible via spark (<https://sketchfab.com/>)
- Normal Map Generator: <https://cpetry.github.io/NormalMap-Online/>
- Cg trader: <https://www.cgtrader.com/>