



PLAYING  
WITH PROTONS  
GOES DIGITAL

# AUGMENTED REALITY AUTHORING TOOL

- USER GUIDE -

*NAVIGATING THROUGH THE  
AUTHORING TOOL v.1.2.0*



Co-funded by  
the European Union

PLAYING WITH PROTONS GOES DIGITAL is a project funded by the Erasmus+ Programme of the European Union (REF: 2020-1-IT02-KA226-SCH-095525). The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

# WELCOME!

*This Authoring Tool has been developed exclusively for the Playing with Protons Goes digital project. Its use under the scope of this Erasmus+ project is free for educational and non-commercial use.*

- This is a walk-through document that will help you understand how the Playing with Protons AR Authoring Tool for Windows and Mac works.
- Here, you will learn to create, save and share your own AR-enhanced projects with multimedia contents such as 3D models, avatars, images, videos, gif files and more.

*Also, don't miss the "Navigating through the Viewer" document to see how you can visualize your projects in your Android devices!*

# INITIAL WINDOW



PLAYING WITH PROTONS GOES DIGITAL

The first time you enter, the tool will ask you for a code.



v1.0.0

Enter your registration code:

Code



ENTER

The registration code is unique to you and you will receive it in your email once you have registered into the platform.

OR

Enter your invitation code:

Code



REGISTER

Don't you have a code? [Click here](#)

If you don't have your registration code, you have to register by entering your invitation code.



Quit



Co-funded by the European Union

Powered by







PLAYING  
WITH PROTONS  
GOES DIGITAL



v1.0.0

Insert the Invitation Code (find your country's code at <https://playingwithprotons.infn.it/ar-platform>)



Enter your registration code:

*Code*

---

ENTER

*Forgot your code? [Click here](#)*

OR

Enter your invitation code:

---

REGISTER

*Don't you have a code? [Click here](#)*



Quit



Co-funded by  
the European Union

Powered by

METACLASS  
.STUDIO 



PLAYING WITH PROTONS GOES DIGITAL



v1.0.0

Fill in this questionnaire in order to receive your personal registration code and enter.

Email *Email* \_\_\_\_\_

Name *Name* \_\_\_\_\_

School *School* \_\_\_\_\_

I accept the terms of use

**REGISTER**



Fill in the data and click Register. You will receive your registration code in your email.



Co-funded by the European Union

Powered by METACLASS .STUDIO



Enter your registration code:

XXXXXX|

ENTER

*Forgot your code? [Click here](#)*

Introduce your registration code and click Enter.

OR

Enter your invitation code:

Code

REGISTER

*Don't you have a code? [Click here](#)*



Quit



Co-funded by  
the European Union

Powered by



# HOME PAGE



PLAYING WITH PROTONS GOES DIGITAL




Release your code here!




v1.0.0

This is the home page with links to the Project's web



and social pages.




AR Authoring Tool



Content Manager





PLAYING  
WITH PROTONS  
GOES DIGITAL



Release your code here!



v1.0.0

You can only use your code in one PC.

If you want to transfer your code to another PC, release it from here first.



AR Authoring Tool



Content Manager



Quit



Co-funded by  
the European Union

Powered  
by

METACLASS  
.STUDIO





PLAYING WITH PROTONS GOES DIGITAL

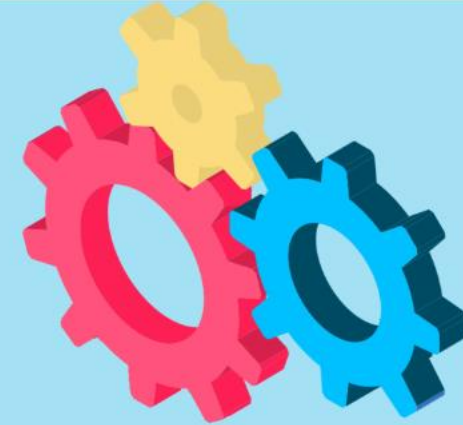


Release your code here!



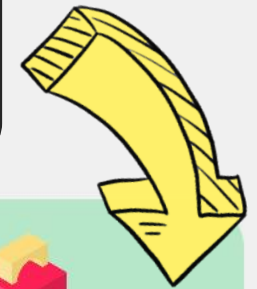
v1.0.0

From here you can access the Authoring Tool to create your AR projects



AR Authoring Tool

and the Content Manager to organize your multimedia contents.



Content Manager



Quit



Co-funded by the European Union

Powered by



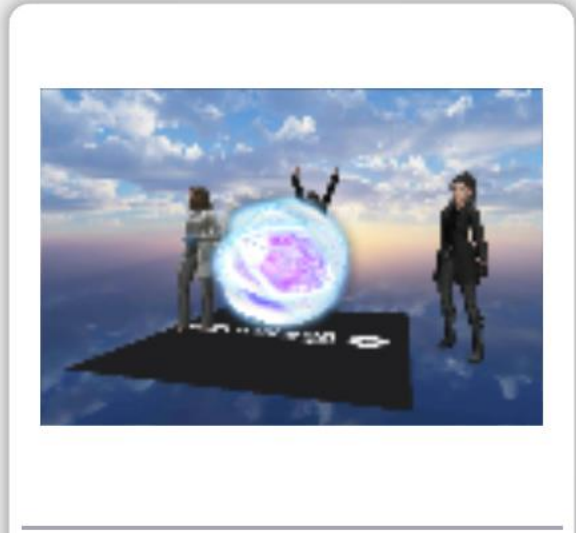
# **AR AUTHORIZING TOOL**



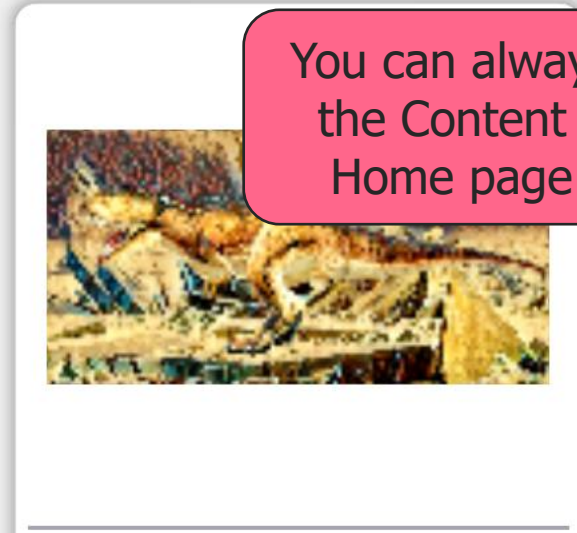
# AR AUTHORIZING TOOL



NEW AR PROJECT



Energy (NO marker)



T-Rex (1 marker)

You can always go back to the Content Manager or Home page from here.



Let's create a new project.

Initial demo Projects.



Edit



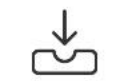
Print



Delete



Save



Import



Cancel

# New Project

Choose a template to create a new scene



Simple Marker




2 Marker Interaction



3 Marker Interaction



4 Marker Interaction



Surfaces Detection

Your scenes

 Edit  Delete

You have  
Choose a tem

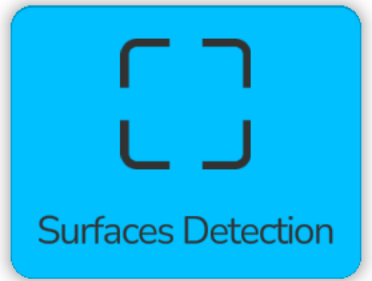
You can create two kind of projects: With and Without image markers.  
You have to choose one type for your project.

ne.



# New Project

Choose a template to create a new scene



Your scenes

Simple Markers: one marker (image) is the base for multiple AR Content

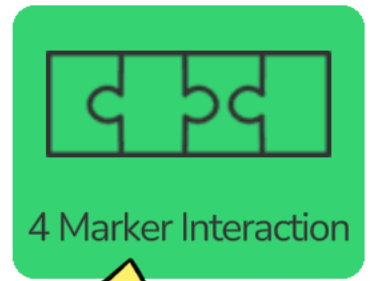
scenes in this project.

Choose a template to create a new one.



# New Project

Choose a template to create a new scene



Your scenes



You  
Choose  
2 (3 and 4) Marker Interaction:  
they show some AR content  
separately, and other content  
when they are close together.  
project.  
new one.

# New Project

Choose a template to create a new scene



Simple Marker




2 Marker Interaction



3 Marker Interaction



4 Marker Interaction



Surfaces Detection



Your scenes

You have no scenes. Choose a template to create a new one.

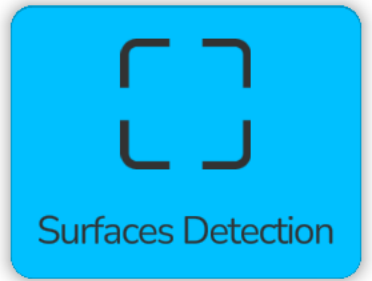
Surface Detection: When the device detects horizontal surfaces it places the AR content over them.





# New Project

Choose a template to create a new scene



Your scenes

Let's create a Simple Marker.

You have no scenes in this project.  
Choose a template to create a new one.



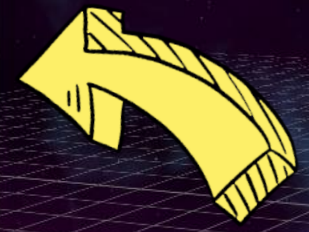




Preview AR | Preview VR | Save | Delete All

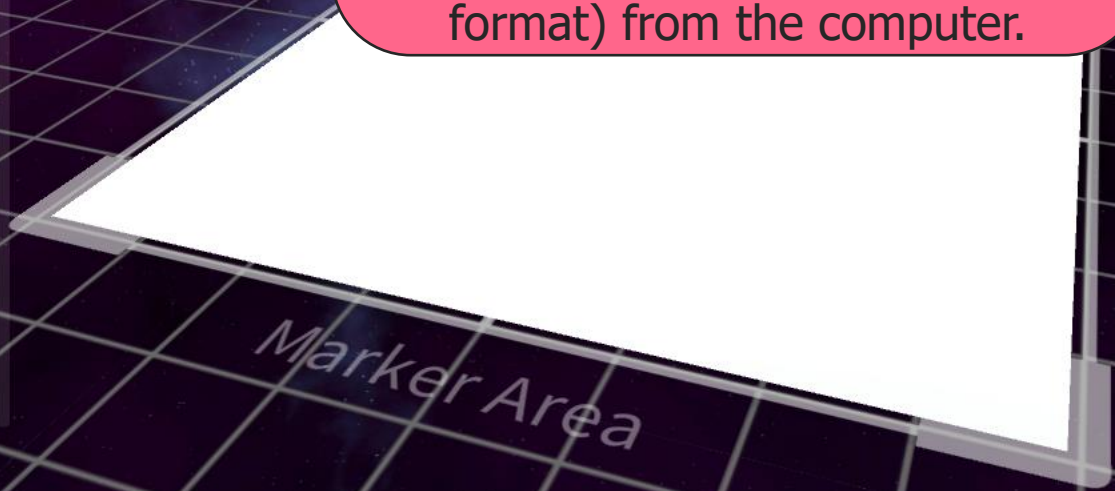


- Marker
- Avatar
- Shape
- 3D Model
- Image
- Back



The first thing to do is to select an image for the marker.

You can do this by selecting it from the images already added to the tool, by taking a picture or uploading it (in .jpg or .png format) from the computer.



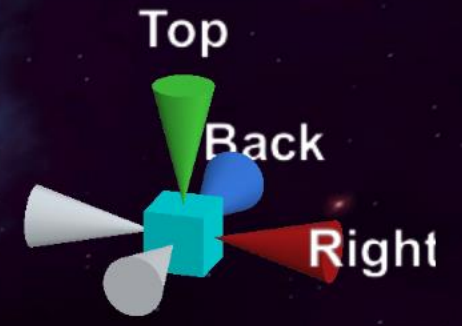
Marker Area

← Back

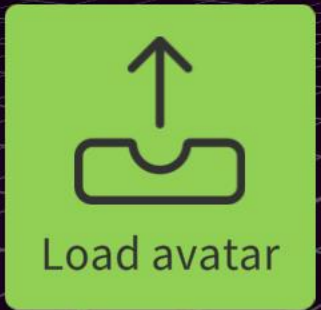
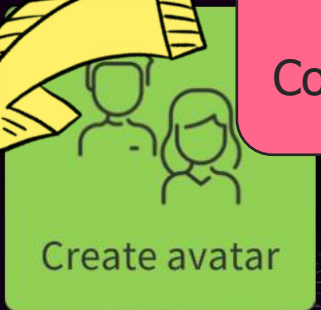




Preview AR    Preview VR    Save    Delete All

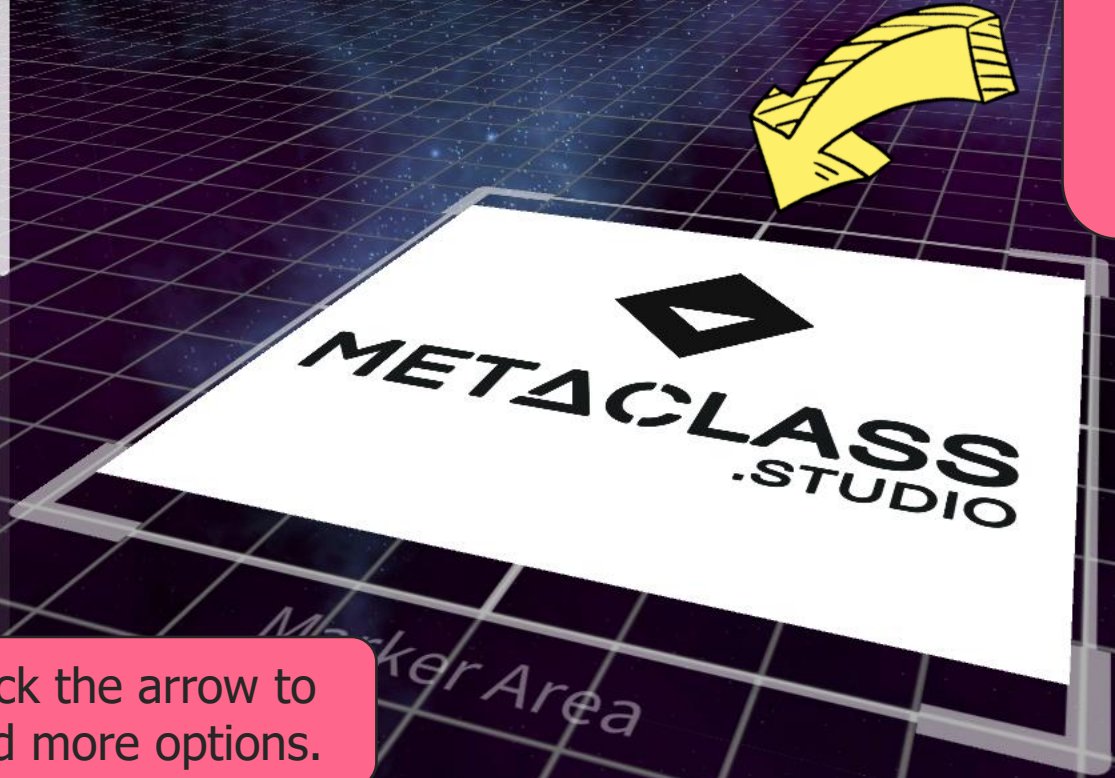


<< Back



Once you select a marker the AR Content buttons are enabled.

Click the arrow to find more options.



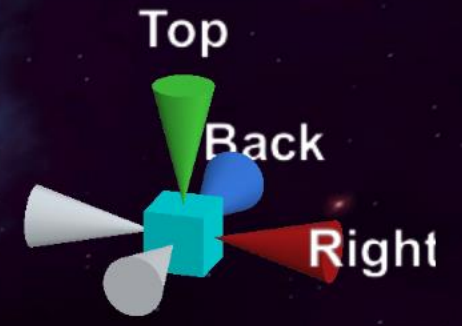
The marker will be shown in this square and you can't move or interact with it.  
You can change it by selecting a new marker.

Marker Area

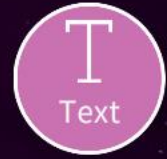




Preview AR    Preview VR    Save    Delete All



Click to go up on the options.



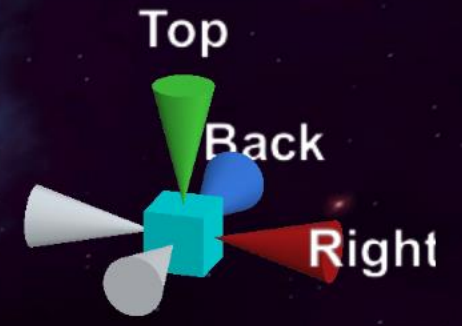
Marker Area

<< Back





Preview AR    Preview VR    Save    Delete All



Create avatar

Load avatar

Anna

You can create a ReadyPlayerMe avatar



<< Back





← Back



The ReadyPlayerMe avatars are created through a 3rd party web page.

Click here to open the web page.

1 - Click "Create Avatar".  
2 - When finished, click COPY.  
3 - Paste the address here and press "OK".

CREATE AVATAR

OK

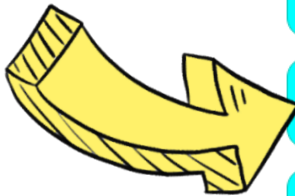


Marker Area

STEP 1  
Avatar Type

## Choose your body type

Follow the instructions.



Masculine

Feminine


Don't specify

Already have an avatar?

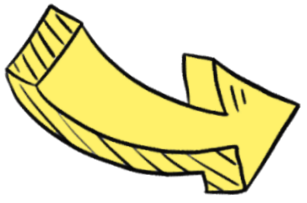
Sign in with **READY  
PLAYER  
ME**



STEP 2  
Photo

For best results take a selfie with a neutral face and good lighting. 

Follow the instructions.



Take a photo!

or [pick a file](#)

Continue without a photo

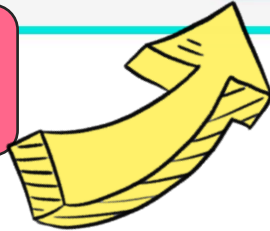
By clicking "Take a photo!" or "Continue without a photo" you confirm you have read and accept our [Terms of Use & Privacy Policy](#).



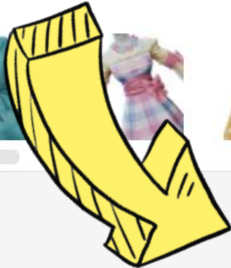
STEP 4  
Customize



When you are ok with the avatar click Next.



You can modify multiple aspects of the avatar such as the face type, skin color, hair, clothes, facial additions etc.



Copy this link and go back to the Authoring Tool.



Download the avatar

<https://api.readyplayer.me/v1/avatars/6374ab4a5764c> Copy





Preview AR | Preview VR | Save | Delete All



← Back

Paste the URL and press OK.

- 1 - Click "Create Avatar".
- 2 - When finished, click COPY.
- 3 - Paste the address here and press "OK".



CREATE AVATAR

<https://api.readyplayer.me/v1/avatars/6374ab4a5764c3e56af813d6.glb>

OK



Marker Area

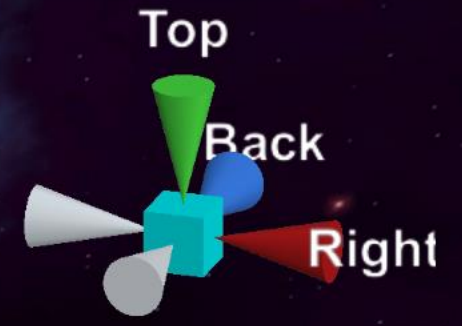
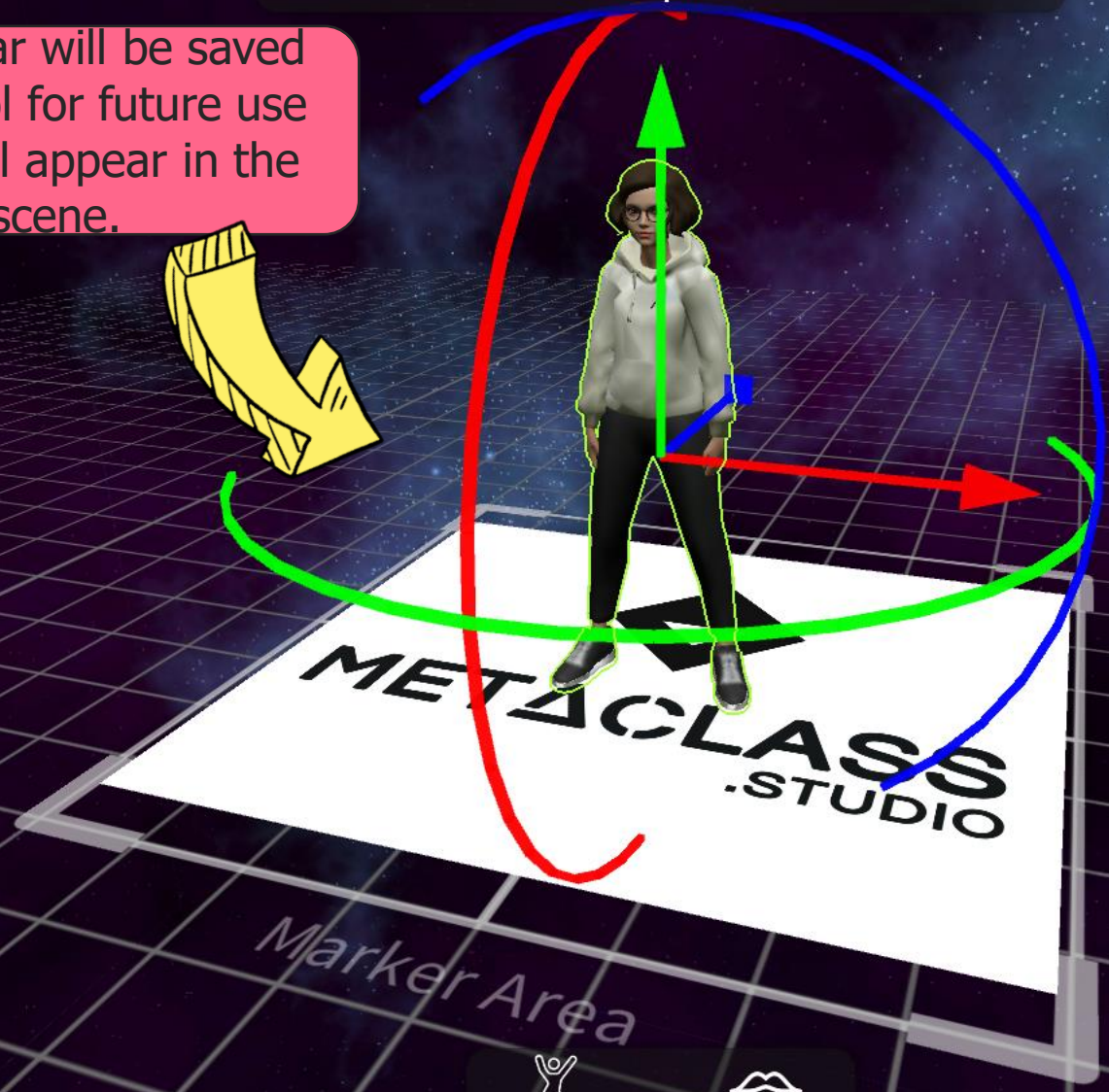




← Back

Preview AR    Preview VR    Save    Delete All

The avatar will be saved in the tool for future use and it will appear in the scene.

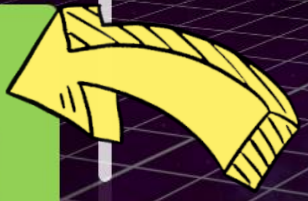
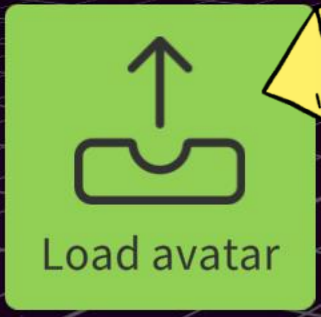
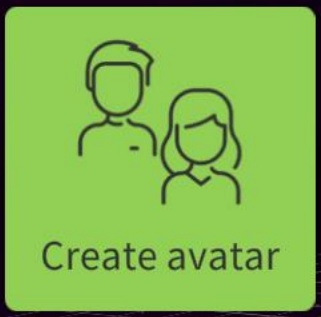
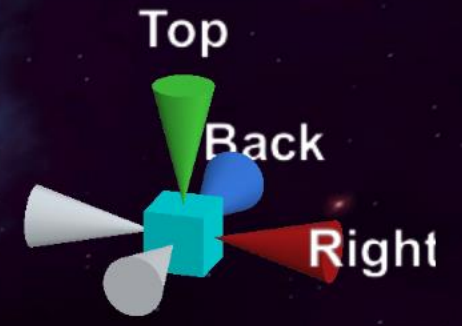


Animations    Talk





Preview AR    Preview VR    Save    Delete All



If you download the avatar directly from the Ready Player Me webpage as a .glb file, you can load it from here.



Marker Area

← Back



Back



Select an avatar

C:\Users\CTIC-Enara

Search...

- C:\
- Documents
- Desktop
- .android
- .cache
- .dbus-keyrings
- .dotnet
- .gradle
- .templateengine
- .thumbnails
- .vs
- 3D
- Contacts

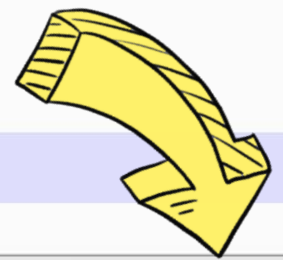
Filename

Avatar (.glb)

Select Cancel

You will only have to find the .glb file in your computer.

Remember: you can only load in this section avatars made with Ready Player Me. Other kind of avatars might not work properly.

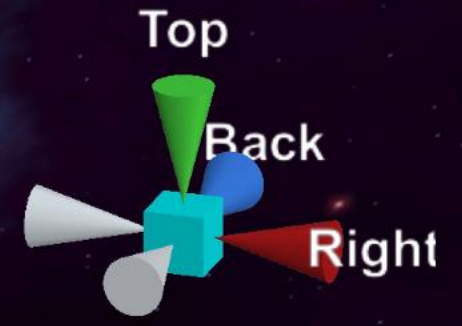




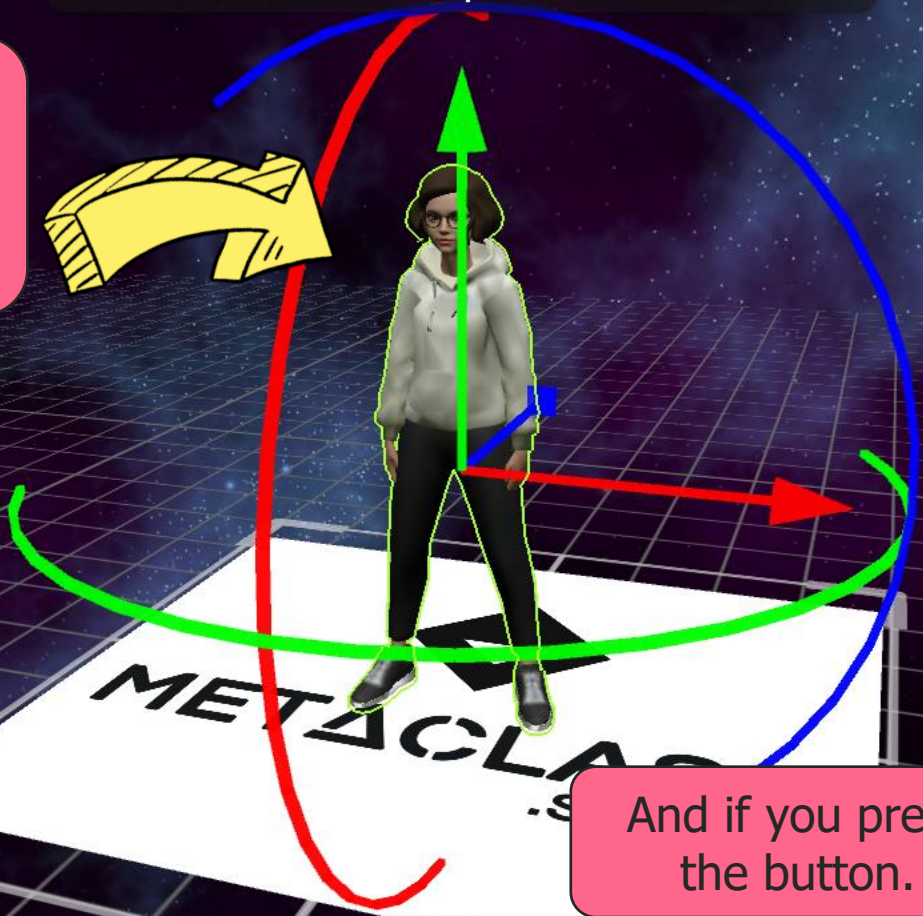


← Back

 Preview AR   
  Preview VR   
  Save   
  Delete All



When a multimedia object is added to the scene (excluding markers) you will be able to move and rotate it using the arrows and circles.



And if you press the button.





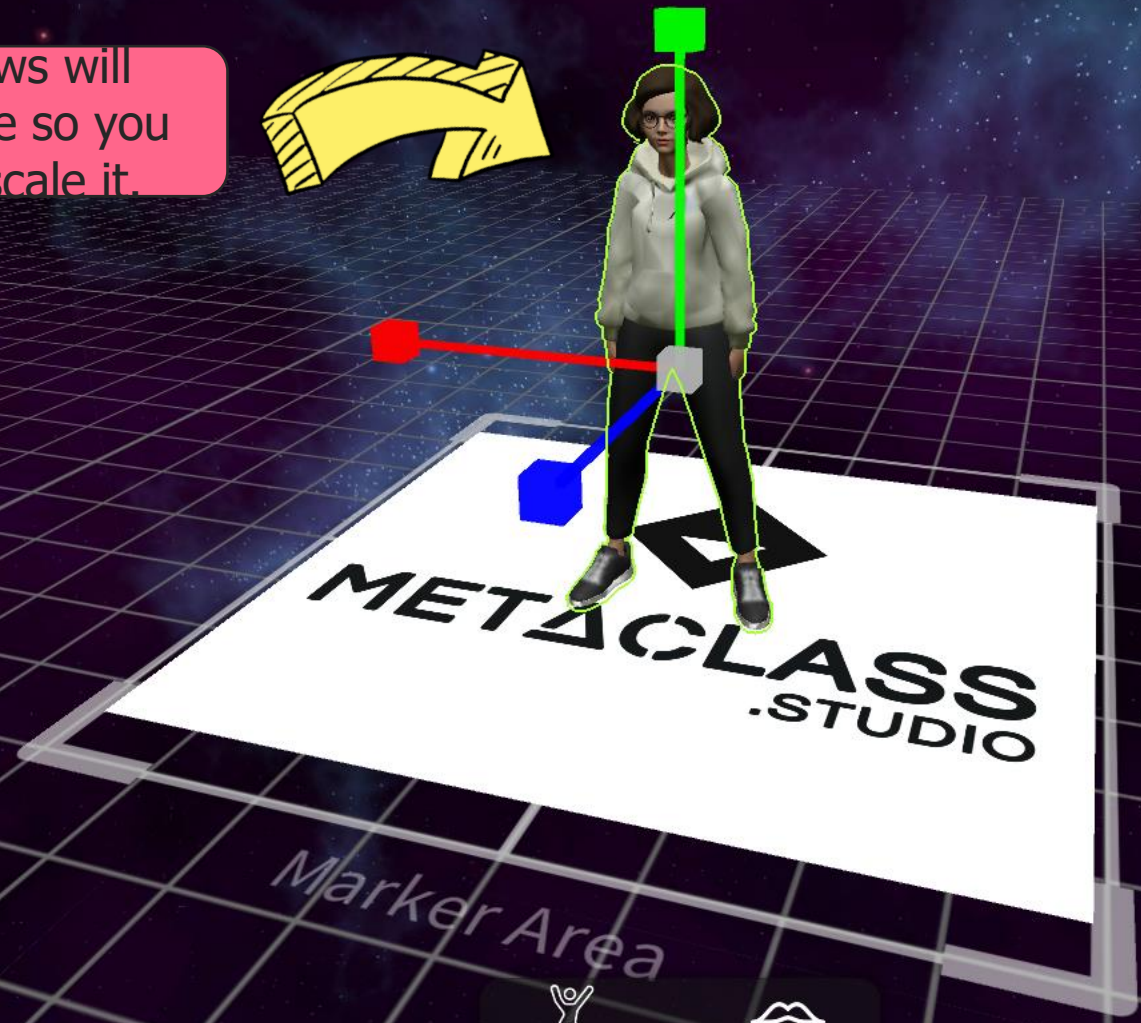


Back

Preview AR | Preview VR | Save | Delete All

Top  
Back  
Right

Arrows will change so you can scale it.



Animations | Talk



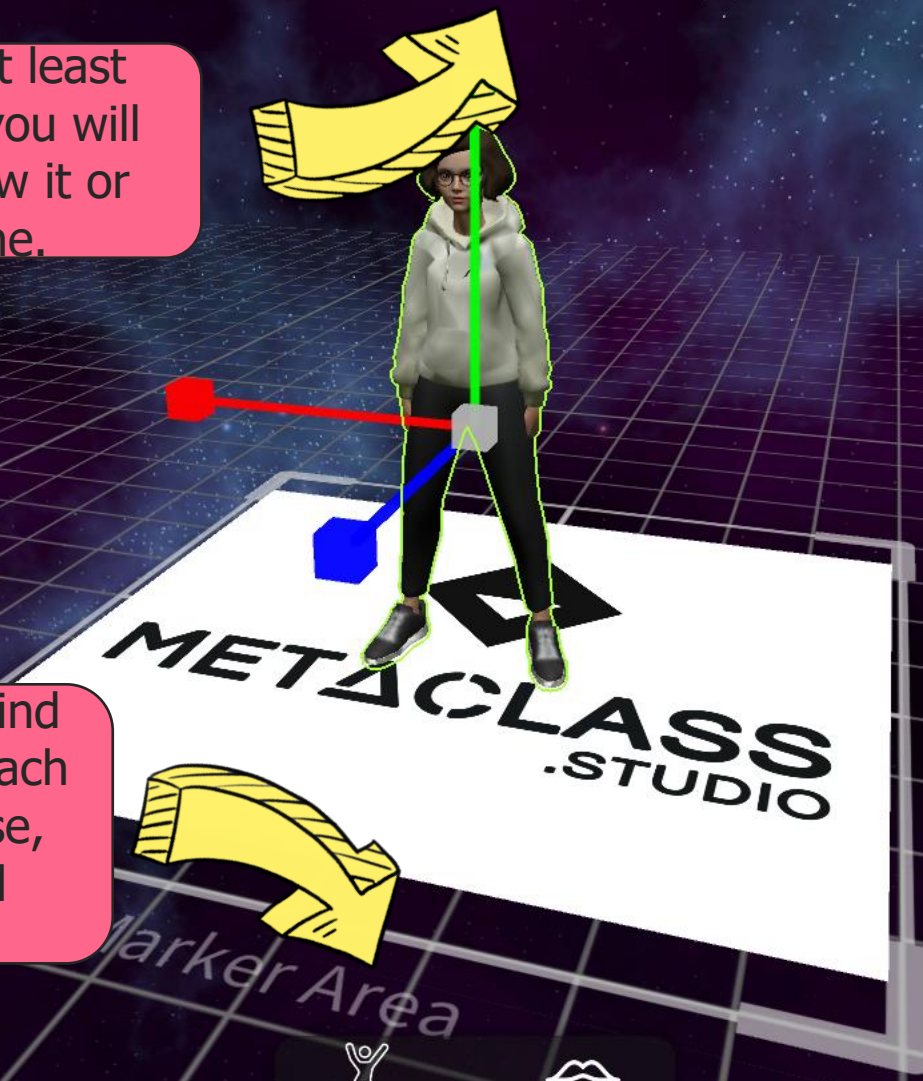


Preview AR | Preview VR | Save | Delete All



Once you have at least one AR content, you will be able to Preview it or save the scene.

At the bottom, you will find the specific options for each content type, in this case, avatar animations and talking option.



<< Back

Animations | Talk





Select one or more animations that will be playing in the scene.

You can choose one or more animations that will reproduce in sequence. You can decide if at the end of the last animation the first one will be reproduced again or not by selecting/ deselecting the Loop option.

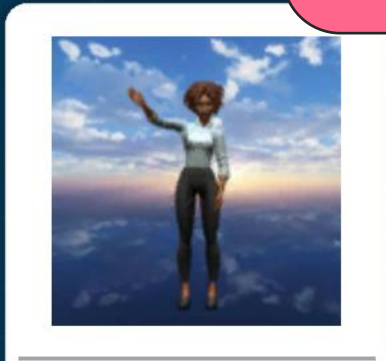


Loop

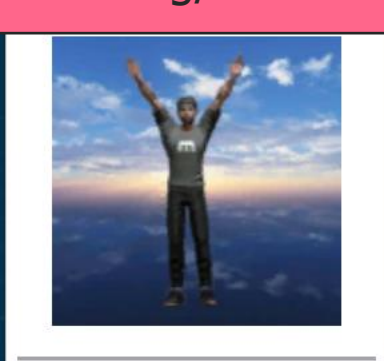
DANCING

ING CHICKEN

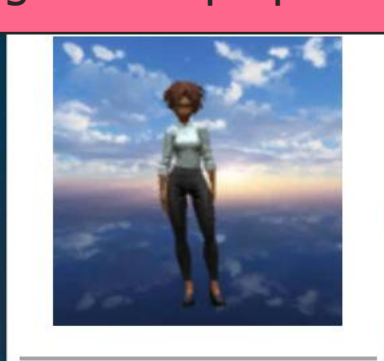
DANCING MACARENA



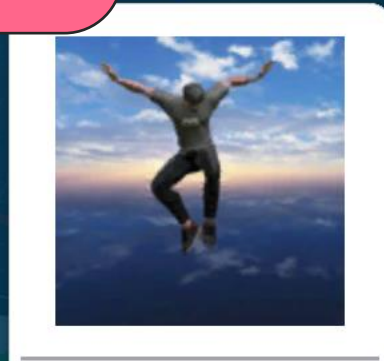
HELLO



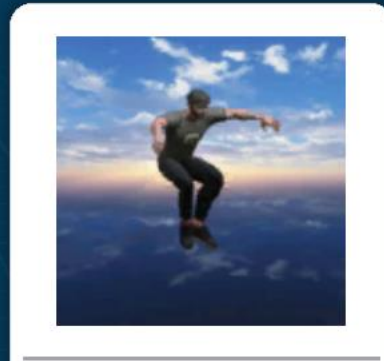
HELLO 2



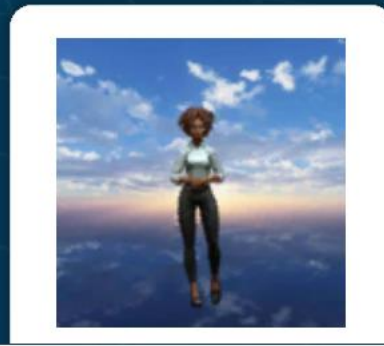
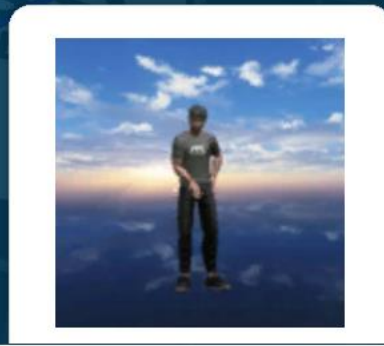
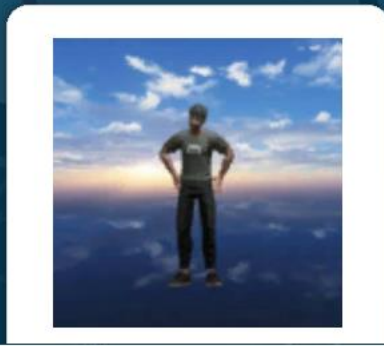
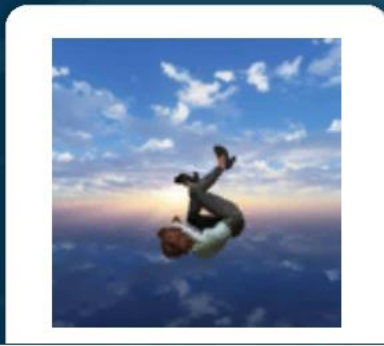
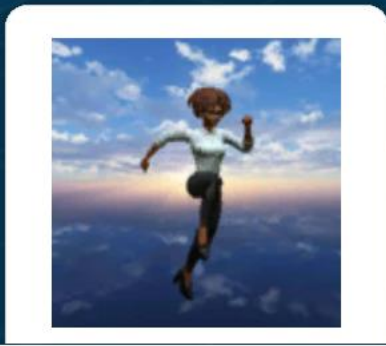
IDLE



JUMPING

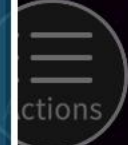


JUMPING 2



Back

Animations Talk



Top

Back

Right



Preview AR | Preview VR | Save | Delete All

Top  
Back  
Right





Select one or more audio files to see your Avatar speak.



Loop

 Record audio

 Load audio

 launch



← Back

Animations | Talk

Here you can select, record or upload an audio file that will be attached to your avatar. The avatar will move the lips accordingly (it has a small lag). The audio can be set as loop.



Marker Area





Preview AR    Preview VR    Save    Delete All



These are basic shapes (primitives) ready to be used in the scene.



← Back





<< Back

Preview AR | Preview VR | Save | Delete All



Once you add it to the scene you can change its color.

#0088CB

H S V

R 0

G 136

B 203

A 255



Color ↑ Height





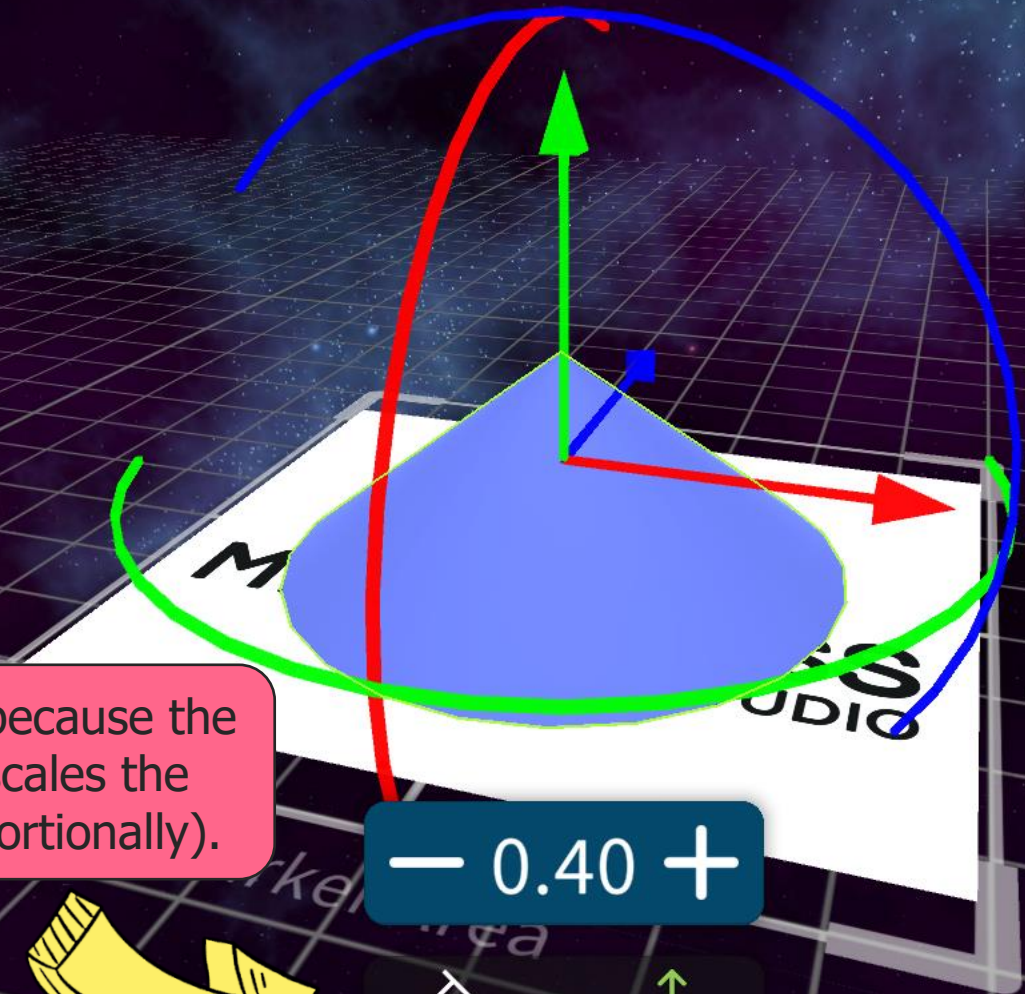
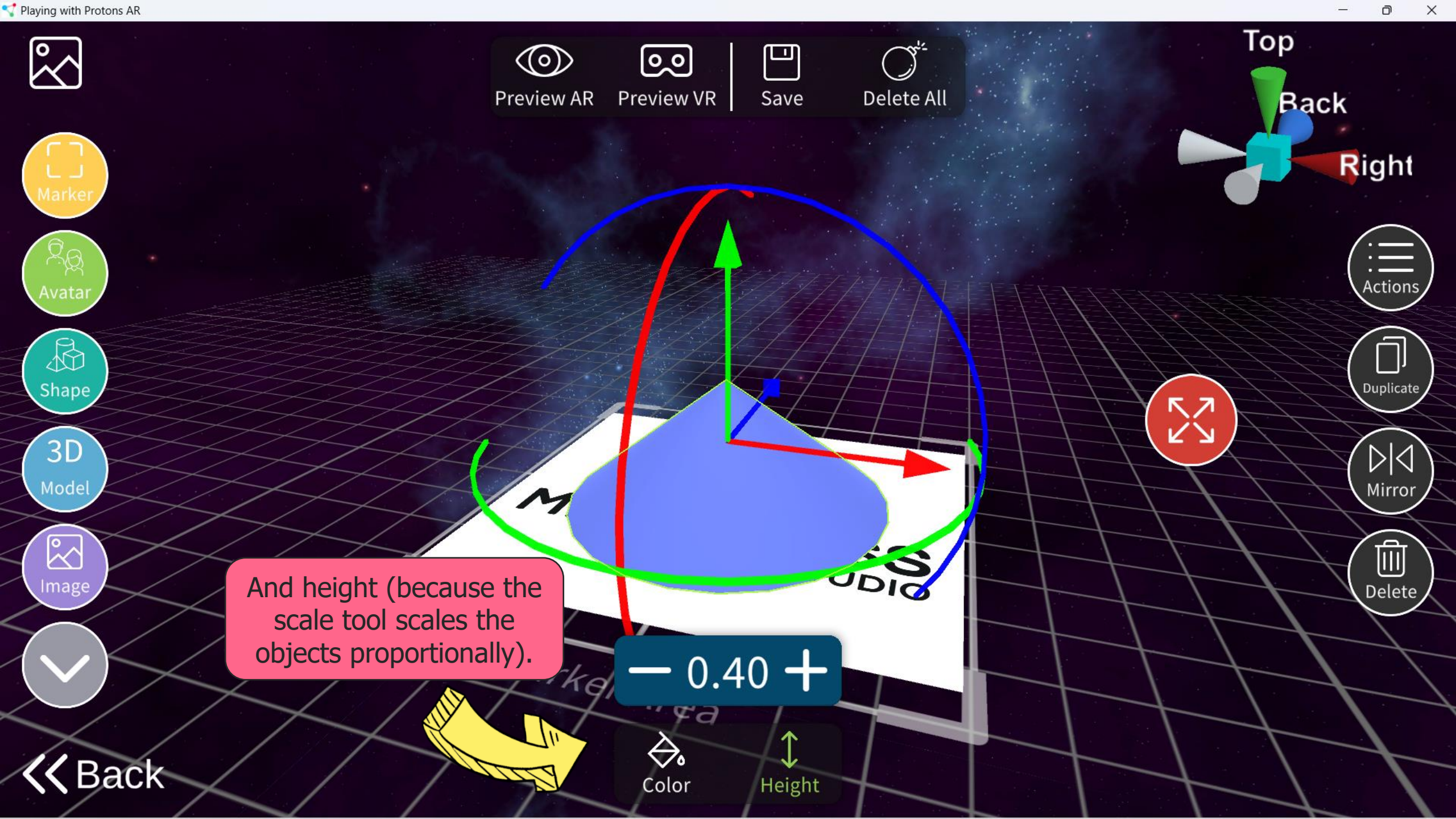
<< Back

Preview AR | Preview VR | Save | Delete All



And height (because the scale tool scales the objects proportionally).

— 0.40 +







Preview AR    Preview VR    Save    Delete All



↑  
Load model



Here you can choose a 3D model or upload your own. They can be texturized, animated, both, or none.

energy\_sphere

If the model has materials and textures outside the model file (such as .mtl along with the .obj file) make sure to include all of them inside a .zip file.

t-rex



← Back

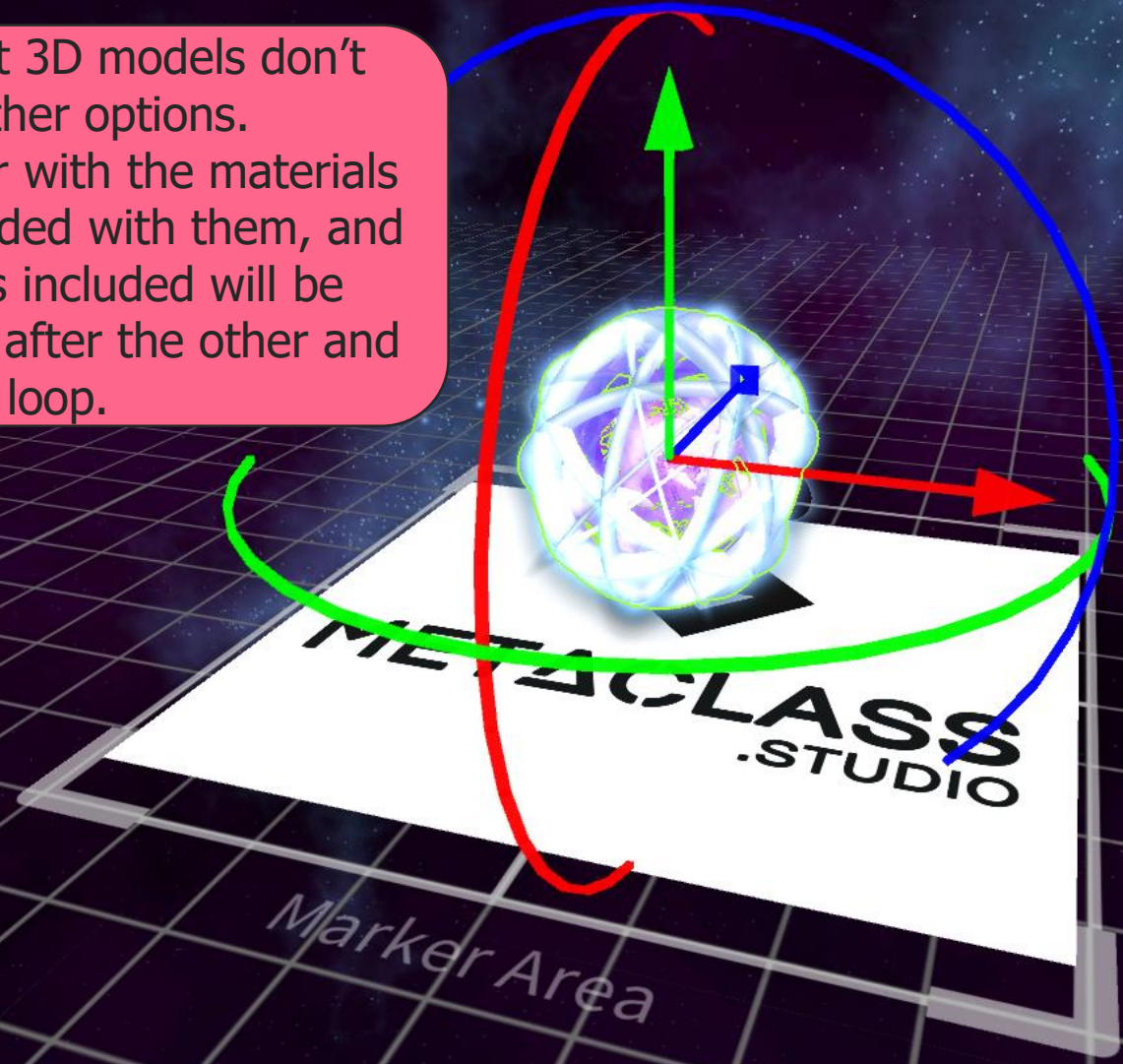




Preview AR | Preview VR | Save | Delete All



At the moment 3D models don't have further options. They will appear with the materials and textures loaded with them, and all animations included will be reproduced one after the other and in loop.

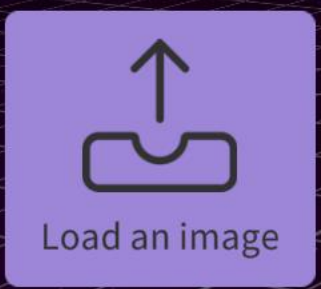


<< Back





Preview AR    Preview VR    Save    Delete All



Images can be in .png, .jpg or animated .gif format. You can also take a picture at the moment.



<< Back



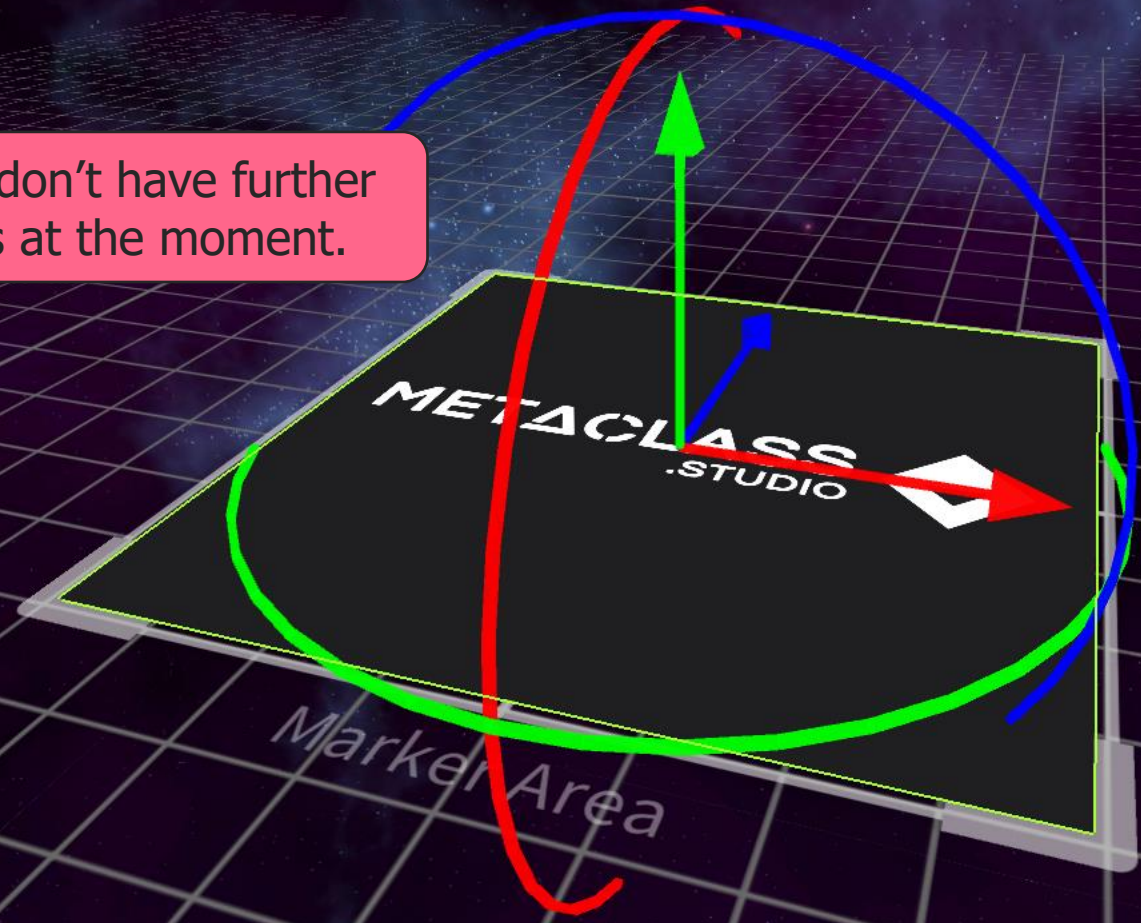


← Back

Preview AR | Preview VR | Save | Delete All



Images don't have further options at the moment.







Preview AR | Preview VR | Save | Delete All



¡Hi! I'm a cool text :)

Acme



The Text option allows you to select a font type and create some text using it.

*¡HI! I'M A COOL TEXT :)*

**BANGERS**

*¡Hi! I'm a cool text :)*

Charmonman



← Back

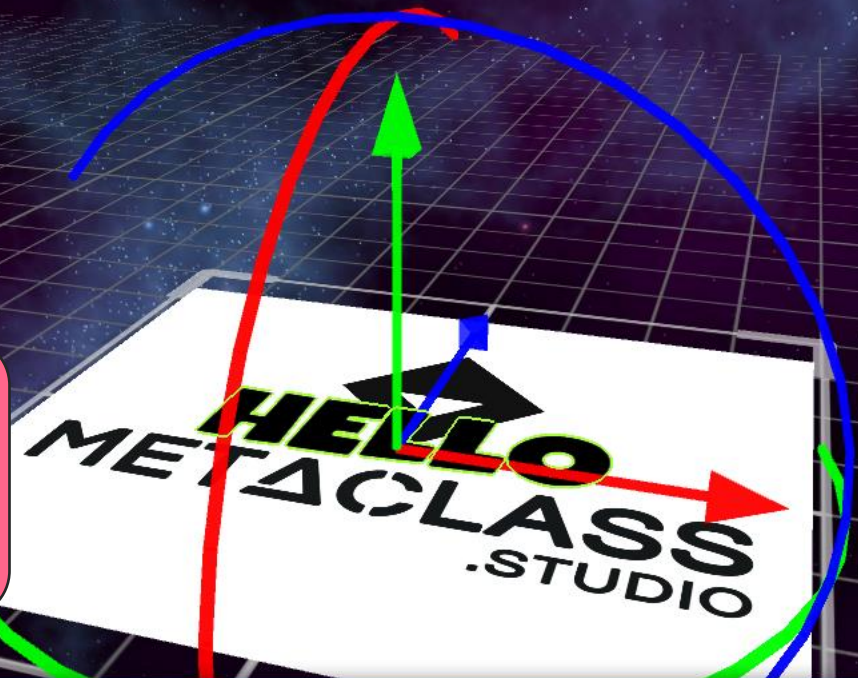




Preview AR | Preview VR | Save | Delete All



You can change the text displayed, the size of the font and color.  
You can make it bold, italic...



HELLO



Text | Size | Color | Bold | Italic | >

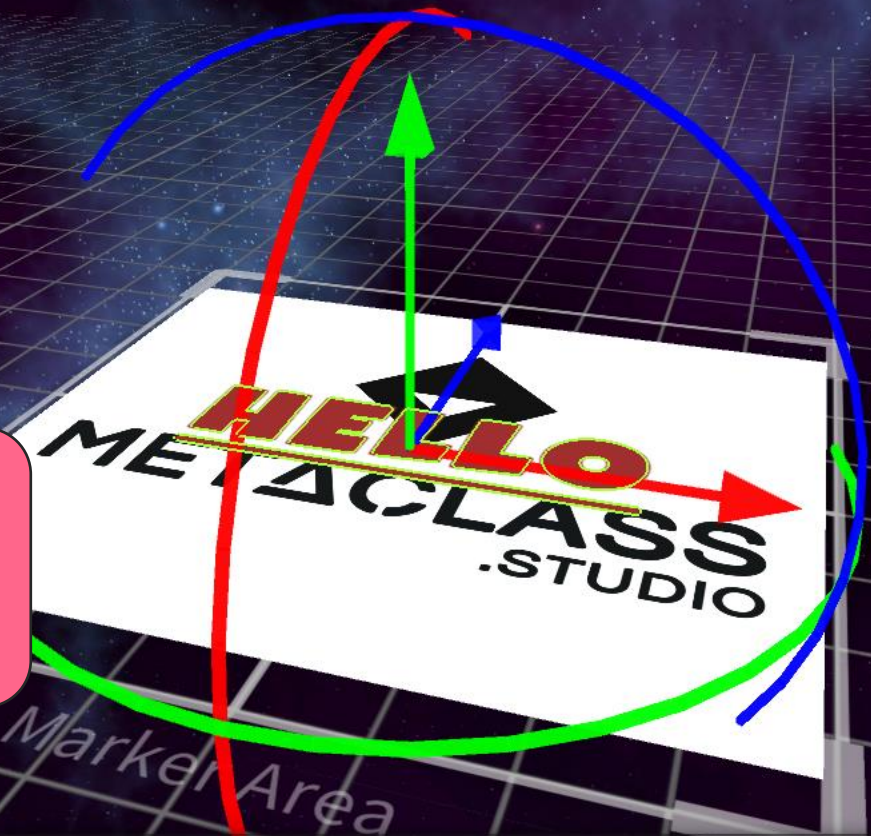




 Preview AR
  Preview VR
  Save
  Delete All



...underlined, or a combination of the three. Finally you can select the alignment of the text.



<< Back



 Underline
  Left
  Center
  Right
  Justify

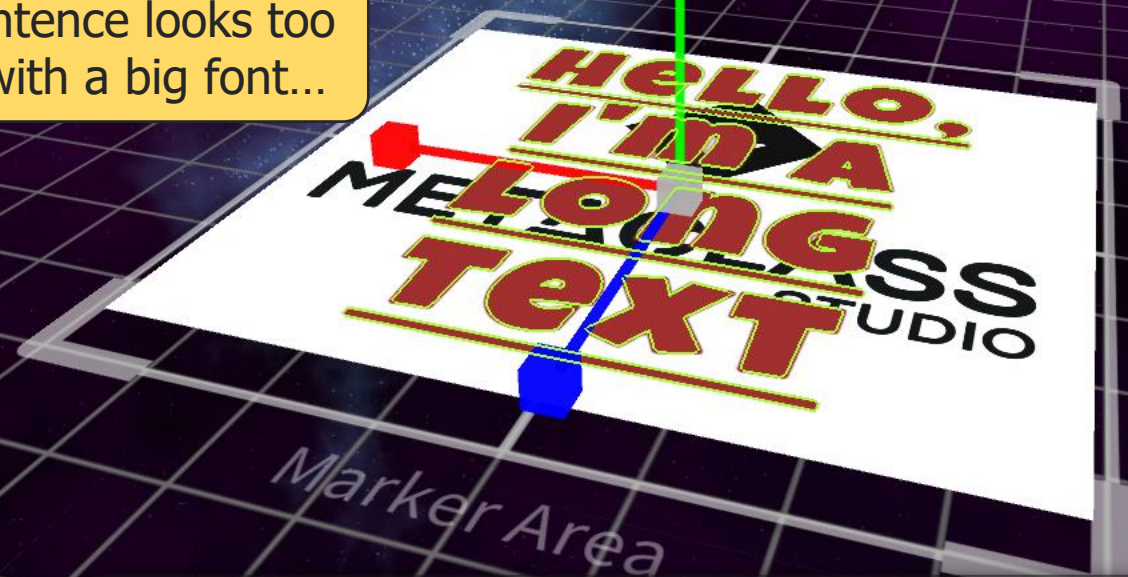




 Preview AR
  Preview VR
  Save
  Delete All



TIP: If the sentence looks too compressed with a big font...



<< Back

 Text
  Size
  Color
  **B** Bold
  *I* Italic
  >





 Preview AR | 
  Preview VR | 
  Save | 
  Delete All




... make the font size smaller...



— 13 +



<< Back

 Text | 
  Size | 
  Color | 
  Bold | 
  Italic | 
  >

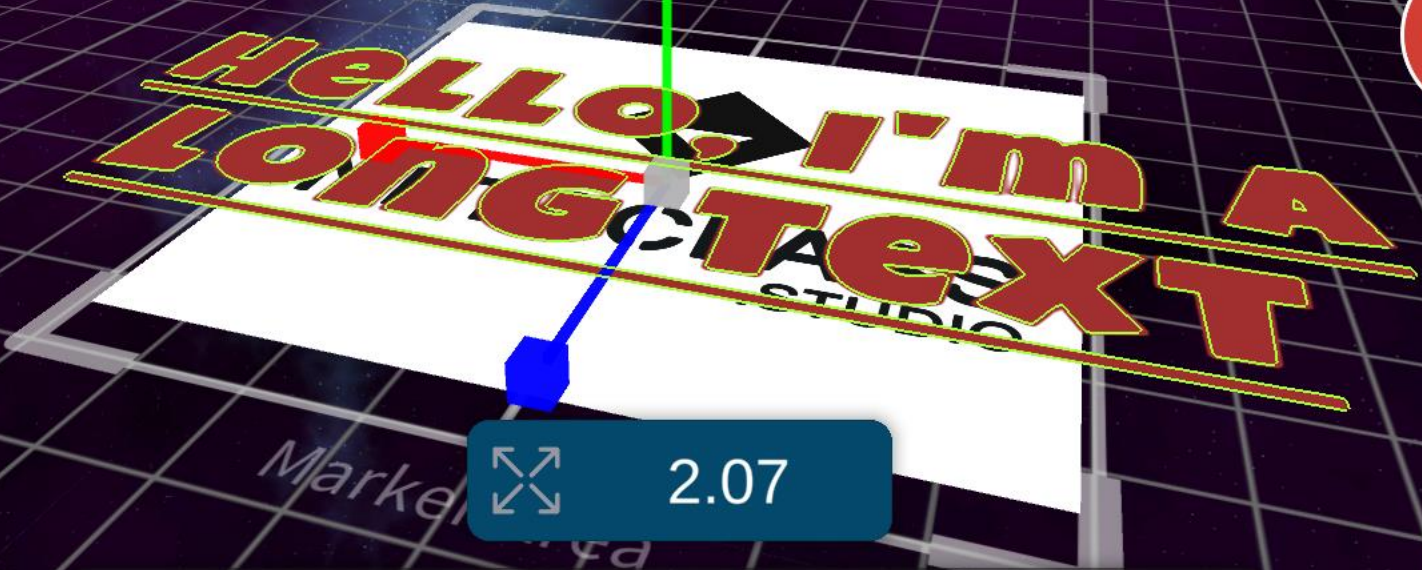




Preview AR | Preview VR | Save | Delete All



...and then resize the text object with the resize tool as much as you want.



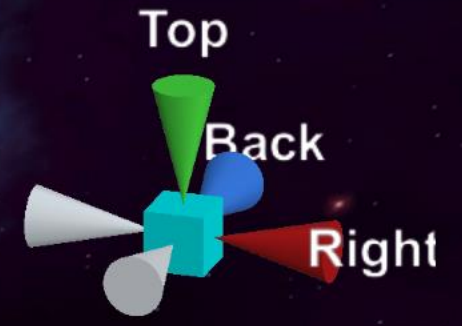
<< Back

Text | Size | Color | **B** Bold | *I* Italic | >





Preview AR    Preview VR    Save    Delete All




  
Record audio



Here you can select an audio file in .mp4 or .wav format, record it yourself or load it from the computer.



  
Load audio



  
launch

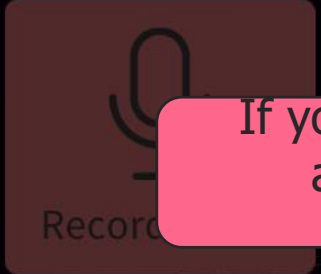


← Back

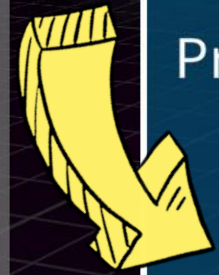




Preview AR | Preview VR | Save | Delete All



If you want to record an audio click on the microphone.



Press the microphone and start talking (max 30sec). Press again to finish.



Save

Marker Area

<< Back



Preview AR

Preview VR

Save

Delete All



Click again when you have finished recording.



Press the microphone and start talking (max 30sec). Press again to finish.



Experience shows that AR contents should not be very long to keep the user interested. That's why the max time of recording is 30 seconds.

← Back







Preview AR | Preview VR | Save | Delete All



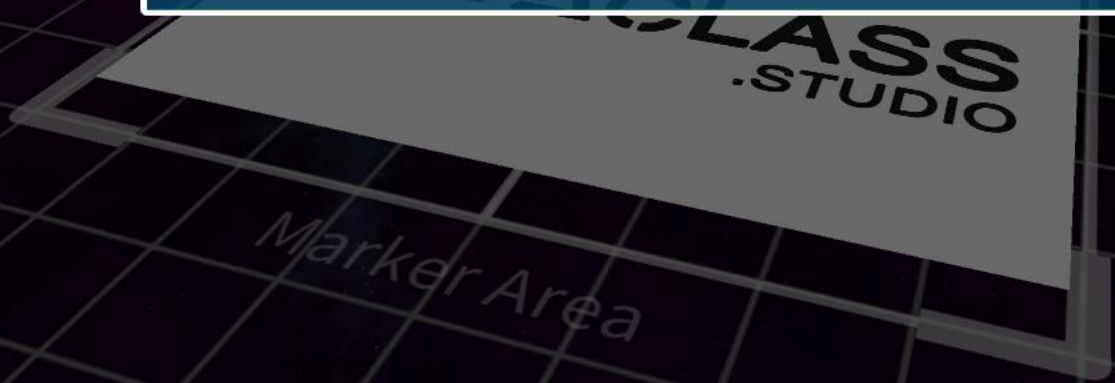
You can hear the recorded audio and, if you like it, Save it.

Press the microphone and start talking (max 30sec). Press again to finish.



Save



<< Back





Preview AR | Preview VR | Save | Delete All



Try giving it a meaningful name so it's easy to find, as audios don't have a preview option.

REC-20221202\_1841

OK



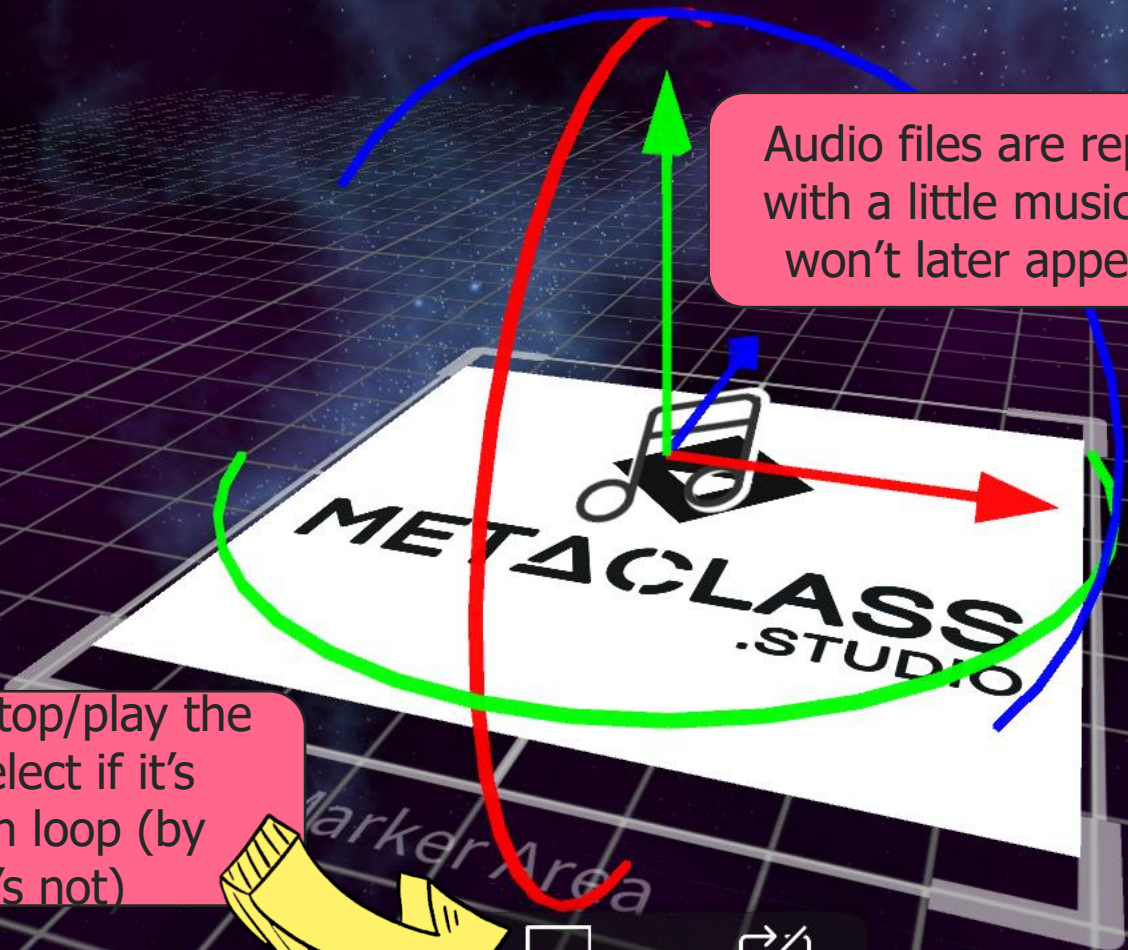


Preview AR | Preview VR | Save | Delete All



Audio files are represented with a little music icon that won't later appear in AR.

Here you can stop/play the audio and select if it's reproduced in loop (by default it's not)



<< Back

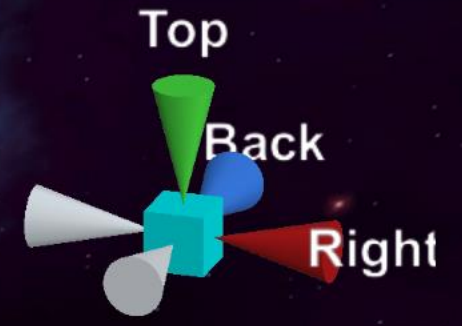
Stop  Loop







Preview AR | Preview VR | Save | Delete All



Load video



You can select a video file from the list or upload your own .mp4 video file.

videolaunch



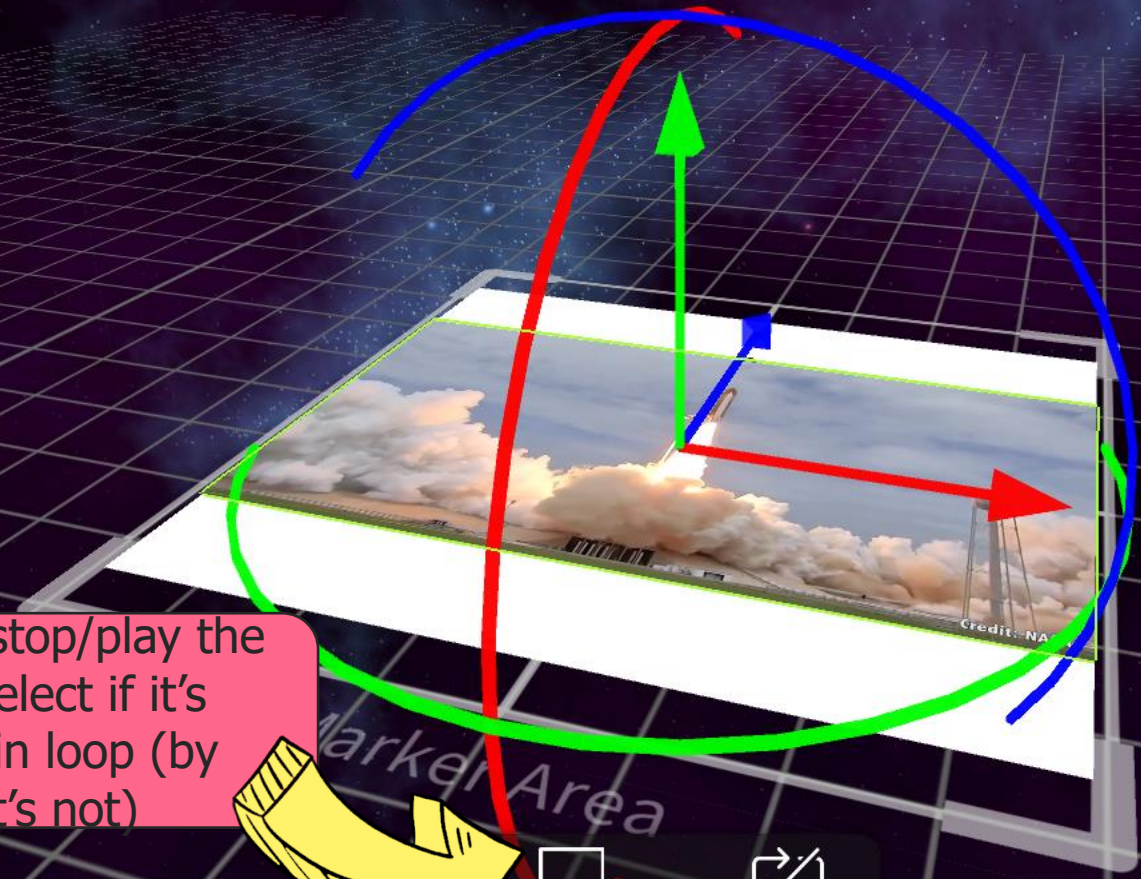
Marker Area

← Back





Preview AR    Preview VR    Save    Delete All



Here you can stop/play the video and select if it's reproduced in loop (by default it's not)

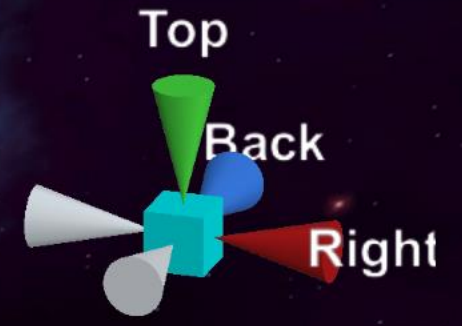
<< Back

Stop    Loop

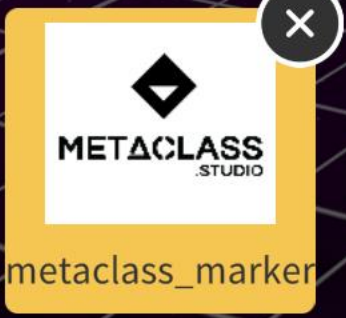




Preview AR    Preview VR    Save    Delete All



- Marker
- Avatar
- Shape
- 3D Model
- Image
- ✓



If you click and hold in the thumbnails (except for Shapes and Texts) you can delete them.



As you will see a bit later, it's easier to do it from the Content Manager, because you can delete many at the same time, but if you need to delete for example a picture you don't like or a model that didn't load correctly, this is a good option.

Marker Area

← Back





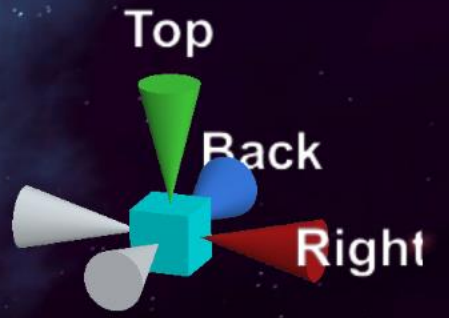
← Back

Preview AR

Preview VR

Save

Delete All

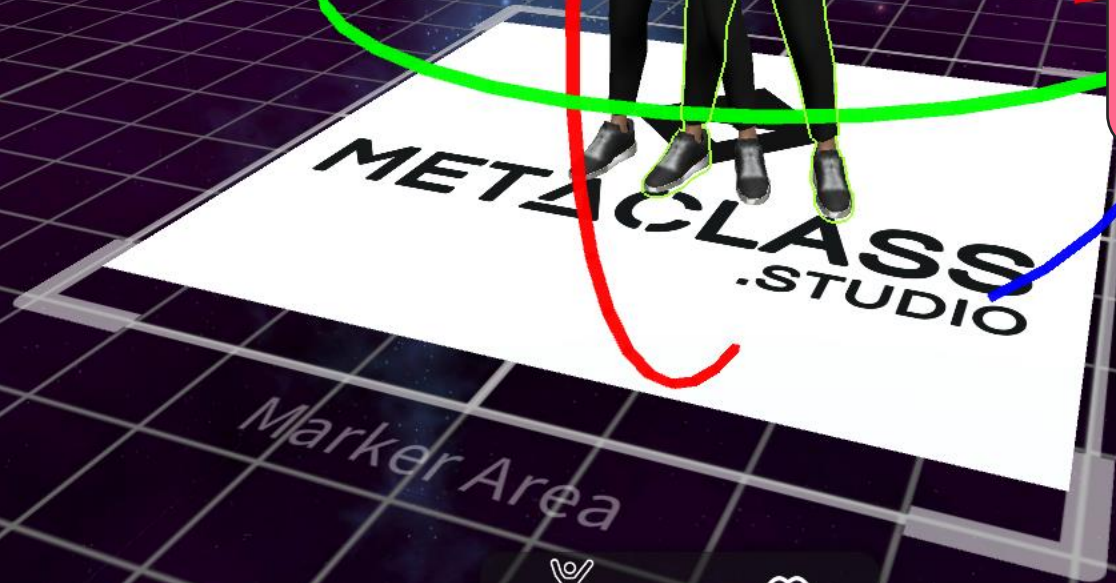


Actions

Duplicate

Mirror

Delete

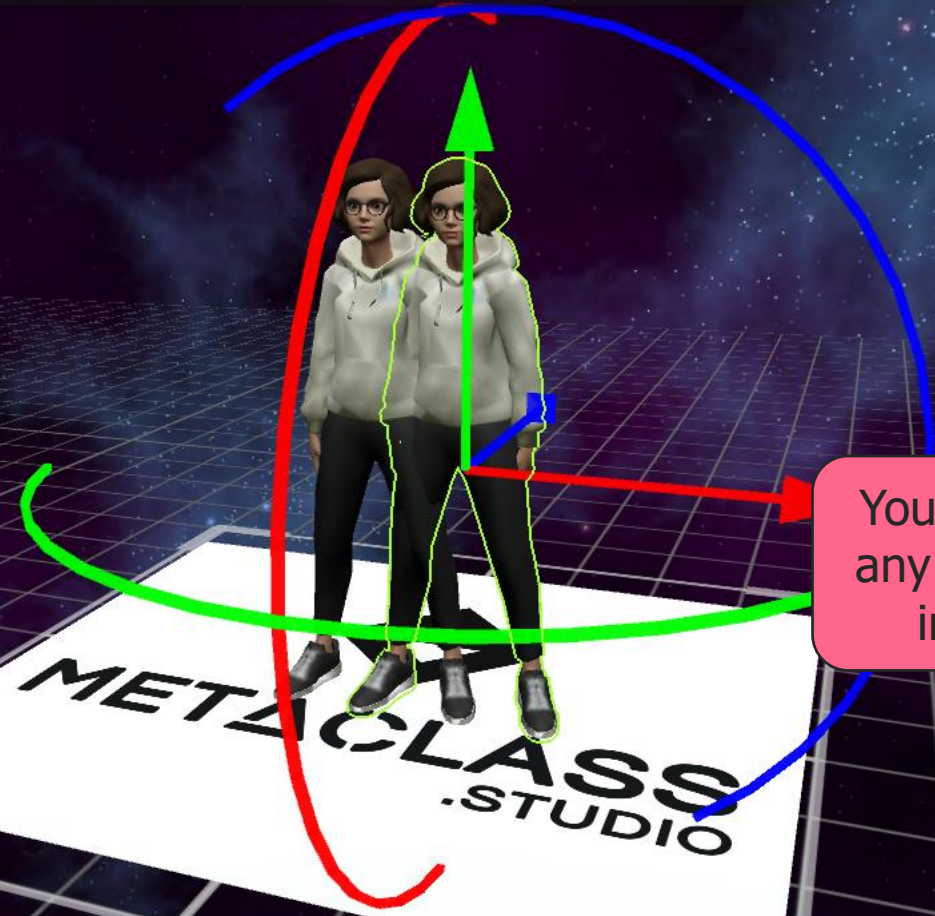


Marker Area

Animations

Talk

You can duplicate any of the objects in the scene



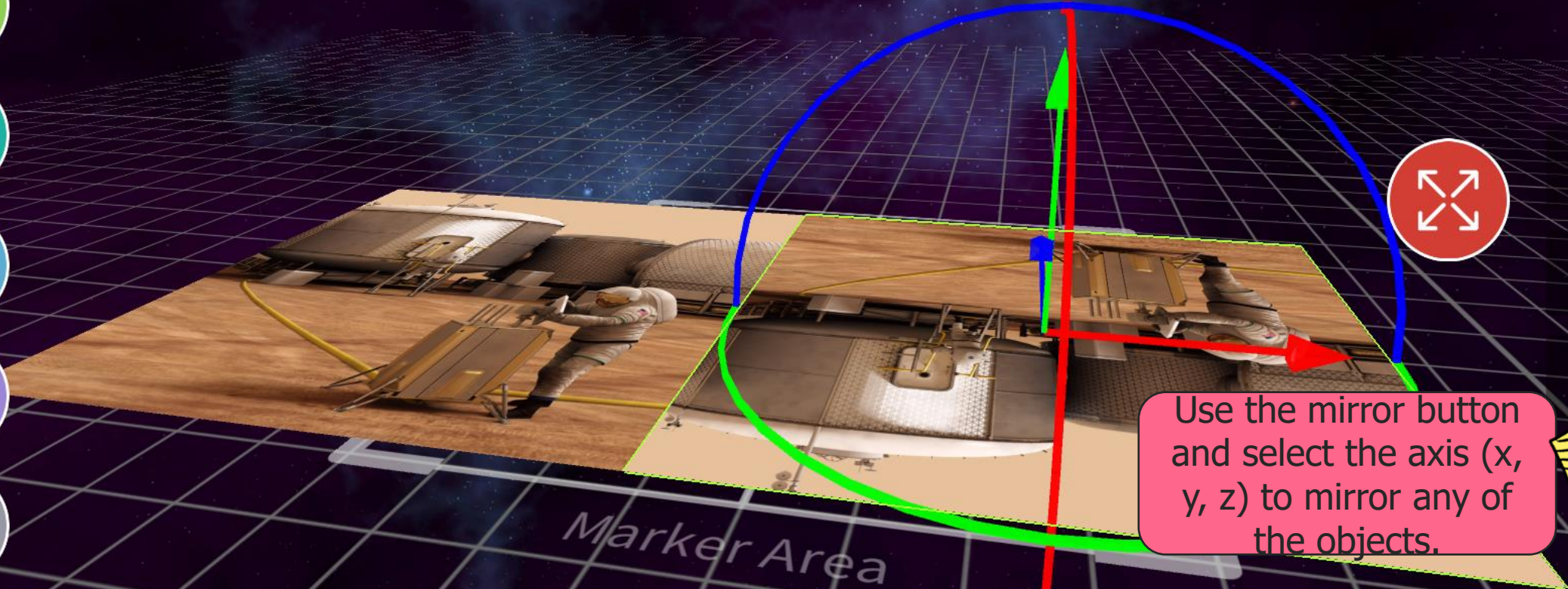




Preview AR | Preview VR | Save | Delete All



← Back



Use the mirror button and select the axis (x, y, z) to mirror any of the objects.







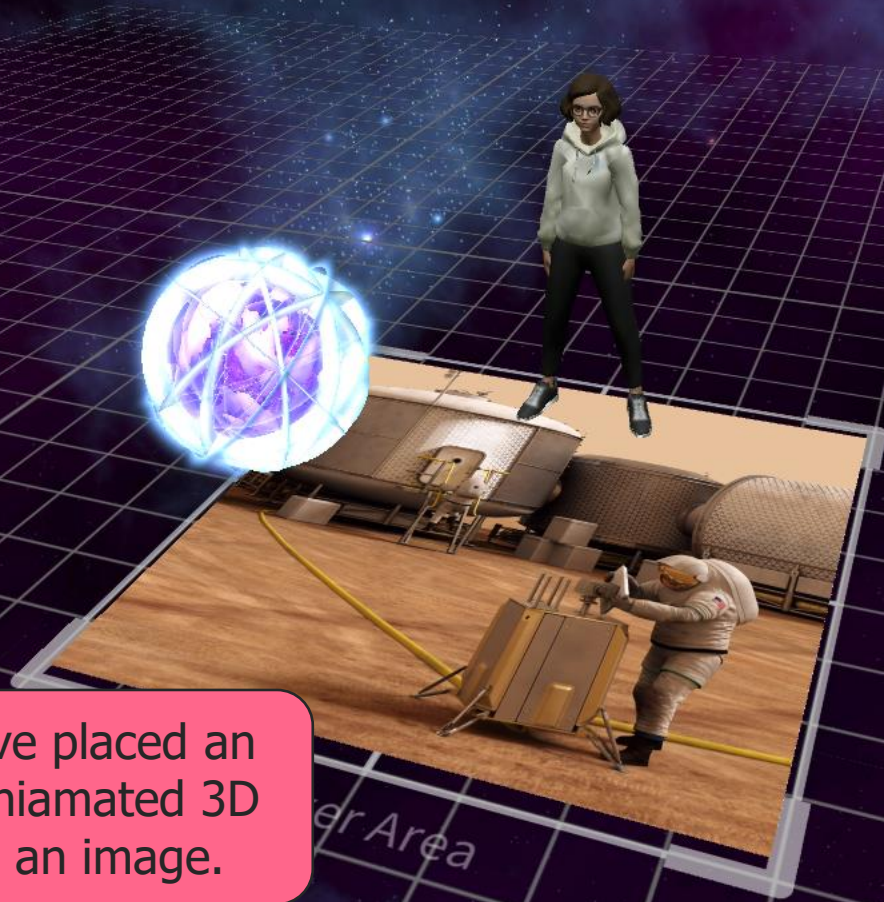
 Preview AR
  Preview VR
  Save
  Delete All



From the moment you place your first content in the scene you will be able to open the Actions window.



Here we have placed an avatar, an animated 3D model and an image.



← Back

### ACTIONS

After 0 seconds

On touch

and keep visible

and hide on next action

Drag and drop actions from the left to replace the ones in the right



Here, you can create simple interactions with visual coding.

### SCENE

When I find *metaclass\_marker*

After 0 seconds

Show *Avatar* *avatar*

and keep visible

After 0 seconds

Show *Model* *energy\_sphere*

and keep visible

After 0 seconds

Show *Image* *mars\_habitat*

and keep visible



### This reads:

1. When the user points with the camera to the *metaclass\_marker* image and the system recognizes it
2. It will immediately (after 0 seconds) show an avatar, a model called *energy\_sphere* and an image called *mars\_habitat*.

Right

Delete



## ACTIONS

After 0 seconds

On touch

and keep visible

and hide on next action

## SCENE

When I find *metaclass\_marker*

After 0 seconds

Show *Avatar* ▾ *avatar*

and hide on next action

After 2 seconds

Show *Model* ▾ *energy\_sphere*

and keep visible

On touch

Show *Image* ▾ *metaclass*

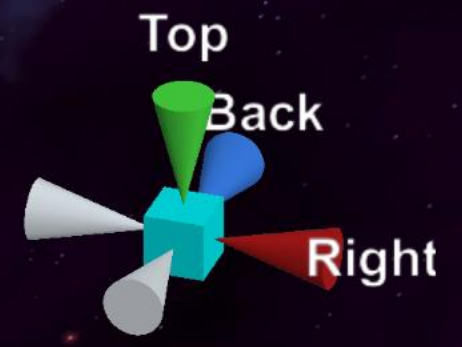
and keep visible

After changes, this reads:

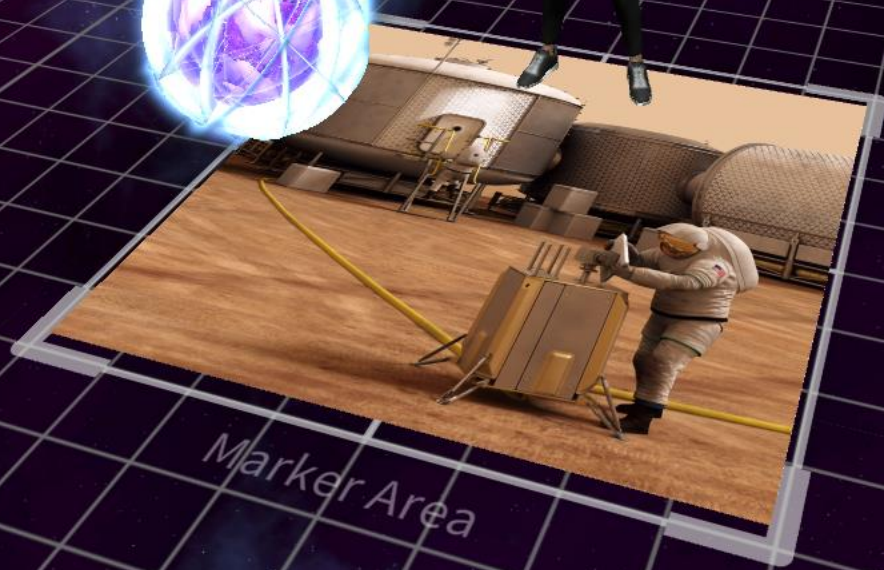
1. When the user points with the camera to the *metaclass\_marker* image and the system recognizes it
2. It will immediately (after 0 seconds) show an avatar.
3. Then, after two seconds it will show the *energy\_sphere* model and hide the avatar (hide on next action)
4. Finally, when the user touches the screen, it will also (because the model's keep visible active) show the image.



Preview AR    Preview VR    Save    Delete All



When you are happy with your project, click on Save.



← Back





The first time you will have to give the project a name and select at least one of the tags.

Give your project a name:

Select the tags for this project.

- #science
- #technology
- #engineering
- #arts
- #mathematics

OK

Choose a template to create a new scene



Simple Marker



2 Marker Interaction



3 Marker Interaction



4 Marker Interaction

Your scenes

 Edit  Delete



Here you will see the scenes of this project.

⏪ Back

Let's click on Back.



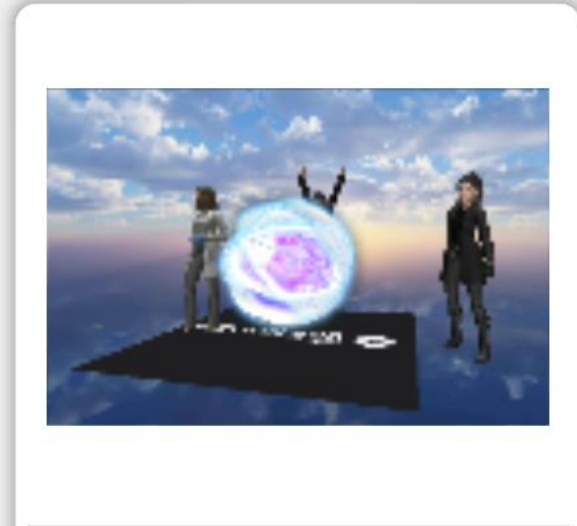
# AR AUTHORIZING TOOL



NEW AR PROJECT



Demo



Energy (NO marker)



T-Rex (1 marker)



Here we can see our new project saved.



Edit



Print



Delete



Save



Import

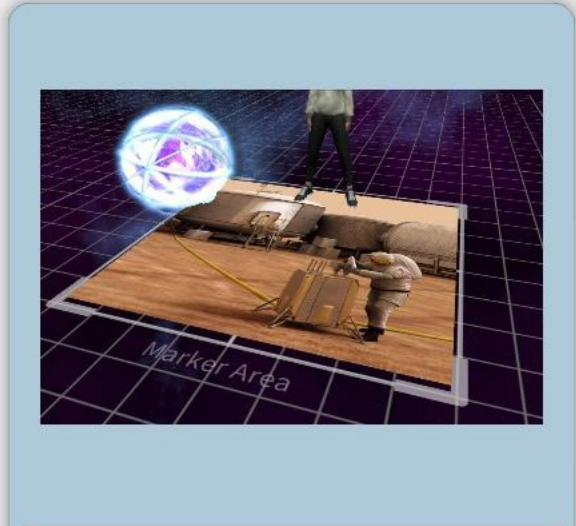


Cancel

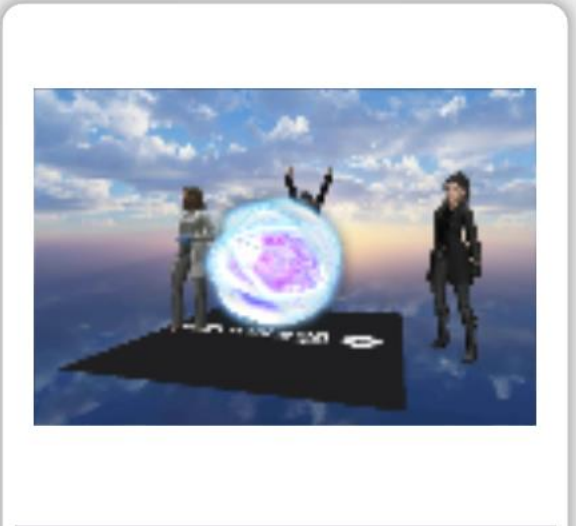
# AR AUTHORIZING TOOL



NEW AR PROJECT



Demo



Energy (NO marker)



T-Rex (1 marker)

We can now select it and

- Edit it,
- Print its markers as PDF,
- Delete it or
- Save it in the PC to share it



If we press Edit...



Edit



Print



Delete



Save



Import



Cancel



Choose a template to create a new scene



Simple Marker



2 Marker Interaction

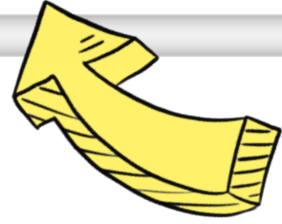
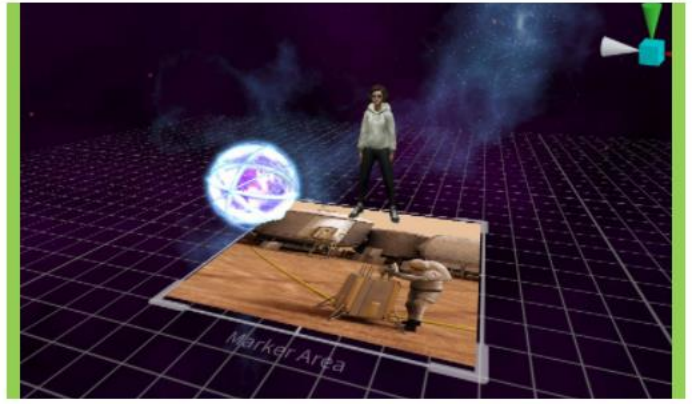


3 Marker Interaction



4 Marker Interaction

Your scenes

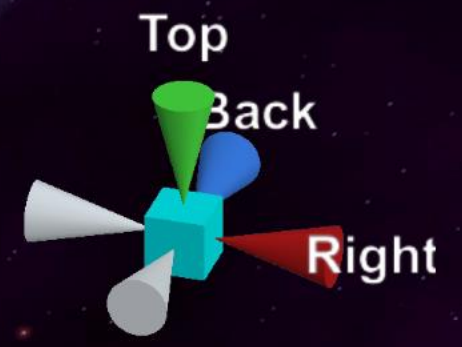


Because we already have a scene, and it's marker-based, we now can only select marker-based options. For example, 2 Marker Interaction.





Preview AR | Preview VR | Save | Delete All



- Marker
- Avatar
- Shape
- 3D Model
- Image
- ✓

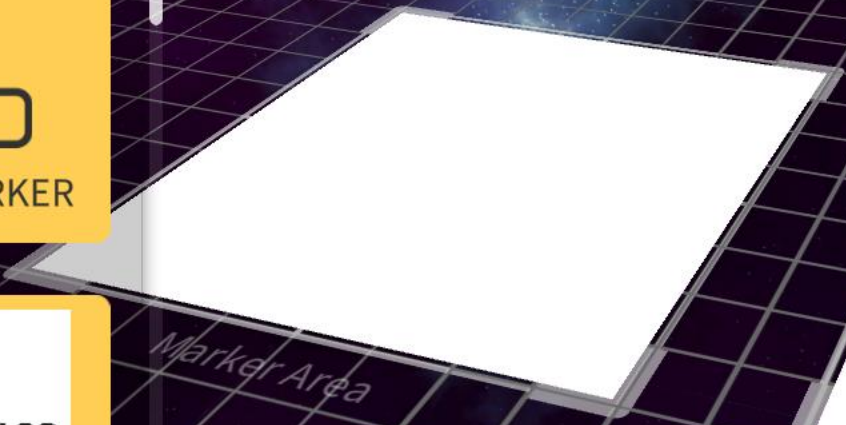
MARKER Picture

Load MARKER

METACLASS STUDIO  
metaclass\_marker



In a 2, 3, or 4-marker interaction scene, we will first choose all the markers.



← Back

Separated Together





Preview AR    Preview VR    Save    Delete All

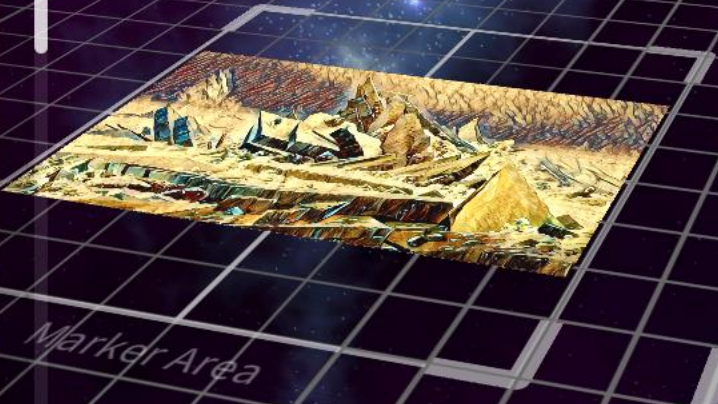


Create avatar

Load avatar



Once, we have both markers selected we will be able to choose content for any of them.



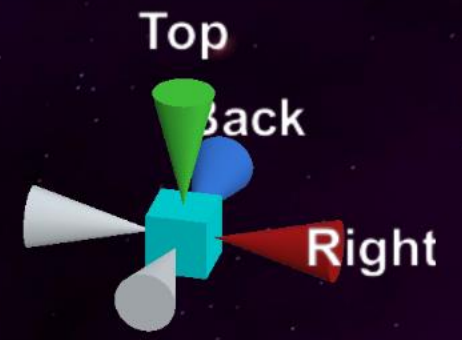
← Back

Separated Together





Preview AR | Preview VR | Save | Delete All



Marker Area

Here, we tell the tool that when markers are seen separately, we want to display an image in the first one.

We will press Together to select the content that will be shown when the markers are close to each other

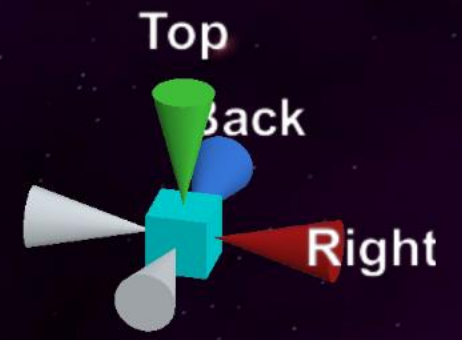
<< Back

Separated Together

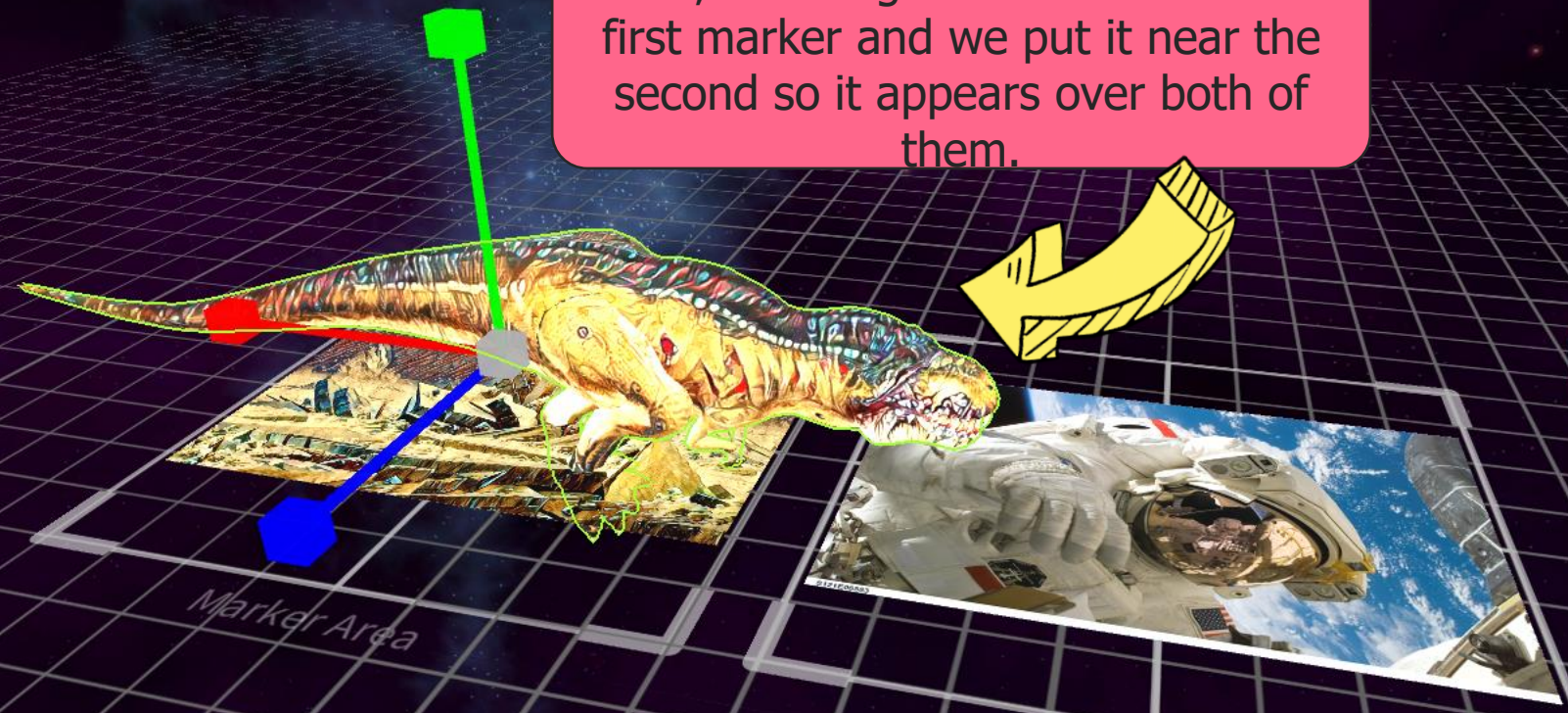




Preview AR | Preview VR | Save | Delete All



Now, we assign a 3D model to the first marker and we put it near the second so it appears over both of them.



2.55

Back

Separated Together





This is how it will appear when we put both markers close to each other.

Careful! The order of the markers (which one is in the left, which in the right) matters.

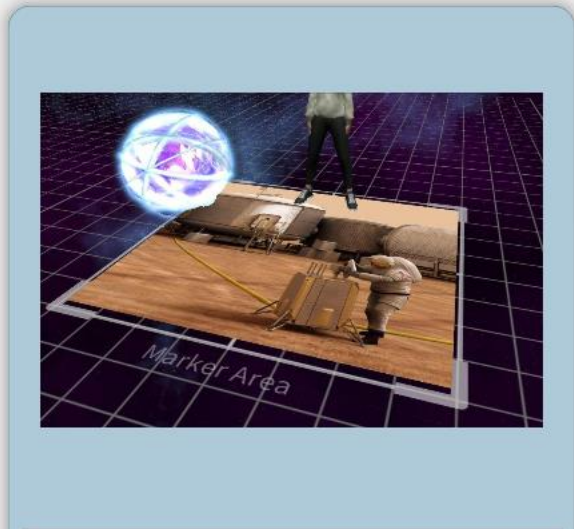




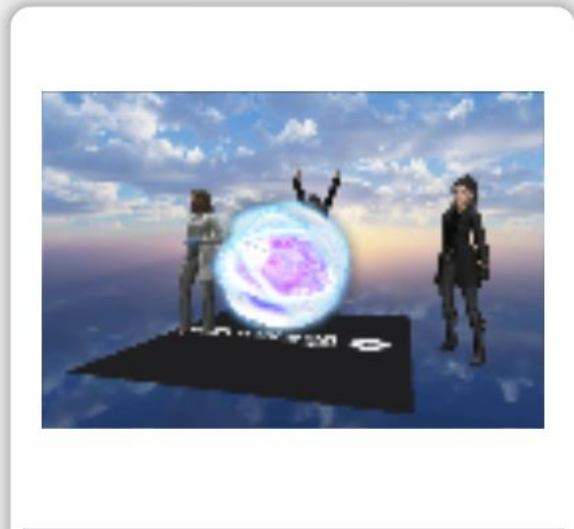
# AR AUTHORIZING TOOL



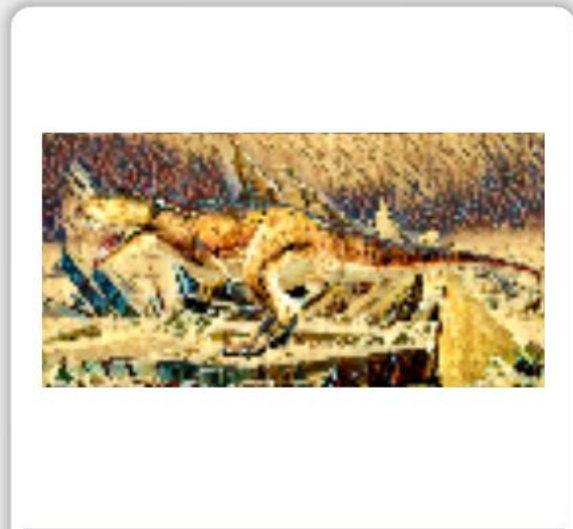
NEW AR PROJECT



Demo



Energy (NO marker)



T-Rex (1 marker)

If we want to share our project, we select it and press Save.



Edit



Print



Delete



Save

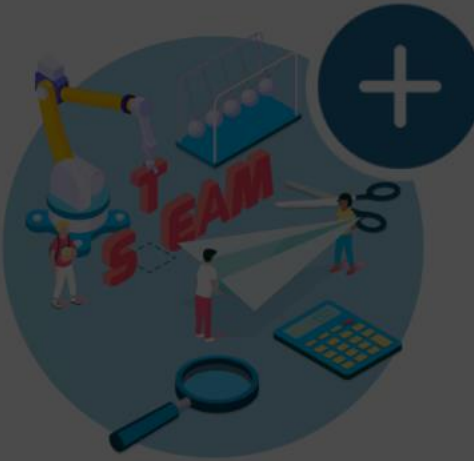


Import



Cancel


# AR AUTHORIZING TOOL




NEW AR PROJECT



Demo



Energy (NO marker)



T-Rex (1 marker)

Exporting

*Preparing archive... 33%*



Edit



Print



Delete



Save



Import



Cancel



Save

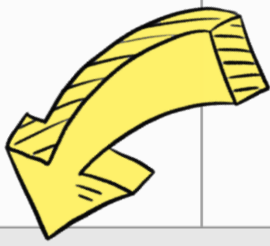
← → ↑ C:\Users\CTIC-Enara\Desktop\Playing with Protons Goes Digital Search...

- C:\
- Documents
- Desktop

Demo.aclass Augmented

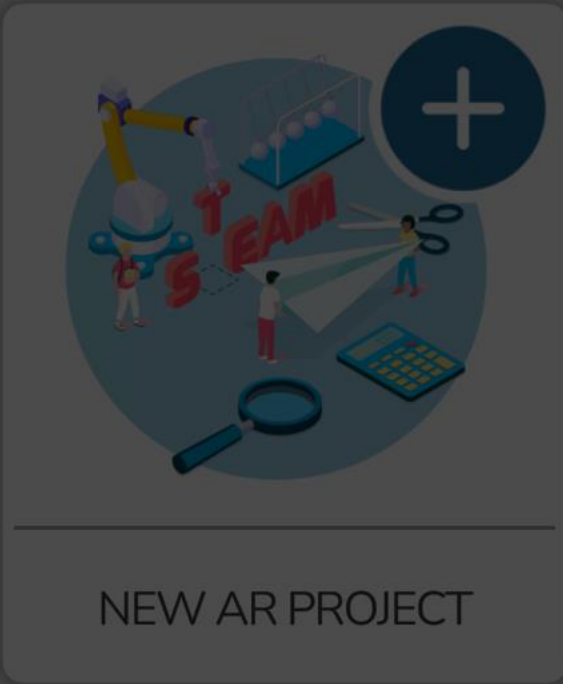
Save Cancel

Select a folder and give the file a name.



Then press Save.

# AR AUTHORIZING TOOL

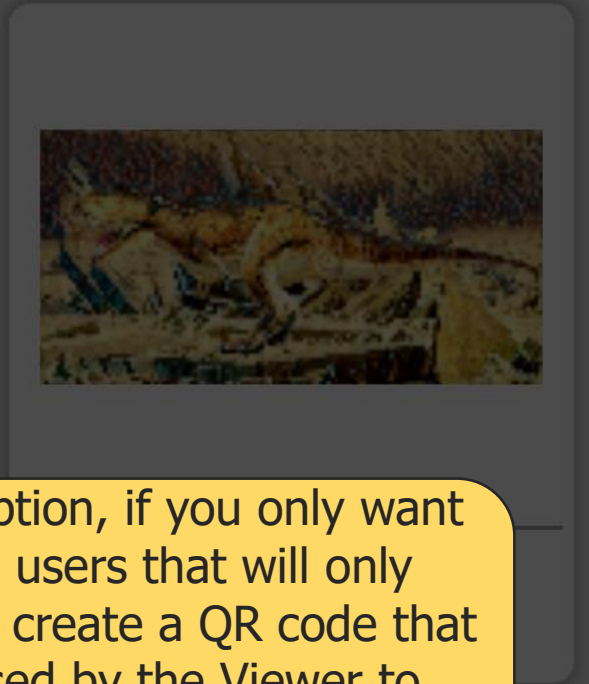


NEW AR PROJECT

The project is saved in your computer.  
You can now transfer it to another computer (via email etc.) to edit it, or a mobile device to visualize it.

1 project successfully shared!

✓ ACCEPT



A very useful option, if you only want to share with users that will only visualize it, is to create a QR code that will be accessed by the Viewer to download the project.  
Let's see how...



You can upload the project to a repository such as Google Drive, One Drive or Dropbox, or a dedicated server if your institution has it (make sure you can donwload it from outside the institution so the app will download it).

Drive

Buscar en Drive

Mi unidad > PLAYING WITH PROTONS GOE...

Nuevo

- Mi unidad
- Ordenadores
- Compartido conmigo
- Reciente
- Destacados
- Papelera

Almacenamiento

119,53 GB de 200 GB usado

Comprar espacio

Nombre ↑	Propietario	Última modificación	Tamaño de archivo
Cappella Sistina.aclass	yo	12:34 yo	2,9 MB
Demo.aclass	yo	12:42 yo	5,9 MB

- Vista previa
- Abrir con
- Compartir
- Obtener enlace
- Mostrar ubicación del archivo
- Añadir acceso directo a Drive
- Mover a
- Añadir a Destacados
- Cambiar nombre
- Ver detalles
- Gestionar versiones
- Hacer una copia
- Descargar
- Quitar



In Google Drive for example, you have to change the access of the file by clicking on Obtain Link...

Nombre ↑	Propietario	Última modificación	Tamaño de archivo
Cappella Sistina.aclass		12:34 yo	2,9 MB
Demo.aclass		12:42 yo	5,9 MB

### Compartir "Demo.aclass"

Añadir personas y grupos

Propietario

#### Acceso general

**Cualquier persona con el enlace** ▼ **Lector** ▼  
Cualquier usuario de Internet con el enlace puede verlo

Los lectores pueden ver los comentarios y las sugerencias

Copiar enlace Hecho

...and then giving access to any person with the link.



Now, copy the link...



New QR Code usage is up 152% in 2022! [Download the Bitly QR Code Index Report Now!](#)

- URL
- VCARD
- TEXT
- E-MAIL
- SMS
- WIFI
- BITCOIN
- TWITTER
- FACEBOOK
- PDF
- MP3
- APP STORES
- IMAGES

...and paste it in a QR creating web.

[https://drive.google.com/file/d/1eq5bszj9-y-5eMvLG3kyHYzCE7zhORum/view?usp=share\\_link](https://drive.google.com/file/d/1eq5bszj9-y-5eMvLG3kyHYzCE7zhORum/view?usp=share_link)

You can now download a QR code that will be accessed from the Authoring Tool and the app to import the project. Let's see how.

[Upload any file](#) (.jpg, .pdf, .mp3, .docx, .pptx)

OFF Scan tracking

With Logo?

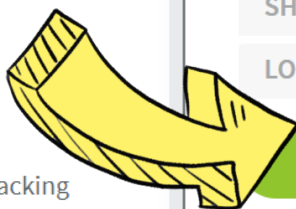
FRAME NEW!

SHAPE & COLOR

LOGO

DOWNLOAD JPG

VECTOR SVG/EPS



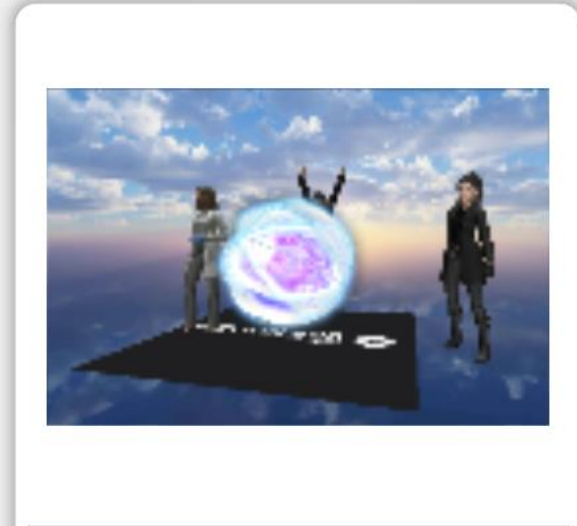
# AR AUTHORIZING TOOL



NEW AR PROJECT



Demo



Energy (NO marker)



T-Rex (1 marker)

Back in the main window, if we don't select any project (click outside projects if any of them is selected) we can import projects.



Edit



Print



Delete



Save



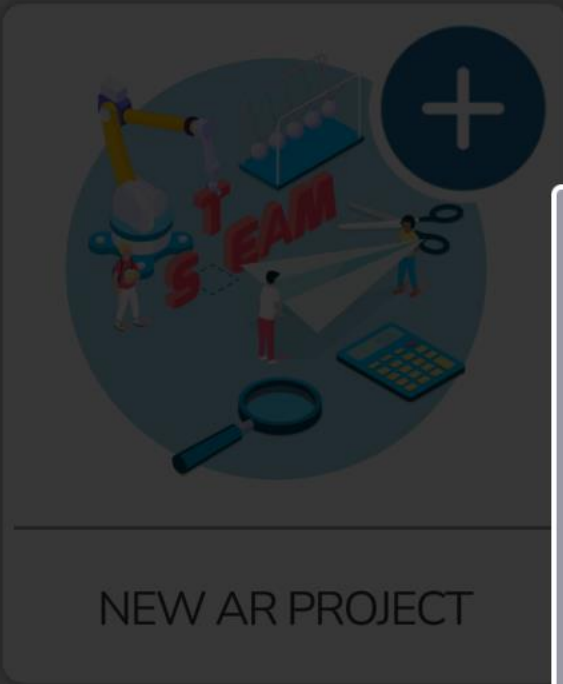
Import



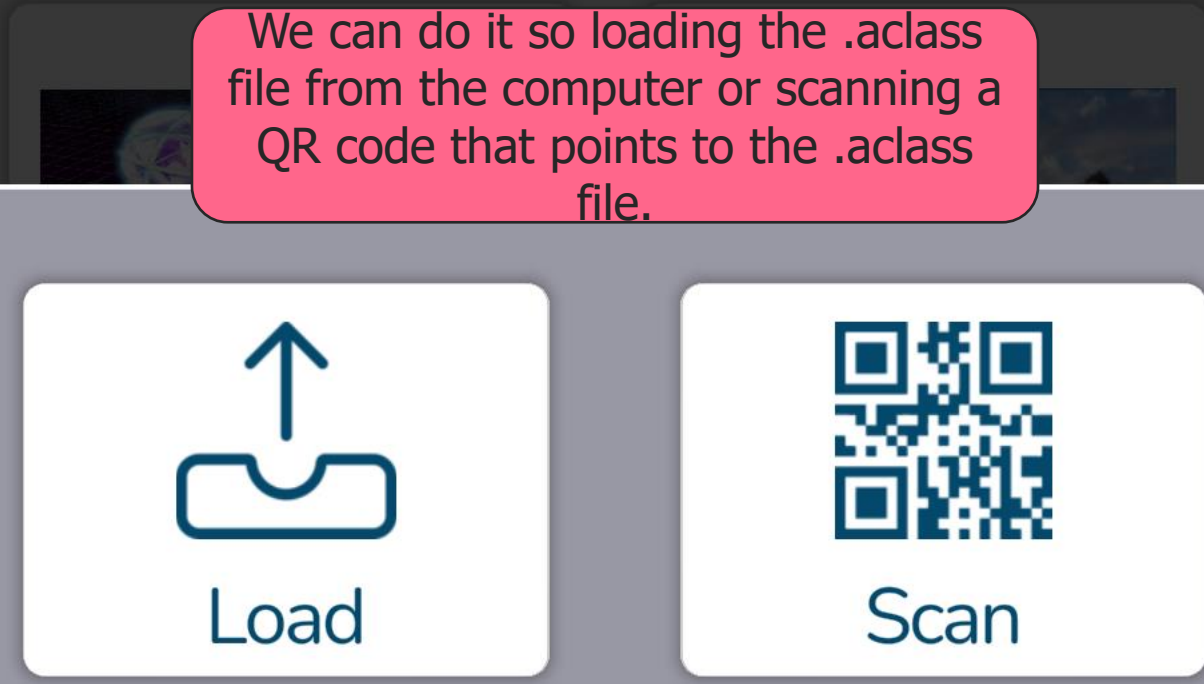
82 Cancel



# AR AUTHORIZING TOOL

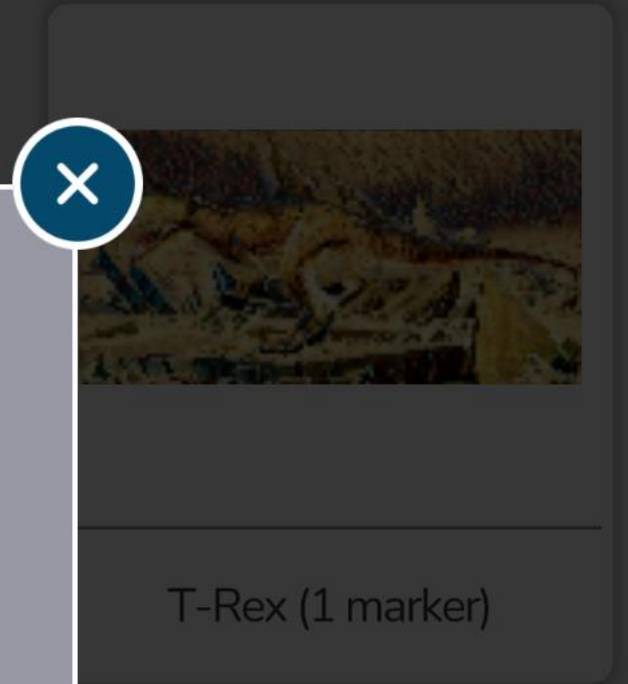


NEW AR PROJECT



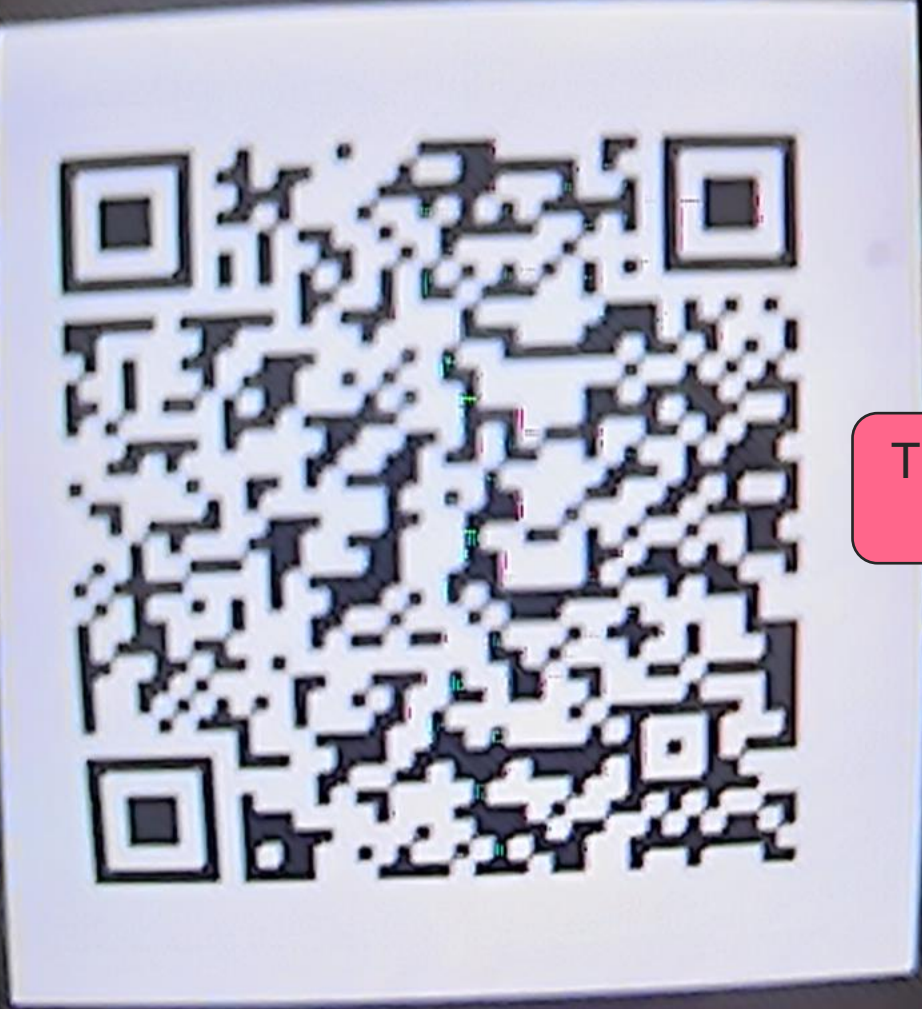
We can do it so loading the .aclass file from the computer or scanning a QR code that points to the .aclass file.

Load Scan



T-Rex (1 marker)

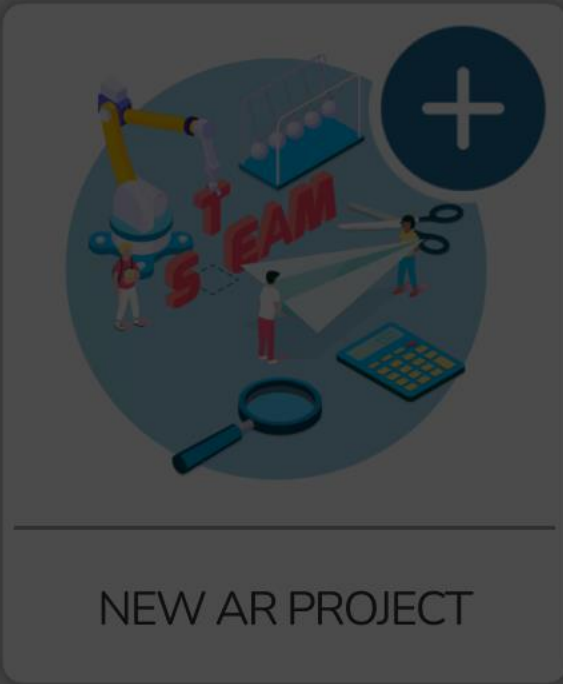
If we press Scan...




The camera will open and when you point with it to the QR code...



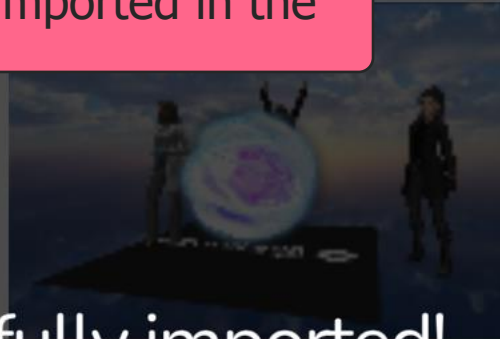
# AR AUTHORIZING TOOL




NEW AR PROJECT



Demo



Energy (NO marker)



T-Rex (1 marker)

The project will be imported in the tool.

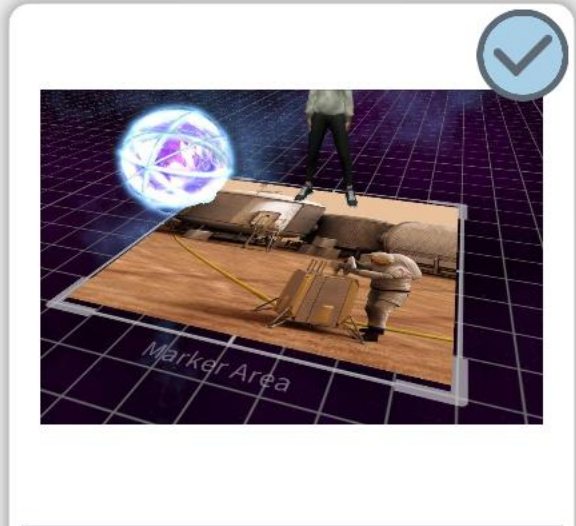
1 project successfully imported!

✓ ACCEPT

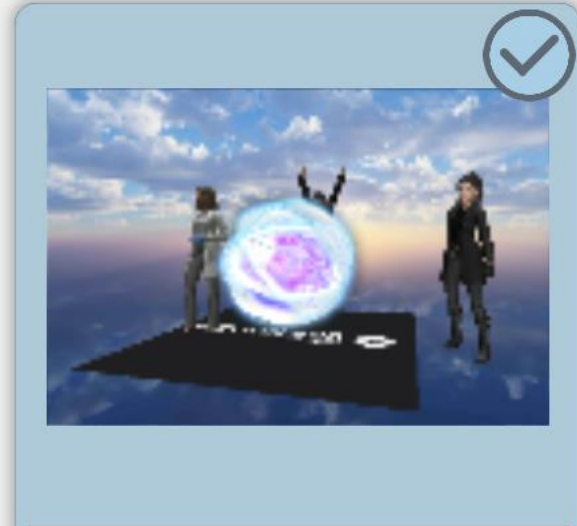
# AR AUTHORIZING TOOL



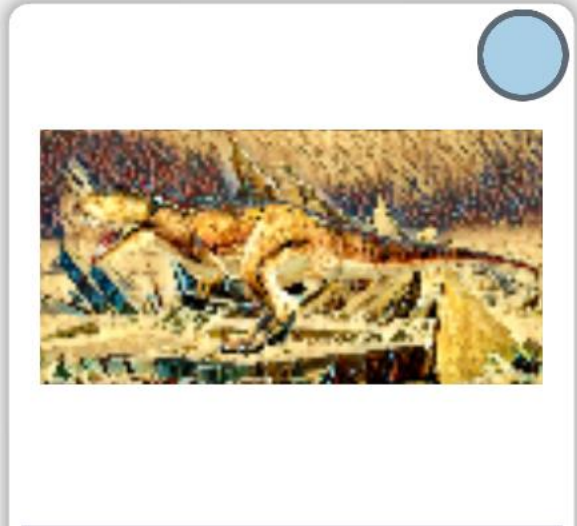
NEW AR PROJECT



Demo



Energy (NO marker)



T-Rex (1 marker)

Finally, we can select several projects at the same time by long clicking on a project and then selecting as many as we want.

When more than one project is selected we can only delete or save them. (Cancel button cancels multiple selection)



Edit



Print



Delete



Save



Import



Cancel



# CONTENT MANAGER



# CONTENT MANAGER



Marker



Avatar



3D Model



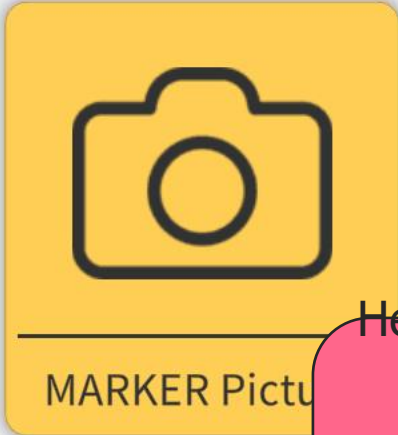
Image



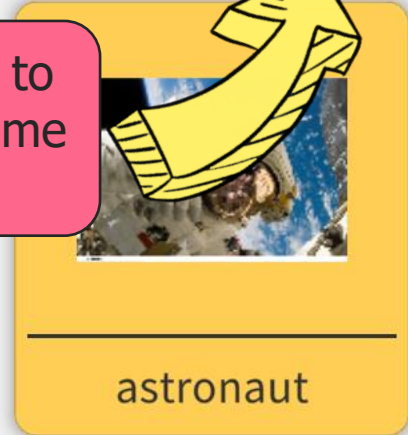
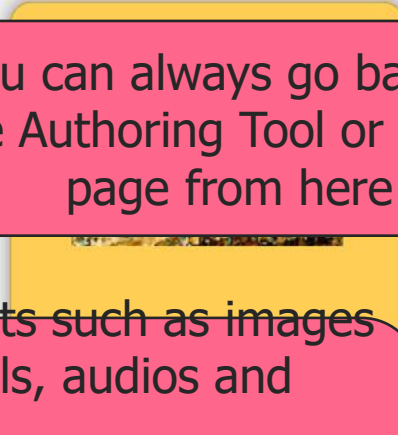
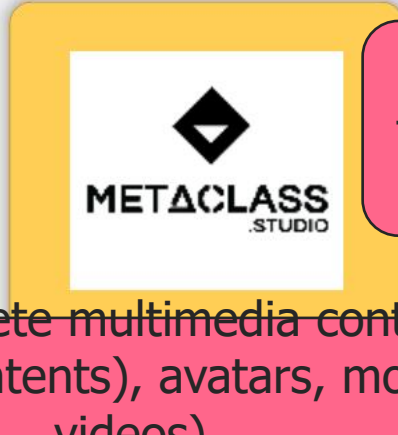
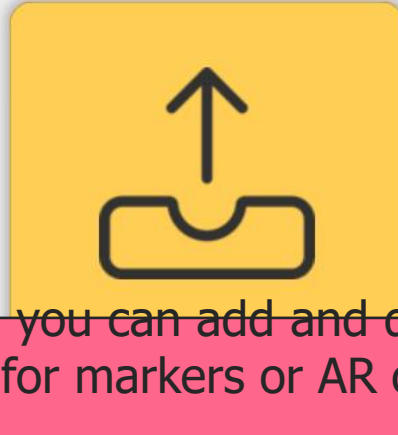
Audio



Video



MARKER Pictu



astronaut

Here you can add and delete multimedia contents such as images (for markers or AR contents), avatars, models, audios and videos).  
This window helps you prepare the content for your projects beforehand, and then, access them easily when you create a project in the Authoring Tool

You can always go back to the Authoring Tool or Home page from here

The options are the same as seen in the Authoring Tool but here you can add new contents faster (they are not added to any project) or delete several at the same time.





# CONTENT MANAGER





---

MARKER Picture





---

Load MARKER




---

metaclass\_mar...




---

t-rex




---

astronaut




---

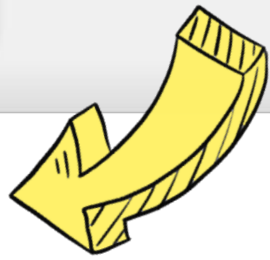
land




---

rocket

Click on any of the thumbnails to make the Delete option appear.



  
Delete

  
Cancel



# CONTENT MANAGER





---

MARKER Picture





---

Load MARKER




---

metaclass\_mar...




---

t-rex




---

astronaut




---

land




---

rocket



Click on the name to change it.





# CONTENT MANAGER




MARKER Picture



Load MARKER



metaclass\_mar...



t-rex



astronaut



land



rocket



Click and hold to select multiple contents at the same time.




Delete




Cancel

# CONTENT MANAGER


- Marker
- Avatar
- 3D Model
- Image
- Audio
- Video




MARKER Picture




Load MARKER




t-rex



astronaut



land



rocket

ACCEPT

The tool will not allow deleting contents that are being used inside a project.

**WARNING**

"t-rex": Couldn't delete the archive because it's being used in project "T-Rex (1 marker)".





# CONTENT MANAGER





MARKER Picture



Load MARKER



metaclass\_mar...



t-rex



astronaut




You can create a new marker by taking a picture or by loading it in .jpg or .png format from the computer.







# CONTENT MANAGER

Create avatar




Load avatar



Anna



Egroj



Arane



You can create a new ReadyPlayerMe avatar or load one from the computer.





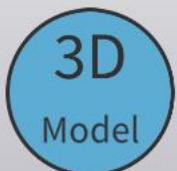
## CONTENT MANAGER



Marker



Avatar

3D  
Model

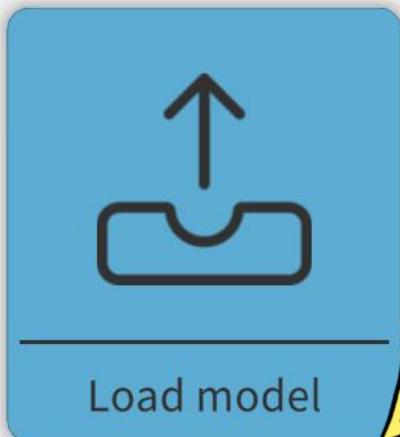
Image



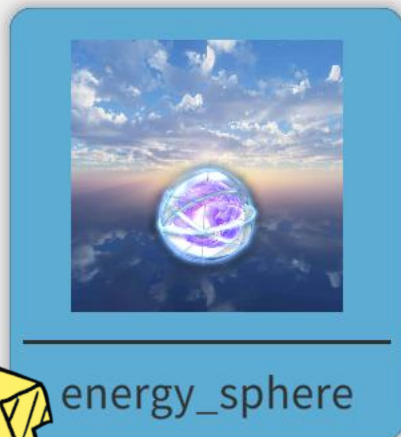
Audio



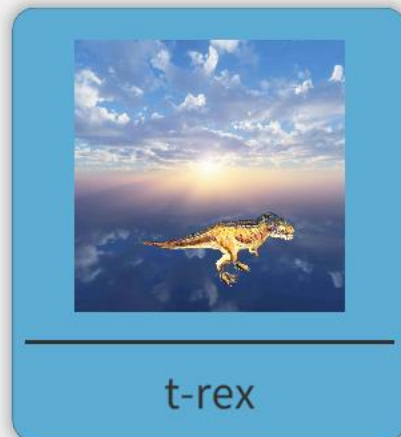
Video



Load model



energy\_sphere



t-rex



rocket



astronaut



The tool admits different model formats: (animated) .gltf, .glb, .fbx and (non-animated) .obj, .stl, .mol, .pdb, .3mf, .ply


If the model has materials and textures outside the model file (such as .mtl along with the .obj file) make sure to include all of them inside a .zip file.



# CONTENT MANAGER





Take a picture



Load an image



metaclass



mars\_habitat



You can add images to use as AR contents the same way you add markers.

Apart from .jpg and .png formats you can also add GIF animated images here.





# CONTENT MANAGER



Record audio

Load audio

launch



You can add audio files in .mp3 and .wav formats by recording them or loading them from the computer.



# CONTENT MANAGER



Marker



Avatar



3D Model



Image



Audio



Video

Load video

videolaunch



You can add video files from your computer in .mp4 format.



## Website

[www.digitalprotons.eu](http://www.digitalprotons.eu)

## Social



## partners

