PLAYING
WITH PROTONS
GOES DIGITAL

AUGMENTED REALITY AUTHORING TOOL

- USER GUIDE -

NAVIGATING THROUGH

THE VIEWER v.5.1.0

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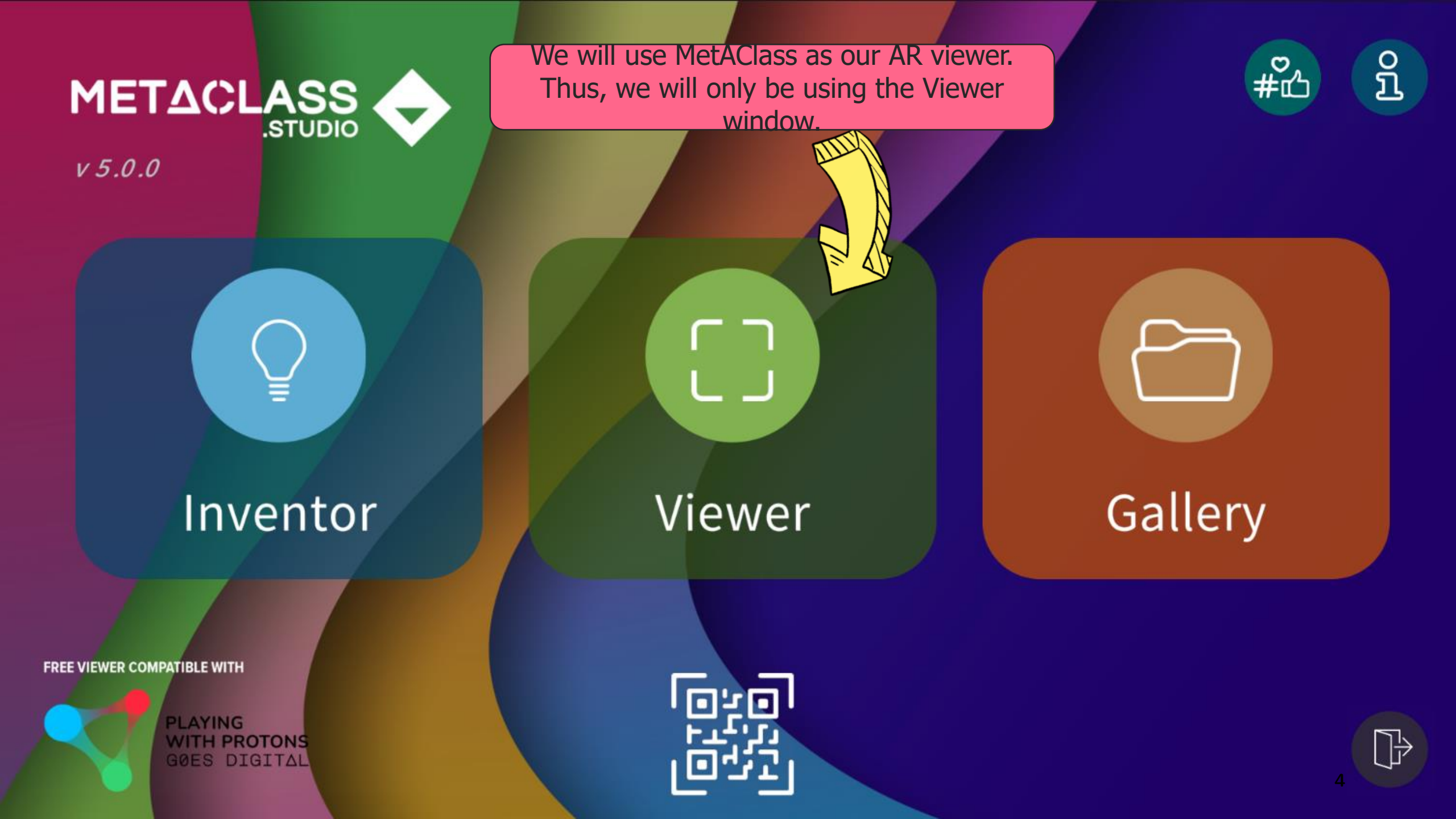
WELCOME!

The MetAClass AR viewer has been developed by CreativiTIC and lent to the Playing with Protons Goes Digital Erasmus+ project for its free educational and non-commercial use.

- This is a walk-through document that will help you understand how to visualize in your Android device the projects created through the AR Authoring Tool *(see "Navigating through the AR Authoring Tool" user guide)*.
- Here, you will learn to download and visualize different types of projects.
- You can download this app in this link from Google Play Store
- Or through the QR code.

INITIAL WINDOW

We will use MetAClass as our AR viewer. Thus, we will only be using the Viewer window.



VIEWER WINDOW

METACLASS .STUDIO

VIEWER

Home

Energy (NO marker)

T-Rex (1 marker)

The first time, two projects will appear in your board:

- **Energy**, where AR content will appear over any flat surface.
- **T-Rex**, where a dinosur will appear over a marker.

View AR

View VR

Go to INVENTOR

Import

Print

METACLASS .STUDIO

VIEWER

Home

Energy (NO marker)

T-Rex (1 marker)

To visualize a project, select it and tap on View AR

View AR

View VR

Go to INVENTOR

Import

Print

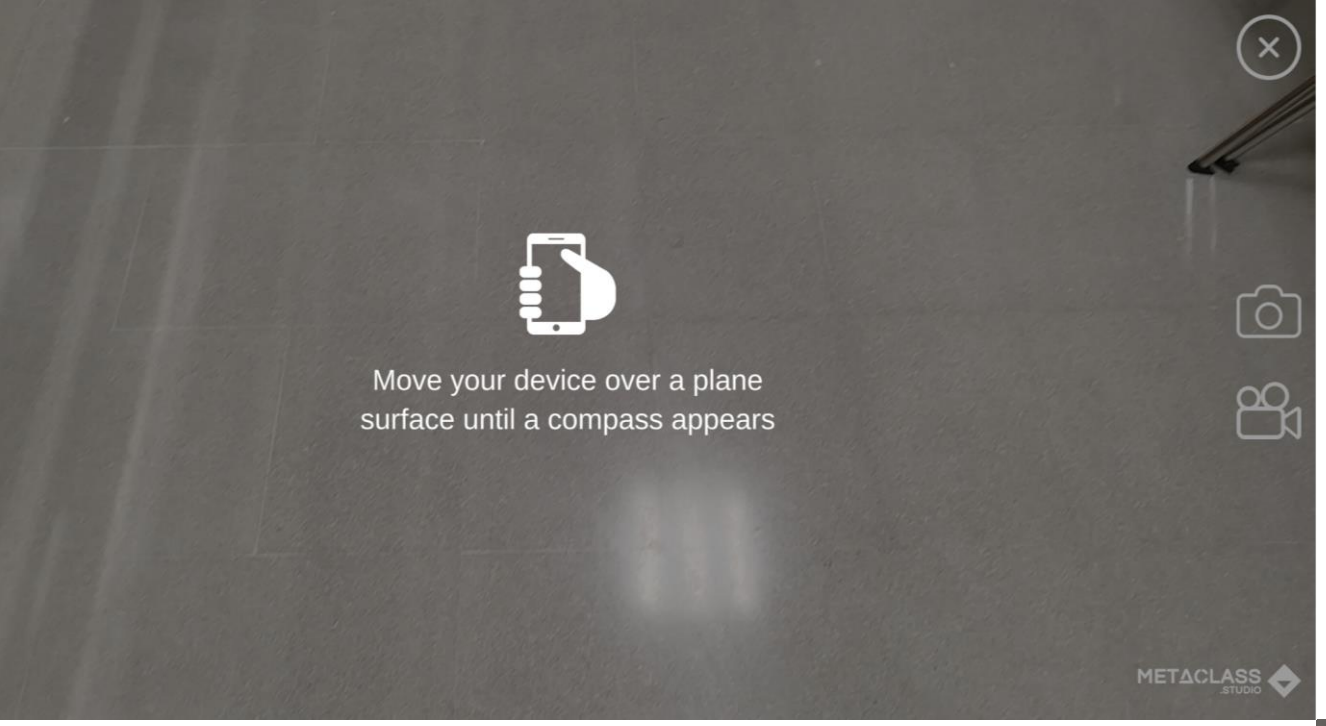
All AR projects must show a cautionary message about it.

Caution

Please be aware of your surroundings when using this app. It is recommended that younger children have supervision while using Augmented Reality.

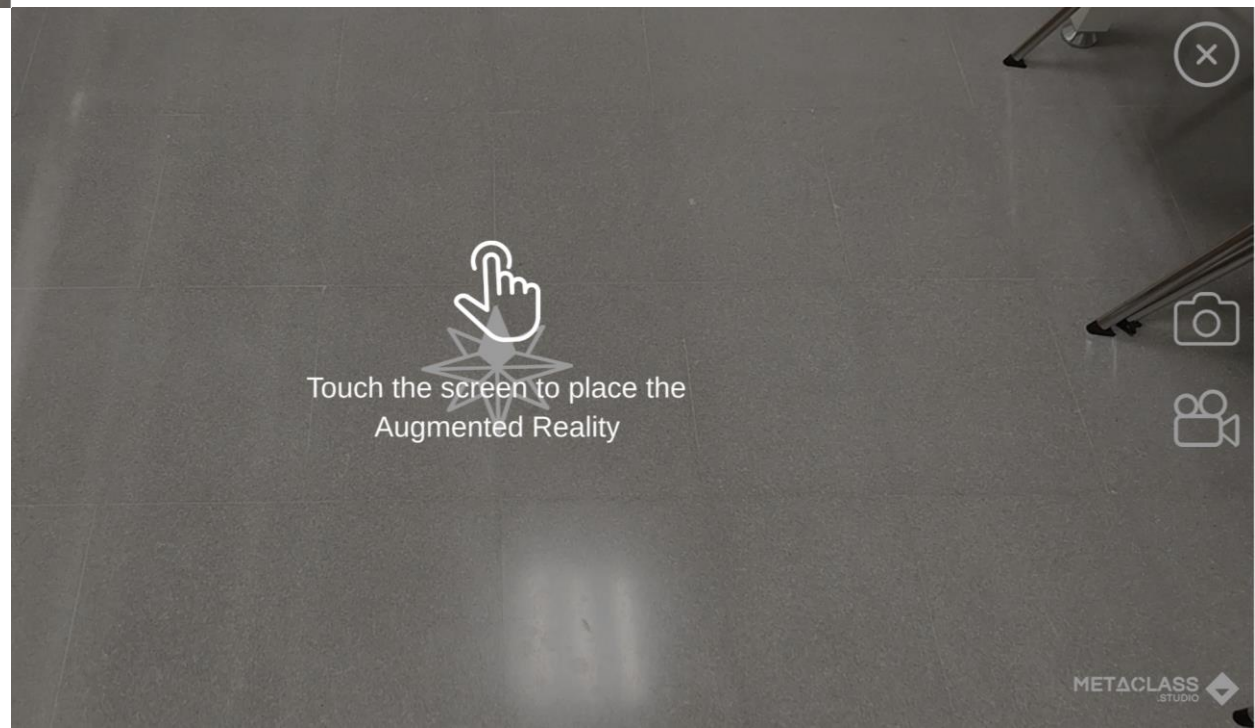
ACCEPT

METACLASS .STUDIO



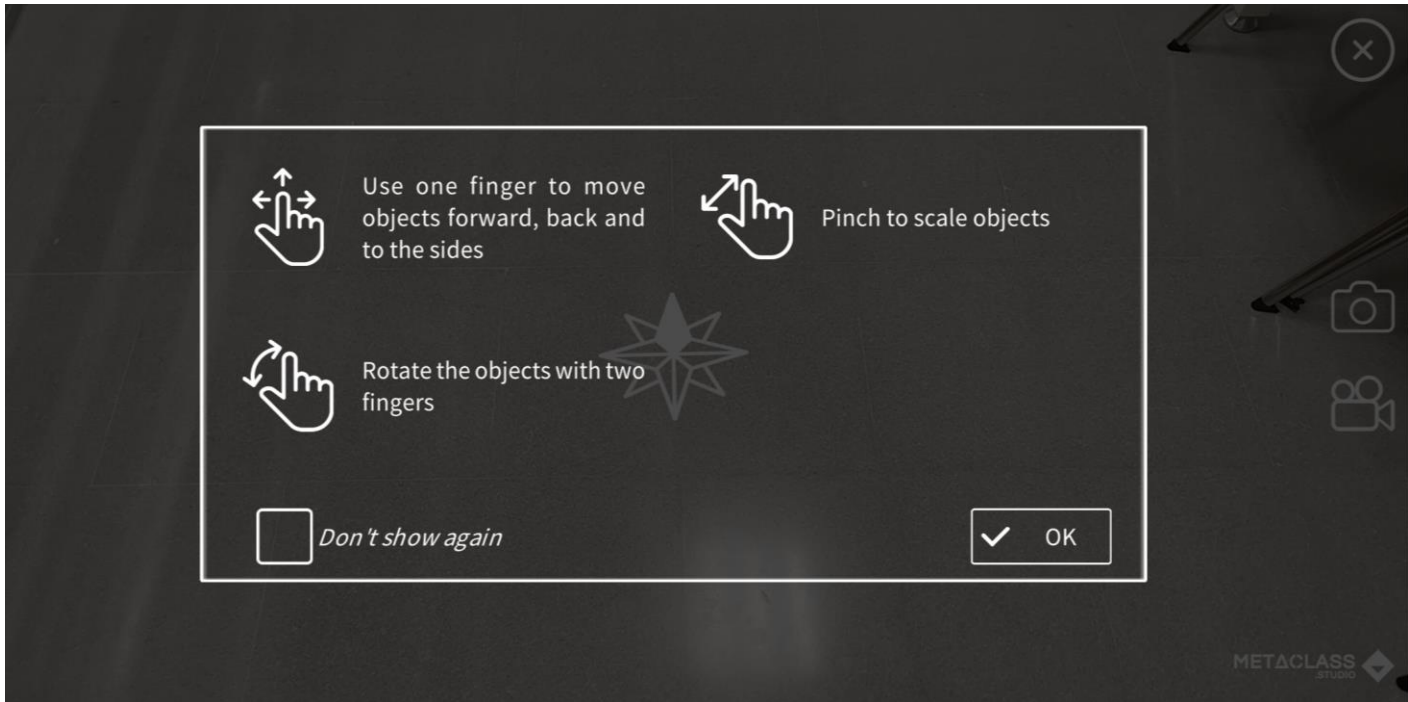
To see a markerless project (recognizing flat surfaces) follow the instructions on the screen.

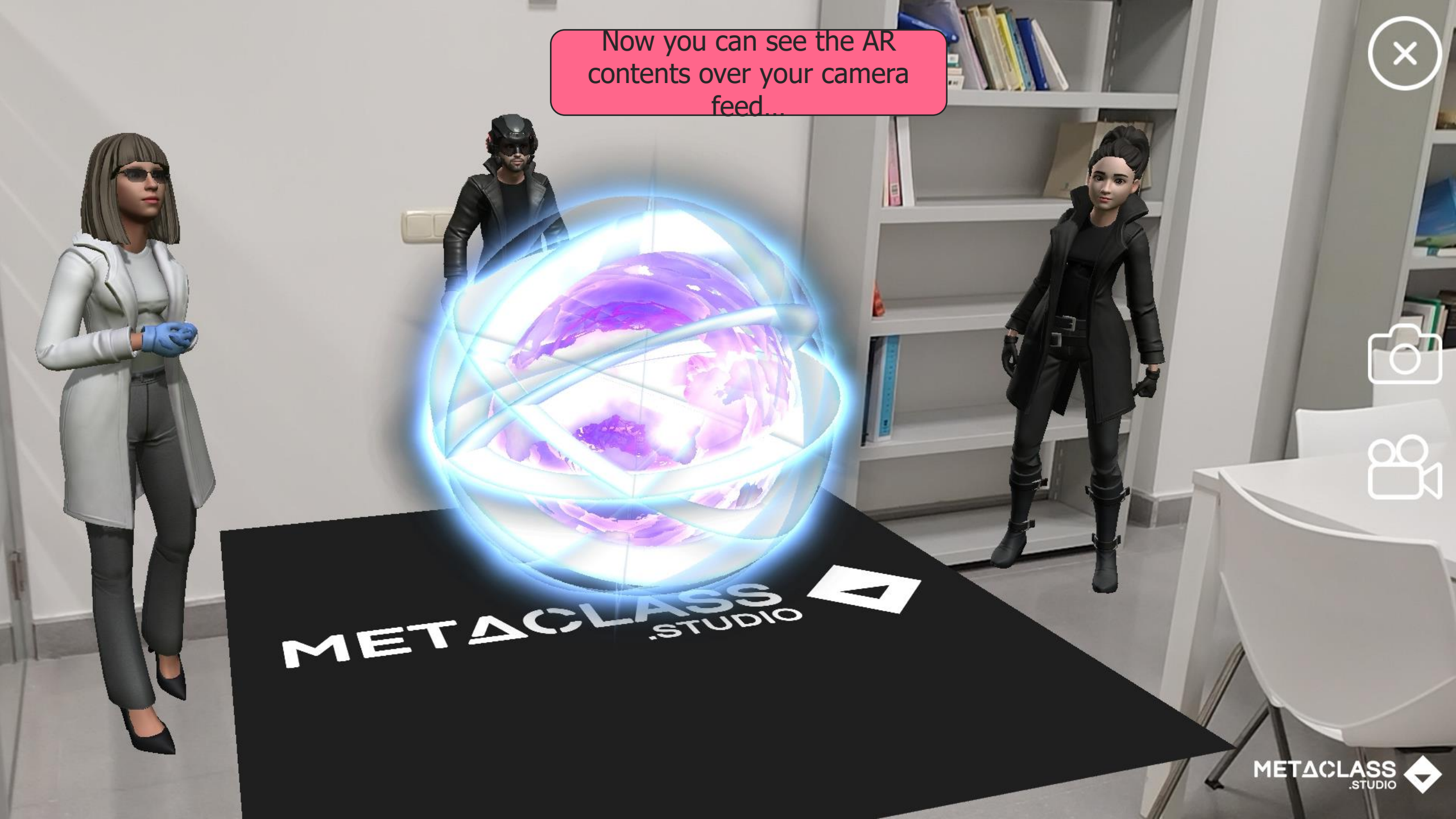
These instructions will vary depending on wether your device suports ARCore from Google or not.

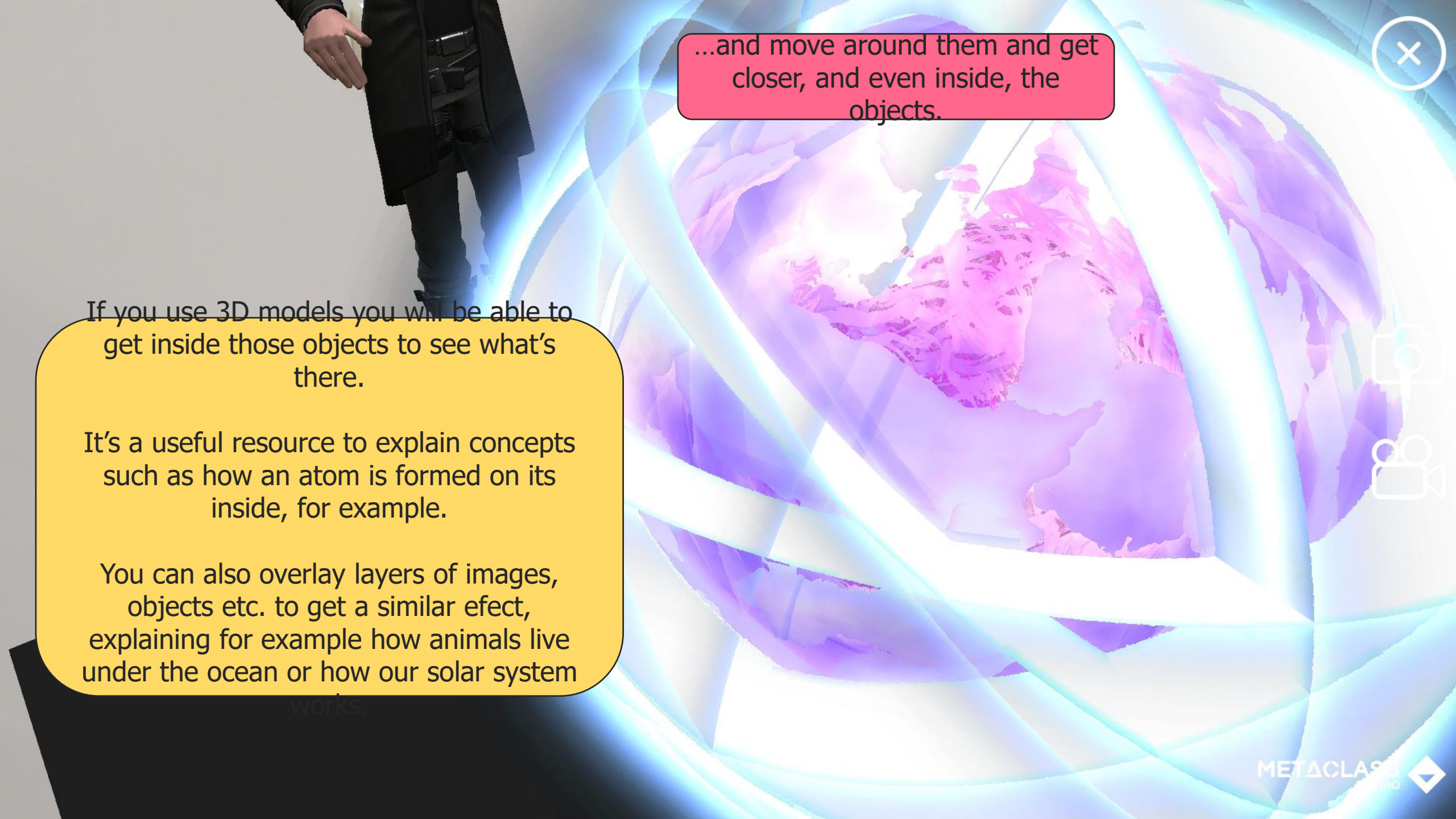


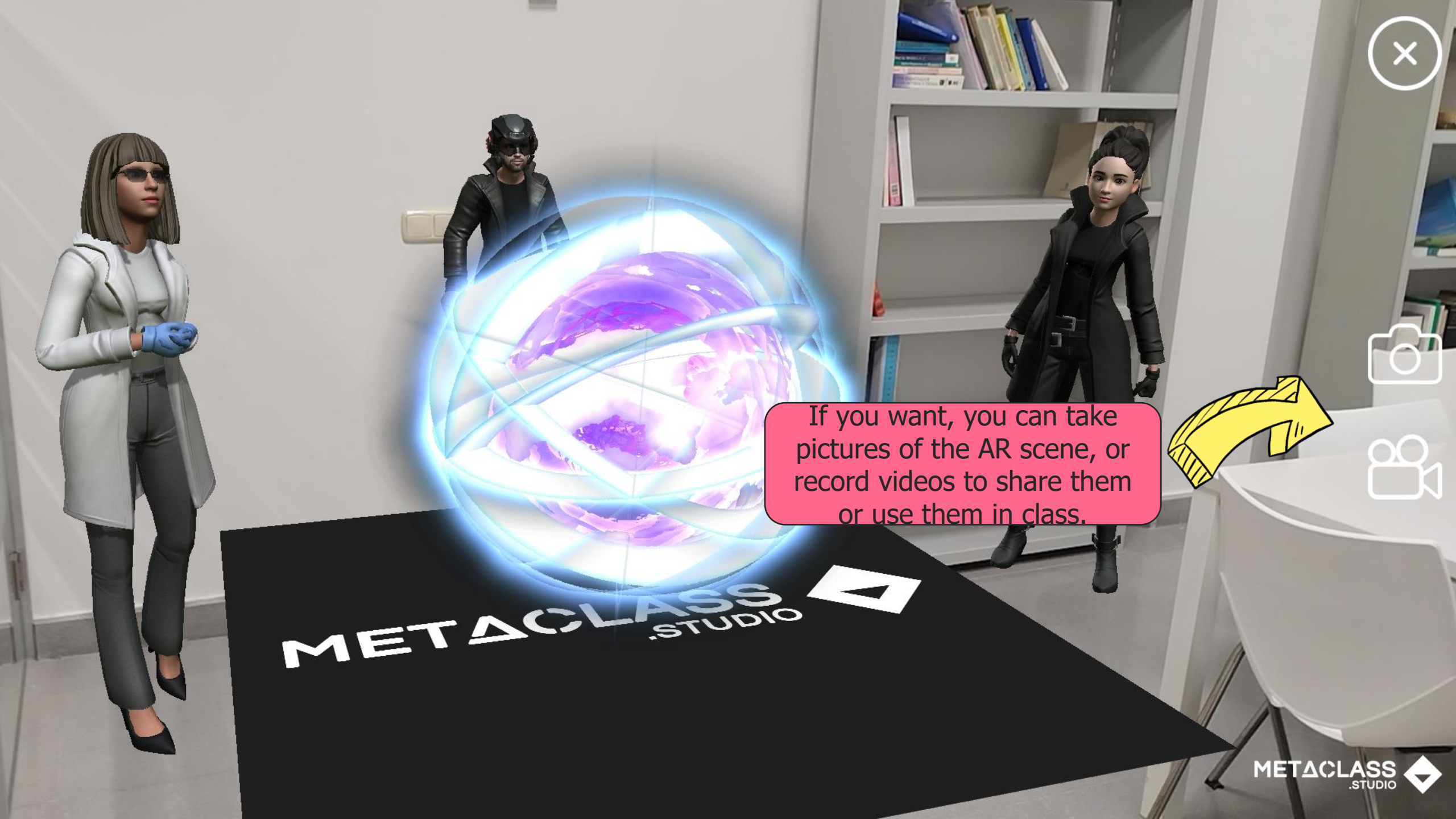
Once you tap the screen the elements will be loaded.

In these kind of projects you will be able to manipulate the objects moving, rotating and scaling them.




Now you can see the AR contents over your camera feed...
METACLASS .STUDIO
METACLASS .STUDIO


…and move around them and get closer, and even inside, the objects.
If you use 3D models you will be able to get inside those objects to see what's there.
It's a useful resource to explain concepts such as how an atom is formed on its inside, for example.
You can also overlay layers of images, objects etc. to get a similar efect, explaining for example how animals live under the ocean or how our solar system works.

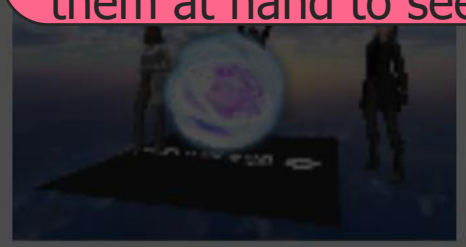

If you want, you can take pictures of the AR scene, or record videos to share them or use them in class.
METACLASS .STUDIO
METACLASS .STUDIO

METACLASS .STUDIO

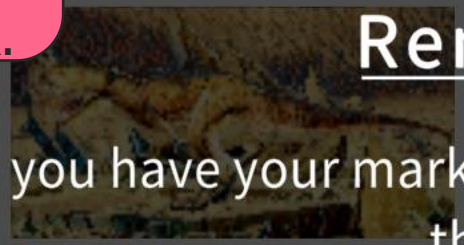
VIEWER

Home

When you select a marker-based project, you will be first prompted to print the markers so you can have them at hand to see the AR.



Energy (NO marker)



T-Rex (1 marker)

Remember

Do you have your markers ready? If not, you can print them here.

Then point with the camera at them and enjoy the experience.

PRINT

CONTINUE

View AR

View VR

Go to INVENTOR

Import

Print

You can use printed images, posters, book pages, or even images shown in other digital media (such as another tablet or computer) as markers.

Marker-based AR works better in matte surfaces (printed or digital), as shine interferes with the camera.

METACLASS .STUDIO

METACLASS .STUDIO

VIEWER

Home

Energy (NO marker)

T-Rex (1 marker)

To import a project created with the AR Authoring Tool tap on Import.

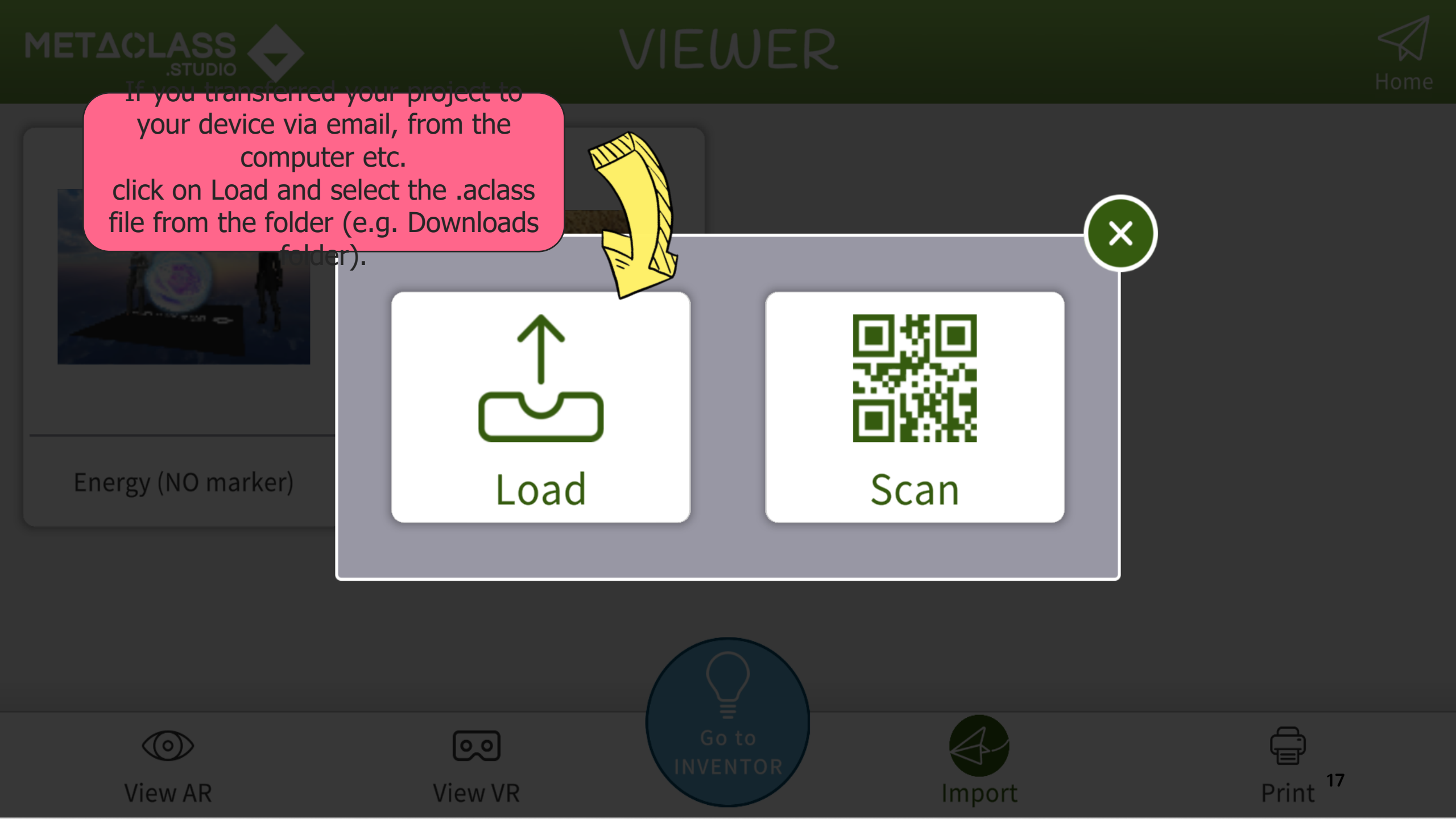
Go to INVENTOR

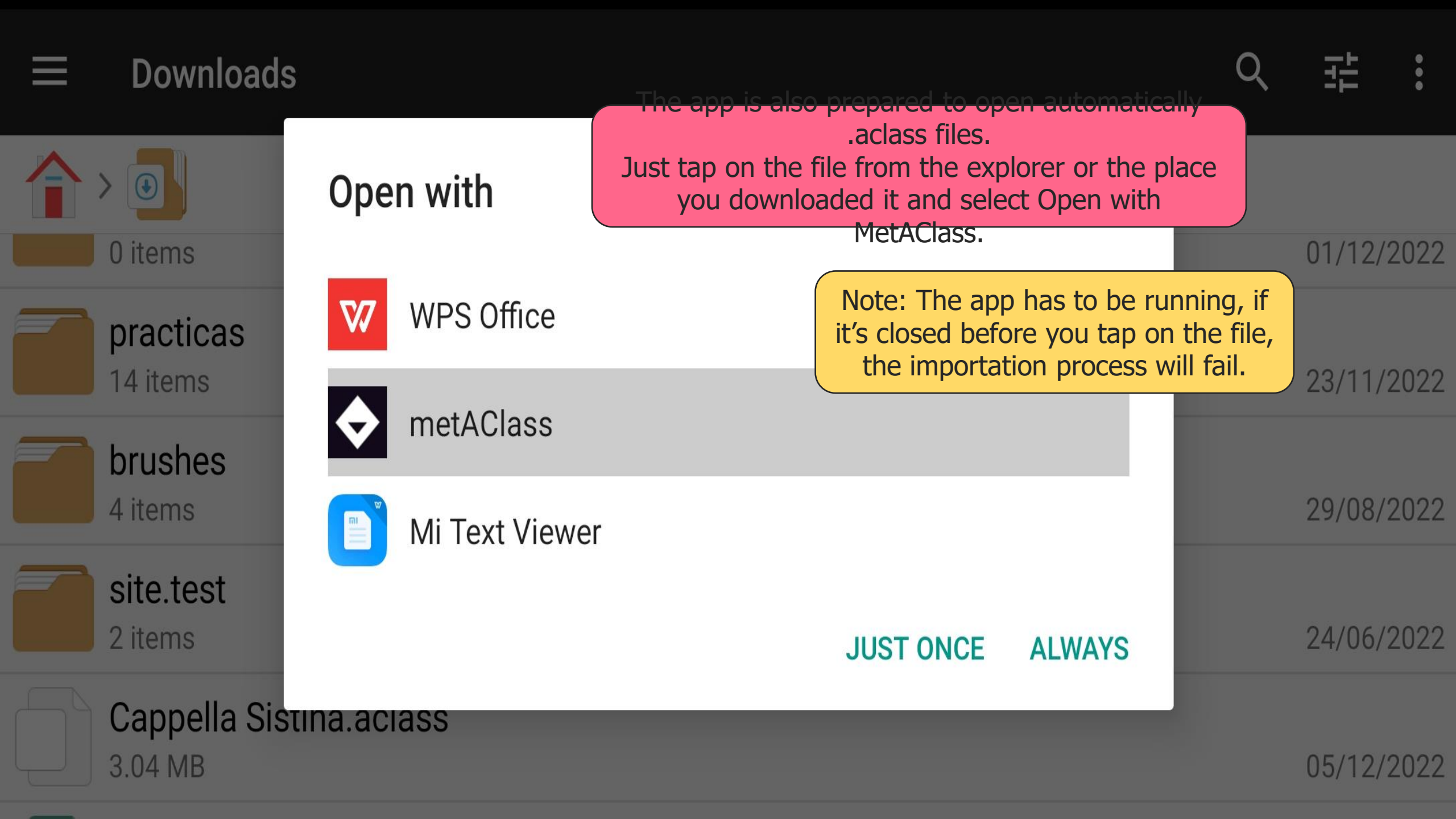
View AR

View VR

Import

Print


METACLASS .STUDIO
VIEWER
Home
If you transferred your project to your device via email, from the computer etc.
click on Load and select the .aclass file from the folder (e.g. Downloads folder).
Energy (NO marker)
Load
Scan
View AR
View VR
Go to INVENTOR
Import
Print

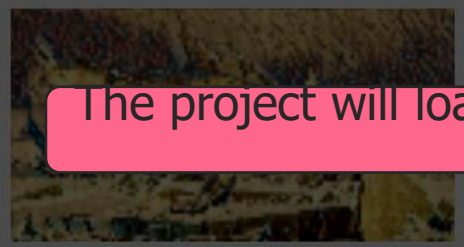

Downloads
The app is also prepared to open automatically .aclass files.
Just tap on the file from the explorer or the place you downloaded it and select Open with MetAClass.
Note: The app has to be running, if it's closed before you tap on the file, the importation process will fail.
Open with
WPS Office
metAClass
Mi Text Viewer
JUST ONCE
ALWAYS
0 items
01/12/2022
practicas
14 items
23/11/2022
brushes
4 items
29/08/2022
site.test
2 items
24/06/2022
Cappella Sistina.aclass
3.04 MB
05/12/2022

METACLASS .STUDIO

VIEWER

Home

Energy (NO marker)



The project will load automatically into the app.

1 project successfully imported!

T-Rex (1 marker)

ACCEPT

View AR

View VR

Go to INVENTOR

Import

Print

METACLASS .STUDIO

VIEWER

Home

Cappella Sistina

Energy (NO marker)

T-Rex (1 marker)

You will now be able to select it and visualize it in AR.

View AR

View VR

Go to INVENTOR

Import

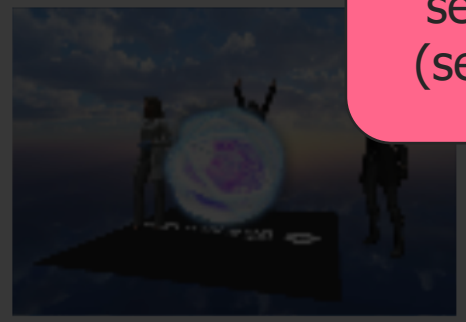
Print

METACLASS .STUDIO

VIEWER

Home

If you uploaded your project to a server (such as Google Drive, One Drive or a dedicated server) and created a QR code from there (see the AR Authoring Tool guide), you can directly scan the code here.



Energy (NO marker)

Load

Scan

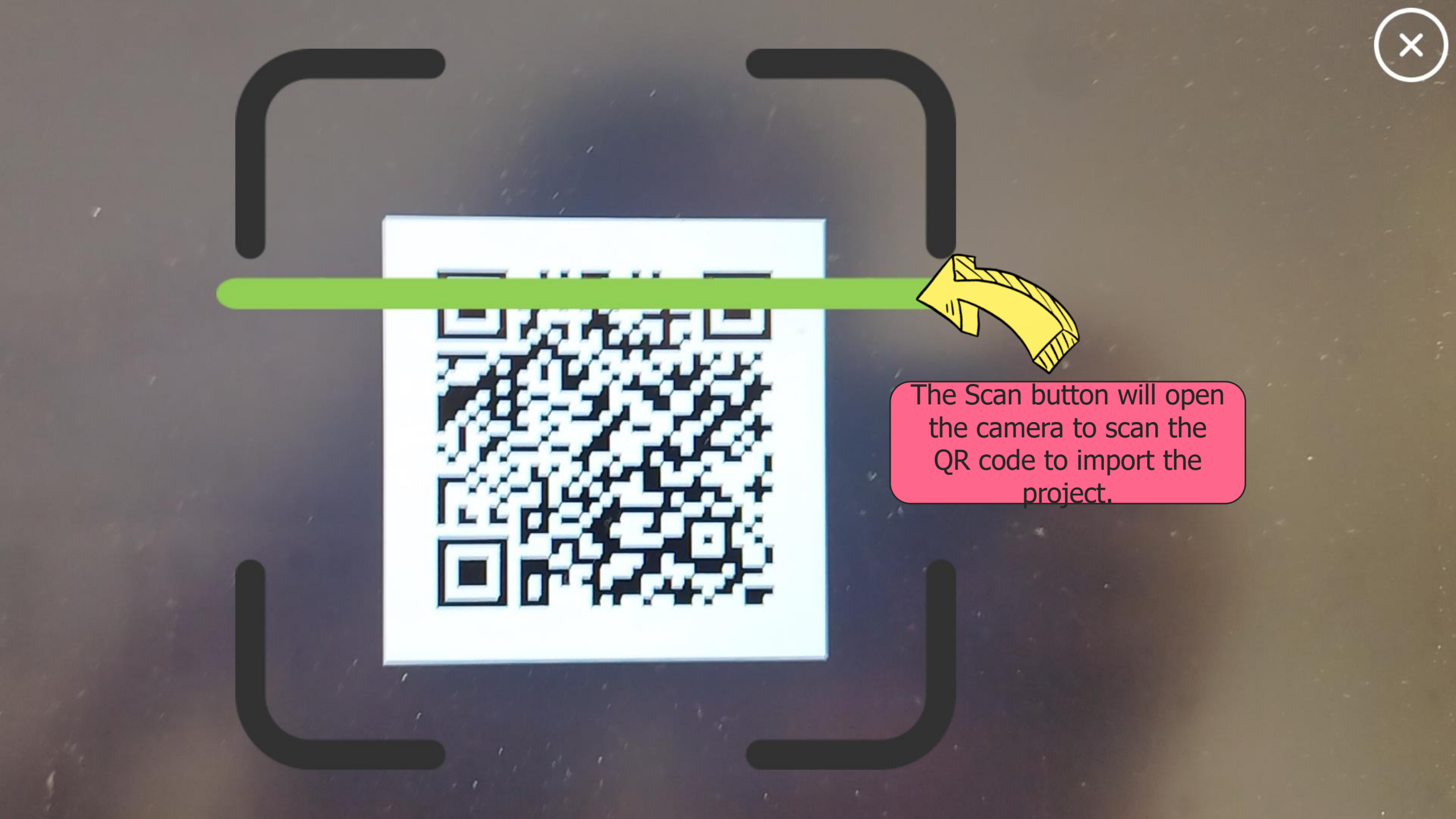
View AR

View VR

Go to INVENTOR

Import

Print

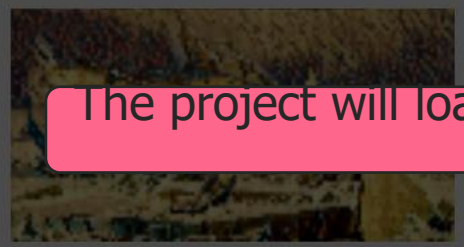

The Scan button will open the camera to scan the QR code to import the project.

METACLASS .STUDIO

VIEWER

Home

Energy (NO marker)



The project will load automatically into the app.

1 project successfully imported!

T-Rex (1 marker)

ACCEPT

View AR

View VR

Go to INVENTOR

Import

Print

METACLASS .STUDIO

VIEWER

Home

Energy (NO marker)

T-Rex (1 marker)

To see a VR simulation of the project you can also tap on View VR.

View AR

View VR

Go to INVENTOR

Import

Print

METACLASS .STUDIO

VIEWER

Home

Energy (NO marker)

T-Rex (1 marker)

Here you can also print the markers in PDF format if needed.

View AR

View VR

Go to INVENTOR

Import

Print

Website

www.digitalprotons.eu

Social

partners