VRWARE ASSEMBLR EDU

VRWARE ASSEMBLR EDU 사용 매뉴얼

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https://manual.vrware.world/assemblr

목차

Getting Started

- How It Works

How It Works

VRWARE ASSEMBLR is an **app-based platform**, which is running on both **desktop** and **mobile**. To synchronize between the two apps, we're using the **local network sharing** approach.

Desktop App

You will need the desktop app to **create your 3D or AR projects**.

Here, all the 3D bundles will be downloadable, so feel free to choose which bundle(s) to download for your project.

Making your own projects is fairly simple, as easy as drag-and-drop **thousands of ready-to-use assets** like 3D objects, 2D objects, audio, and text.

Alternatively, you can also **import customized** 3D, 2D, audio, and even images—just in case you want to insert your own.

Available for **Windows and macOS**, you can use and create the desktop app offline **without having to be connected to the internet**—as long as you have downloaded the 3D bundle(s) previously.

Mobile App

The mobile app functions as **the scanner**—a tool to **help you view the projects** you have created on the desktop app.

Be it on **Android or iOS devices**, you can download the mobile app and use it to enliven your project—as long as both your mobile and desktop devices are **connected in the same local network**.

Once you're done viewing the project, it will be **stored into your mobile device** right away, so you can open it again anywhere, anytime!

Creating Projects

- Create from Scratch
- Create With Templates

Create from Scratch

Once you're logged in to VRWARE ASSEMBLR desktop app, you will see the home page.

To create from blank, head to "**Start New Project**" section and choose "**Create Your Creation**". Don't forget to enter the title of your project. Then, click "**Create**".

After that, you will see our **all-in-one Editor** that's really easy to use, even for beginners.

You can make use of the assets available like **2D & 3D objects, images, texts,** and **audio**—which you can drag and drop to your project.

Create With Templates

On "**Start New Project**" section, you can see the **premade templates** besides the "Create New Creation" button.

Each template offers different purposes for a simple project, a presentation project, and even a quiz project.

Choose one from the templates and don't forget to name the template.

Once you're in the Editor, you can edit the project according to your liking. However, you can also use the project straight without having to edit anything—if it already suits your preference.

Managing Projects

- Rename Your Project
- Delete Your Project

Rename Your Project

To rename your project, you can click on one of your projects that you have created.

After that, you will see a few options popping up.

Click "**Update Name**" and type in the title that you want to change. Then, choose "**Update**".

Your project name will be updated with the new one!

Delete Your Project

Just in case you have some projects that you wish to remove, you can also simply do that.

On "**Your Projects**" section, click on the project that you want to remove.

You will see a few options there. Since we want to delete, choose "**Delete**".

There's a pop-up information to ensure that you want to delete the project. If you're already sure, choose "**Delete**".

Then, your project will be deleted right away.

*P.S. Once you delete your project, **you will not be able to recover it**. Therefore, please delete your project wisely.*

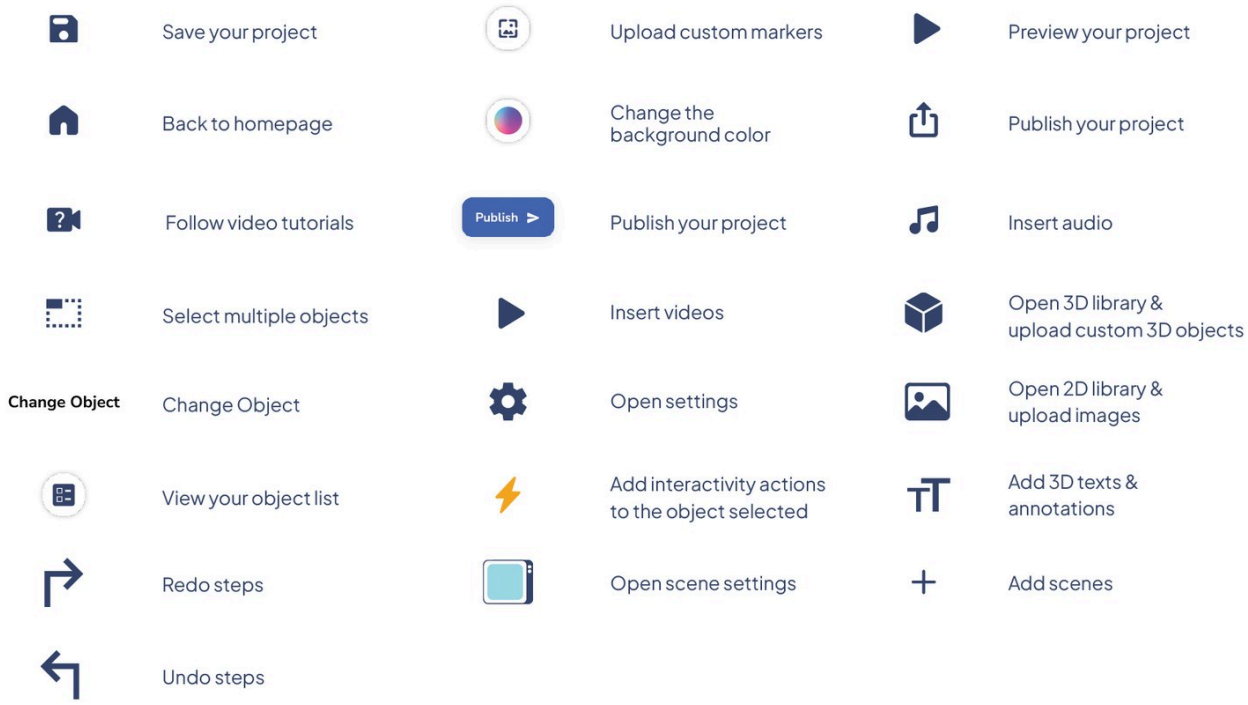
Editor

- Introduction to Editor
- On-Screen Display Settings
- Multi-Select Objects
- Change Background Color
- Insert 3D & 2D Objects
- Insert Texts & Annotations
- Insert Audio
- Transform Tools on Editor
- Scene Feature
- Interactivity Feature

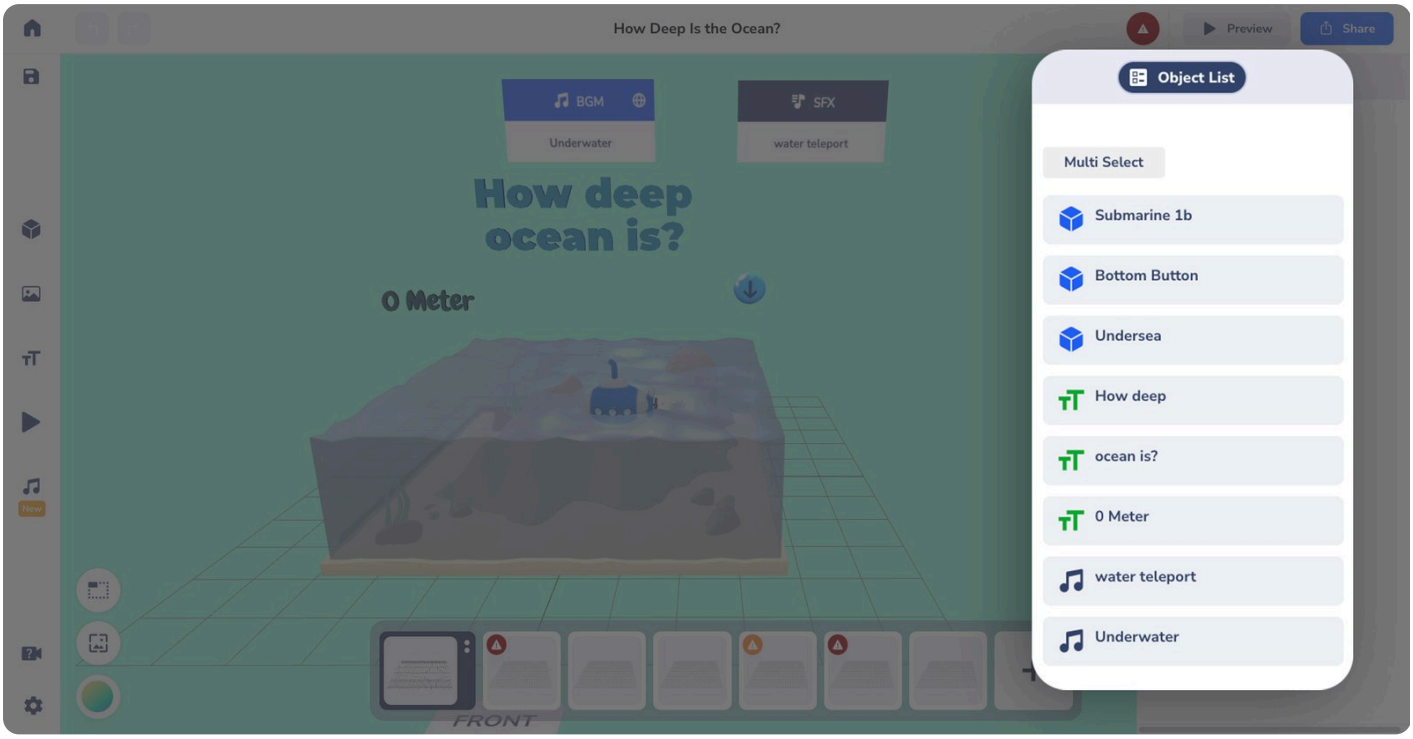
Introduction to Editor

Editor will be your space to create your own AR projects. To start off, let's take a peek at our **Control Guide**!

Control Guide



Object List



When there are too many objects in one project, it's fairly possible to get confused while sorting them out. With **Object List**, you can easily sort the list of objects on your project!

Aside from sorting, you can also click on each list to transform or even hide and show your objects on the Editor.

Killer Shortcut!

Press 'O' on your keyboard to make the object list appear. Much faster, it is!

On-Screen Display Settings

Tutorial Videos

First off, click the **Video Tutorials** button on the bottom left of the Editor page.

Then, you will see a few tutorial videos that will guide you to create AR projects based on your needs.

You can choose one, and the tutorial video will pop up.

You can simply play the video to see the guide—and when you pause it, the Editor will appear to let you create precisely, step by step.

Reset Scene Camera

Want to view the display of your project like how it used to? Click the **Settings** button on the bottom left, and click **Reset Camera**. Voilà! Your camera will be reset to normal view.

Show or Hide Grids

Wondering how your project looks like without the grids? Head over to **Settings**, and choose **Show/Hide Grid**! If you want to make the grids reappear, just click on the option again.

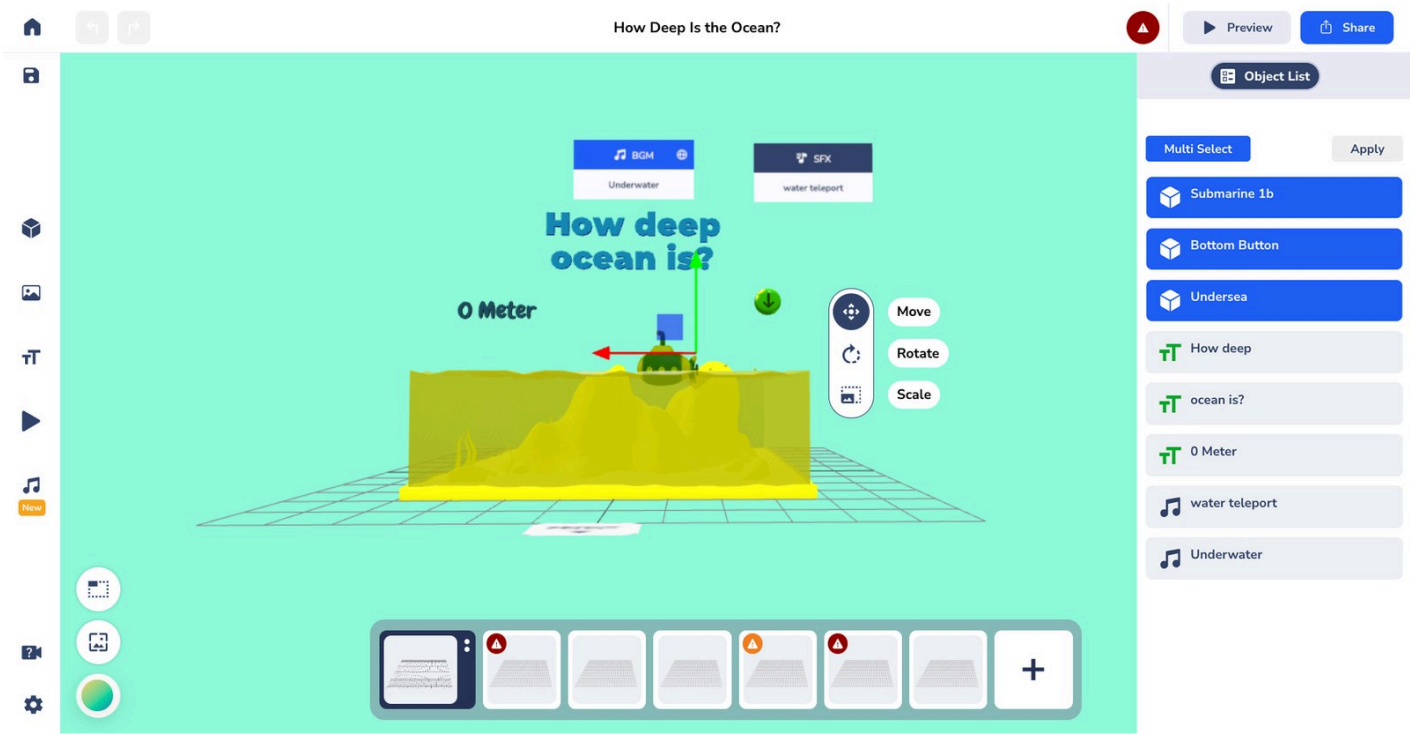
Keyboard Shortcut

Speed lovers, gather up! If you're in a rush while creating, no worries—we've prepared lots of keyboard shortcuts. To check the available shortcuts, simply go to **Settings**, and click **Keyboard Shortcut**.

With this cheat sheet, you can insert or even transform objects, only by pressing one key!

Multi-Select Objects

How to Select Multiple Objects



If you want to apply the same action on several or all objects in your project, you don't have to select it one by one. Simply click on the **Multi-Select** toggle, and you can drag over the objects that you want.

Another way to select multiple objects is from the **Object List**. Once you click on it, choose **Multi Select** on the top left of the panel, and you can simply click on the objects that you want to select.

Once your objects are selected, you can do the same action on them however you'd like!

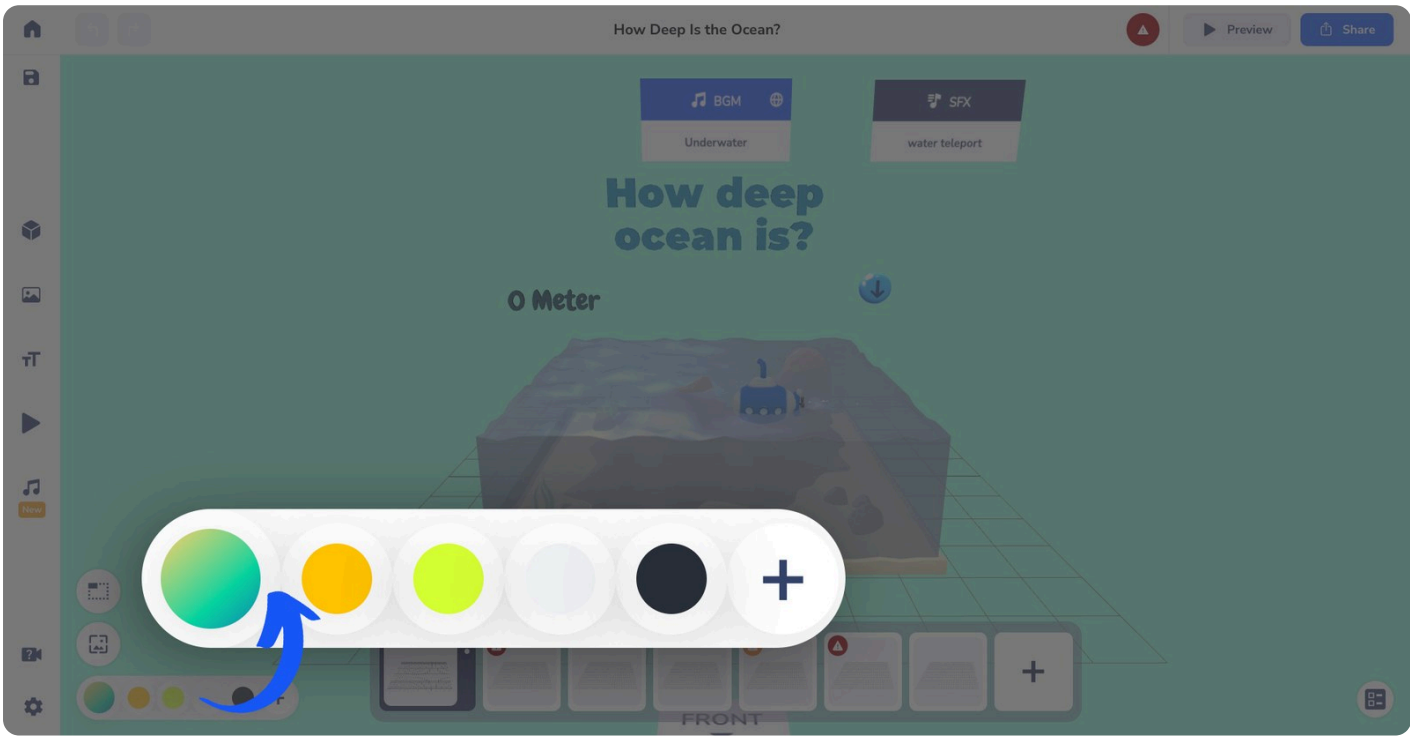
Killer Shortcut!

You can **press 'M'** on your keyboard to pop up the Multi-Select toggle!

Change Background Color

How to Change Your Background Color

1. First off, click on the icon on the **bottom left** of your editor.
2. Pick the color that you want from the available options.
3. If you want to have more color options, click the **+ button**.



1. Here, you can simply pick any color that you prefer!

Insert 3D & 2D Objects

How to Insert 3D Objects

1. Click the **3D Objects** menu.
2. Inside the library, you will see various 3D objects with different categories, ready to use for your projects!
3. To insert the objects, just click on the object of your choice.
4. Your object will appear on the Editor, and you can modify them later.

How to Import 3D Objects

1. First up, click the **3D Objects** menu.
2. On the library, click **Your 3D**, and choose **Import 3D**.

⚠ Before you do this step, make sure you already have your custom 3D objects in hand. Currently, we only support **GLB format.** However, we're now developing the feature, so you can upload any formats soon enough!

1. Import the file from your computer's library. Then, click **Open**.
2. Don't forget to insert the name, set the object scale, and add your object's category.
3. If your object includes an animation, you can choose the default animation.
4. To make it more aesthetic, you can also choose how it appears by setting the object thumbnail. You can set the angle and capture the object, or customize the thumbnail by uploading it from your own computer's library.
5. If you choose to capture the thumbnail, you can also set the pose configurator. Choose the animation that you want, and set the exact frame for the pose.
6. Lastly, time to set the 3D preview! This will be very useful if you sell the object on the marketplace—since this will be the first thing people see before they decide to purchase.

• • •

How to Insert 2D Objects

1. Click on the **Image** menu.
2. Here, you can see different categories of 2D images. To find the object that you want, simply click on each category!

3. Now, if you've picked a category, just click on the object.
4. Ta-da! Your 2D object will appear on the Editor.

How to Import 2D Objects

1. To import 2D objects, click **Image**.
2. Then, pick the file from your computer's library. Please note that you can only upload images with **.jpg, .jpeg, and .png formats** into your 2D library.
3. That's all! Your images will now show up on your editor.

Killer shortcut!

Alternatively, you can also import 2D objects—as simple as **dragging the files from your computer's library into the Editor**!

Insert Texts & Annotations

How to Insert 3D Texts

1. To start off, click **Text**.
2. Type in the text that you want to display.
3. Next, you can also set the font type, extrude* level, and color of your text! To place your text, click **Place**.

****Extrude is an illusion to give an extruding effect into your 3D text.***

1. On the Editor, you can also modify your text by using our Transform tools!

How to Insert Circle Annotations

1. First off, click **Text**.
2. After that, choose the **Annotation** option, and pick the **Circle** type.
3. Add the description of your annotation. Then, you can also choose to change your annotation's label.
4. To change your label's color, just click on the color palette! However, if you already have a specific color in mind, you can also insert the HTML color code. Next, click **Place**, and you can click anywhere to make your annotation appear!
5. If you want to edit the details of your annotation, just click on it. You can edit them right away.
6. Before you publish your project, you might also want to view how your annotation looks like. To do so, you can preview your project first.

How to Insert Line Annotations

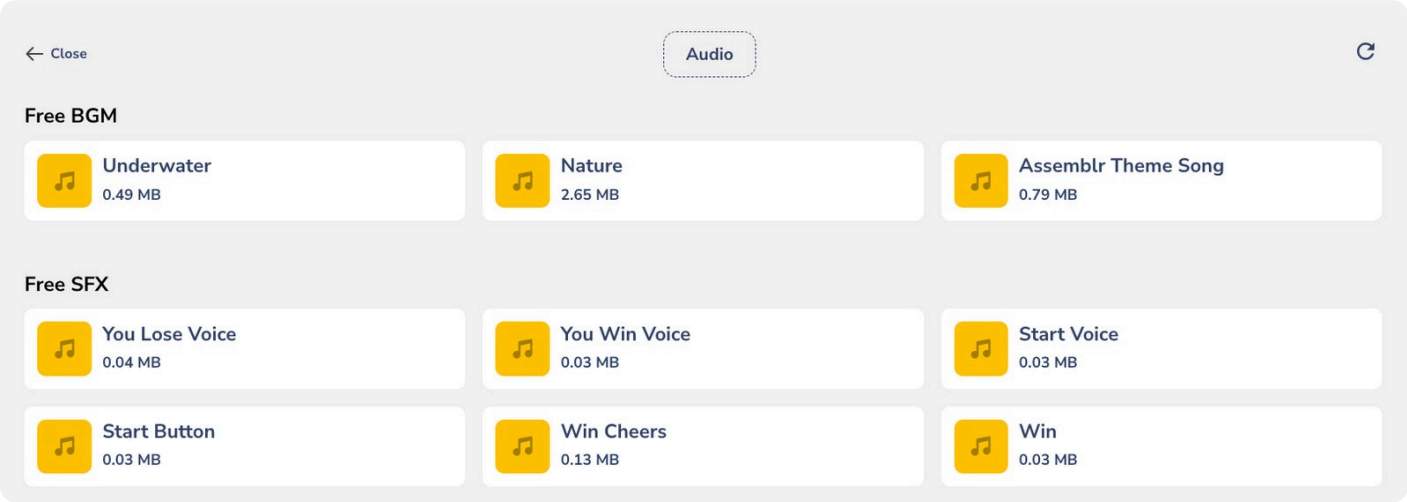
1. To start off, click **Text**.
2. After that, choose **Annotation**, and click the **Line** type.
3. Type in the title and description of your text. Then, choose where you want the annotation to appear. Once you're done, click **Place**!
4. Now, let's pick a specific object target, and click on it.
5. Click on the annotation to edit the details.
6. Once you're done, you can take a preview of your annotation.

Insert Audio

How to Insert Audio

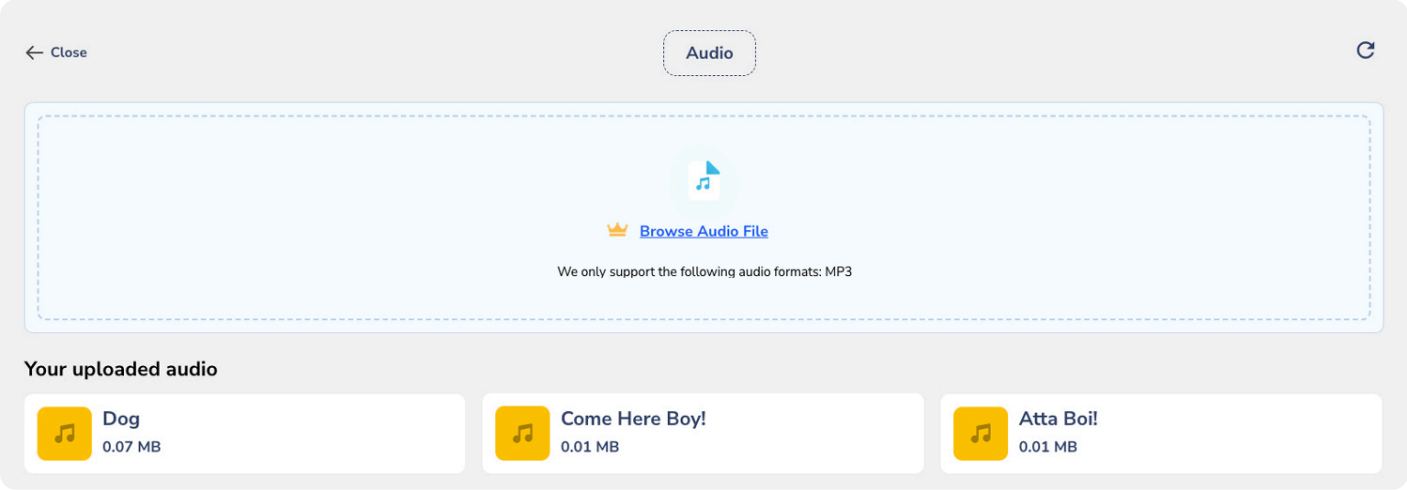
To start with, you can head to **Audio**.

In Assemblr Studio, you can insert two different audio types: **BGM (background music) and SFX (sound effects)**. For the SFX one, it's also a part of the Sound Effect Interactivity.

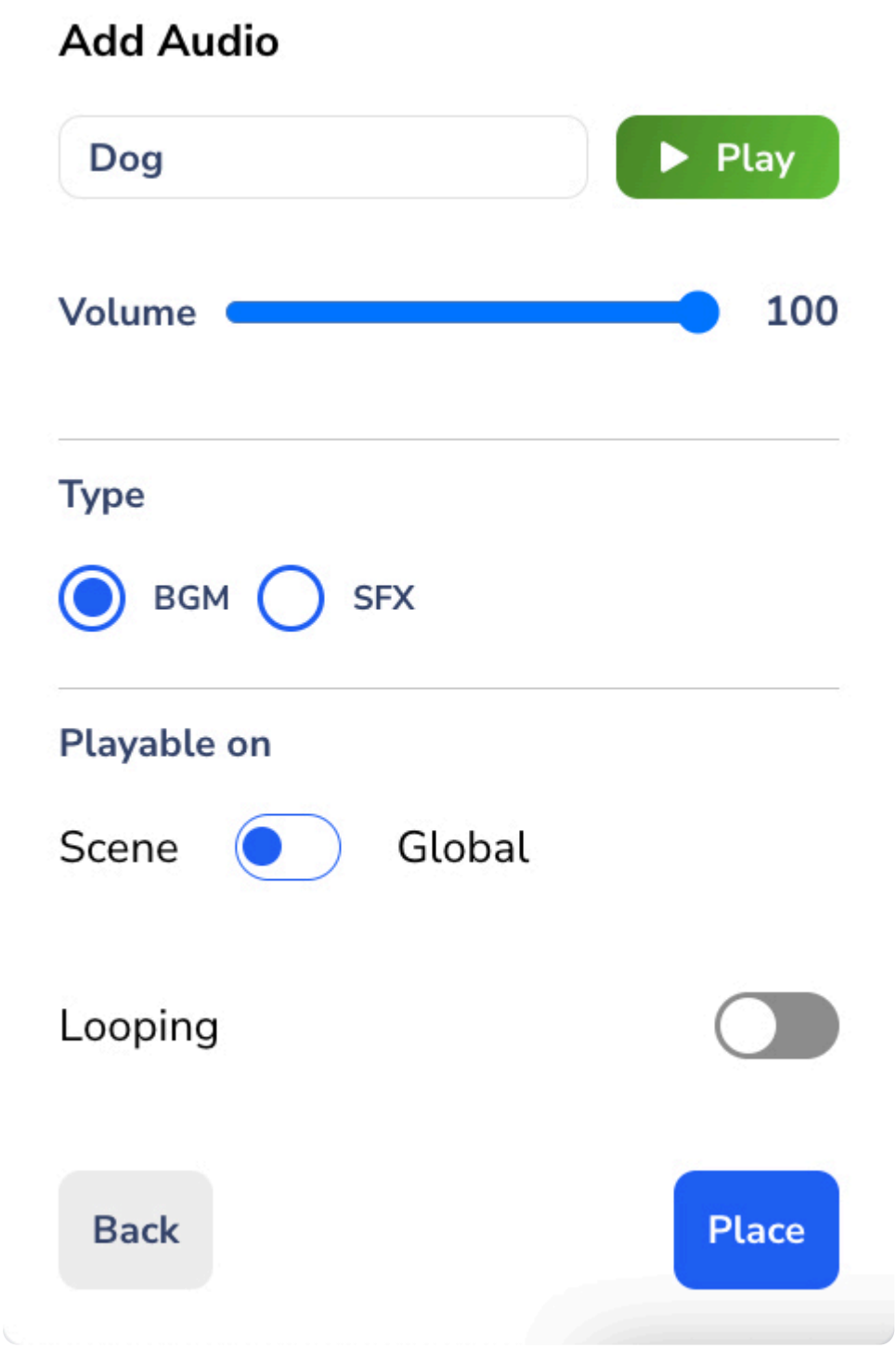


If you want, you can find and use the audio files from our library—they're free!

However, if you want to upload your own, we also provide you the option for that. Simply click on the **Browse Audio File** option, and you can import your own audio files in **MP3.**

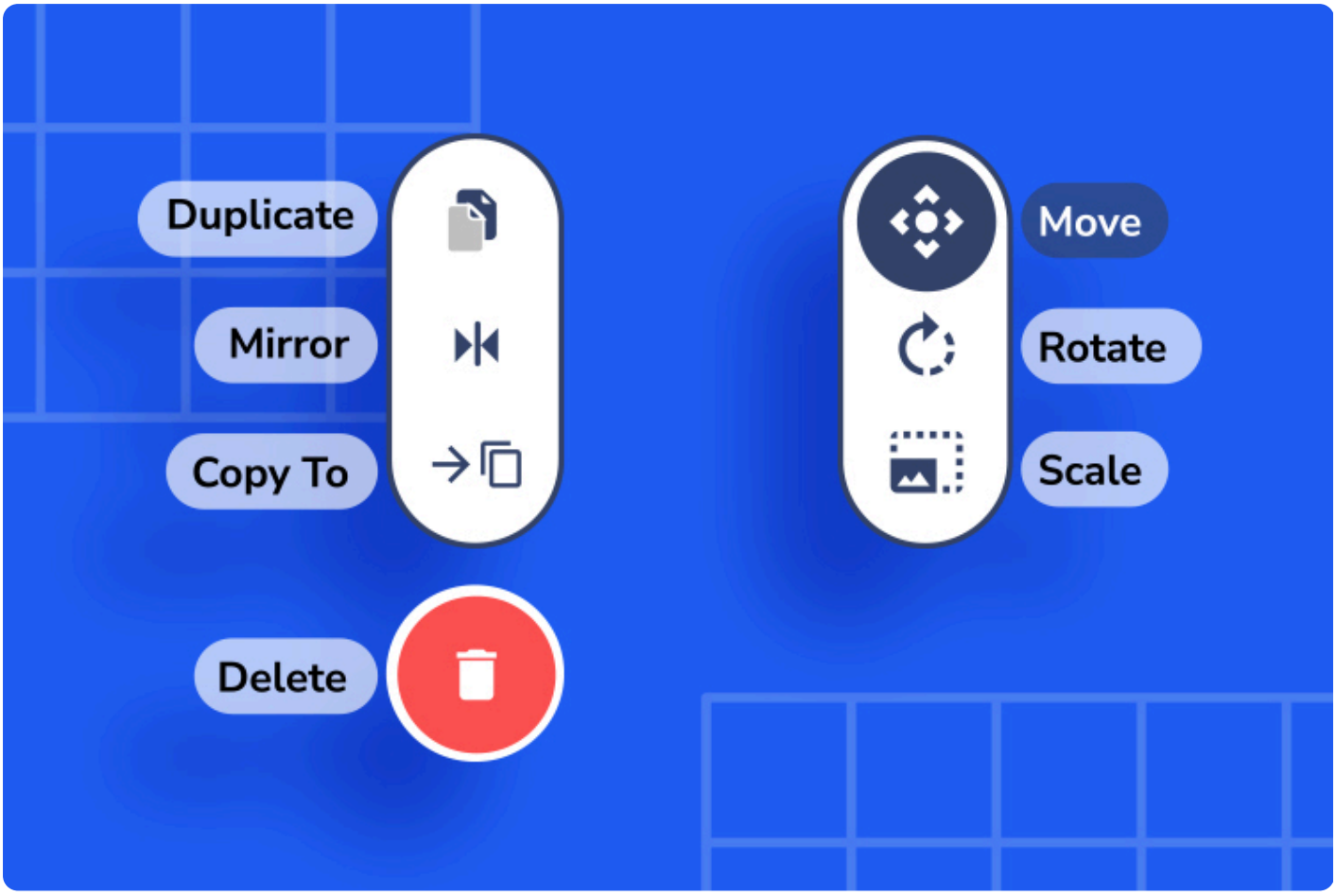


Once you add the audio, you can do further settings for your BGM or SFX—be it **volume adjustment**, where the audio will be played (BGM only), and **looping options**.



If you're done, click **Place**. You can do the settings on the right panel, or even change your audio—just in case you want to modify it.

Transform Tools on Editor



In the Editor, you can transform your objects the way how you want to—be it the shape, position, or other transformation options.

And the good news is, our **Transform Tools** are really easy to operate. It's super simple, all in a few steps.

How to Move Objects

[short gif cara move object]

To move your object, all you need to do is simply click on it. Then, choose **Move**. You can move it by using the gizmos or setting it manually on the right panel.

How to Rotate Objects

Rotating objects is also made simple. Just click on the object, and choose **Rotate**. Adjust it along with the gizmos, or you can also set it manually on the right panel.

How to Scale Objects

Just like moving and rotating objects, scaling objects is also pretty much the same! To do so, click on your object, and choose **Scale**.

To make the object smaller, slide it to the left. And if you want to make it bigger, slide it to the right! Alternatively, you can also use the panel on the right to set the size manually.

How to Duplicate Objects

Want to make a copy of your object? Simply click on it, and click **More**. Then, choose **Duplicate**. You can move, rotate, or scale it however you'd like!

How to Mirror Objects

Like duplicating objects, mirroring objects also has the same steps. Click on your object, choose **More**, and click **Mirror**! You can mirror it along the X (left or right), Y (up or down), and Z axis (front and back).

How to Copy Objects to Another Scene

To copy your object to another scene, click on the object. After that, click **More**, and choose **Copy To**. Lastly, don't forget to pick the scene where you'd like your object to appear.

How to Delete Objects

To delete, click on your object. Then, choose **More**, and click **Delete**. Your object will be deleted right away!

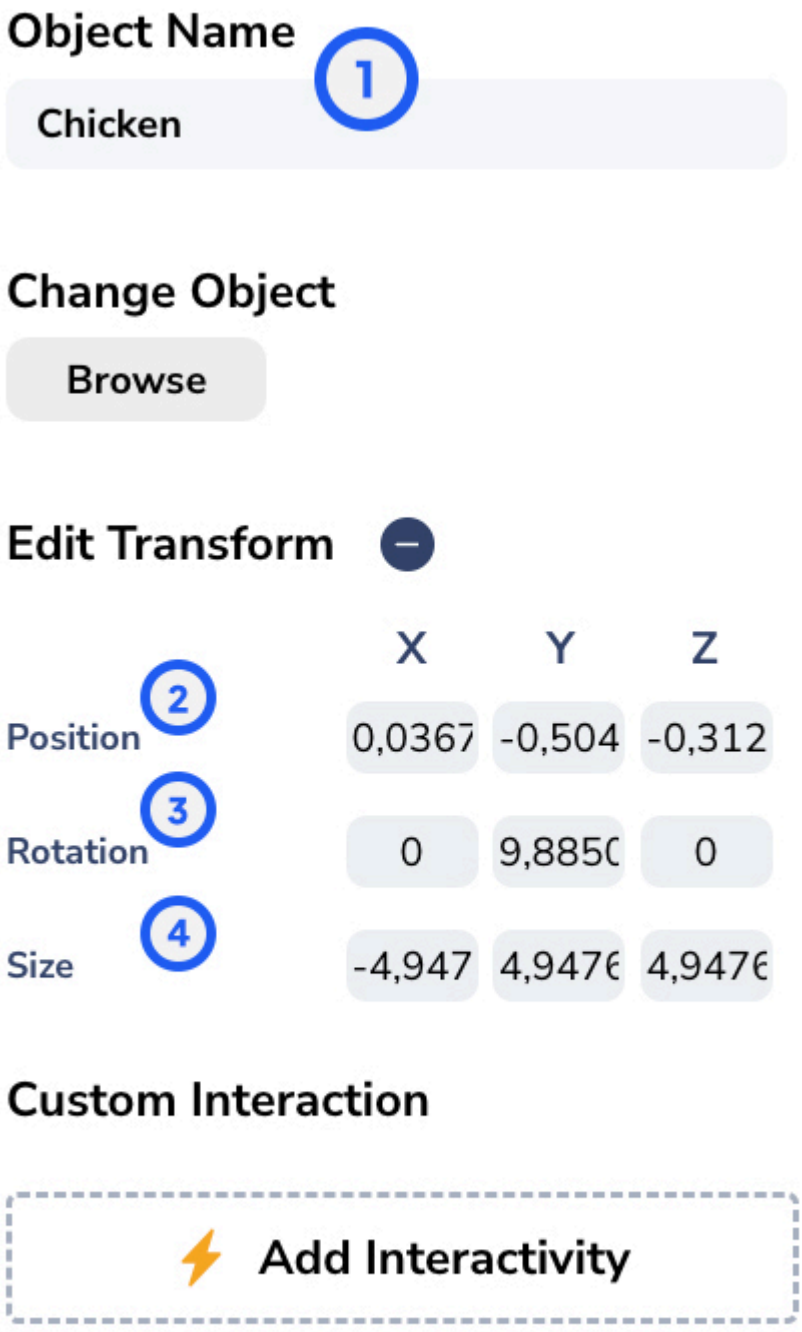
Killer shortcut!

Alternatively, you can simply delete the objects by **pressing Delete on your keyboard**!

How to Edit Objects on the Transform Panel

First off, click your object. On the right panel, you'll see the **Transform panel**.

You can **name, move, rotate, or even scale** your objects using the number you input manually.



1. Name your object.
2. Move your object; functions like Move.
3. Rotate your object; functions like Rotate.

4. Make your object bigger or smaller; functions like Scale.

How to Change Objects on the Transform Panel

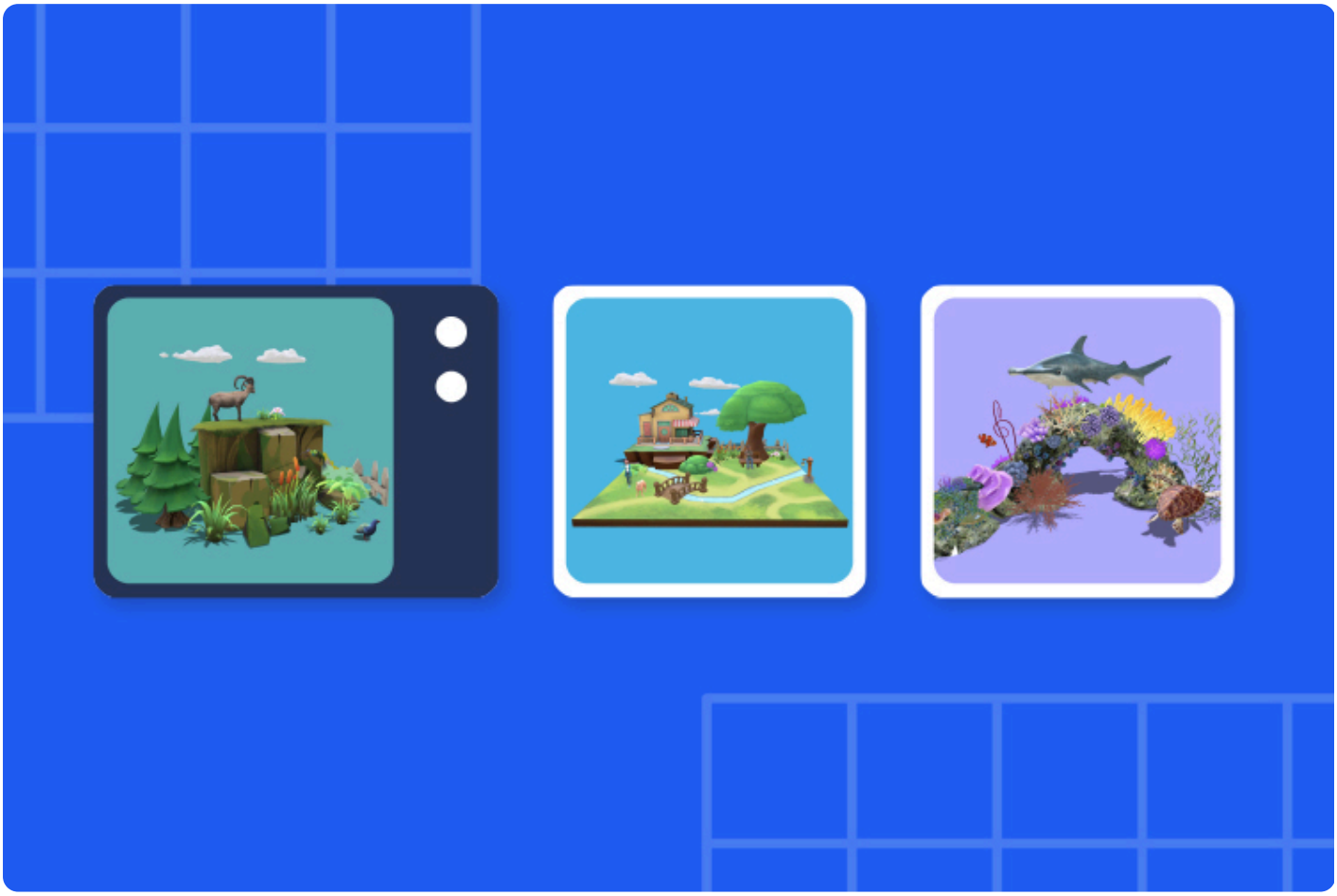
To change your object, simply click on the object that you want to change—and on the right panel, there's the **Change Object** option.

Click **Browse**, and you will be directed to either the 2D or 3D library to replace it with the object that you want.

However, please note that changing objects are **only available for 2D and 3D objects**—and you can only **change it with the same type**. For example, you can change **2D with 2D only**, and that also applies to **3D objects**.

Scene Feature

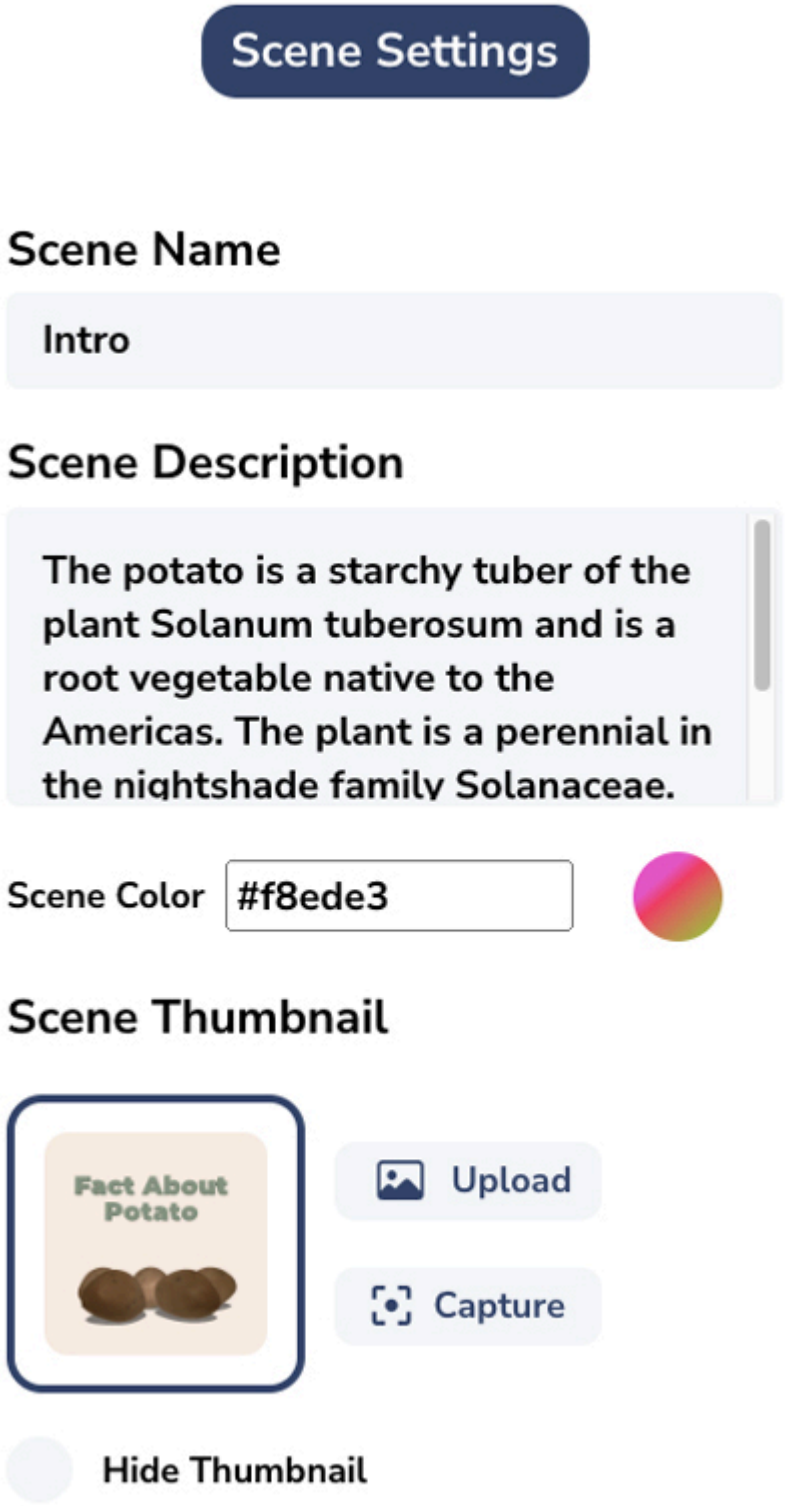
What Is Scene?



Scene is a feature that helps you create interactive presentations, so you can deliver your information better in slides.

Each slide can contain different objects, and you can arrange the order of the slides chronologically.

Scene Settings



If you want to set your scenes, you can go to the **Scene Settings**! To do so, simply click on the thumbnail of the scene, and you're going to see the panel on the right.

In this panel, you can edit the name of your scene, add some description, change the scene's background color, upload your scene's thumbnail, or even hide the thumbnail.

How to Add, Duplicate, and Remove Scenes

To add your scene, you can click on the **(+) button** on the right of your current scene thumbnail, and another scene will be added automatically.

Meanwhile, to duplicate or remove your scene, just click on the **two-dot button**!

How to Set Scene Camera

First up, you have to set how the point of view of the camera looks like. After that, click on the **two-dot button** on the scene, and then choose **Set Camera**.

If you want to reset it, you can click the two-dot button again, and choose **Clear Camera**. You can reset the perspective, and if it's all set, click **Set Camera**.

Interactivity Feature

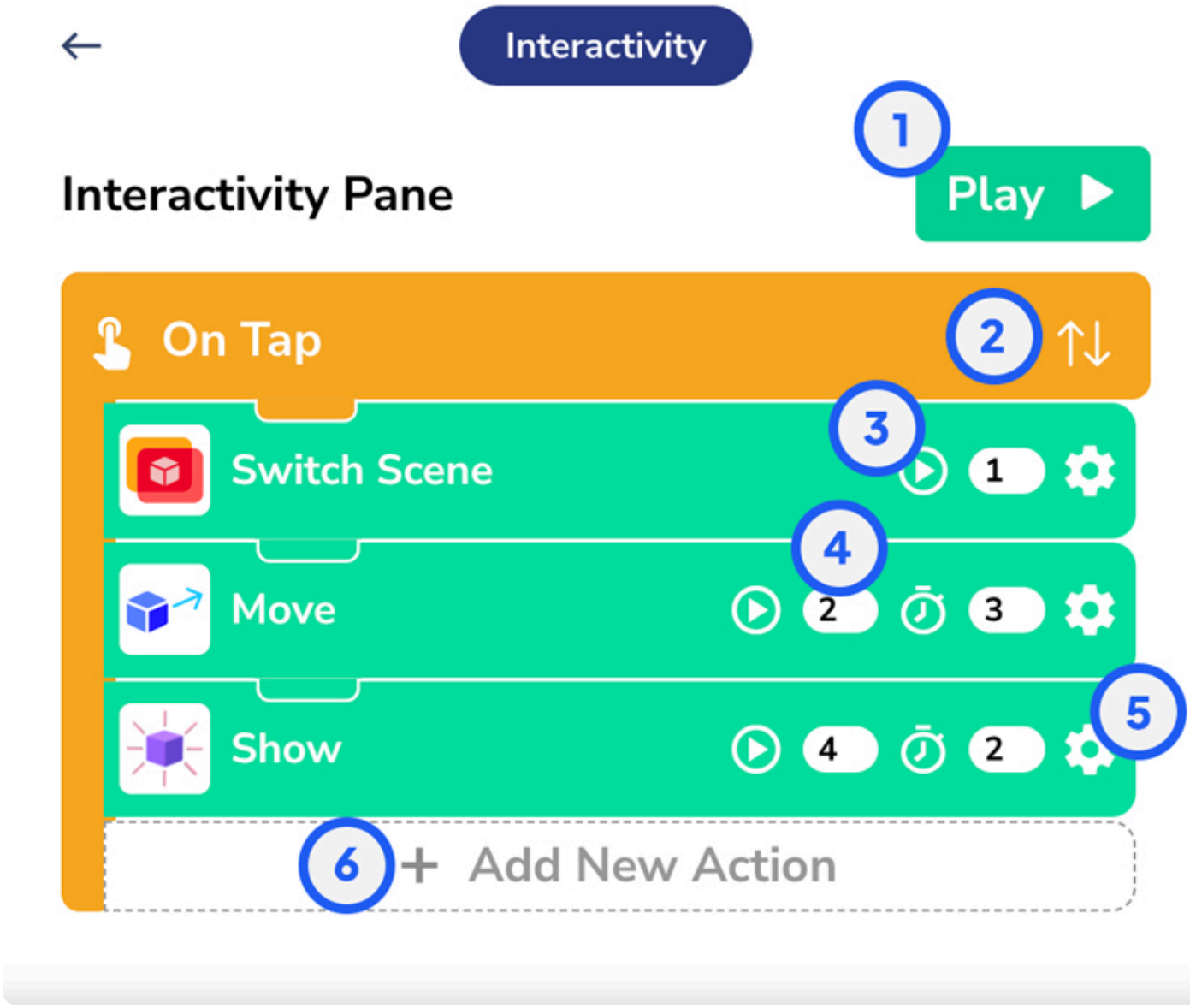
What Is Interactivity?

Interactivity allows you to add **interactive animation effects to your objects**, so your creation will appear much more impressive.

All you need is to set the trigger and target objects, choose the interactive animation type that you want, and you're good to go.

Interactivity Pane

You can see all your interactivity actions on the **Interactivity Pane**. It’s an all-in-one pane, and you can arrange a few quick things here!

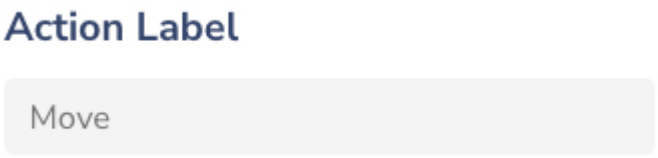


1. Play the preview of your interactivity action.
2. Sort your interactivity actions based on their start time.
3. Insert the start time of your interactivity action.
4. Insert the duration of your interactivity action.
5. Head to the Interactivity Settings pane.
6. Add new interactivity actions.

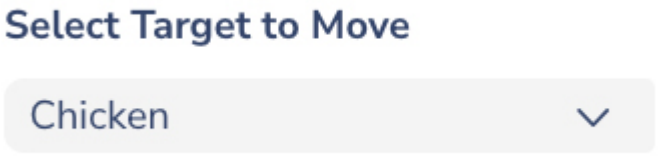
Pro Tip

On your trigger object, **you can add more than one interactivity action**! However, make sure that they're not too much, so they won't overlap and will be more seamless.

How to Create Projects With Interactivity



On the settings, you can start with naming your interactivity actions. This will be very helpful to differentiate one action among the other ones.



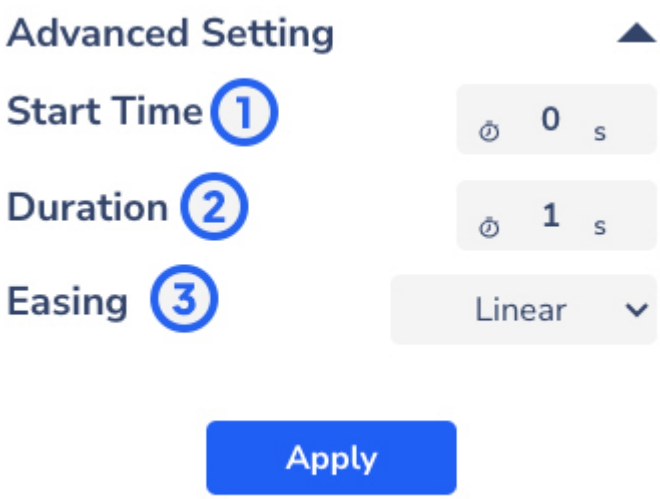
To make more mind blowing interactivity, you can decide the trigger and target object as well. The trigger and target can either be the same or different objects. It's up to your liking!

The logic is: when you click or tap on the trigger object, it will trigger the target object to act based on the interactivity action you add.

Every interactivity action also comes with the advanced settings. You can set up the start time, duration, and easing of your interactivity; except for the Open URL action.

Pro Tip

Oftentimes, **start time and duration** play a huge role for your interactivity actions. Make sure that you set them right according to your needs, so the animations won't overlap with each other.



1. Determine the time your target object starts to react after you click or tap on it.
2. Determine how long your target object will react.
3. Specify the motion of your target object, so at some points, it may accelerate or decelerate.

Animate (Move, Rotate, Scale, Animation)

How to Move Objects With Interactivity

First off, click on your **trigger object** -> choose **Add Interactivity** -> click **Move**.

After that, you can determine the direction. If you can't find any directions to use, you can also customize the direction by clicking on the **Custom option**.

Then, change your action name, select your target object, and determine the moving distance. The bigger number you set, the further your object will move!

Don't forget to set the advanced settings, and if you're all set, click **Apply**!

How to Rotate Objects With Interactivity

Start with clicking your **trigger object** -> choose **Add Interactivity** -> click **Rotate**.

Then, choose the direction of rotation. Again, you can choose **Custom** if you want to customize the direction.

Moving on, you can change your action name, select your target object, and determine the rotation degree.

Set up your advanced settings, and click **Apply** to finish up!

How to Scale Objects With Interactivity

First up, click your **trigger object** -> choose **Add Interactivity** -> click **Scale**.

After that, choose your scale direction. If you want to make the object smaller, choose **Scale In**. Meanwhile, if you want to make the object bigger, pick **Scale Out**. The **Custom** option is also available, so you can customize your scale direction.

Then, change your action name, select your target object, and select the amount of scale that you want.

One last thing! You can do a few advanced settings, and once you're done, click **Apply**.

How to Play Animation With Interactivity

Before you dive further, the Animation Interactivity is only applicable for objects that **include more than one animation**. So, make sure to check your object to use this one.

To start with, click on your **trigger object** -> choose **Add Interactivity** -> click **Animation**.

After that, you can see three different playback modes.

1. **Loop**: Your animation will go on from start to finish, and then go on repeat.
2. **Once**: Your animation will only play once from start to finish.
3. **Ping pong**: Your animation will go on from start to finish, go back to the start again, and then go on repeat.

Next, you can name your animation to differentiate it from other actions, select the object to be animated, and choose the animation that you want to play.

If you want to, you can also do the advanced settings—and once you're all set, click **Apply**.

Visibility (Hide & Show)

How to Hide or Show Objects With Interactivity

The first thing to do is click on your **trigger object** -> choose **Add Interactivity** -> pick your actions. If you want to show your object, choose **Show**. But if you choose to hide your object, simply pick **Hide**.

Then, change your action name and select the target object that you want to show or hide.

Do a quick advanced settings, and click **Apply** when you're finished!

Jump Up (Switch Scene & Open URL)

How to Switch Scene With Interactivity

First off, click on your **trigger object** -> choose **Add Interactivity** -> click **Switch Scene**.

After naming your action, you can pick the scene that you want to switch with.

Once you're done, move on to the advanced settings, and click **Apply**!

How to Open URL With Interactivity

Click on your **trigger object** -> choose **Add Interactivity** -> click **Open URL**.

Then, the steps are much easier and simpler!

All you need to do is change the action name, and then paste the target URL. So, when people click or tap on your object, it will direct them to the link that you already set with. Then, click **Apply**!

Media (Sound Effect)

How to Insert Sound Effects With Interactivity

To start with, click on your trigger object, choose **Add Interactivity**, and click **Sound Effect**.

Then, you can name this interactivity action to differ it from other interactivity actions, and click **Add Audio** to choose the sound effects (SFX).

You'll be directed to the **Audio library**, and you're free to use the SFX provided or even upload your own.

Once you've chosen the SFX, click **Place**. Then, you can do quick advanced settings to set your start time.

If you're all set, click **Apply**!

Sharing & Viewing Projects

- Share from Editor
- Share from "Your Projects"
- View Your Project

Share from Editor

Your first project is done. Now what's left is to show off how awesome it is to your students and friends!

On the Editor, click "**Share**". You will be required to capture the thumbnail first, and you can name the title, description, and category of your project.

Then, ask your students or friends to open **VRWARE ASSEMBLR mobile app** and scan the QR code provided. Make sure that all the devices are connected with the same local network (single Wi-Fi).

Share from "Your Projects"

Aside from the Editor, you can also share your project from "**Your Projects**" section.

First off, click on the project that you want to share. Then, there are a few options popping up.

Make sure to choose "**Scan**". You will see an instruction on how to view the project from **VRWARE ASSEMBLR mobile app**—as well as the QR code of the project.

Ask your students or friends to scan the QR code from their VRWARE ASSEMBLR mobile app. However, don't forget that all the devices **must be connected with the same local network (single Wi-Fi)** to make it work.

View Your Project

How to View Your Project

To view your project, open your **VRWARE ASSEMBLR mobile app** first.

Then, choose "**Scan Your Creation**". Point your mobile device to the QR code of the project, and once it's loaded, you will see two viewing options: **3D & AR**.

The **box button** will provide you the **3D view** of your project.

As for the **arrow square button**, you can pop up the **AR experience**.

To view the AR experience, make sure to allow the access to your mobile device's camera. After that, you will see **a blue circle** around the QR code. That's the spot of where your AR will be placed.

Now tap "**Place**", and your AR will be precisely located right on the spot. You can resize the object on a bigger or smaller scale—however you'd like!

Important Notes

To make it work, kindly remember that all the devices **must be connected with the same local network (single Wi-Fi)**. Therefore, the project on the desktop app will be synchronized with the mobile app.

Once being synched, the project will be **downloaded into your mobile's local storage**, and you can access it anytime you'd like—without having to be connected with the same local network.

This means you can view the project **anytime, anywhere!**