

Change AR Camera Postion

XR

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jalajshah

May 2020

Hello, everyone.

I am working on AR Foundation SDK, and TrackPoseDriver is enabled on my AR Camera, I need to change AR Camera position runtime, I am able to do this using Change TrackposeDriver type to Rotation only, but once set it Rotation and position Both its returns on the last place.

is there any way to do this?

Actually I am trying to Teleportation functionality in the AR building walkthrough.

sam598

May 2020

The point of TrackPoseDriver is to set the virtual camera position and rotation to match a real camera position and rotation.

If you want to create a teleportation function for a virtual environment, you should change the position of the camera's parent object by the amount you want to move the camera.

jalajshah

May 2020

I had tried the same but the issue is when we move in an actual



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environment after placing an object ,
A camera move according to device
position but the parent stays at the
same point. now if we move or
teleport Parent object on some
location then camera also teleport
because its child so view is not same
as i want in Virtual.

jalajshah

May 2020

I am trying to add Joystick
functionality in AR Walkthrough of
Building, suppose I need to teleport
user 1st floor to the second floor. that
is my issue.

vanceagrig

Aug 2022

Hi, I know it is late, but someone
might find it useful.
There is no way to move the
ArCamera during runtime(because of
the ArPoseDriver which sets the cam
pos and rotation according to the
device orientation).
But you can move the
ArSessionOrigin before enabling the
ArCamera gameobject.

see this article : [Class
ARSessionOrigin | AR Foundation |
2.2.0-preview.6](#)

Here is a sample of how I use it for a
multi player game.

```
ArSessionOrigin.transform.position =  
inGame.kickerCamSpawnPositions.po  
sition;  
ArSessionOrigin.transform.rotation =  
inGame.kickerCamSpawnPositions.rot  
ation;
```

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```
mainCam.SetActive(true);—(maincam  
is the ArCamera GameObject)
```

The ArCamera is set to
Position(0,0,0), this way the
ArSessionOrigin position will always
give me the start position and rotation
that I want.

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