After completing the informational chapters and going through the previous two example apps, you should now be quite familiar with augmented reality (AR) on Android. This is the second-to-last example app, and the last that is in the realm of a normal, nongame app because the final example app is a game built using AR.

This app uses markers to function and is pretty straightforward. When launched, it will display a list of built-in objects to users to display on the marker or give them the option to select a custom object from the device’s memory. The app accepts the objects in wavefront .obj files, along with their .mtl counterparts. If you are unfamiliar with these formats and wavefront in general, I recommend that you read up on it before continuing.
Key Features of this App

The following are the key features of this app:

- Allows users to view any of the preloaded models on a marker
- Allows users to view an external model that is located on the SD card, by using OI Filemanager to locate and select it
- Displays all models in 3D on the marker

Once more, start by creating a new project. This project does not extend any of the previous ones, so we'll be starting from scratch. We will have 22 Java files, 8 drawables, 4 layouts, 1 strings.xml, and 31 asset files. Figure 8-2 shows the details of the project.