AR　静止画プログラム例

```
import jp.nyatla.nyar4psg.*;

MultiMarker ar;
int id1;
PImage img;

void setup() {
  size(1024, 768, P3D);
  //img = loadImage("ar_photo0.png");
  //img = loadImage("ar_photo1.png");
  img = loadImage("ar_photo2.png");
  ar = new MultiMarker(this, width, height, "camera_para.dat",
NyAR4PsgConfig.CONFIG_PSG);
  id1 = ar.addNyIdMarker(1, 60);
}
```

```
void draw() {
  ar.drawBackground(img);
  ar.detect(img);

  if (ar.isExist(id1)) {
    ar.beginTransform(id1);
    fill(120, 160, 240, 200);
    translate(0, 0, 30);
    box(60);
    ar.endTransform();
  }
}
```

AR　動画プログラム例

```
import jp.nyatla.nyar4psg.*;
import processing.video.*;

Movie movie;
MultiMarker ar;
int id1;

void setup() {
  size(640, 360, P3D);
  movie = new Movie(this, "marker_360p.mov");
  movie.loop();
  ar = new MultiMarker(this, width, height, "camera_para.dat",
NyAR4PsgConfig.CONFIG_PSG);
  id1 = ar.addNyIdMarker(1, 60);
}
```

```
void draw() {
  if (movie.available() == false) return;
  movie.read();
  ar.drawBackground(movie);
  ar.detect(movie);

  if (ar.isExist(id1)) {
    ar.beginTransform(id1);
    fill(120, 160, 240, 200);
    translate(0, 0, 30);
    box(60);
    ar.endTransform();
  }
}
```

AR　カメラ映像プログラム例

```
import processing.video.*;
import jp.nyatla.nyar4psg.*;

Capture cam;
MultiMarker ar;
int id1;

void setup() {
  size(640, 480, P3D);
  String[] cameras = Capture.list();
  println("Available cameras:");
  for (int i = 0; i < cameras.length; i++) {
    println(i, cameras[i]);
  }
  cam = new Capture(this, width, height, cameras[0]);
  //cam = new Capture(this, width, height, cameras[3]);  // for Surface PC
  ar = new MultiMarker(this, width, height, "camera_para.dat",
NyAR4PsgConfig.CONFIG_PSG);
  id1 = ar.addNyIdMarker(1, 60);
  cam.start();
}
```

```
void draw() {
  if (cam.available() == false) return;
  cam.read();
  ar.drawBackground(cam);
  ar.detect(cam);

  if (ar.isExist(id1)) {
    ar.beginTransform(id1);
    fill(120, 160, 240, 200);
    translate(0, 0, 30);
    box(60);
    ar.endTransform();
  }
}
```