

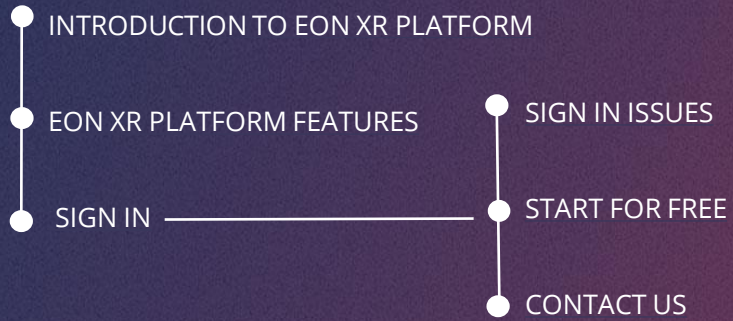


EON-XR v8.0

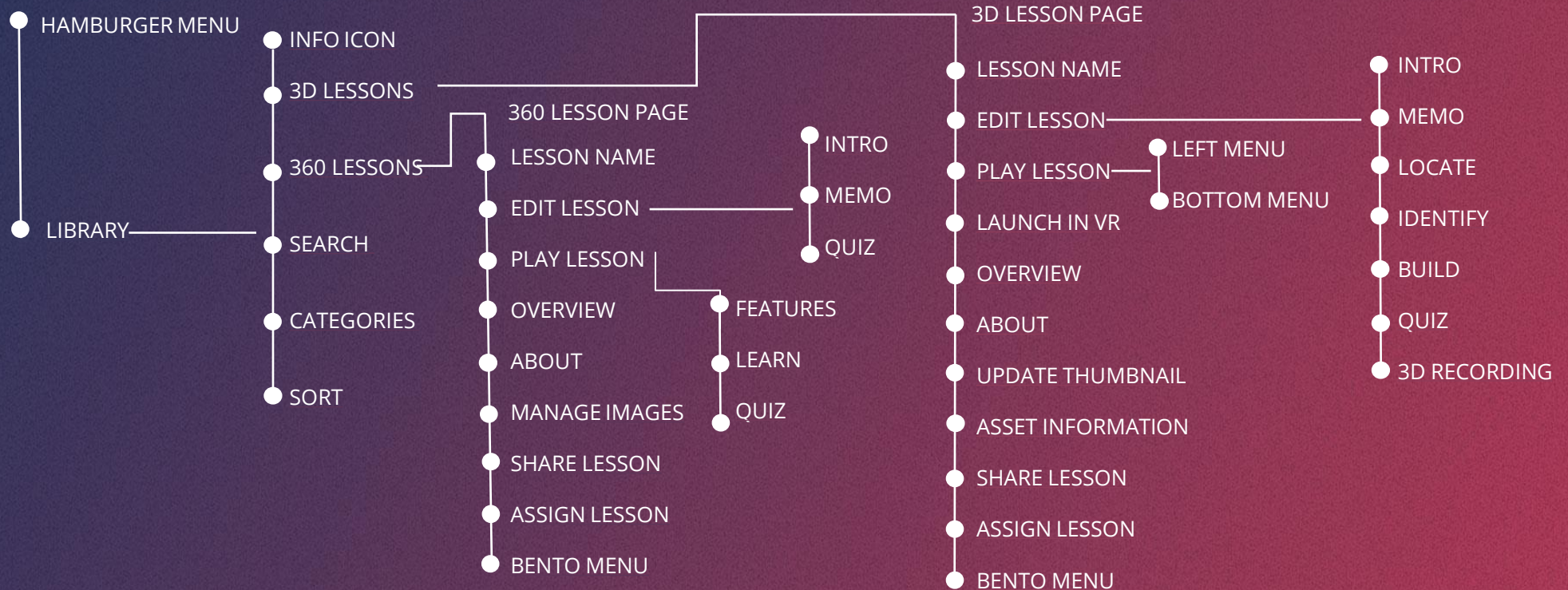
DESKTOP | USER GUIDE ▶

SEPTEMBER 2020

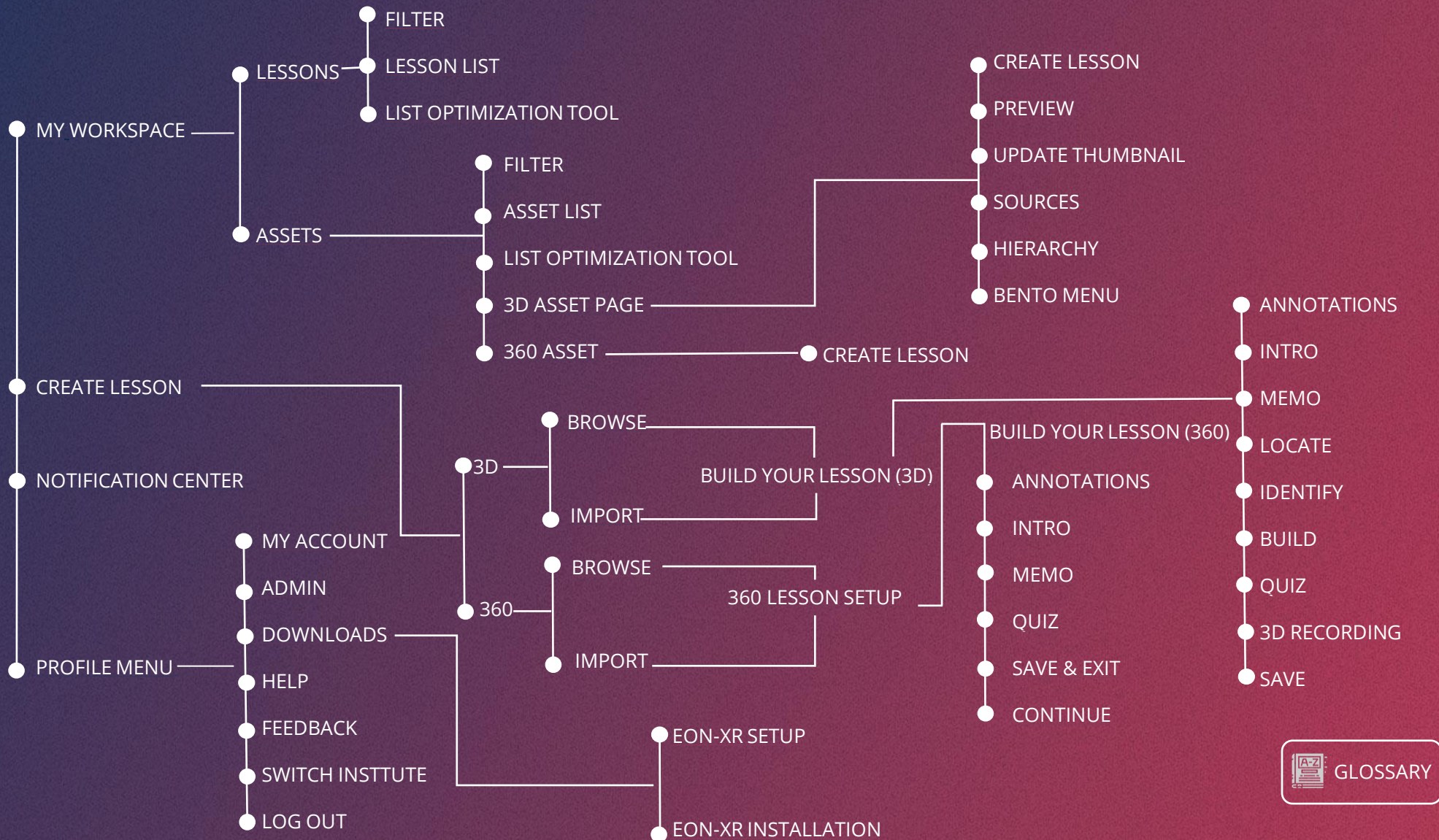
EON-XR PLATFORM



DESKTOP - HOME PAGE

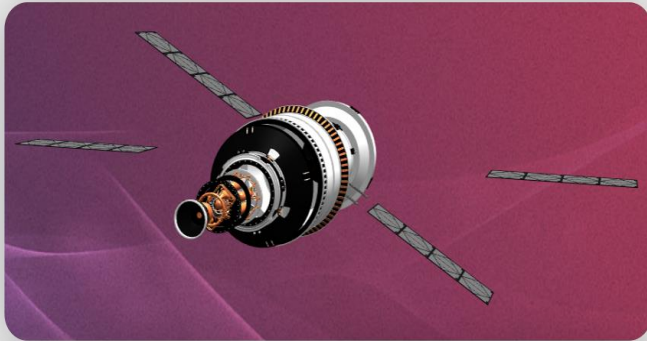


DESKTOP - HOME PAGE





INTRODUCTION TO EON XR PLATFORM



EFFORTLESS



AFFORDABLE



SELF-SERVICE



INTERCONNECTED

EON XR Platform is based on **EASI** concept making Immersive Learning as **Effortless, Affordable, Self-Service and Interconnected**

EON XR Platform allows for rapid development, deployment and adoption of AR/VR solutions with following approach:

Faster Learning – Experiential Training provides real-time feedback and improves the efficiency of skills transfer, increased knowledge retention and better captures enterprise knowledge within institute/organization

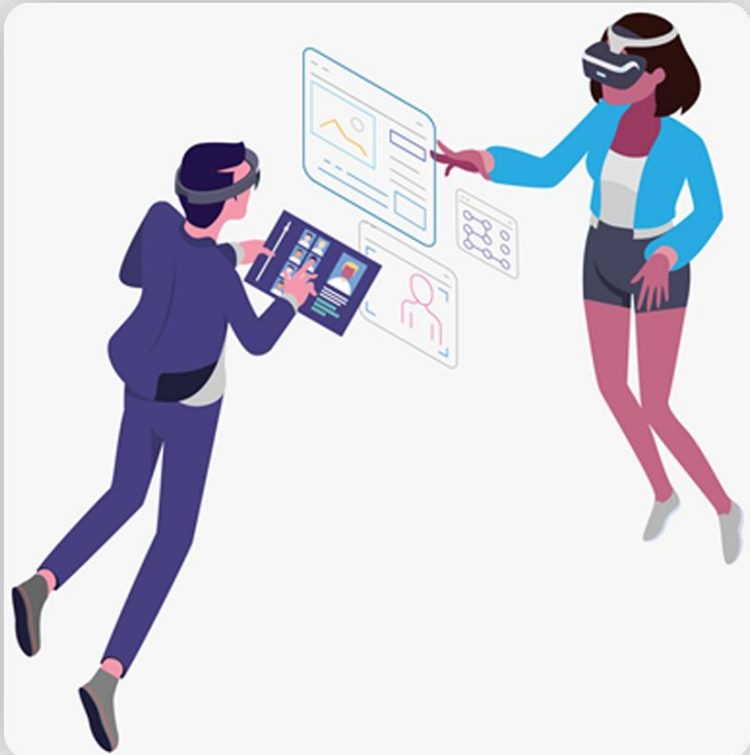
Real-time Contextual Knowledge Injection – With advanced AR technology, knowledge directly relevant to the task at the hand can be displayed right in front of a user's eyes resulting in a higher quality of work and improved learning

Safety – Dangerous or difficult to replicate scenarios can be safely simulated in a VR/AR environment allowing students/trainees to repeatedly practice crucial scenarios while preventing damage to equipment and avoiding bodily harm

Greater Engagement – Experiential Training requires the student/trainee to participate in the exercise resulting in higher retention as this by passes boredom and poor classroom habits that accompany traditional teaching

Assessment – Students are evaluated based on their performance on the relevant grades and this data is transmitted to an institute's internal record keeping systems for certification and/or administrative action

EON XR PLATFORM FEATURES



Cloud-Based - Develop, manage, access, host, and distribute EON XR applications anywhere with internet connection



CAD/Model & Data Import - CAD, PLM, and scanned models can all be imported, as well as data (IoT, GIS) and other media



User-Generated Interaction Creation - The AI-supported non-programming-based interaction creation is easy to use regardless of experience



Global Publishing - Support for 30+ devices ranging from Android and iOS smartphones to VR headsets from brands such as Oculus and Vive to AR glasses including Magic Leap, ODG and Microsoft HoloLens



Data Management - Tools like assessments, analytics, user profiles, and LMS integration all help users get the data they need

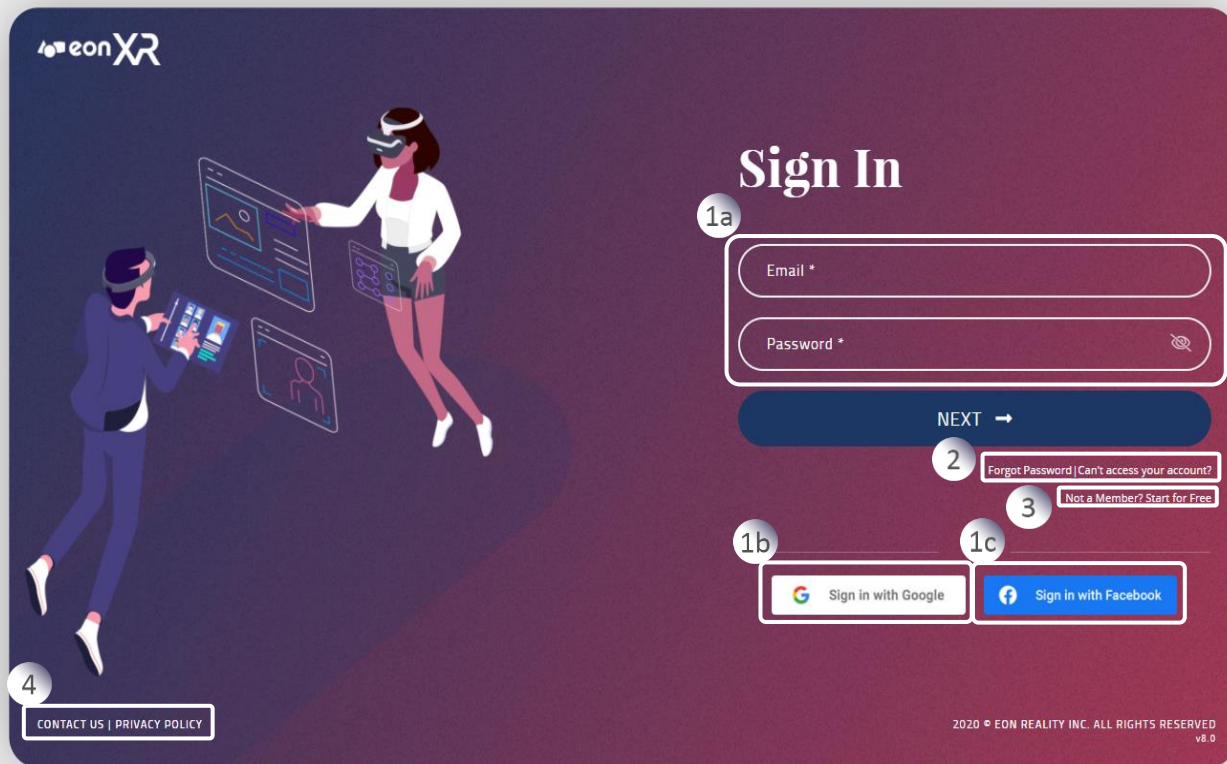


Content Integration - Content and data can be managed using enterprise systems, streaming, IoT and AI capabilities



Training & Support - Receive required help, from training courses to integration with the backend systems anytime

SIGN IN



To create and experience immersive XR lessons, go to <https://eon-xr.com>

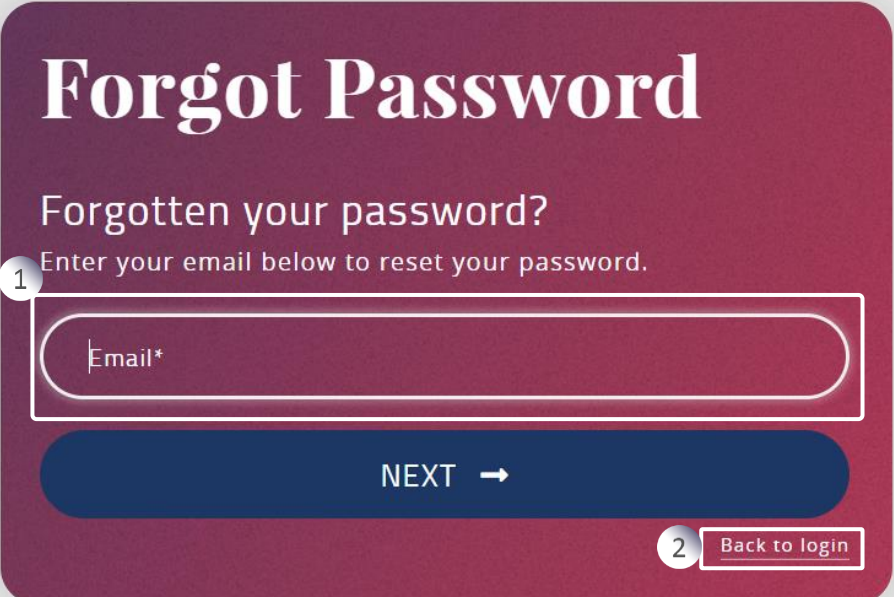
EON XR Platform can be accessed as either of the two users:

- **Individual User** for evaluation purpose
- **Registered Institute User** (provided you've been assigned license by your institute)

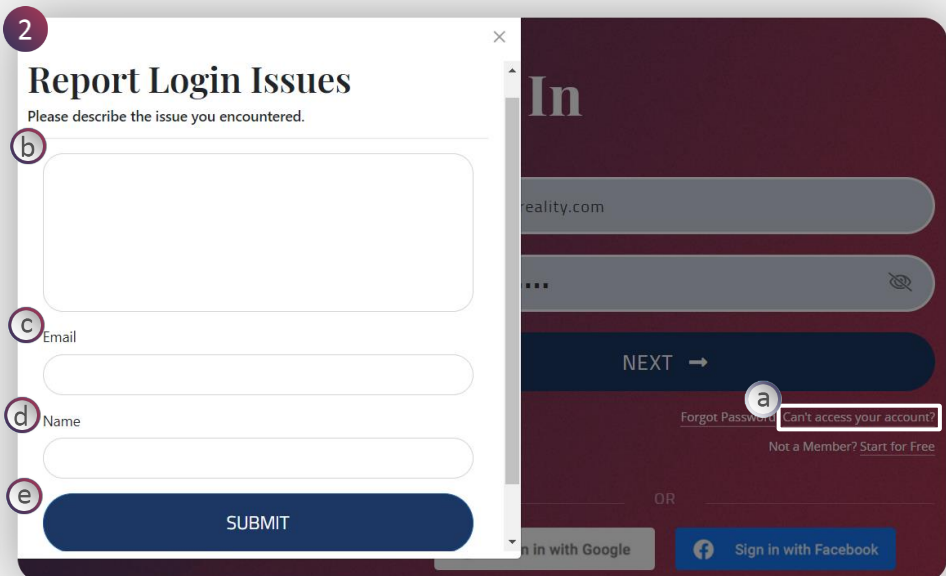
1. Register/Sign In by using either of these ways:
 - a. Registered email ID
 - b. Your Google account or
 - c. Your Facebook account
2. Sign In issues – Forgot Password / Can't access your account
3. "Start for Free" - Any individual user can access EON XR Platform as a Freemium User.
4. Contact Us & Privacy Policy



SIGN IN ISSUES



1. Registered user can enter their email ID and click on 'Next' to reset their password
 - Reset password link will be sent to their registered email ID
2. Click on **Back to login** to go to the Sign In page



2. User can raise your issue while signing in to the platform.
 - a. Click on **Can't access your account?**, a popup window appears
 - b. Describe the issue which you are facing
 - c. Enter your email ID
 - d. Enter your Name
 - e. Click on Submit to report

START FOR FREE



Create Account

1

First Name*

Last Name*

2

Email*

3

Password*

Confirm Password*

8 characters long. Include at least one lower and upper case character, & one number or symbol

4

Organization

Country

Terms and Conditions of Use

1. AGREEMENT TO TERMS

1.1 These Terms and Conditions constitute a legally binding agreement made between you, whether personally or on behalf of an entity (you), and EON Reality Inc, located at 18 Technology Drive, Suite 110, Irvine, CA 92618 United States, Irvine, United States, CA 92618 United States (you), assuming your access to and use of

5

☐ I agree to the Terms and Conditions.

6

☐ I want to receive occasional AR/VR updates from EON Reality.

7

NEXT →

Already have an account? [Sign In](#)

Any user can register for free by clicking on the **'Start for Free'** in the Sign In page. As a freemium user, one can access the wide variety of Assets and can create **5 (Five)** Free XR Immersive Lessons.

Steps to Create Account:

1. Enter Name
2. Enter Email ID
3. Enter Password of 8 characters long with upper case, lower case, number or symbol to make it strong
4. Enter your organization and the country which you reside
5. Agree to the Terms and Conditions
6. Optionally you can opt to receive updates from EON Reality
7. Click on Next to sign up to the platform

CONTACT US



Connect with us

1

First Name

Last Name

2

Email

3

Organization

4

Number of Employees

5

Country

☐ Yes, I would like to receive AR and VR updates from EON Reality
 ☐ No, I don't want to receive updates

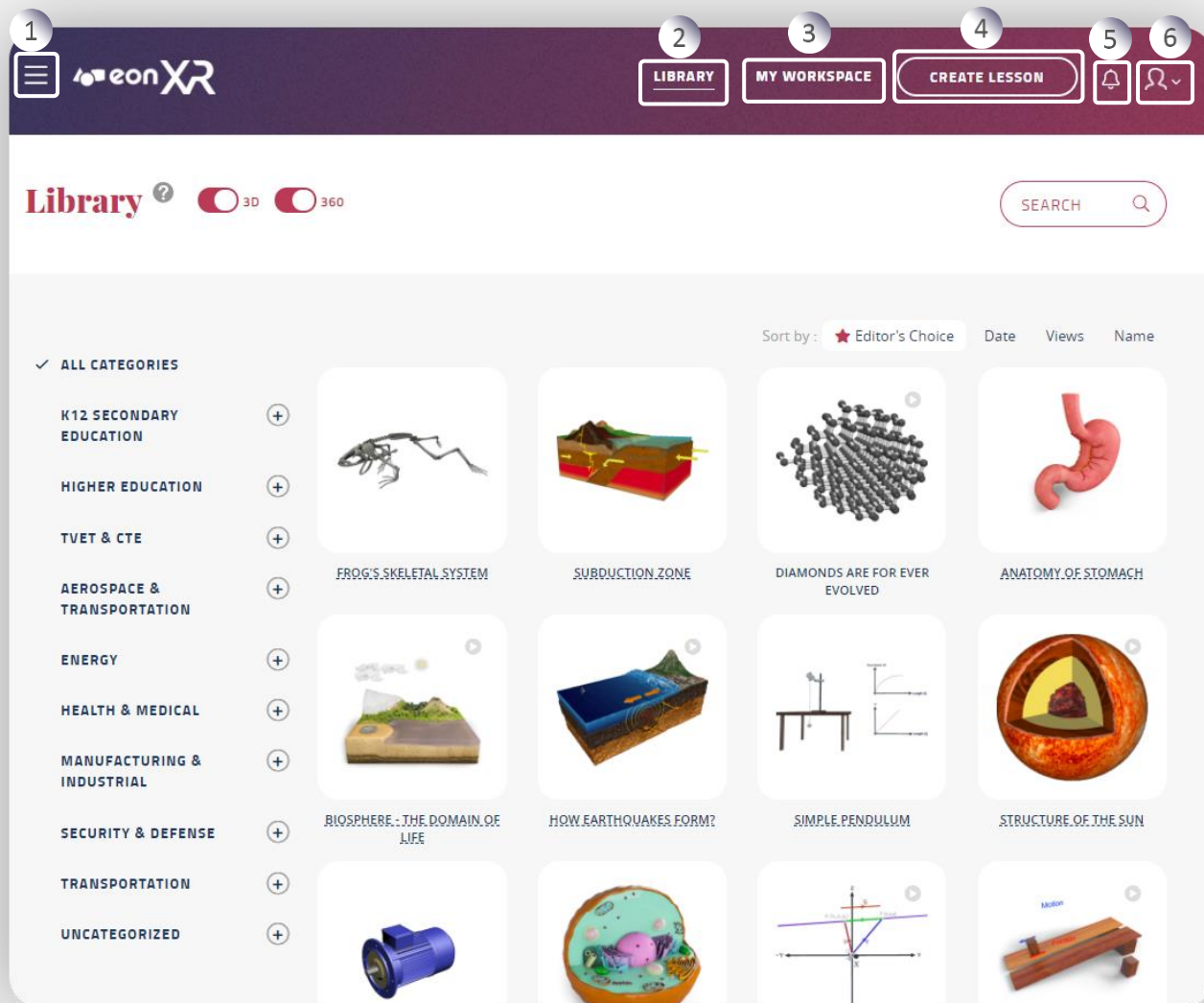
GET IN TOUCH

You can connect with us by clicking on the '**CONTACT US**' in the Sign In page and providing the following information:

1. Name
2. Email Address
3. Organization Name
4. Number of Employees
5. Country

Click on **Get in Touch**, we will contact you to give out more information about our EON XR platform.

EON XR | DESKTOP HOME PAGE



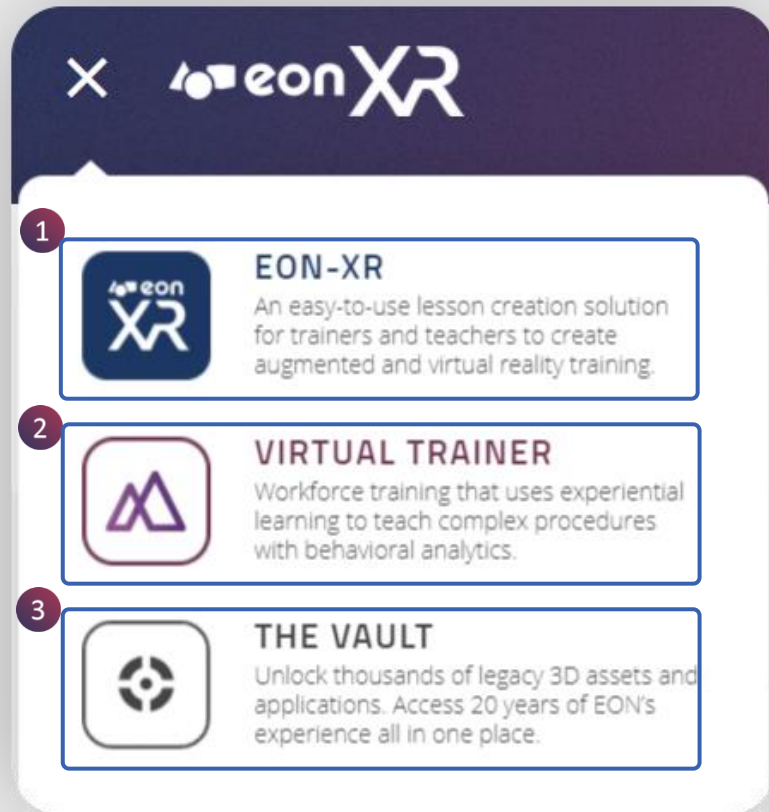
EON XR Platform **EASI** home page portrays easy access to XR lesson library and lesson creation

The main navigations are

1. Hamburger Menu
2. Library
3. My Workspace
4. Create Lesson
5. Notification Icon
6. Profile Menu



HAMBURGER MENU

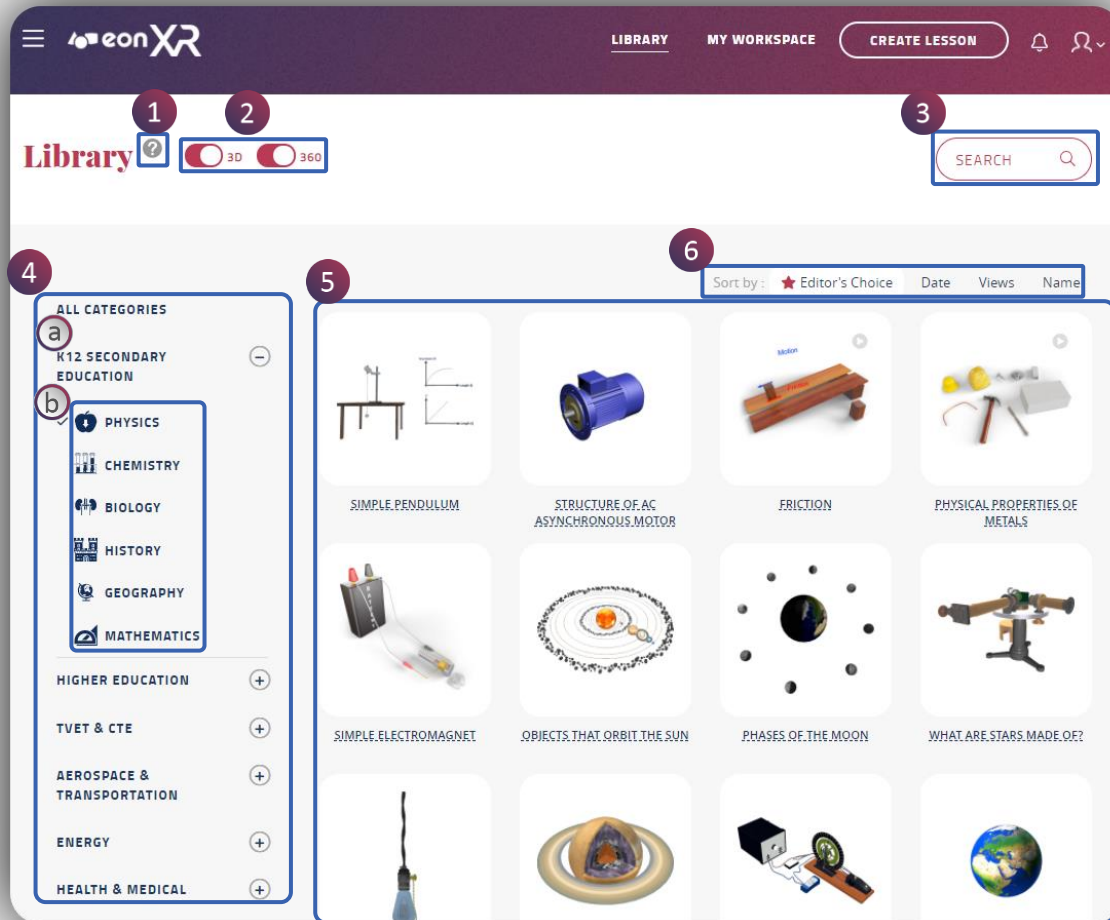


The **Hamburger Menu** displays EON products for an user having appropriate licenses.

1. EON-XR
2. Virtual Trainer
3. The Vault

EON XR platform will be dealt in detail, please check the following pages, or go back to the home page for further navigation.

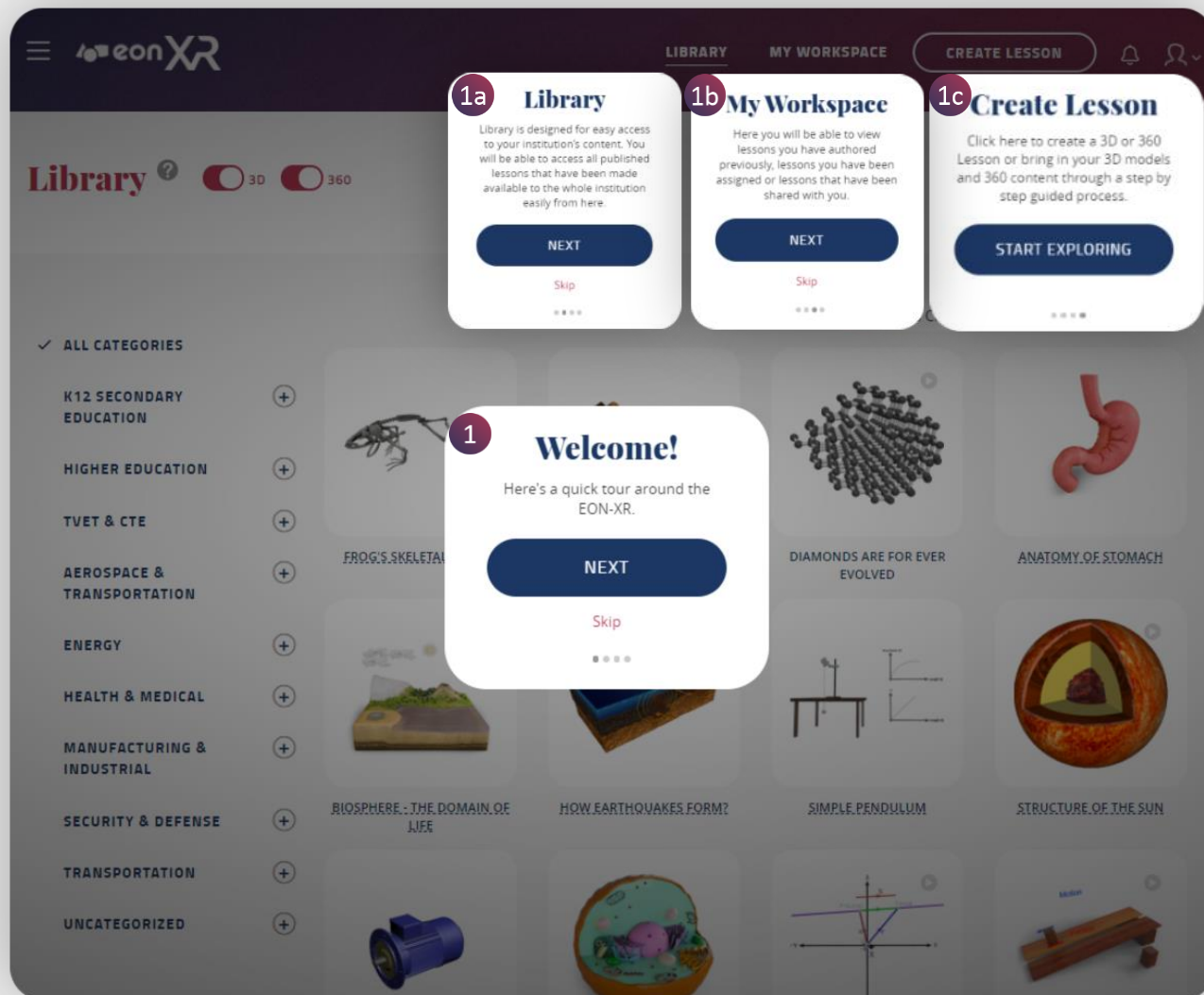
LIBRARY



Library is the **default** activated landing page in EASI Mode.

1. Click on the info icon for a quick tour around the EON XR portal
2. Choose the **type** of lesson (3D and/or 360)
3. You can **search** for a lesson with a **keyword**
4. Alternately you can choose ALL **Categories** or a single category of lesson
 - a. Parent categories
 - b. Subcategories assigned to a lesson
5. Based on your selection, a list of lessons will appear with icons and names in the Lesson Area
6. You can **sort** the lessons based on editor's choice, date, views and name

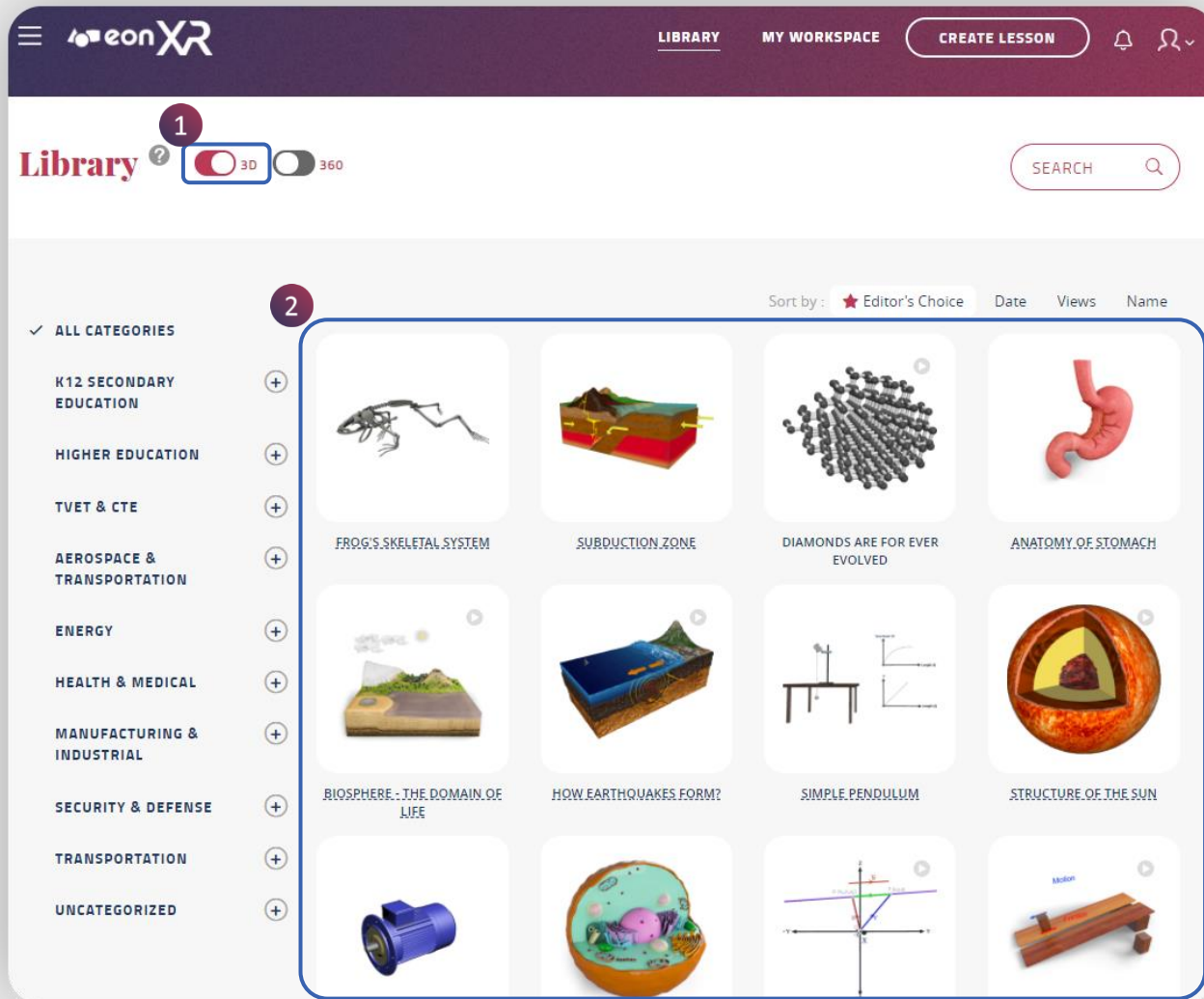
INFO ICON



Info icon provides a quick tour around the EON XR portal

1. Displays brief information of the main navigation of the EON XR Portal
 - a. Library
 - b. My Workspace
 - c. Create Lesson

3D LESSONS

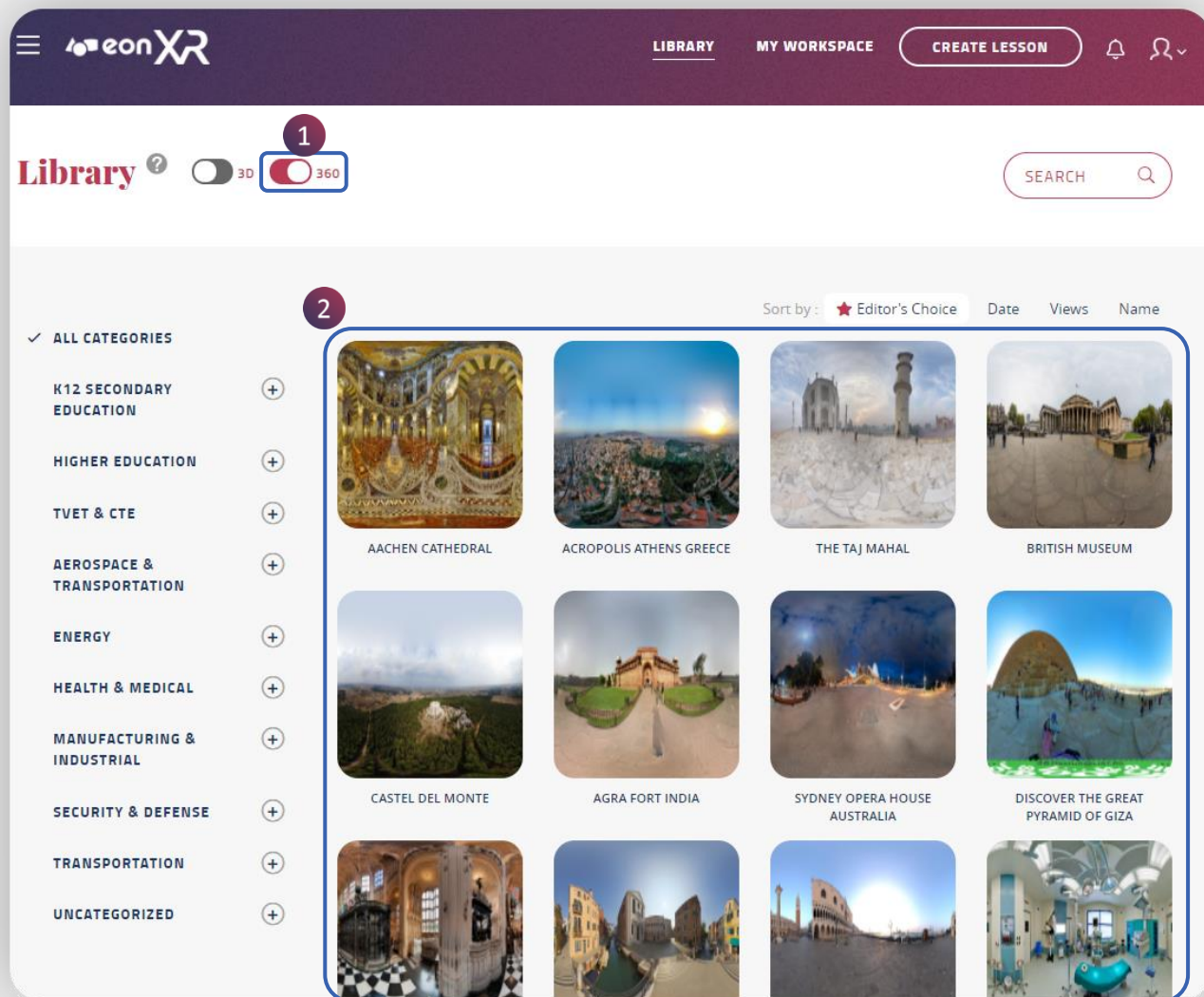


To display only 3D lessons

1. In the Library, select only **3D** lessons
2. All **3D** lessons will appear in the lesson area, across all categories

[**TIP:** You can also choose appropriate category to display only those 3D lessons]

360 LESSONS

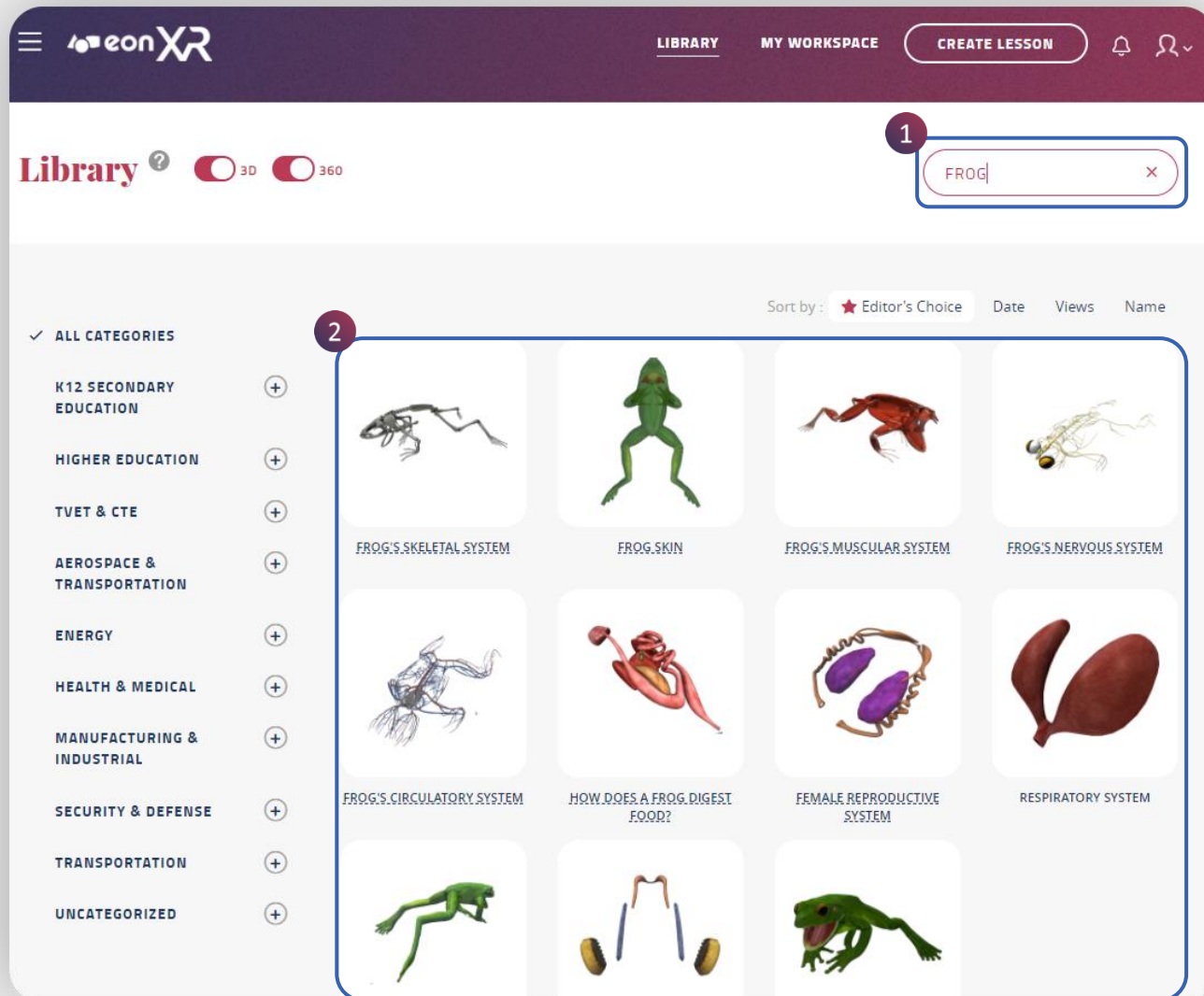


To display only 360 lessons

1. In the Library, select only **360** lessons
2. All 360 lessons will appear in the lesson area across all categories

[**TIP:** You can also choose appropriate category to display only those 360 lessons]

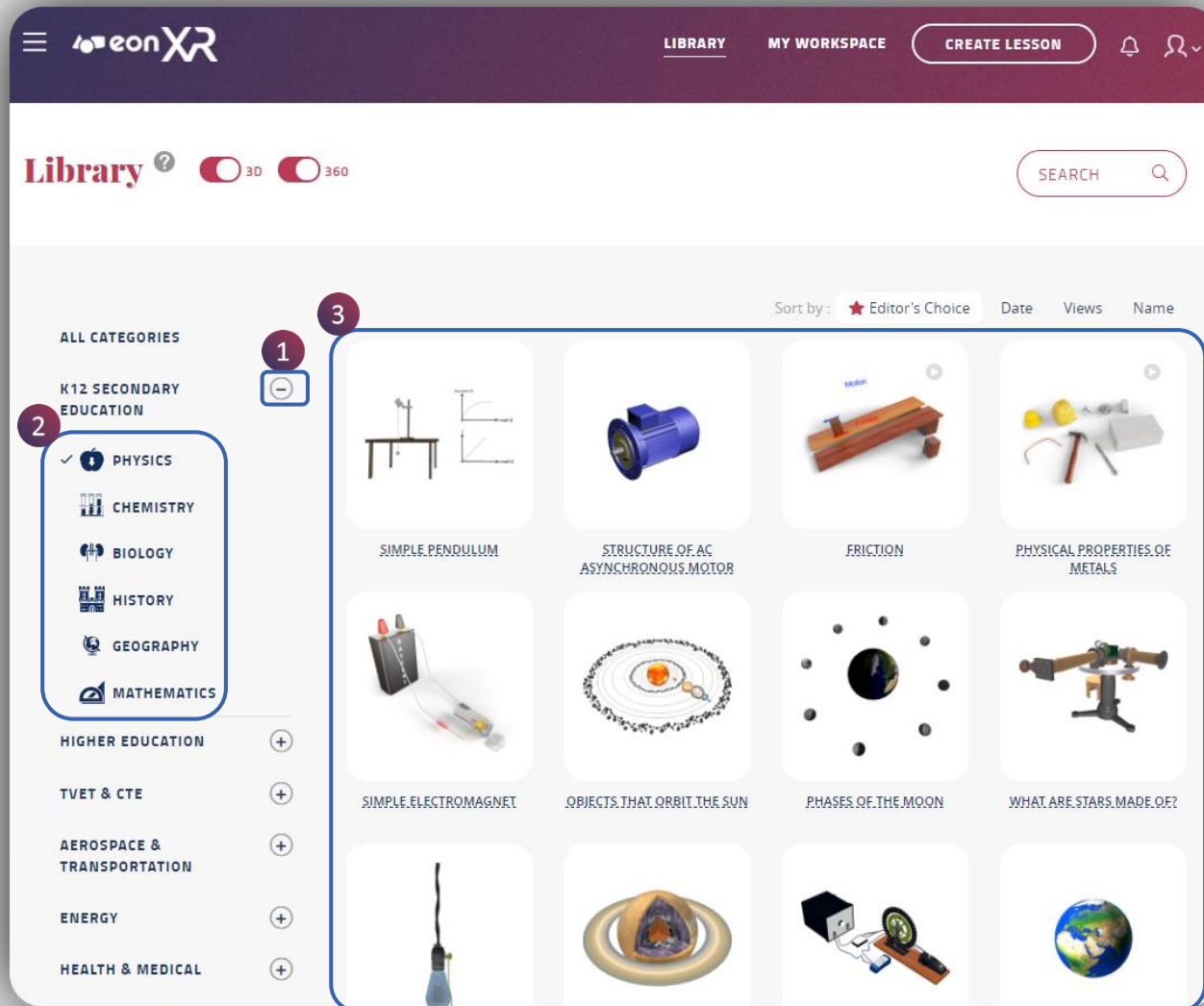
SEARCH



Search option enables for a particular lessons to be displayed based on the keyword entered.

1. Enter a keyword to refine your search
2. Based on the **KEYWORD**, ALL relevant lessons (bearing the same keyword) will appear in the Lesson Area

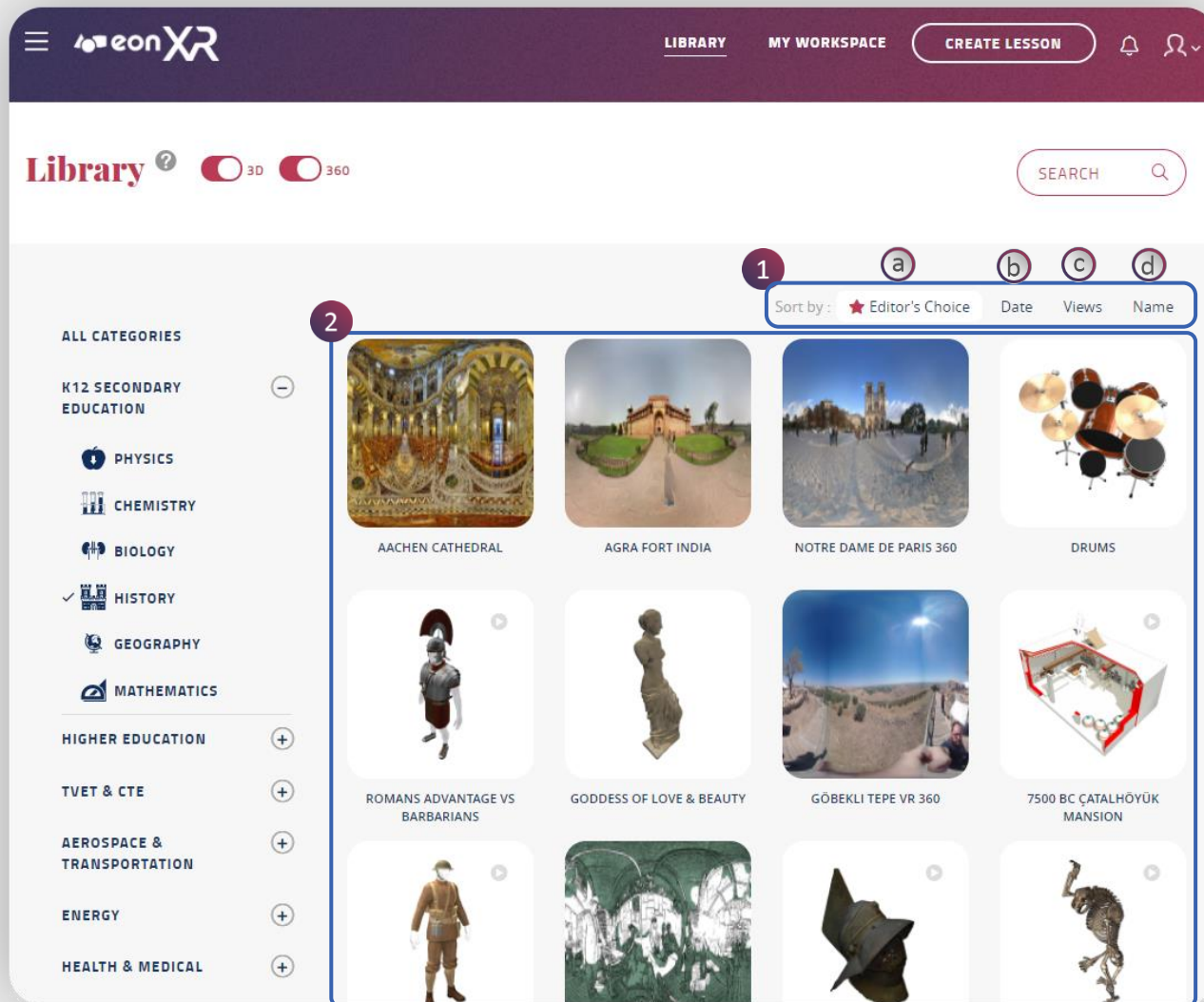
CATEGORIES



Library page hosts list of parent categories with their subcategories.

1. Select a particular parent category by clicking on the **plus (+) icon** which then converts to **(-) icon**
2. Displays list of subcategories
 - a. Choose a particular subcategory
3. All lessons belonging to that subcategory will show up in the lesson area

SORT



Lessons in the library page can be sorted for editor's choice, recently published, number of views and alphabetical order of lessons

1. Choose a particular **Sort** option
 - a. Editor's Choice
 - b. Date
 - c. Views
 - d. Name
2. All lessons get sorted according to the selected sort option and will show up in the Lesson Area

3D LESSON PAGE



The screenshot displays the 3D Lesson Page for a lesson titled "Structure of Human Heart". The page is divided into several sections:

- Top Section:** Contains the lesson title (1), a Bento menu with icons for share, assign, and edit (11, 12, 13), and a central 3D model of a heart (10).
- Left Sidebar:** Includes buttons for "EDIT LESSON" (2), "PLAY LESSON" (3), and "LAUNCH IN VR" (4). Below these are the author's profile (5) and the published date "02 Sep 2020" (6).
- Overview Section:** Features tabs for "OVERVIEW" (7) and "ABOUT" (8). Under "OVERVIEW", there are sections for "LESSON OBJECTIVES" (a) and "LESSON MATERIAL" (b). Under "ABOUT", there is a "LESSON COMPOSITION" list (a) and a "CATEGORY" dropdown (b) set to "BIOLOGY".
- Tags Section:** A "TAGS" section (c) with a text input and a list of tags: "HEART", "HUMAN", and "STRUCTURE".
- Update Thumbnail:** A button (9) to update the lesson's thumbnail.

When you click on a 3D Lesson Icon, this Lesson Page presents the following functionalities:

1. Lesson Name
2. Edit Lesson
 - a. Displays permission rights
3. Play Lesson
4. Launch in VR
5. Created by [Lesson Author Name]
6. Lesson Published Date
7. Overview
 - a. Lesson objective
 - b. Lesson material
8. About – provides lesson information
 - a. Lesson Composition
 - b. Category
 - c. Tags
9. Update Thumbnail
10. Asset Information
11. Share Lesson
12. Assign Lesson
13. Bento Menu

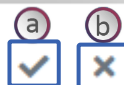
3D LESSON PAGE > LESSON NAME



Blue Mosque - Istanbul



Blue Mosque - Istanbul

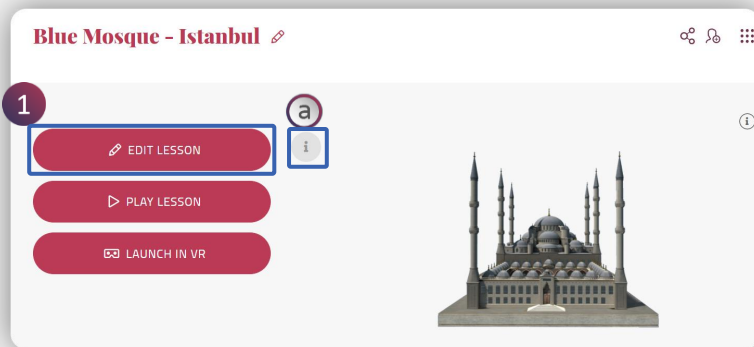


1. To **change** the **3D Lesson Name**, click on the **pencil icon**

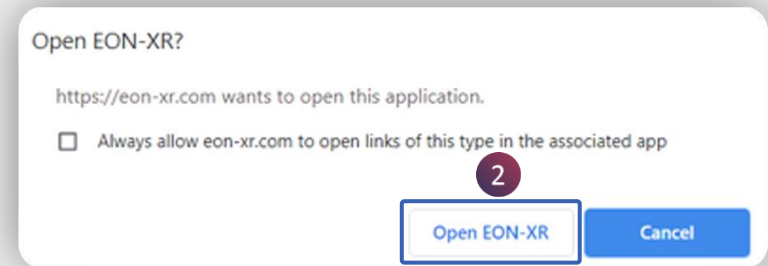
2. Edit option appears for the lesson name, after the required changes:
- Click on tick to save the changes
 - Click on cross to exit from the edit mode



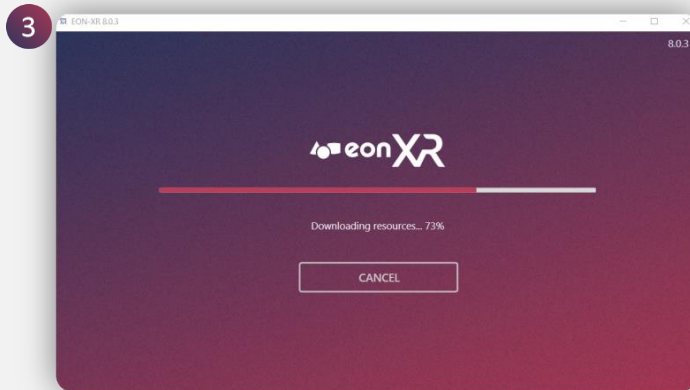
3D LESSON PAGE > EDIT LESSON



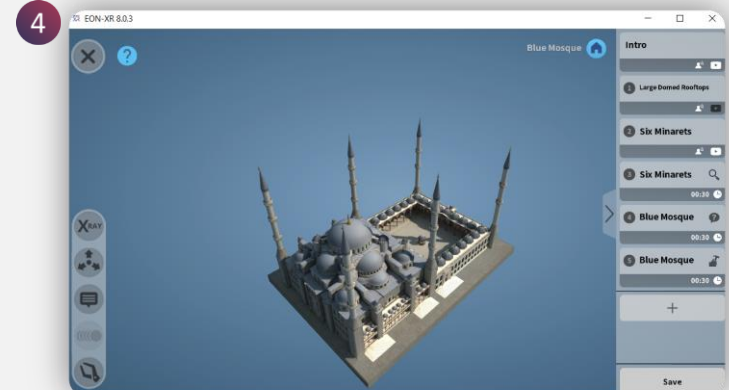
1. Click on **EDIT LESSON**
 - a. Alternatively see if you have permission rights



2. Click on **Open EON-XR**

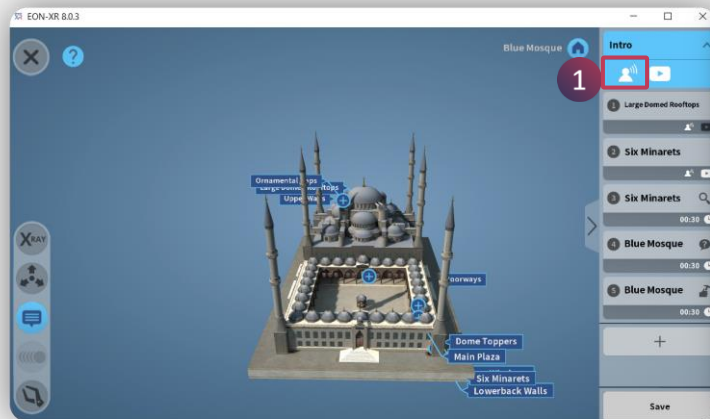


3. **EON-XR Application** will load

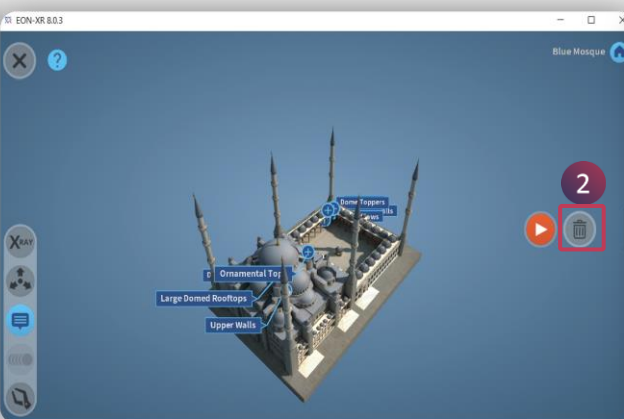


4. Lesson will open in **EDIT** mode

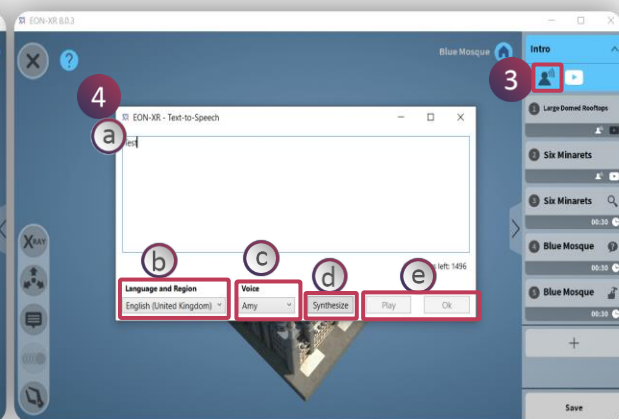
3D LESSON PAGE > EDIT LESSON > INTRO



1. To edit your Lesson Intro **audio**,
First, click on the narration icon

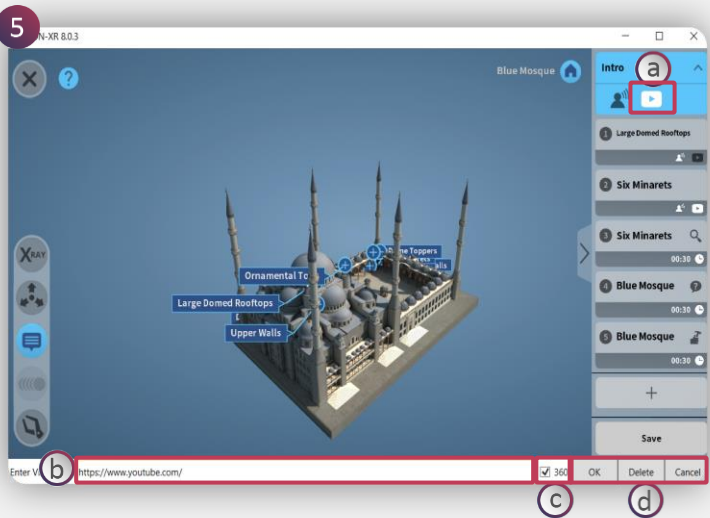


2. Delete the existing audio



3. Select the Narration icon for a **Text to Speech / Upload Audio file**.

4. Select Text to Speech, pop window appears



5. To edit your Intro - **YouTube video**,

a. Click on the **Video** icon

b. Paste the new video URL

c. Tick if it is a 360 video

d. Click **Ok** to save or **Cancel** to exit

a. Text can be added up to 1500 character

b. Select the **Language and Region**

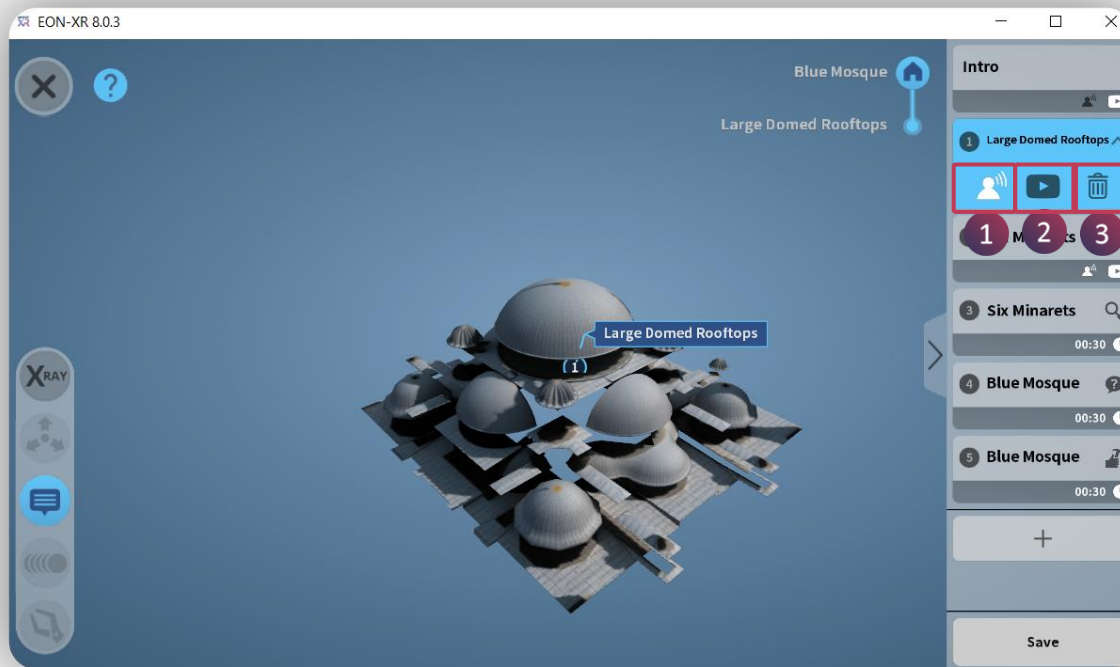
c. Choose a **Voice**

d. Click **Synthesize** to generate audio

e. Click **Play** to listen to the audio and click **Ok** to save

TIP: You can alternately upload a prerecorded audio file here by using the same 'narration' icon

3D LESSON PAGE > EDIT LESSON > MEMO

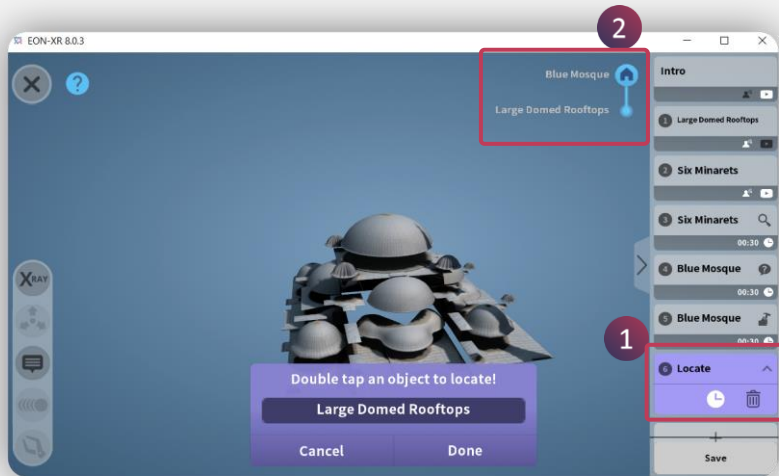


To **edit** an existing **MEMO** of your lesson, first click to select the MEMO. The memo becomes blue (active). Then click on the,

1. Narration icon to modify your audio
2. YouTube icon to modify your video
3. Bin icon to simply delete this MEMO

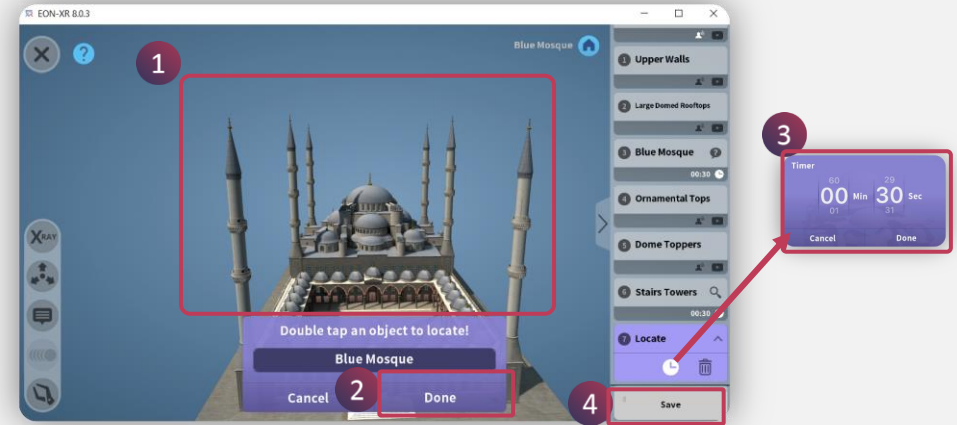


3D LESSON PAGE > EDIT LESSON > LOCATE



To **edit** an existing **LOCATE** activity in your lesson,

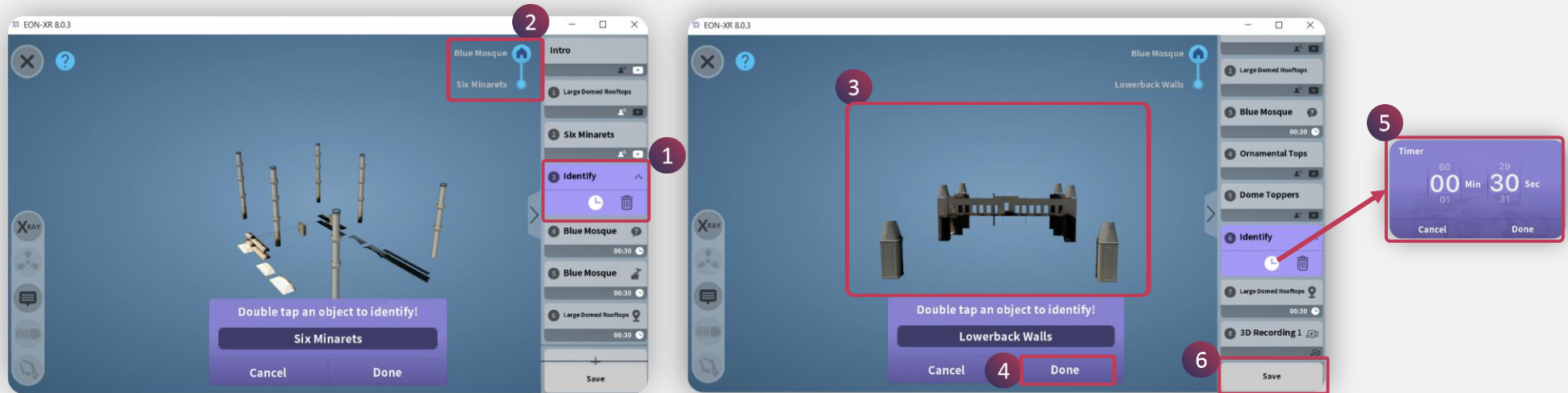
1. First click to select the **LOCATE** activity
2. Then click on the **HOME** to get your desired visual



1. The new Model Part name & visual should appear on screen
2. Click on **DONE**
3. You can edit the activity timer to your desired duration
4. **SAVE**



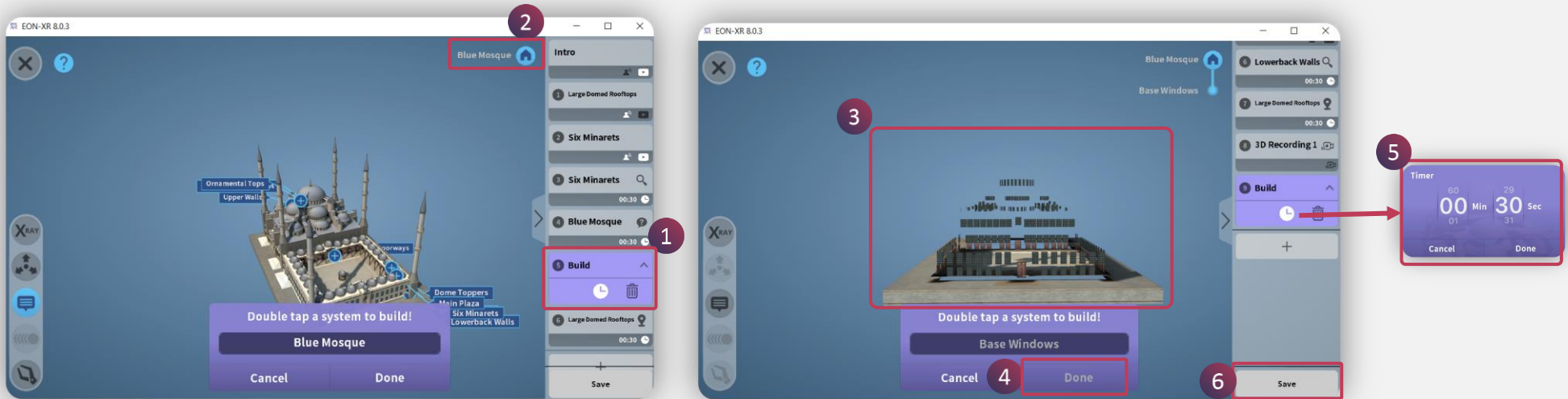
3DLESSON PAGE > EDIT LESSON > IDENTIFY



To **edit** an existing **IDENTIFY** activity in your lesson,

1. First click to select the **IDENTIFY** activity
2. Then click on the **HOME** to get your desired visual
3. The new Model Part name & visual should appear on screen
4. Click on **DONE**
5. You can edit the activity timer to your desired duration
6. **SAVE**

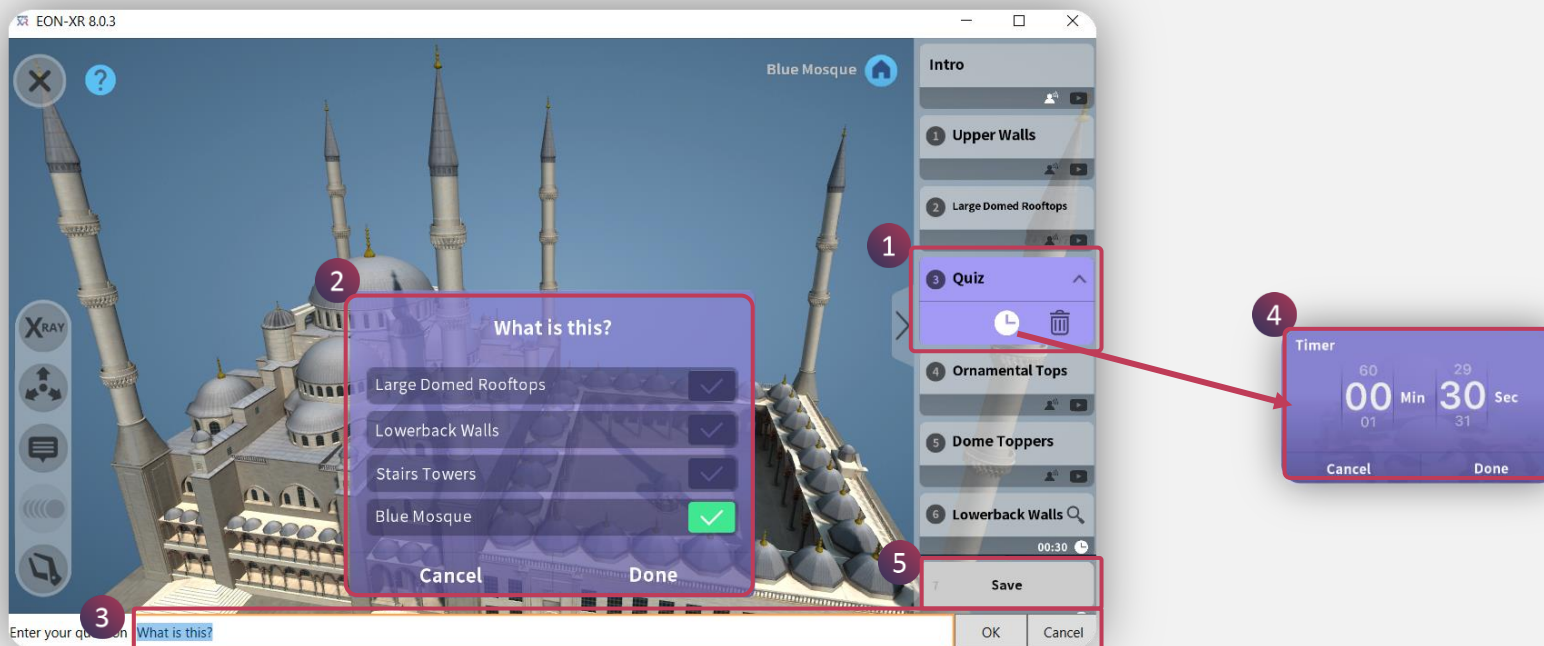
3D LESSON PAGE > EDIT LESSON > BUILD



To **edit** an existing **BUILD** activity in your lesson,

1. First click to select the **BUILD** activity
2. Then click on the **HOME** to get your desired visual for a build
3. The new Model Part name & visual should appear on screen
4. Click on **DONE**
5. You can edit the activity timer to your desired duration
6. **SAVE**

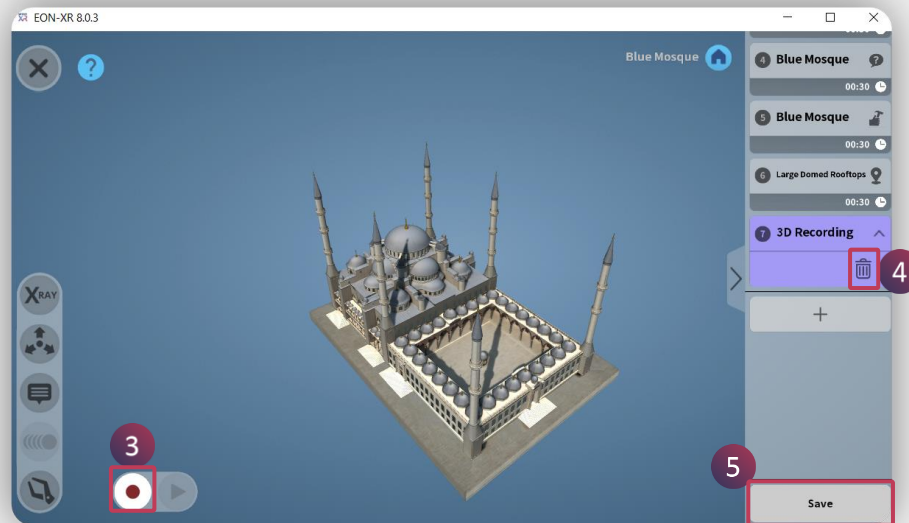
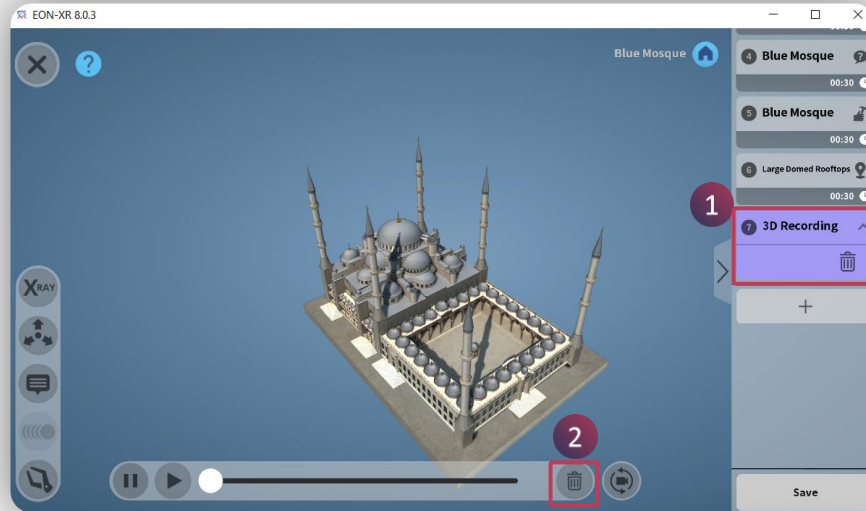
3D LESSON PAGE > EDIT LESSON > QUIZ



To **edit** an existing **QUIZ** activity in your lesson,

1. First click to select the **QUIZ** activity
2. Then click on an option / or the question stem that you'd like to edit
3. Type the new answer / question statement
4. You can edit the activity timer to your desired duration
5. **SAVE**

3D LESSON PAGE > EDIT LESSON > 3D RECORDING



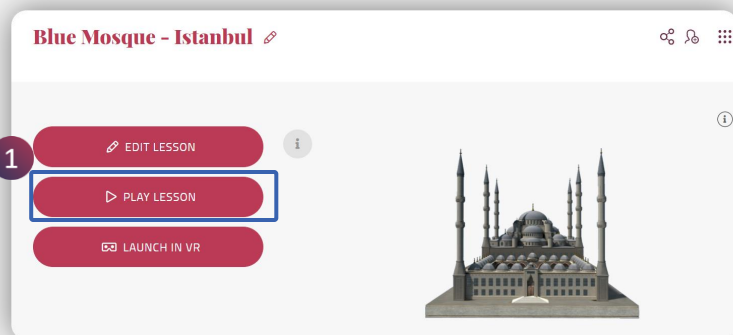
3D Recordings, allows you to play your animations and talk simultaneously, thereby making your screen recording look like an audiovisual animation.

To edit your existing 3D Recording,

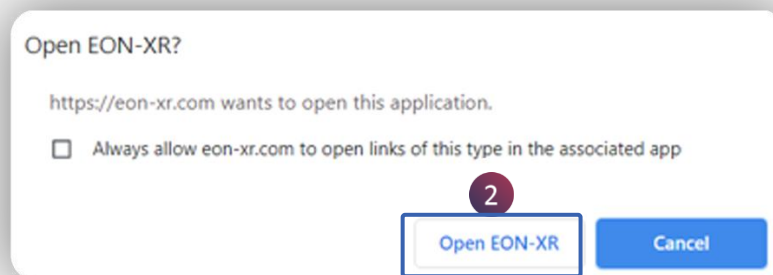
1. Click on the desired 3D recording in the activity menu
2. Delete the existing recording
3. Do a new recording by clicking on the record button
4. Alternatively, click on the delete icon, if you need to remove this 3D recording

5. SAVE

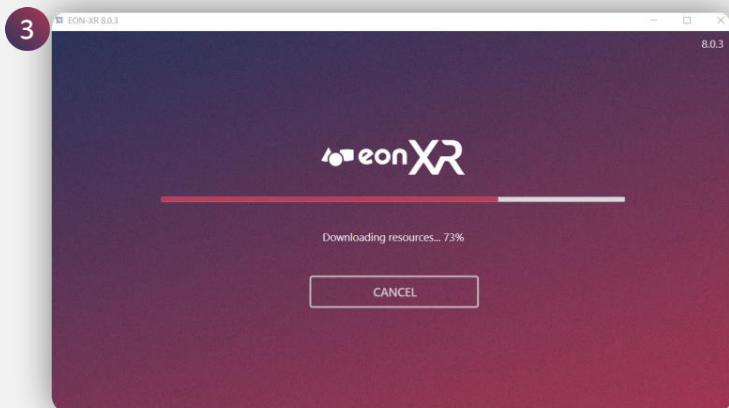
3D LESSON PAGE > PLAY LESSON



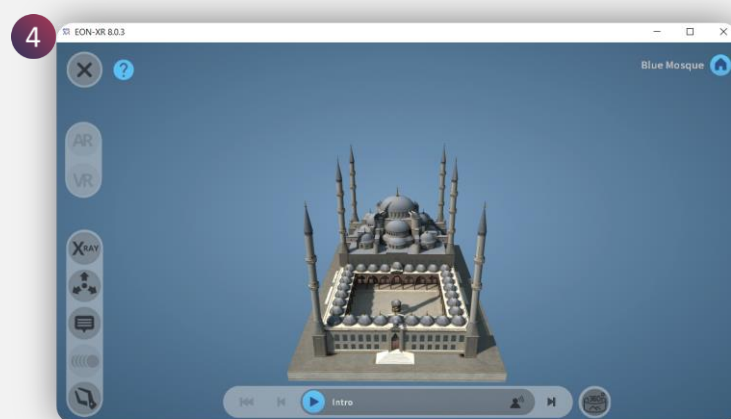
1. Click on **PLAY Lesson**



2. Click on **Open EON-XR**

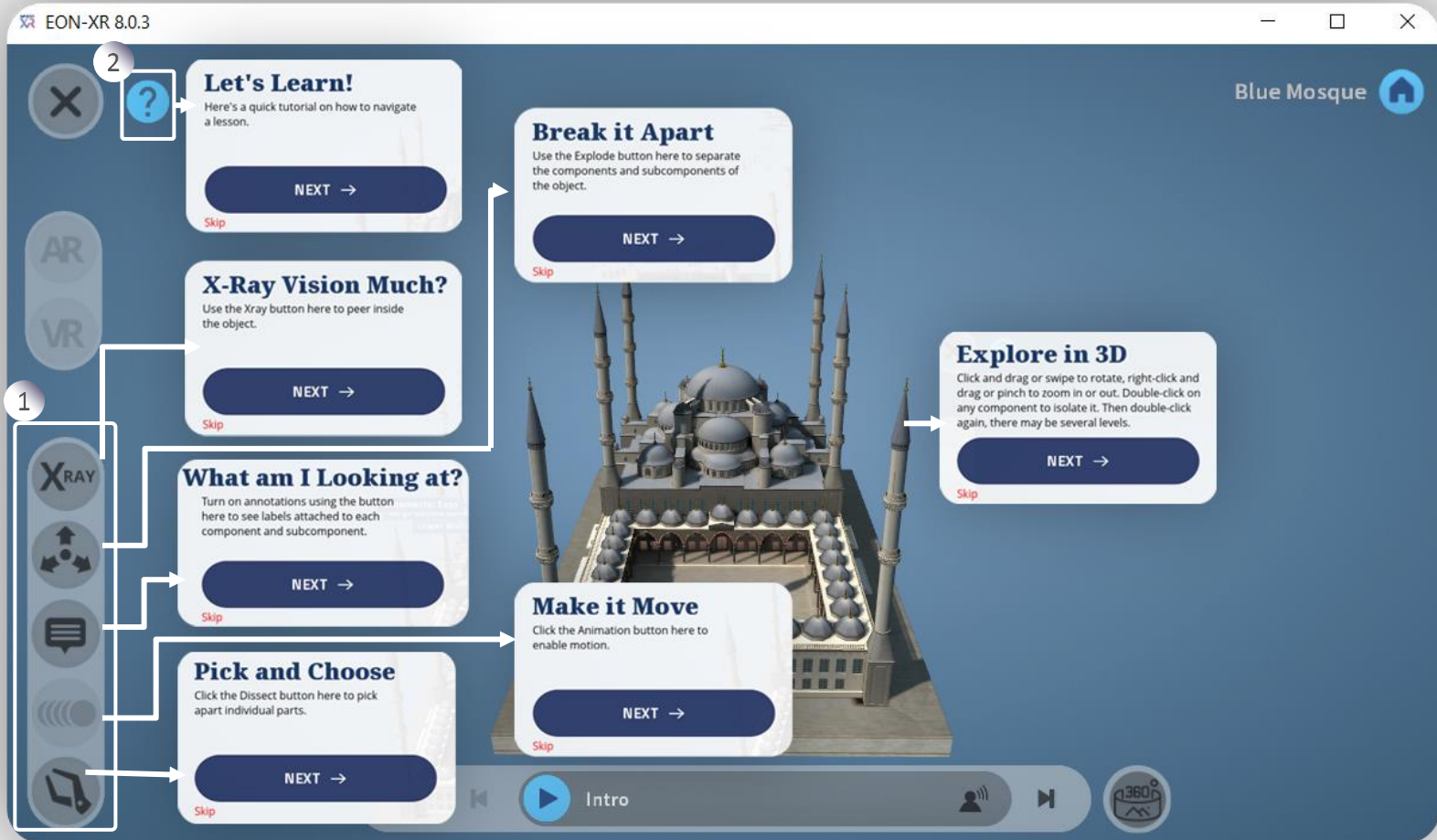


3. **EON-XR Application** will load



4. Lesson will open in **PLAY** mode

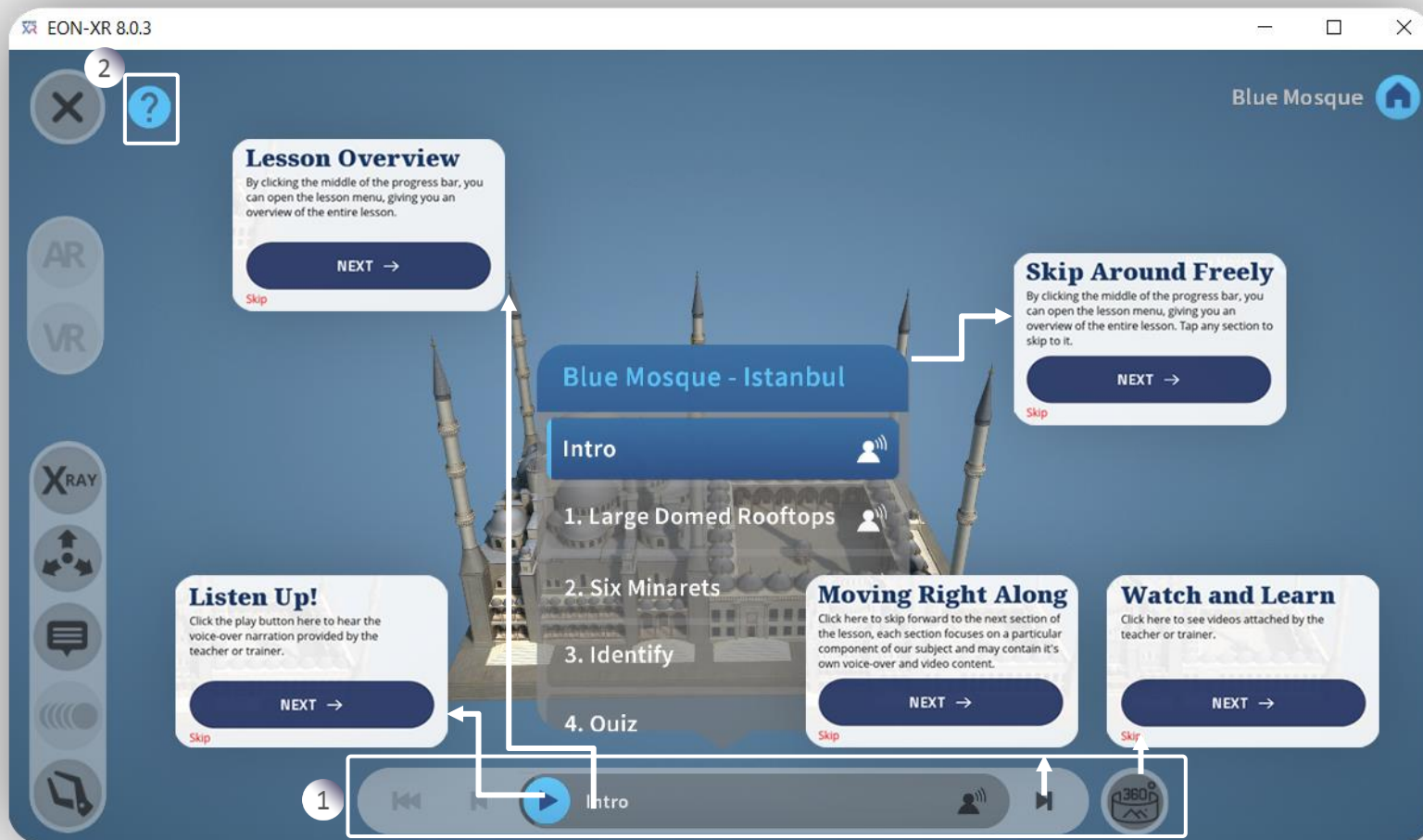
3D LESSON PAGE > PLAY LESSON > LEFT MENU



1. The **Left Menu** allows you to perform multiple actions
2. Click on the (?) question mark icon to see a guided tutorial that briefs you about every feature

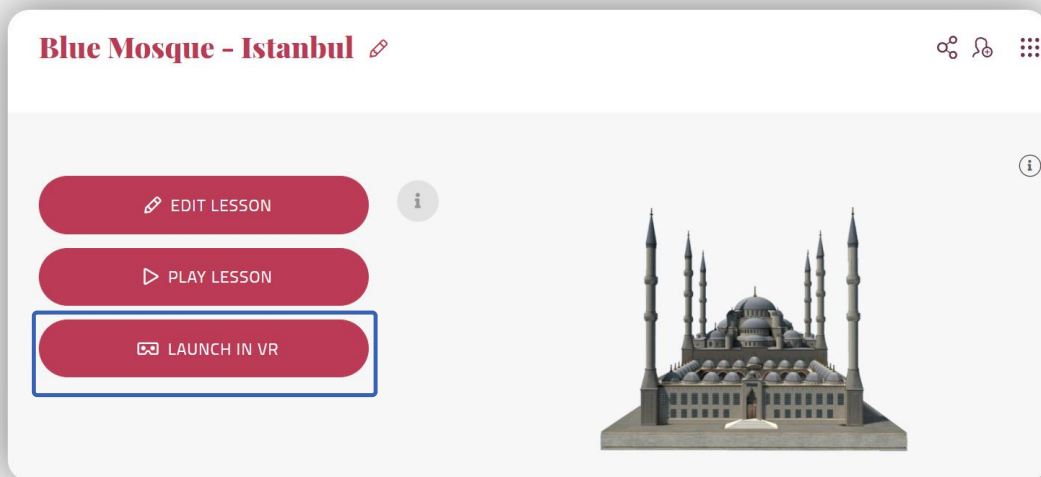


3D LESSON PAGE > PLAY LESSON > BOTTOM MENU



1. The **Bottom Menu** allows you to perform multiple actions. It also shows the progress bar when a lesson is being played
2. Click on the (?) question mark icon to see a guided tutorial for each item on screen

3D LESSON PAGE > LAUNCH IN VR



This functionality is supported by [HTC VIVE](#) device only.





3D LESSON PAGE > OVERVIEW

OVERVIEW

ABOUT

1

LESSON OBJECTIVES

a

At the end of this lesson, the learner will be able to construct a model of the Blue Mosque of Istanbul.

2

LESSON MATERIAL

a

Please enter URL to your PDF file.

1

LESSON OBJECTIVES

At the end of this lesson, the learner will be able to construct a model of the Blue Mosque of Istanbul.

b

c

✓

✗

2

LESSON MATERIAL

http://www.turkishneurosurgery.org.tr/pdf/pdf_JTN_1351.pdf

Please enter URL to your PDF file.

b

c

✓

✗

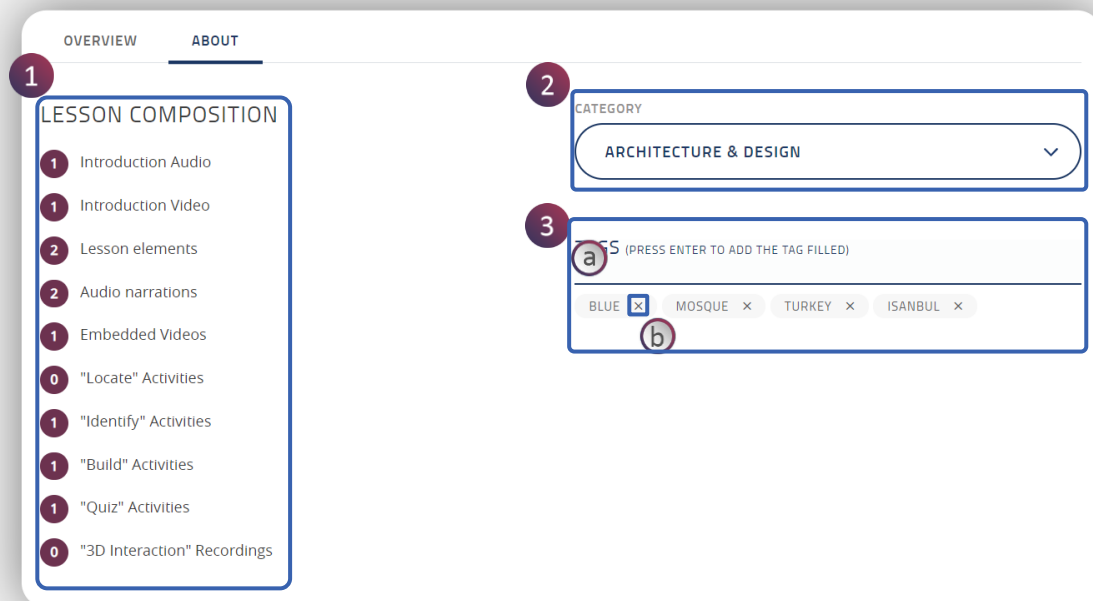
- To edit your **LESSON OBJECTIVE**
 - Click on the pencil icon
 - Type your new text
 - Click on the **TICK MARK** to update the changes or **CROSS MARK** to exit

TIP: You may write your Lesson objectives using action verbs from [REVISED BLOOM'S TAXONOMY](#)

- To edit **LESSON MATERIAL**
 - Click on the pencil icon
 - Copy paste the URL from an outside webpage
 - Click on the **TICK MARK** to update the changes or **CROSS MARK** to exit

TIP: This is an additional support material to your lesson for the learner

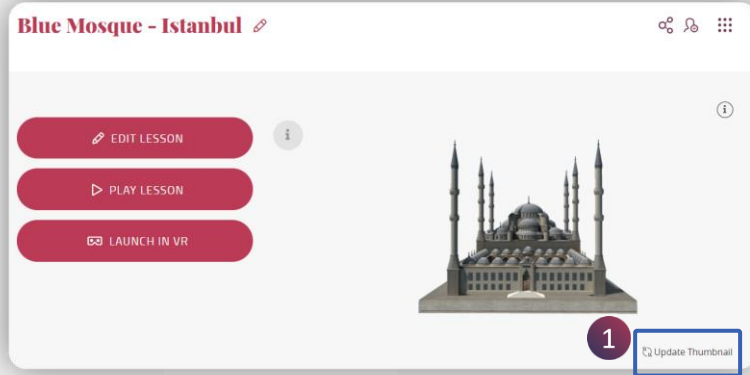
3D LESSON PAGE > ABOUT



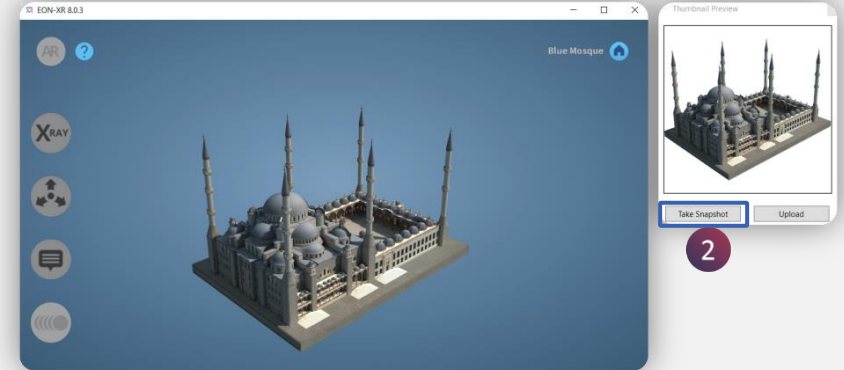
1. **Lesson Composition** lists the number of associated activities with the lesson
2. **Category** can be assigned to a lesson from the drop down menu
3. **Tags** are the keywords, through which a lesson can be searched in the library.
 - a. To **add** a New Tag, just type the word and press enter
 - b. To **delete** an existing tag, simply cross out



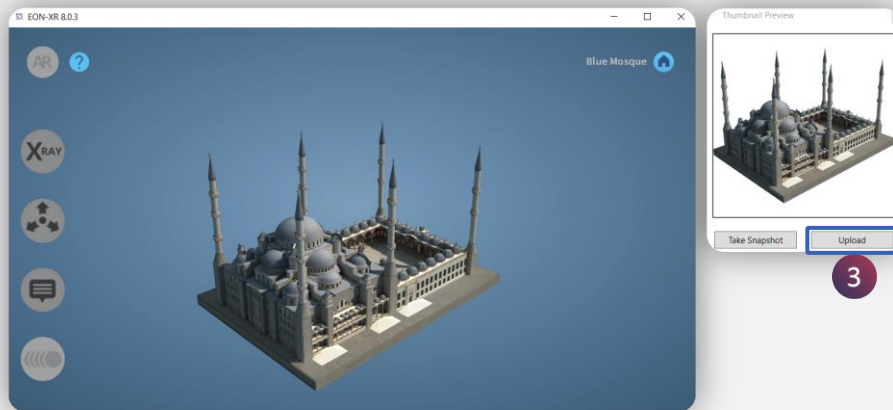
3D LESSON PAGE > UPDATE THUMBNAIL



1. To **change** the **Lesson Icon** of your lesson, click on Update Thumbnail



2. Change the orientation / view of your model and click on **Take Snapshot**



3. Click on **Upload**



4. The Lesson Icon has been updated

3D LESSON PAGE > ASSET INFORMATION



Blue Mosque - Istanbul

EDIT LESSON

PLAY LESSON

LAUNCH IN VR

1

ASSET INFORMATION

Name : Blue Mosque
Istanbul

Asset ID : 139181

Published : Aug 7 2020

Date : 11:21AM

Owner : Vaibhav Shukla

DETAILS

2

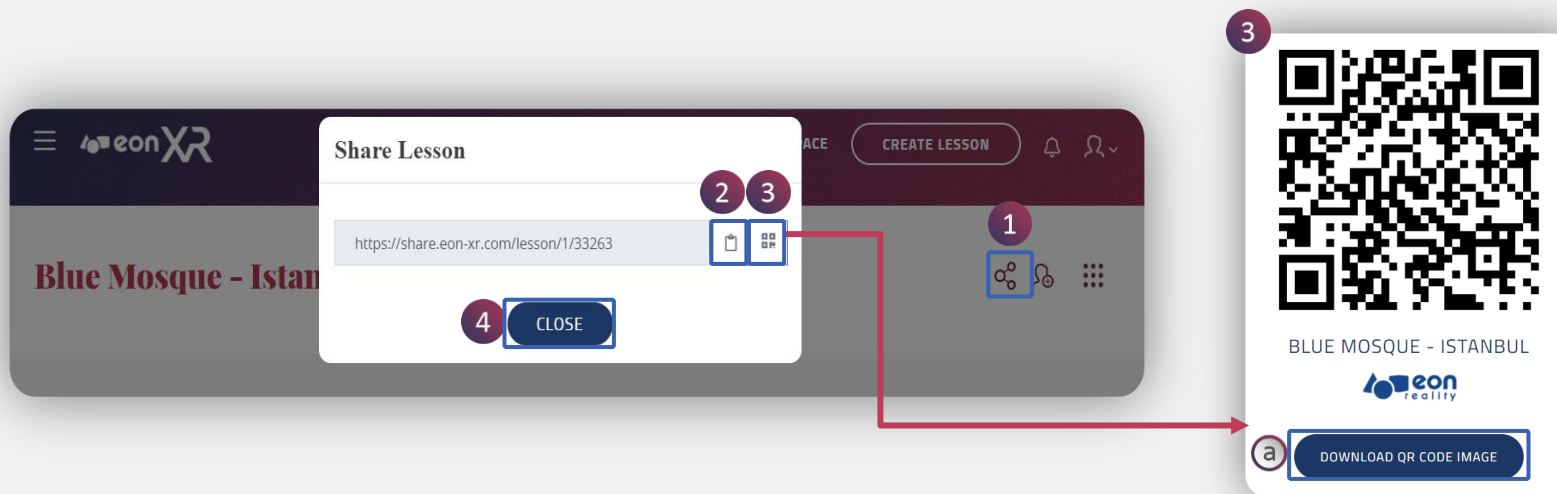
MANAGE ASSET

Update Thumbnail

10 Aug 2020

1. Click on the **info icon** to know more about the 3D Asset
2. Click on **Manage Asset** to navigate to its 3D Asset Page for more information

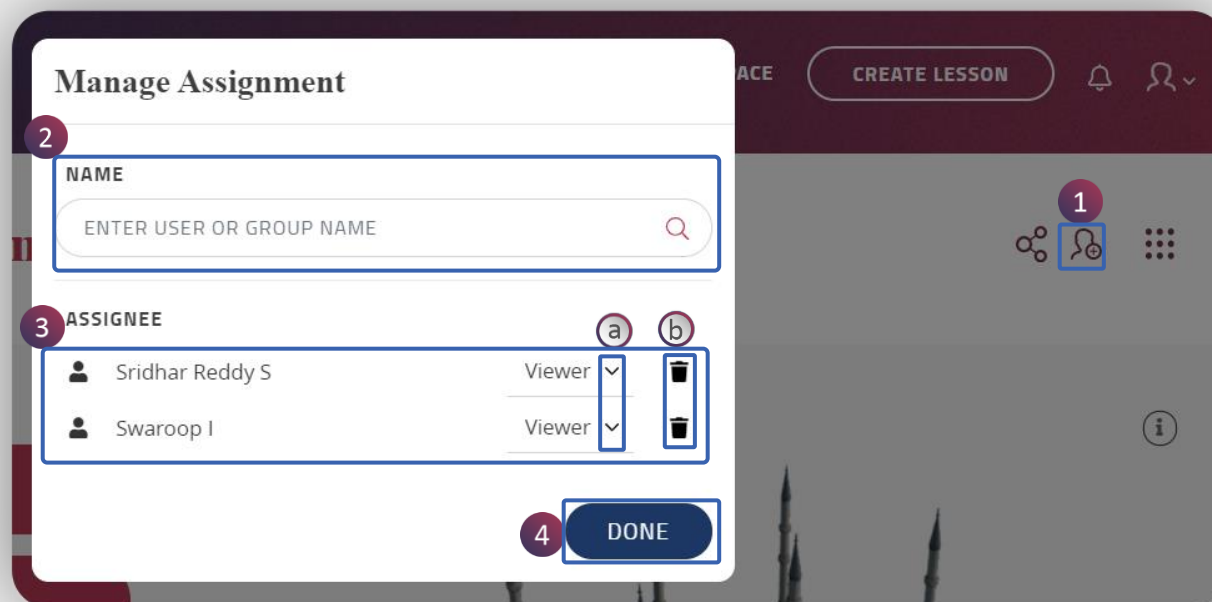
3D & 360 LESSON PAGE > SHARE LESSON



Share lesson to anyone just by,

1. Clicking on the share icon
2. Copy the share link to share the lesson, or
3. Generate QR code
 - a. Alternatively **Download QR Code Image**
4. Click on **CLOSE** to exit

3D & 360 LESSON PAGE > ASSIGN LESSON

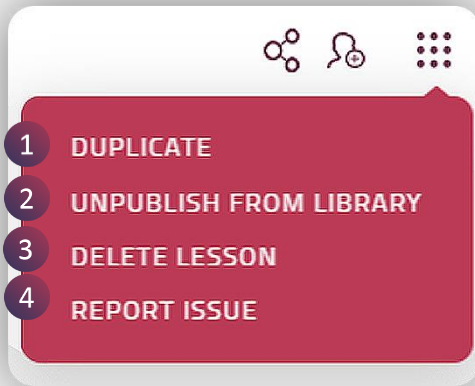


Lesson can be assigned by,

1. Clicking on the assign icon
2. Choose the user or a particular group from the drop down menu
3. Assigned user / group list will be shown
 - a. Make them either viewer / editor
 - b. You can also delete
4. Click on **DONE** to exit

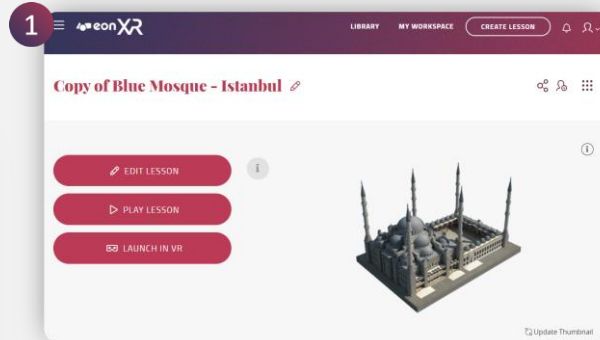


3D & 360 LESSON PAGE > BENTO MENU



The **Bento (Nine Dots) Menu** comes with 4 options.

Click on each to open a small popup.

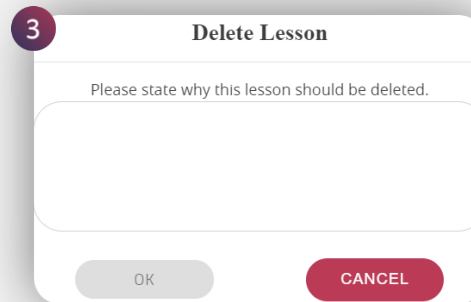


1. Duplicate:

Click on the Duplicate option. A copy of the same lesson is generated

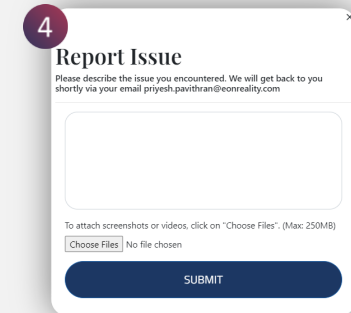


2. Unpublish/Publish from Library:
Click on the unpublish / publish from the library and confirm by clicking on **OK** or **Cancel**



3. Delete Lesson:

Click on the Delete Lesson option. You will be asked to leave a note for deleting a lesson

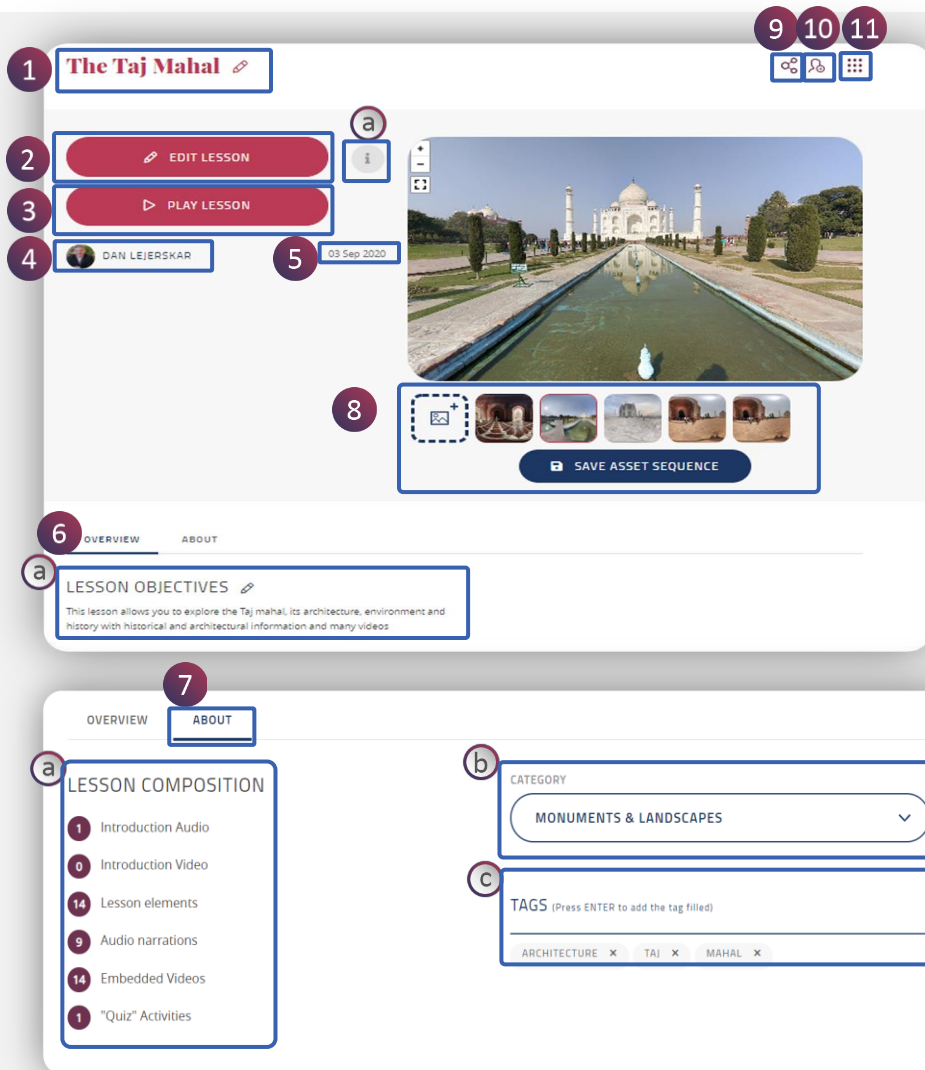


4. Report Issue:

Click on Report Issue to describe your issue and upload a file (optional) and **Submit**

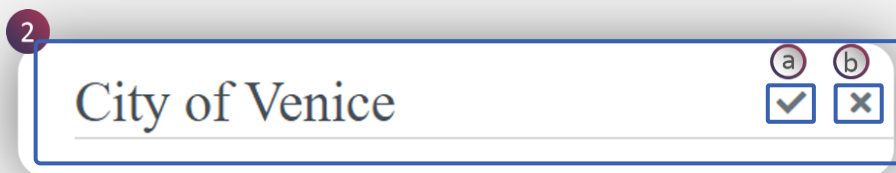


360 LESSON PAGE



The **360 Lesson page** presents the following functionalities:

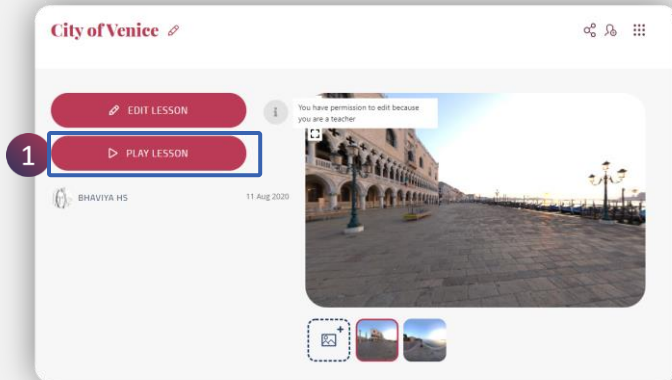
1. Lesson Name
2. Edit Lesson
 - a. Displays permission rights
3. Play Lesson
4. Created by [Lesson Author Name]
5. Lesson Published Date
6. Overview
 - a. Lesson objective
7. About – provides lesson information
 - a. Lesson Composition
 - b. Category
 - c. Tags
8. Manage Images
9. Share Lesson
10. Assign Lesson
11. Bento Menu



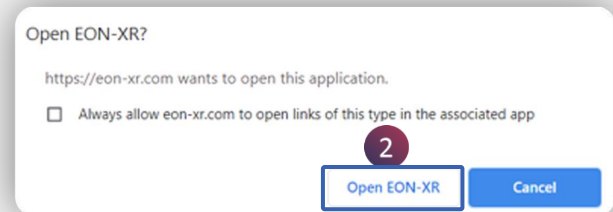
1. To **change** the **Lesson Name**, click on the **pencil icon**

2. Edit option appears for the lesson name, after the required changes:
 - a. Click on tick to save the changes
 - b. Click on cross to exit from the edit mode

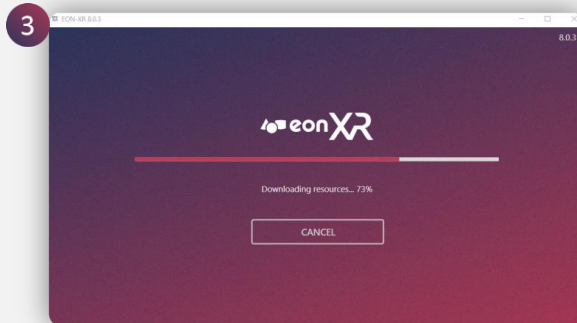
360 LESSON PAGE > EDIT LESSON



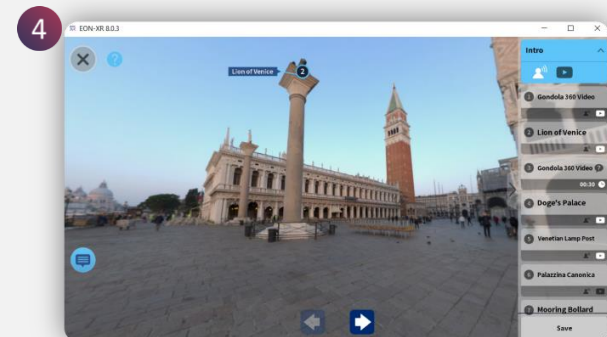
1. Click on **EDIT Lesson**
 - a. Alternatively see if you have permission rights



2. Click on **Open EON-XR**

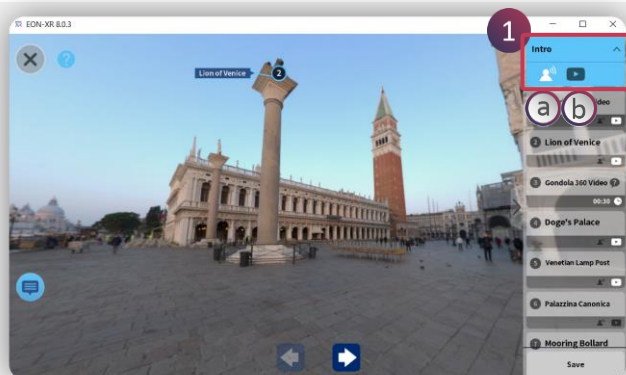


3. **EON-XR** application loads

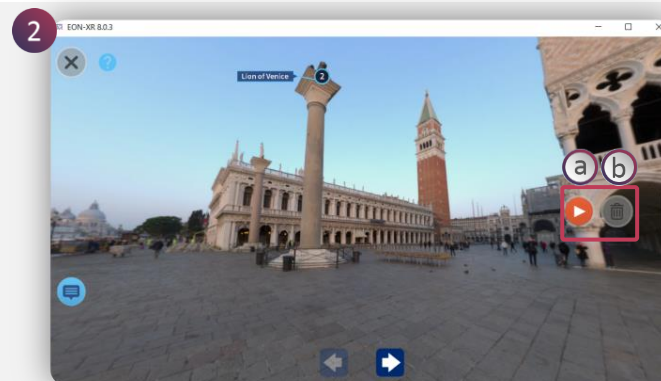


4. 360 Lesson will open in **EDIT** mode

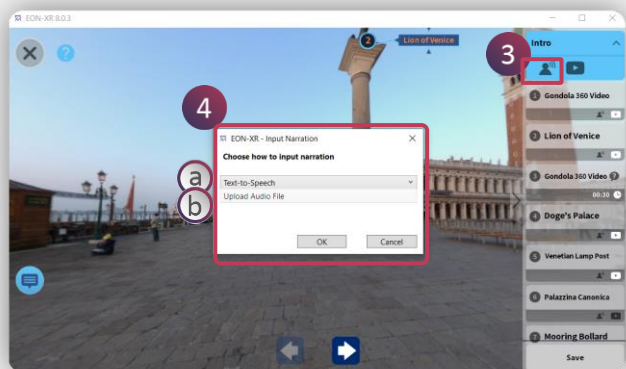
360 LESSON PAGE > EDIT LESSON > INTRO



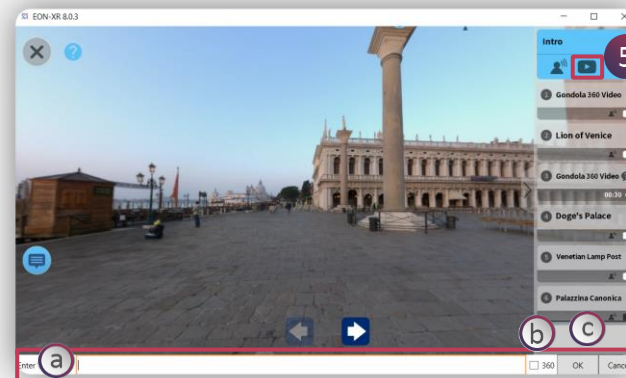
1. Click on Intro to **edit audio or video**
 - a. Narration icon
 - b. Video icon



2. Click on narration icon to listen to the intro audio
 - a. Play button to listen to the audio
 - b. Delete icon to delete existing audio

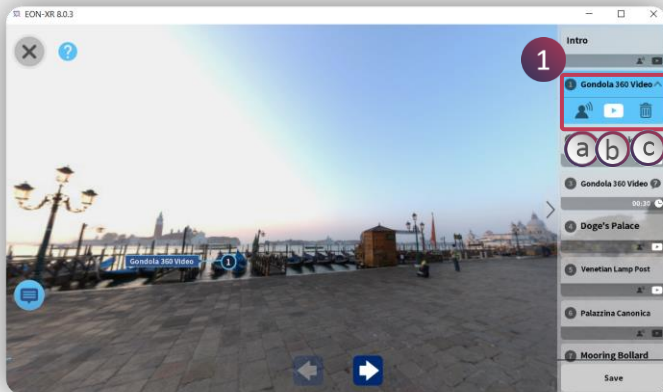


3. Click on **narration icon** to update the audio
4. Input Narration pop window appears. Choose either of the ways to update:
 - a. Text to speech
 - b. Upload Audio File

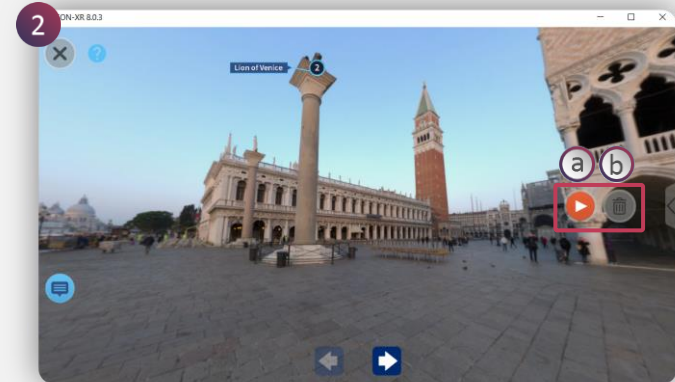


5. Click on **Video icon** to update the video link
 - a. Enter the video link.
 - b. Click 360, if it is a 360 video
 - c. Click ok to save changes and cancel to exit

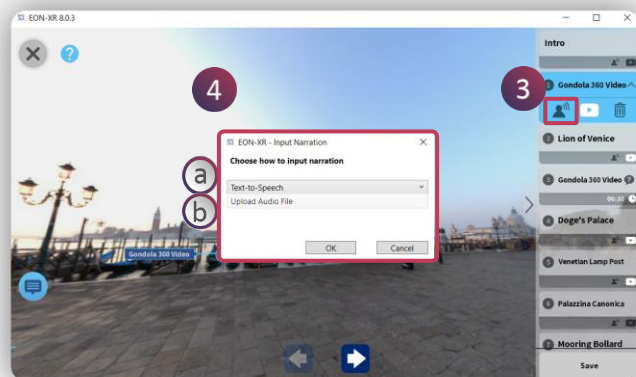
360 LESSON PAGE > EDIT LESSON > MEMO



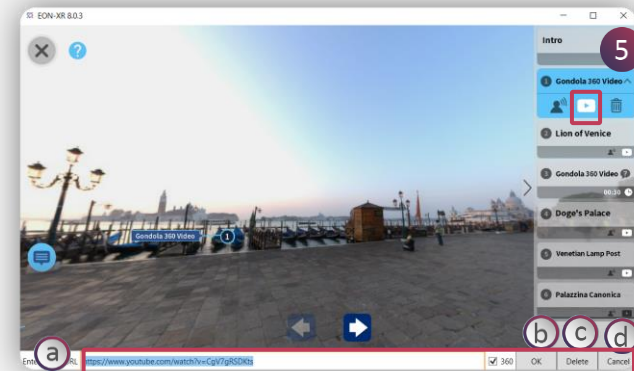
1. Click on **Memo** to **edit**:
 - a. Narration icon - Memo audio
 - b. Video icon – Memo video link
 - c. Delete icon – Delete memo



2. Click on **narration icon** to listen to the memo audio
 - a. Play button to listen to the audio
 - b. Delete icon to delete existing audio

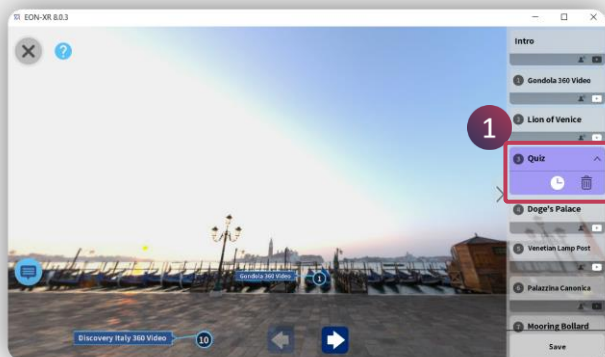


3. Click on narration icon to update the memo audio
4. Input Narration pop window appears. Choose either of the ways to update:
 - a. Text to speech
 - b. Upload Audio File

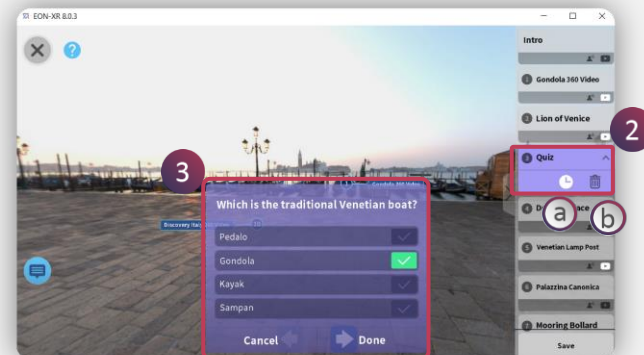


5. Click on **Video icon** to update the memo video link
 - a. Enter the video link, mark / unmark the 360
 - b. Click ok to save the changes
 - c. Click delete to remove video link for a memo
 - d. Click cancel to exit

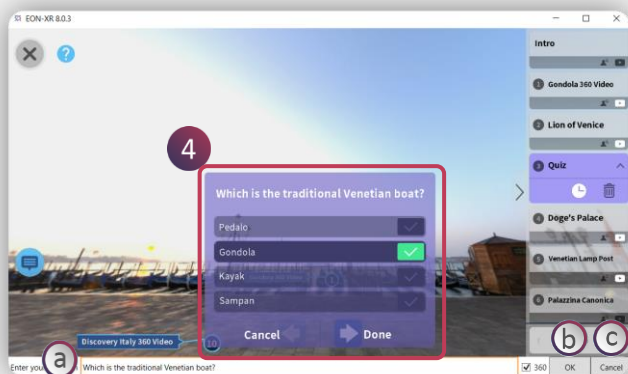
360 LESSON PAGE > EDIT LESSON > QUIZ



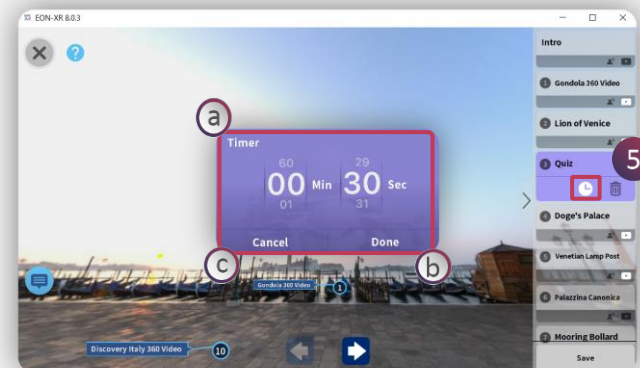
1. Click on the **quiz icon** activity menu to **edit**



2. Quiz activity menu expands with :
 - a. Timer
 - b. Delete icon
3. Quiz MCQ question is displayed



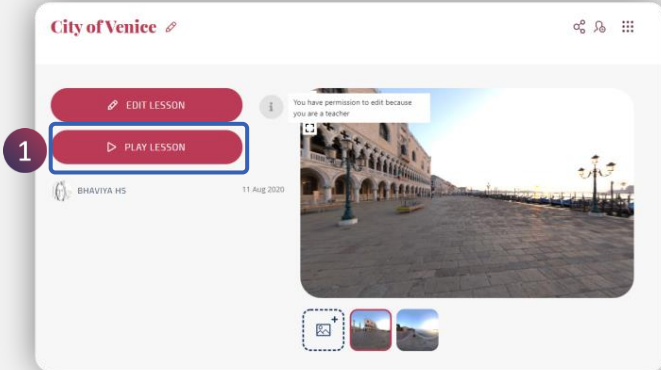
4. Edit the **quiz stem** and alternatives by clicking on them
 - a. Edit the text
 - b. Click ok to save the changes
 - c. Click cancel to exit



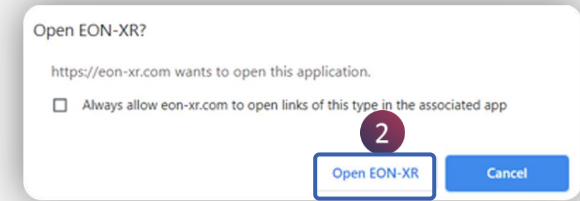
5. Click on the **timer icon** to edit
 - a. Edit the appropriate time required by scrolling
 - b. Click done to save the changes
 - c. Click cancel to exit



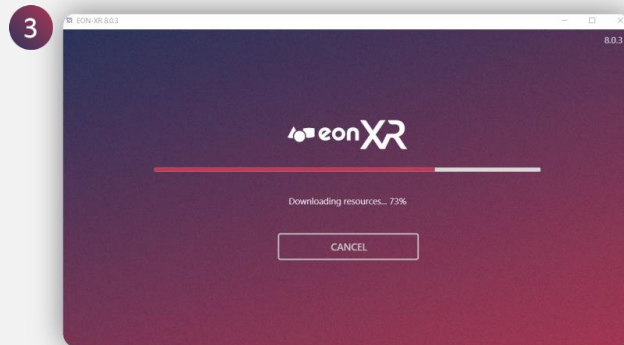
360 LESSON PAGE > PLAY LESSON



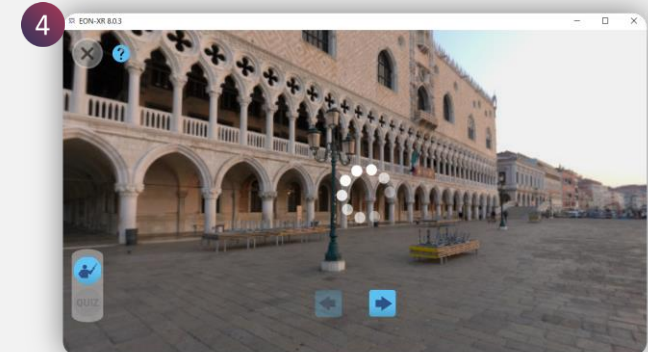
1. **Play lesson** enables one to review and interact with the 360 lesson. Click on Play lesson



2. Click on **Open EON-XR**



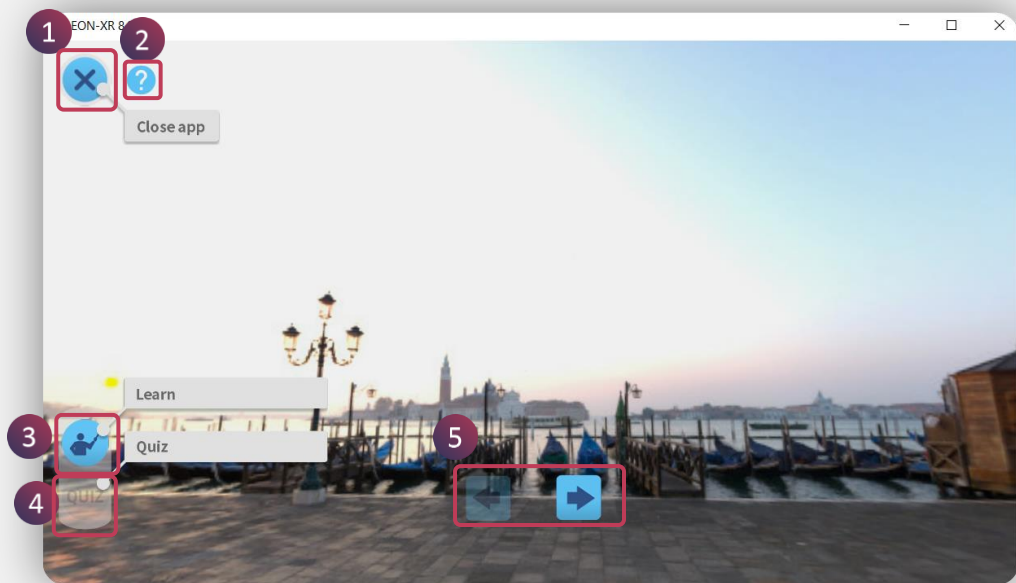
3. **EON-XR** application loads



4. 360 lesson opens in **PLAY** mode



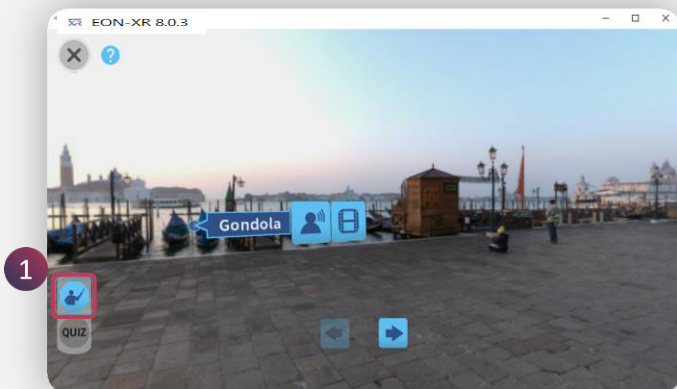
360 LESSON PAGE > PLAY LESSON > FEATURES



The **Features** of the 360-play lesson includes:

No	Feature	Description
1	Close app	Closes the EON-XR desktop application
2	Quick tutorial	Guides through the features of the 360 play lesson mode
3	Learn	Displays the annotations associated with the 360 image
4	Quiz	Displays the quiz associated with the 360 image
5	Navigation Arrows	Navigates into multiple 360 images associated with the lesson

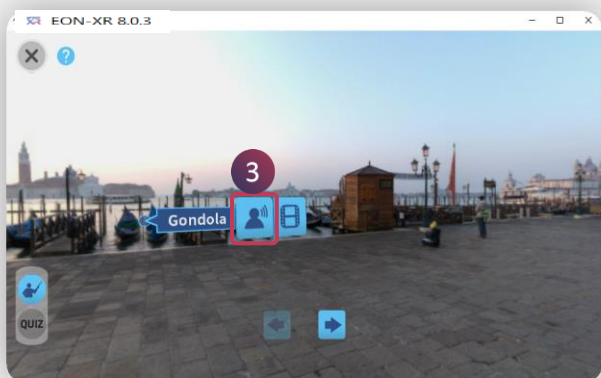
360 LESSON PAGE > PLAY LESSON > LEARN



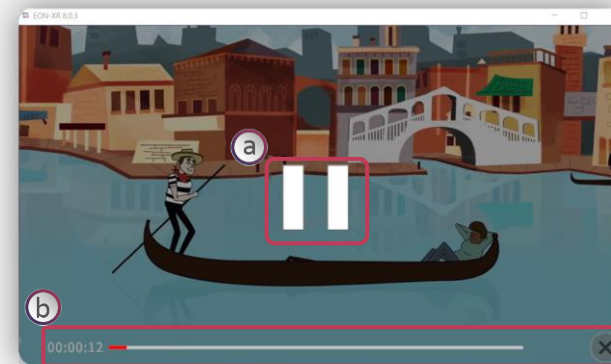
1. Click on **Learn** icon to display annotation associated with the images



2. All the annotations are displayed
 - a. **Narration** Icon
 - b. **Video** Icon

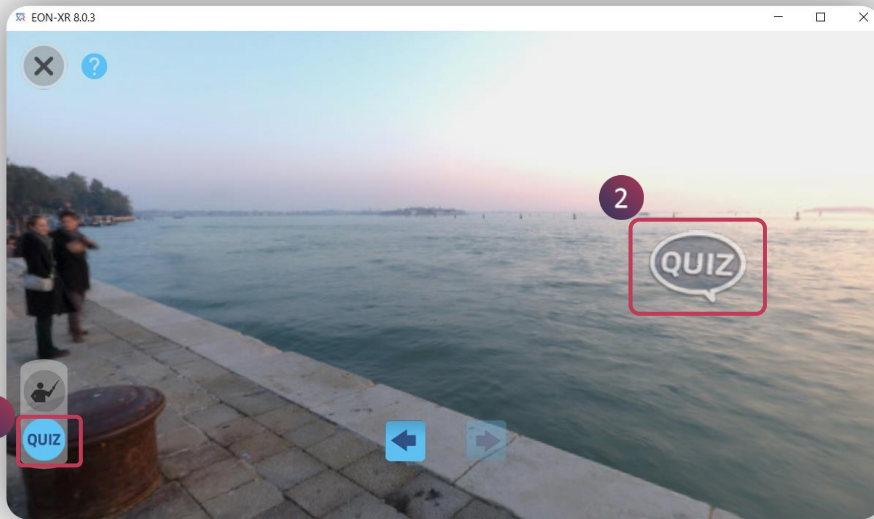


3. Click on the **Narration** icon to listen to the voice over narration associated with the annotation

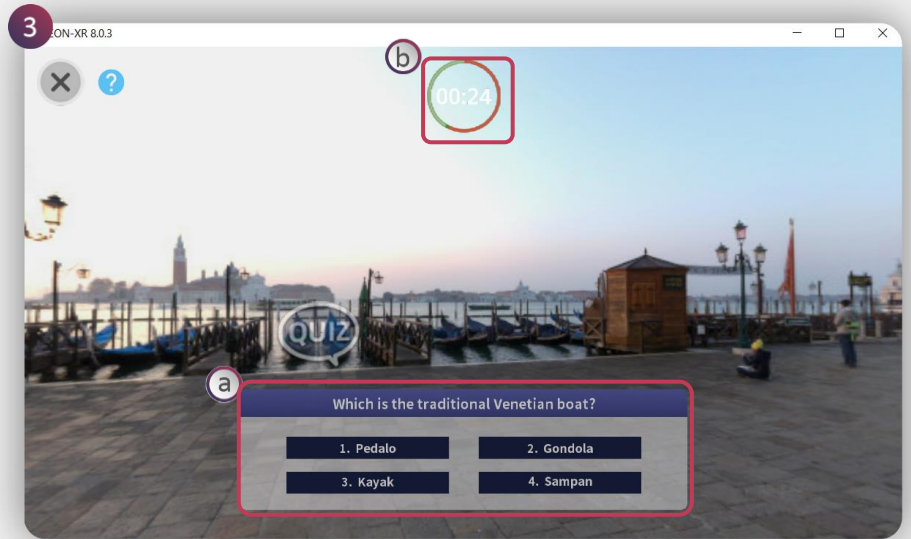


4. Click on the video icon to watch attached video
 - a. Pause / Play the video
 - b. Indicates video progress and exit

360 LESSON PAGE > PLAY LESSON > QUIZ

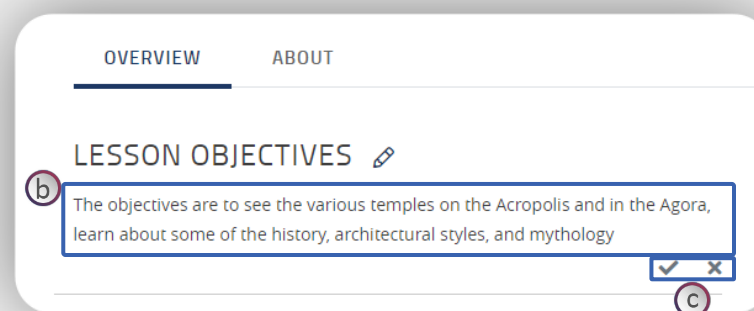
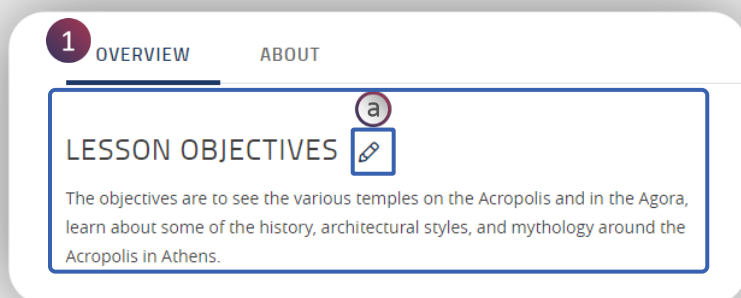


1. Click on **Quiz**
2. All the quiz associated with the 360 image appears as icons



3. Click on the **Quiz** icon for the question
 - a. Multiple choice question is displayed
 - b. The set timer for a question to be answered is displayed

360 LESSON PAGE > OVERVIEW



The Overview of the 360 Lesson Page includes the Lesson Objective:

- a. Click on the pencil icon to edit it

TIP: You may write your Lesson objectives using action verbs from [REVISED BLOOM'S TAXONOMY](#)

- b. Type your new text
- c. Click on the **TICK MARK** to update the changes or **CROSS MARK** to exit

360 LESSON PAGE > ABOUT

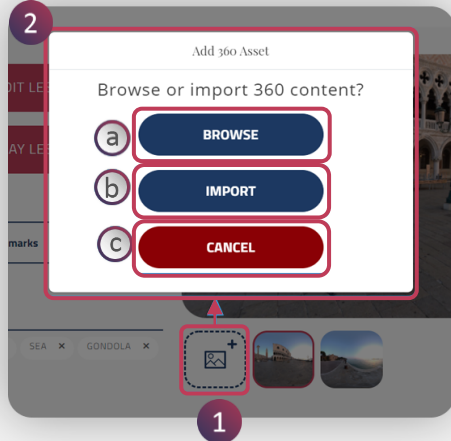


The screenshot shows the 'ABOUT' tab of the '360 LESSON PAGE'. It features a sidebar on the left titled 'LESSON COMPOSITION' with a list of items: 'Introduction Audio' (1), 'Introduction Video' (0), 'Lesson elements' (13), 'Audio narrations' (11), 'Embedded Videos' (11), and '"Quiz" Activities' (7). The main content area has two sections: 'CATEGORY' (2) with a dropdown menu showing 'ARCHITECTURE ENGINEERING & CONSTRUCTION', and 'TAGS' (3) with the instruction '(Press ENTER to add the tag filled)'. The 'TAGS' section shows a text input with 'Venice' (a) and a list of existing tags: 'CITY' (b), 'SEA', and 'GONDOLA', each with a delete 'x' button.

1. **Lesson Composition** lists the number of associated activities with the lesson
2. **Category** can be assigned to a lesson from the drop down menu
3. **Tags** are the keywords, through which a lesson can be searched in the library.
 - a. To **add** a New Tag, just type the word and press enter
 - b. To **delete** an existing tag, simply cross out



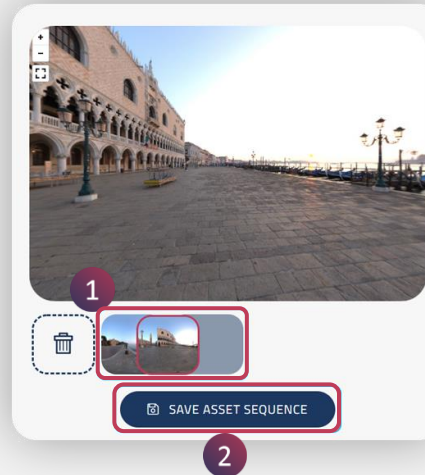
360 LESSON PAGE > MANAGE IMAGES



Add Images:

To add images, follow these steps:

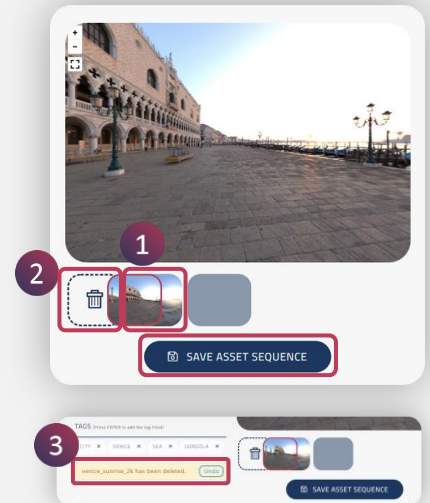
1. Click on the **Image +** icon
2. Add 360 Asset pop window appears. Images can be added by either ways:
 - a. Browse
 - b. Import
 - c. Cancel to exit



Reorder Images:

To reorder images, follow these steps:

1. Drag and drop the image as per required position
2. Click on the **Save Asset Sequence** for changes to become effective

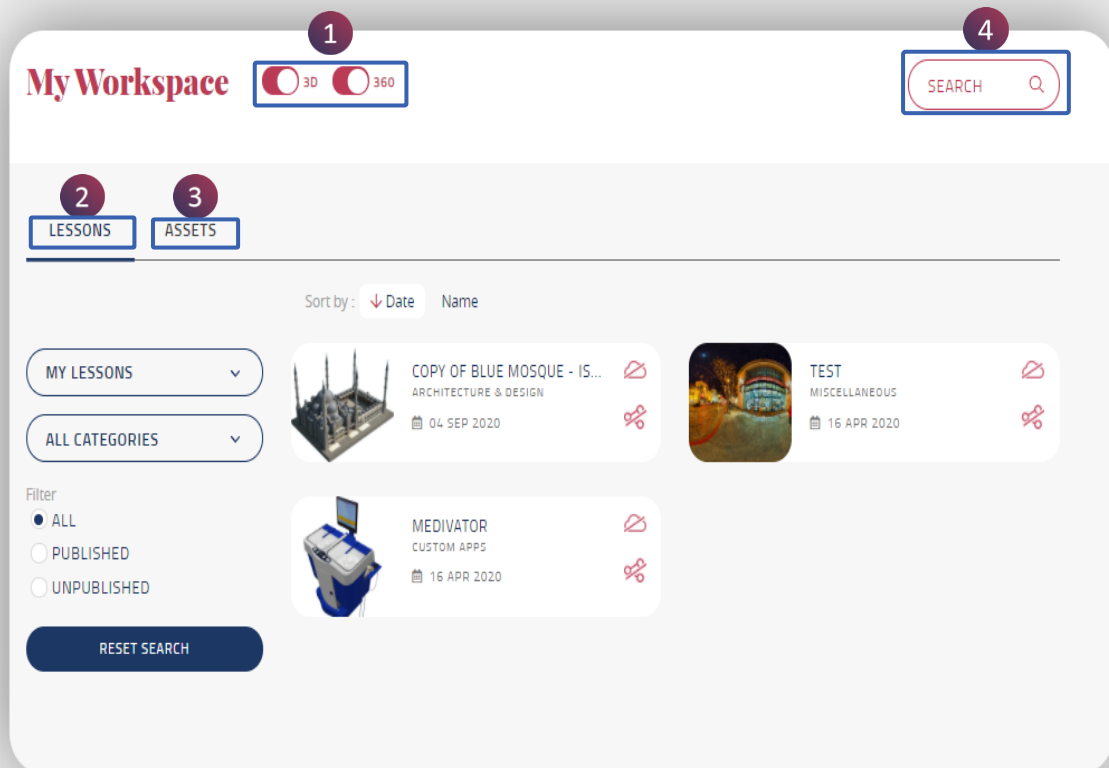


Delete Images:

To delete images, follow these steps:

1. Drag the image to be deleted
2. The **image +** icon changes to **delete** icon, drop the image to delete
3. Once deleted, immediately restore option for the image file appears. Click on undo to restore the deleted image, if required

MY WORKSPACE



My Workspace hosts all lessons and assets in the particular institute. It includes lessons and assets published / unpublished, authored by you and everyone.

It presents the following options:

No	Feature	Description
1	Lesson Type Toggle	Choose 3D and / or 360 lesson
2	Lessons	Hosts lessons with different options of filter
3	Assets	Hosts assets with different options of filter
4	Search	Search for a lesson or asset with a keyword

MY WORKSPACE > LESSONS



Lessons are the default activated page in My Workspace.

All the lessons in the particular institute are displayed here. These are the following options available:

No	Feature
1	Lesson Author Filter
2	Category Filter
3	Publication Status filter
4	Reset Search
5	Sort
6	Lesson List
7	Lesson List Optimization Tool

MY WORKSPACE > LESSONS > FILTER



The screenshot shows the 'My Workspace' interface with the 'LESSONS' tab selected. The interface includes a search bar, a filter dropdown, a sort dropdown, and a list of lesson cards. Numbered callouts highlight specific features:

- 1**: Lesson Author Filter dropdown (ALL LESSONS, MY LESSONS, ASSIGNED TO ME, ARCHIVED).
- 2**: Category Filter dropdown (ALL CATEGORIES, BIOLOGY, CHEMISTRY, COVID-19, GEOGRAPHY, HISTORY, MATHEMATICS, PHYSICS, TEST BED (DEMO)).
- 3**: Publication Status filter (ALL, PUBLISHED, UNPUBLISHED).
- 4**: RESET SEARCH button.
- 5**: Sort by dropdown (Date, Name).
- 6**: Lesson Area showing the filtered list of lesson cards.

These are the following lesson filter options available:

No	Feature	Description
1	Lesson Author Filter	Lesson can be filtered based on the author
2	Category Filter	Choose a sub category to showcase those lessons
3	Publication Status filter	It includes all lessons, published or unpublished

No	Feature	Description
4	Reset search	Remembers settings in the workspace
5	Sort	Lessons gets sorted based on date and alphabetical order (Name)
6	Lesson Area	Showcase the filtered lesson list

MY WORKSPACE > LESSONS > LESSON LIST



My Workspace 3D 360

SEARCH

LESSONS ASSETS

Sort by: Date Name

1

a b c d e f

MY LESSONS

ALL CATEGORIES

Filter

ALL

PUBLISHED

UNPUBLISHED

RESET SEARCH

Show: 10 20 40 80

Page 1 / 1

Thumbnail	Name	Category	Edit Date	Status	Share
	COPY OF BLUE MOSQUE - IS	ARCHITECTURE & DESIGN	04 SEP 2020	Published	
	MEDIVATOR	CUSTOM APPS	16 APR 2020	Unpublished	
	TEST	MISCELLANEOUS	16 APR 2020	Unpublished	

1. Once filtered, the appropriate lesson lists appear as shown. Each lesson has:

- Lesson **Thumbnail**
- Lesson **Name**
- Lesson **Category**
- Lesson last **Edit** date
- Published / Unpublished** status – Clicking on the icon, we can enable lesson to be published or unpublished
- Share** options – Clicking on the icon we can share the lesson link or generate QR code

Click on the particular lesson to go to their lesson page



MY WORKSPACE > LESSONS / ASSETS > LIST OPTIMIZATION TOOL

My Workspace 3D 360

SEARCH

LESSONS ASSETS

Sort by: Date Name

ALL LESSONS

ALL CATEGORIES

Filter

☒ ALL

☐ PUBLISHED

☐ UNPUBLISHED

RESET SEARCH

TRANSITIONAL EPITHELIUM
BIOLOGY
01 SEP 2020

ANTHRAX
BIOLOGY
01 SEP 2020

STRUCTURE OF HUMAN EAR
PHYSICS
01 SEP 2020

FOUR STROKE ENGINE ANIMA...
31 AUG 2020

CHICKENPOX
BIOLOGY
31 AUG 2020

SNAKES
30 AUG 2020

STRUCTURE OF HUMAN HEART
BIOLOGY
28 AUG 2020

ROOT APICAL MERISTEM
BIOLOGY
28 AUG 2020

NERVE CELL
BIOLOGY
28 AUG 2020

SMOOTH MUSCLE CELL
BIOLOGY
28 AUG 2020

1 Show: 10 20 40 80

2 Page 1 / 75

3 Go To Page 1 Go

Lesson / Asset list optimization tool has the following options:

1. **Show** – The highlighted number indicates number of lessons displayed in a page
2. Displays the **Page** number for the lesson list
3. **Go to Page** – leads to a particular lesson list page

MY WORKSPACE > ASSETS



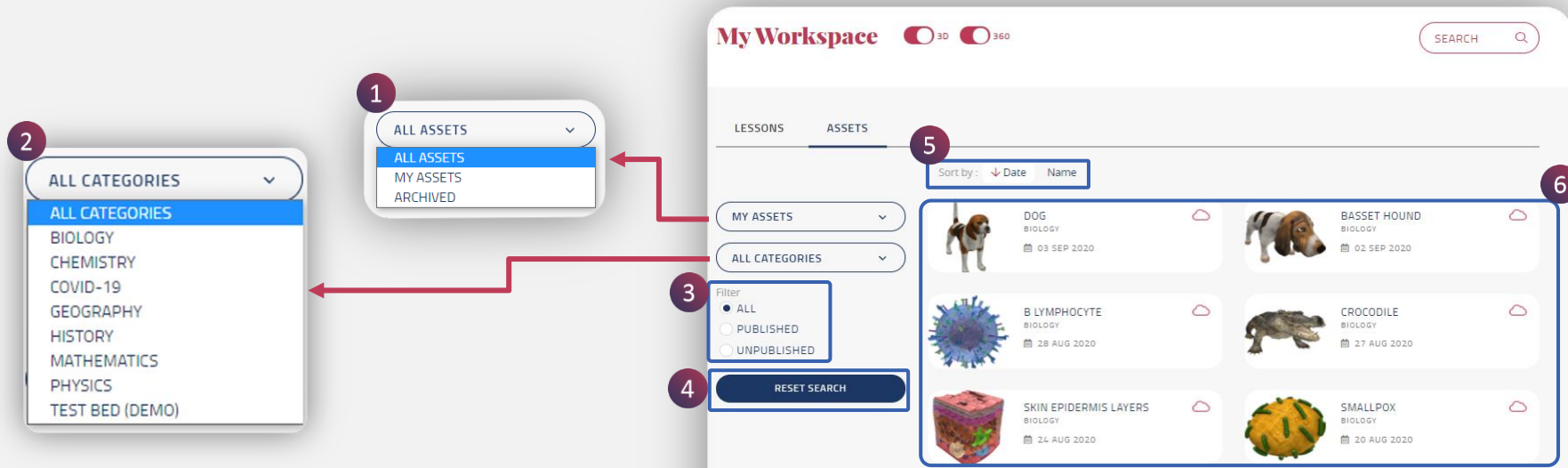
The screenshot shows the 'My Workspace' interface with the 'ASSETS' tab selected. The interface includes a sidebar with filters and a main grid of asset cards. Numbered callouts highlight specific features:

- 1**: MY ASSETS dropdown menu
- 2**: ALL CATEGORIES dropdown menu
- 3**: Filter section with radio buttons for ALL, PUBLISHED, and UNPUBLISHED
- 4**: RESET SEARCH button
- 5**: Sort by dropdown menu (currently set to Date)
- 6**: The main grid of asset cards, each showing an image, title, category, and date
- 7**: The bottom pagination area showing 'Show: 10 20 40 80', 'Page 1 / 11', and a 'Go To Page' field with a 'Go' button

All the assets in the particular institute are displayed here. These are the following options available:

No	Feature
1	Asset Author Filter
2	Category Filter
3	Publication Status filter
4	Reset Search
5	Sort
6	Asset List
7	Asset List Optimization Tool

MY WORKSPACE > ASSETS > FILTER



These are the following asset filter options available:

No	Feature	Description
1	Asset Author Filter	Assets can be filtered based on the author
2	Category Filter	Choose a sub category to showcase those assets
3	Publication Status filter	It includes all assets, published or unpublished

No	Feature	Description
4	Reset search	Remembers settings in the workspace
5	Sort	Assets gets sorted based on date and alphabetical order (Name)
6	Asset Area	Showcase the filtered asset list



MY WORKSPACE > ASSETS > ASSET LIST

My Workspace 30 360

SEARCH

LESSONS ASSETS

Sort by: Date Name

1 a b c d e

MY ASSETS

ALL CATEGORIES

Filter

☒ ALL

☐ PUBLISHED

☐ UNPUBLISHED

RESET SEARCH

BASSET HOUND
BIOLOGY
02 SEP 2020

B LYMPHOCYTE
BIOLOGY
28 AUG 2020

CROCODILE
BIOLOGY
27 AUG 2020

SKIN EPIDERMIS LAYERS
BIOLOGY
24 AUG 2020

SMALLPOX
BIOLOGY
20 AUG 2020

TRANSFORMER
PHYSICS
17 AUG 2020

BROWN FAT CELL
BIOLOGY
13 AUG 2020

MONOCYTE
BIOLOGY
07 AUG 2020

T- LYMPHOCYTE
BIOLOGY
06 AUG 2020

Show: 10 20 40 80

Page 1 / 11

Go To Page 1 Go

1. Once filtered, appropriate asset lists appear as shown. Each asset is detailed with the following:

- Asset **Thumbnail**
- Asset **Name**
- Asset **Category**
- Asset last **Edit** date
- Published / Unpublished** status – Clicking on the icon, we can enable asset to be published or unpublished

Click on the particular asset to go to their asset page

MY WORKSPACE > ASSETS > 3D ASSET PAGE



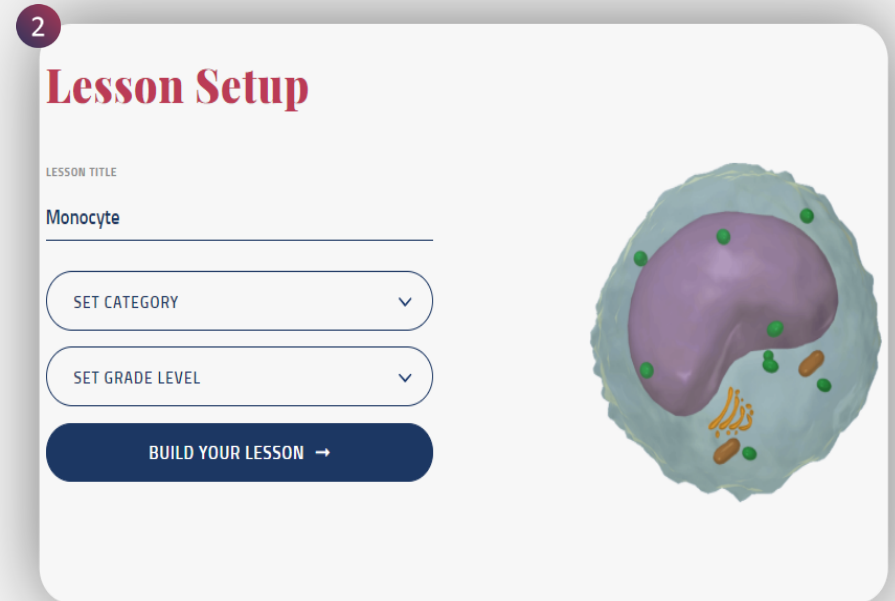
When you click on a 3D Asset, this Asset Page will open with the following options:

1. Asset Name
2. Overview
 - Default asset landing page with these options:
 - a. Create Lesson
 - b. Preview
 - c. Category
 - d. Asset information
 - e. Update Thumbnail
3. Sources
 - 3DS MAX file upload options
4. Hierarchy
 - Indicates different 3D Model parts
5. Bento Menu
 - Options to delete, publish/unpublish and report an issue

MY WORKSPACE > ASSETS > 3D ASSET PAGE > CREATE LESSON

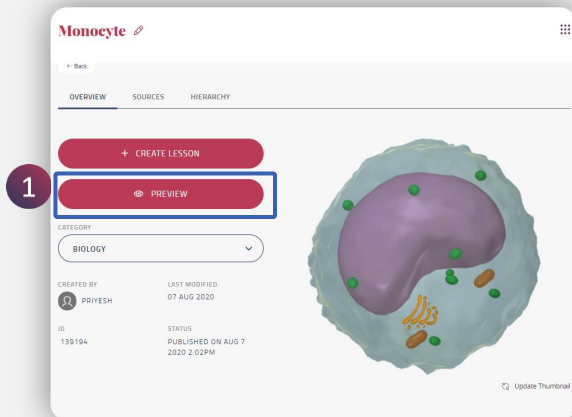


1. Create new lesson with memo, quiz and activities using the asset. Click on Create Lesson

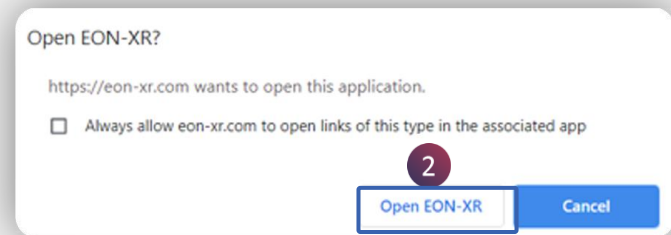


2. Navigates to the Lesson Setup page to build the lesson

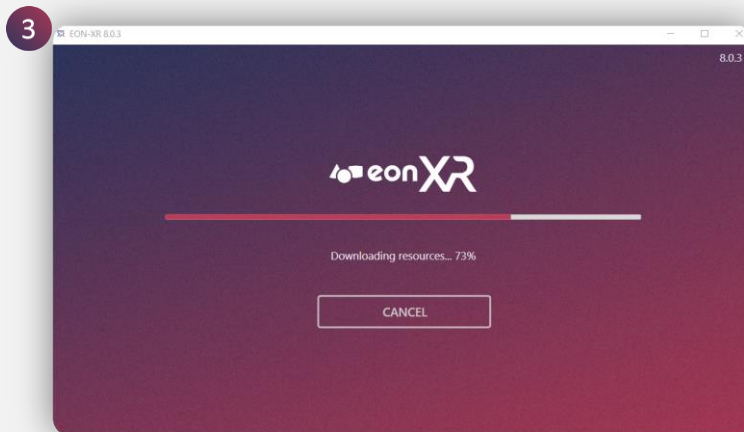
MY WORKSPACE > ASSETS > 3D ASSET PAGE > PREVIEW



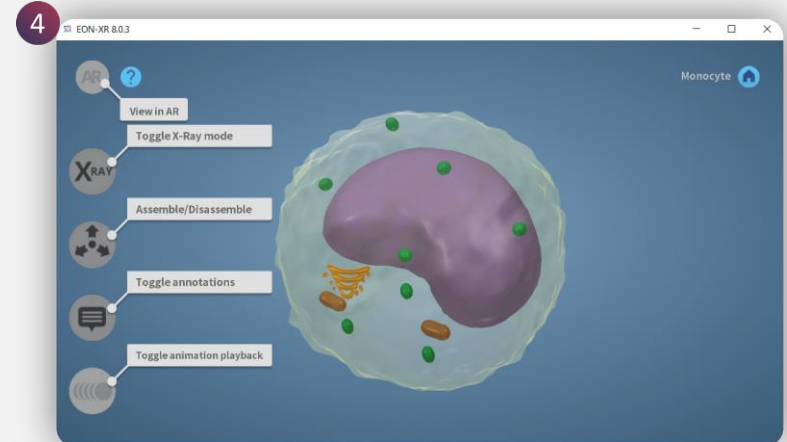
1. **Preview** enables one to review and interact with the 3D asset. Click on Preview



2. Click on **Open EON-XR** to preview



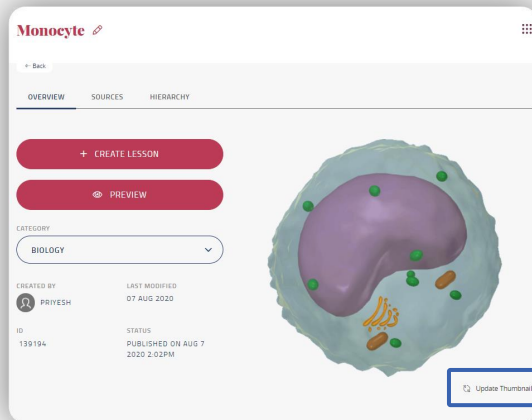
3. **EON-XR** application loads



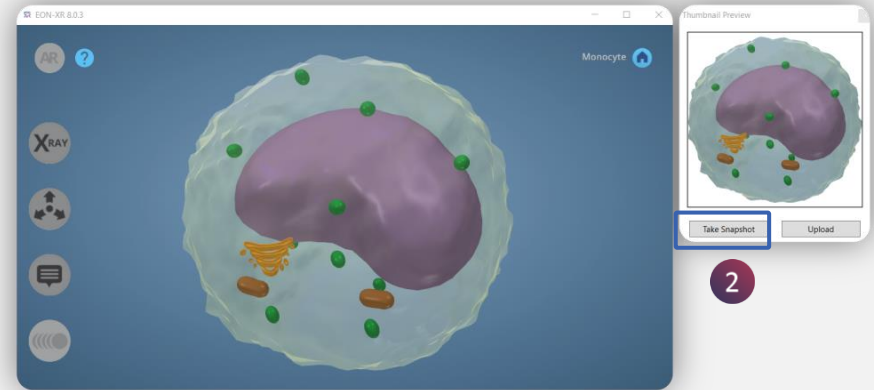
4. 3D Asset opens in **Preview mode** with these exploration tools



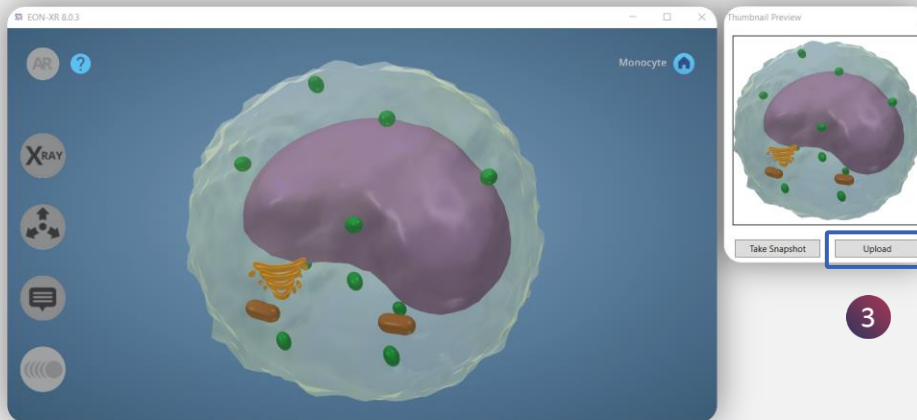
MY WORKSPACE > ASSETS > 3D ASSET PAGE > UPDATE THUMBNAIL



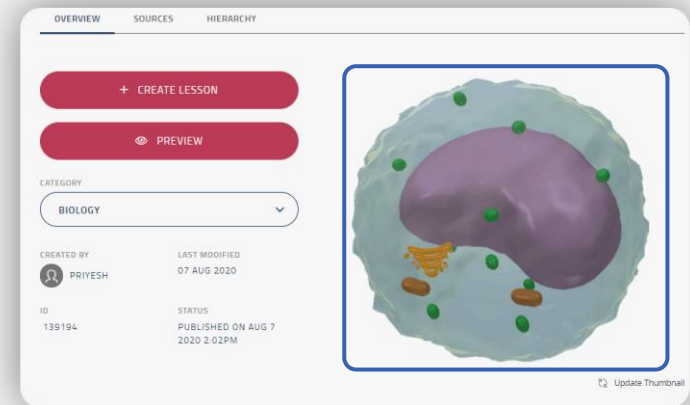
1. To **change** the **Asset Icon**, click on Update Thumbnail



2. Change the orientation / view of your model and click on **Take Snapshot**



3. Click on **Upload**



4. The Asset Icon has been updated

MY WORKSPACE > ASSETS > 3D ASSET PAGE > SOURCES



Monocyte

Back

OVERVIEW SOURCES HIERARCHY

1

FILE UPLOAD (MAX OF 200 MB)

<p>SOURCE FILE Last Modified: Aug 7 2020 1:58PM</p>	<p>UPLOAD</p>
<p>EOP Last Modified: Aug 7 2020 2:00PM</p>	<p>UPLOAD</p>
<p>EMP (ANDROID) Last Modified: Aug 7 2020 2:00PM</p>	<p>UPLOAD</p>
<p>EMP (IOS) Last Modified: Aug 7 2020 2:00PM</p>	<p>UPLOAD</p>
<p>GLTF (GLB)</p>	<p>UPLOAD</p>

2

FILE TYPE

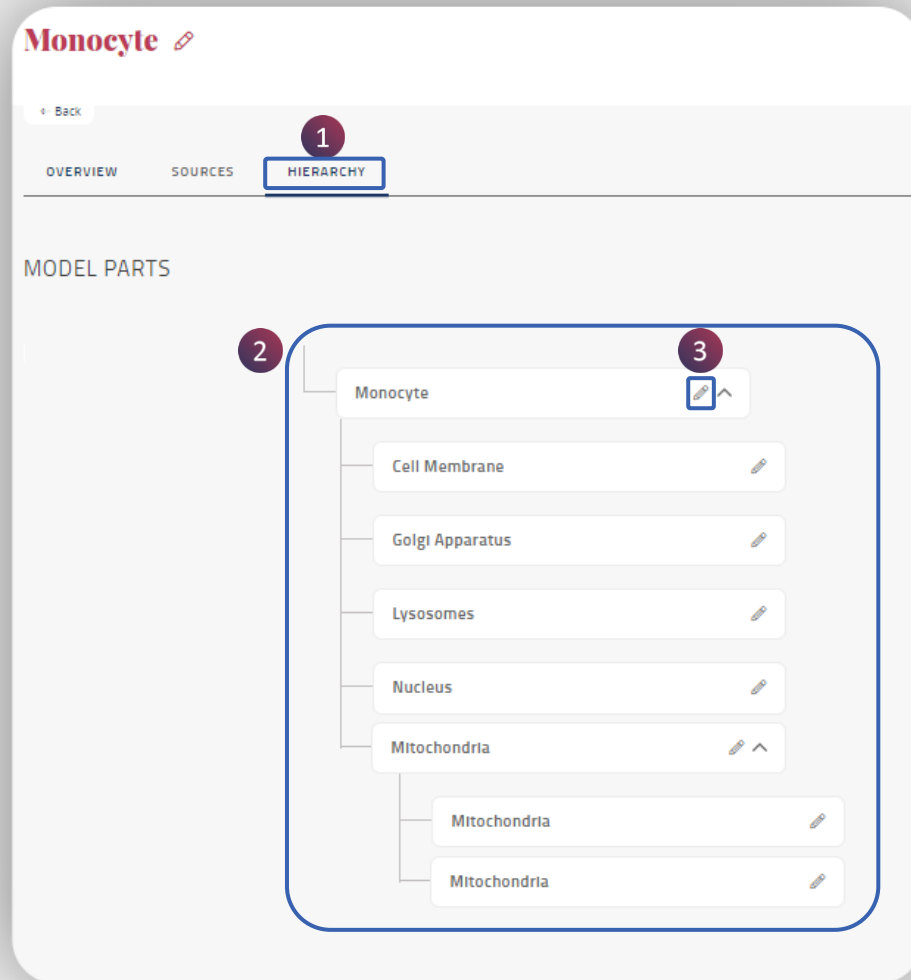
☐ a Animated
 ☐ b Multiple Animation
 ☒ c Multi Mesh

3D Assets can be downloaded / uploaded from here:

1. Download or Upload for the 3DS MAX file / EOP/EMP (iOS/Android or GLTF format)
2. The file type includes:
 - a. **Animated** – Single animation in an asset
 - b. **Multiple Animation** – More then single animation in an asset
 - c. **Multi Mesh** – Common for all the assets



MY WORKSPACE > ASSETS > 3D ASSET PAGE > HIERARCHY



3D Asset model parts and its hierarchy are listed here

1. Hierarchy

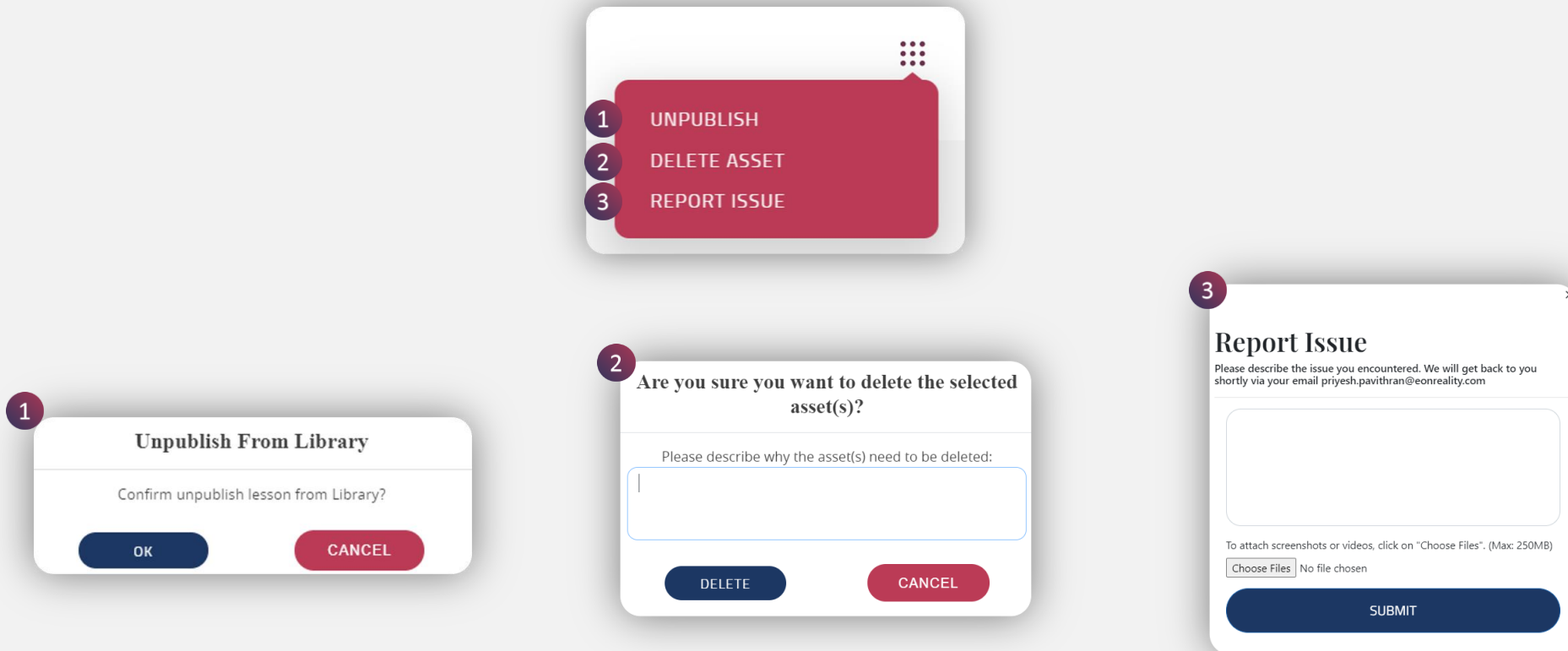
Includes all the model parts of the 3D Asset

2. Displays hierarchy of the model parts

3. To edit the model parts name, click on the **pencil icon**

TIP: Maximum 30 characters can be added to model part names.

MY WORKSPACE > ASSETS > 3D ASSET PAGE > BENTO MENU

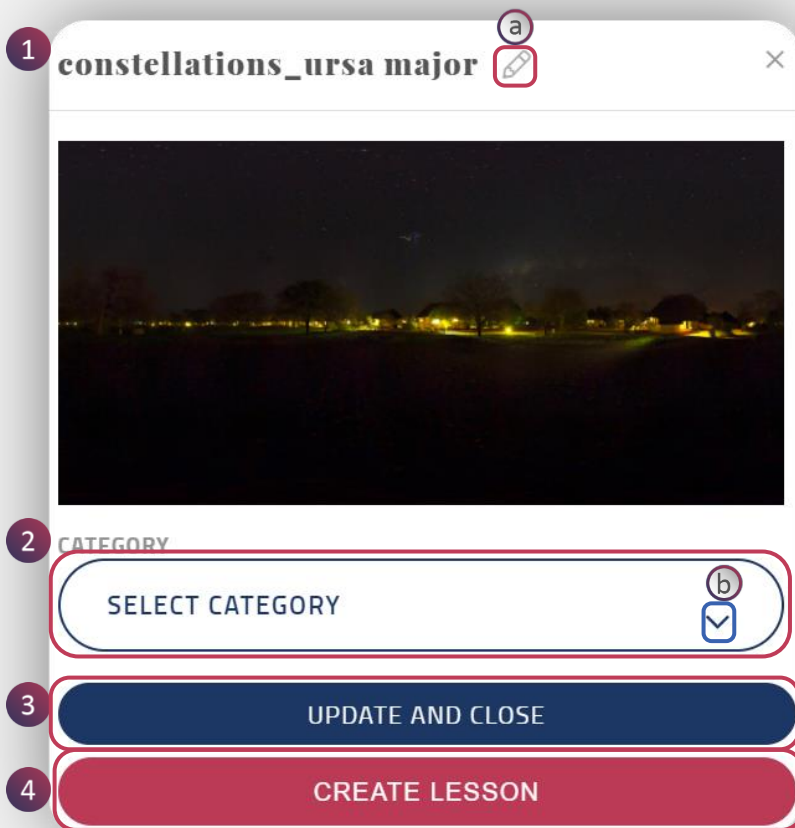


1. Publish / Unpublish:
Click on the unpublish / publish and confirm by clicking on **OK** or **Cancel**

2. Delete:
Click on the Delete Asset option. You will be asked to leave a note for deleting an asset

3. Report Issue:
Click on Report Issue to describe your issue and upload a file (optional) and **Submit**

MY WORKSPACE > ASSETS > 360 ASSET



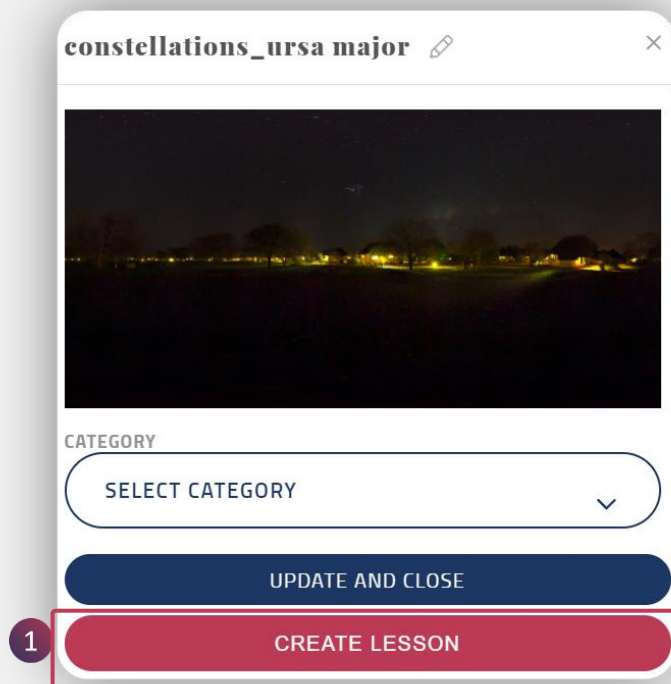
When you click on a 360 Asset, this pop up window will open with the following options:

1. 360 Asset Name
 - a. Click on **Pencil icon** to edit the name
2. **Category**
 - b. Update the category from the drop down menu
3. **Update and Close**

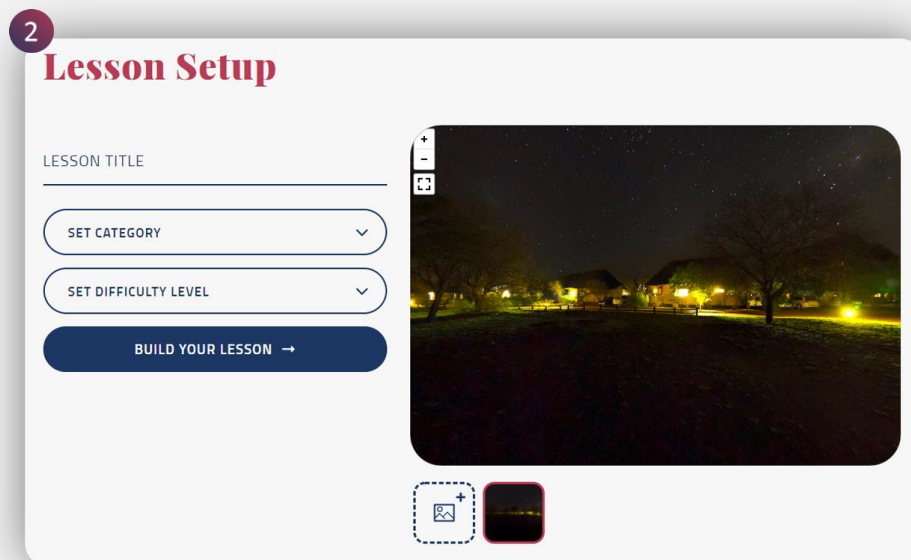
Save the made changes and close the window
4. **Create Lesson**

Create a lesson by navigating to the 360 lesson setup page

MY WORKSPACE > ASSETS > 360 ASSET > CREATE LESSON



1. Click on the **Create Lesson** to create 360 Lesson using this immersive image

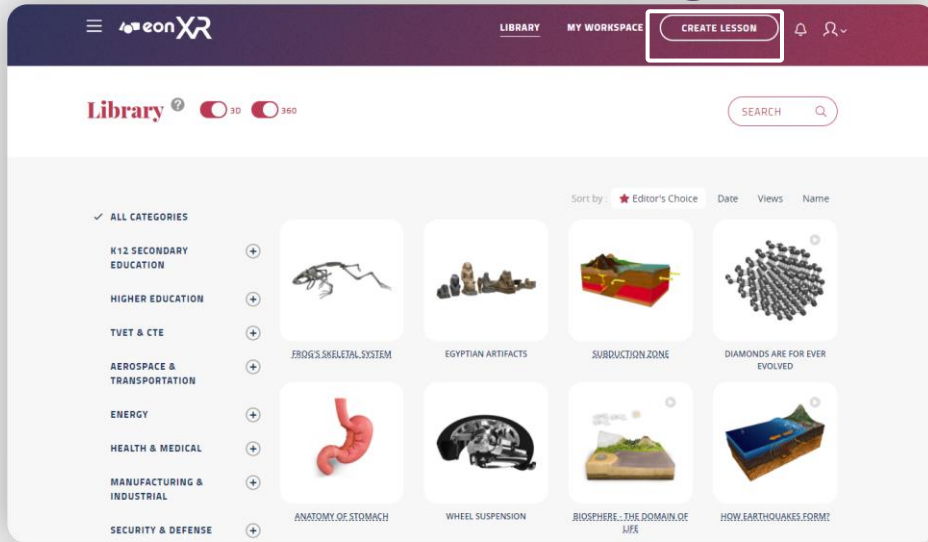


2. Navigates to the **360 Lesson Setup** page to build the lesson

CREATE LESSON



1



2

Create Lesson

a

3D LESSON → ?

b

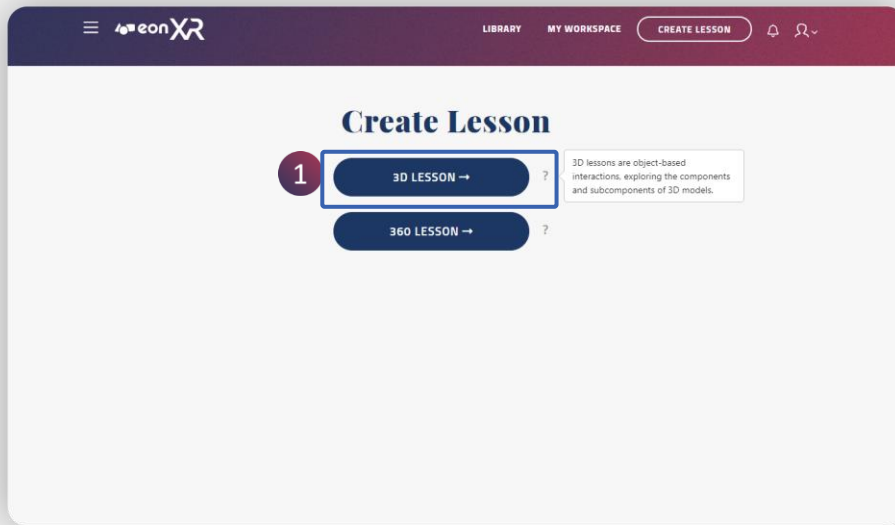
360 LESSON → ?

1. When you select **CREATE LESSON** You will navigate From LIBRARY to CREATE LESSON Page and will be able to create either of the two types of lessons

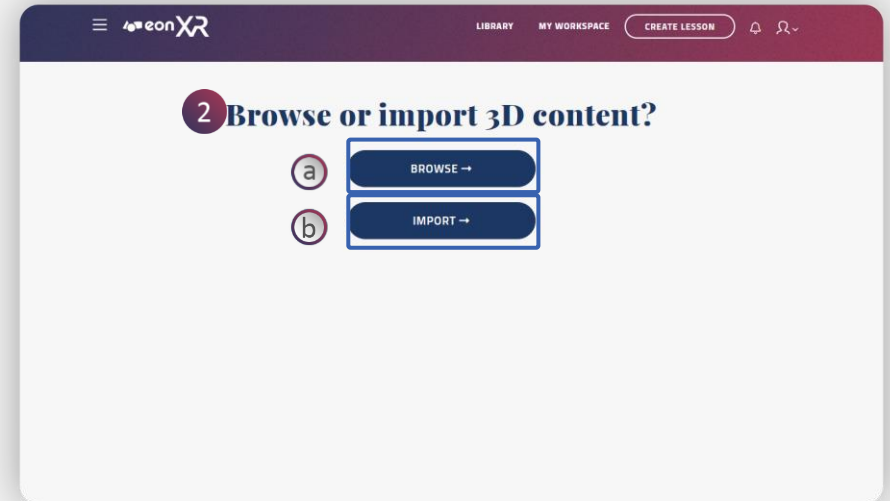
2. Create Lesson:
a. 3D Lesson
b. 360 Lesson



3D LESSON

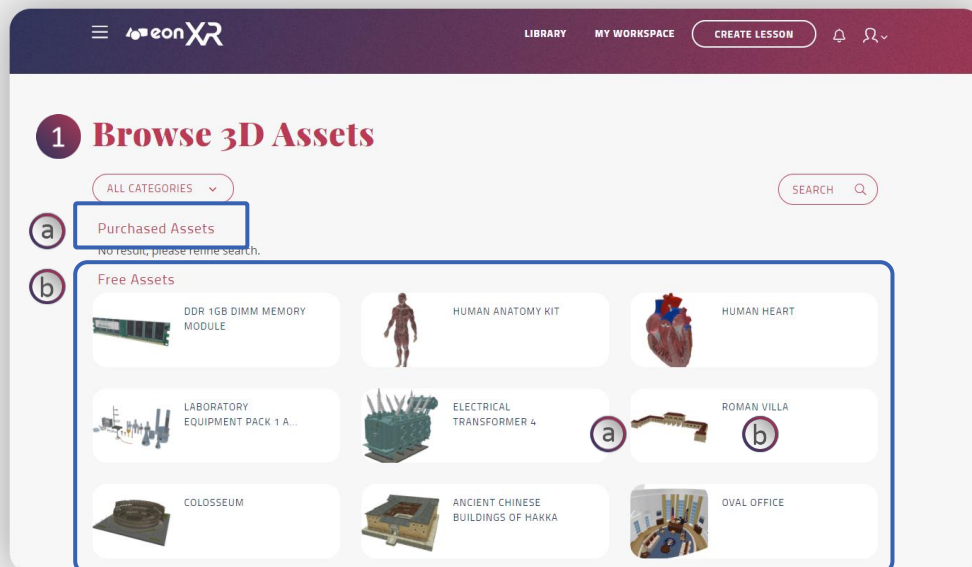


1. 3D Lesson can be created using 3D models. It is an **object-based interactions**, exploring the components and subcomponents of a model



2. When you select 3D Lesson, you will navigate to BROWSE Or IMPORT 3D CONTENT Page
 - a. Select **BROWSE** to get all the existing 3D assets in the Institution
 - b. Select **IMPORT** to import 3D Assets that you may already own but not uploaded into the institution yet

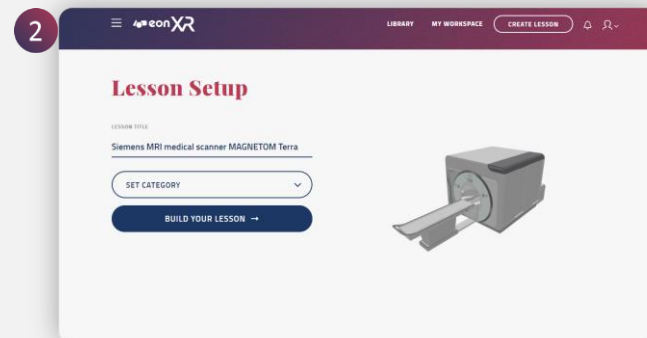
3D LESSON > BROWSE



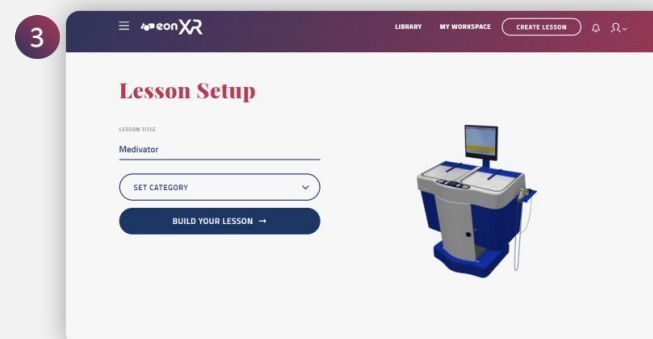
1. When you select **Browse**, You will navigate to BROWSE 3D ASSETS Page where you will get the assets that has been published in 2 forms

- a. Purchased Assets
- b. Free Assets

You can select any of the available 3D Asset to Create a Lesson

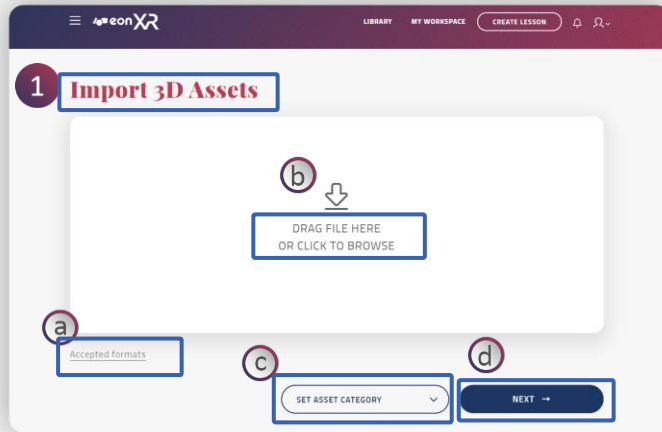


2. Select **Purchased Assets** to Setup a Lesson



3. Select **Free Assets** to Setup a Lesson

3D LESSON > IMPORT

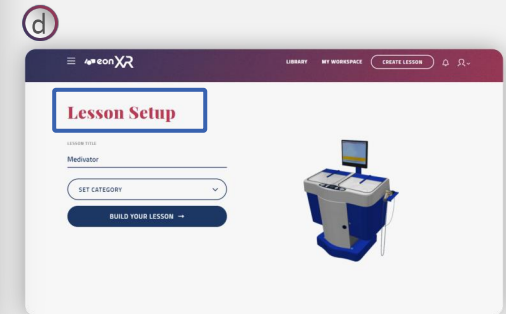
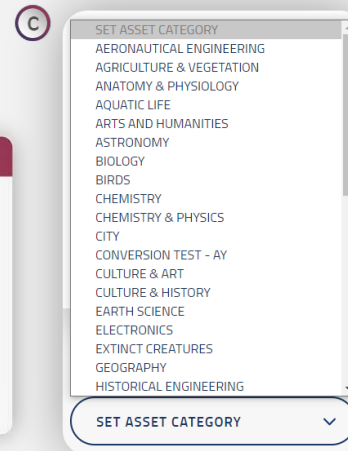
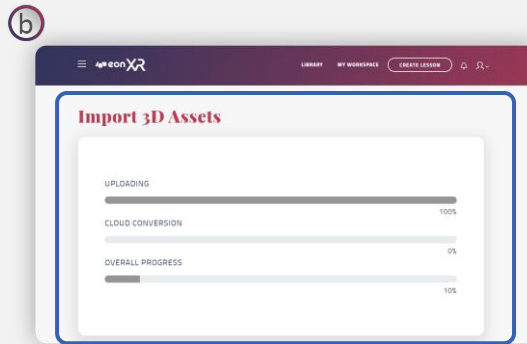


1. When you select **Import**, You will navigate to Import 3D Assets page, to upload 3D assets into the Institution's 3D Asset library
 - a. Accepted Formats
 - b. Drag File Here or Click to Browse
 - c. Set Asset category
 - d. NEXT

a

Accepted formats

Category	Format/Software	File Extension	Supported
Autodesk	Autodesk Design Web Format	DWF	Yes
Autodesk	Autodesk Drawing Interchange	DXF	Yes
Autodesk	Autodesk Drawing Object	DWG	Yes
Autodesk	Autodesk 3D Studio	3DS	Yes
Autodesk	Autodesk FBX	FBX	Yes
Autodesk	Inventor assembly files	IAM	Yes
Autodesk	Inventor Part files	IPT	Yes
Dassault	ACIS Part and Assembly file	SAT	Yes
Dassault	CATIA Part Files	MODEL	Yes
Dassault	CATIA Assembly Files	CATPRODUCT	Yes
Dassault	CATIA Part Files	CATPART	Yes
Dassault	CATIA Part and Assembly files	3DMAN	Yes
Dassault	SolidWorks Assembly files	ASM	Yes
Dassault	SolidWorks Assembly files	SLDASM	Yes
Dassault	SolidWorks Drawing files	SLDDRW	Yes
Dassault	SolidWorks Part Files	SLDPRT	Yes
Neutral	Collada	DAE	Yes
Neutral	Iges Part and Assembly files	IGES	Yes
Neutral	Iges Part and Assembly files	IGS	Yes
Neutral	Step Compressed Part and Assembly files	STEP	Yes
Neutral	Step Compressed Part and Assembly files	STP	Yes
Neutral	Step Part and Assembly files	STEP	Yes
Neutral	Step Part and Assembly files	STP	Yes
Neutral	Stereolithography file	STL	Yes
Neutral	Universal 3D Export	U3D	Yes
Neutral	Wavefront Object	OBJ	Yes
PTC	Pro/E Part and Assembly files	ASM	Yes



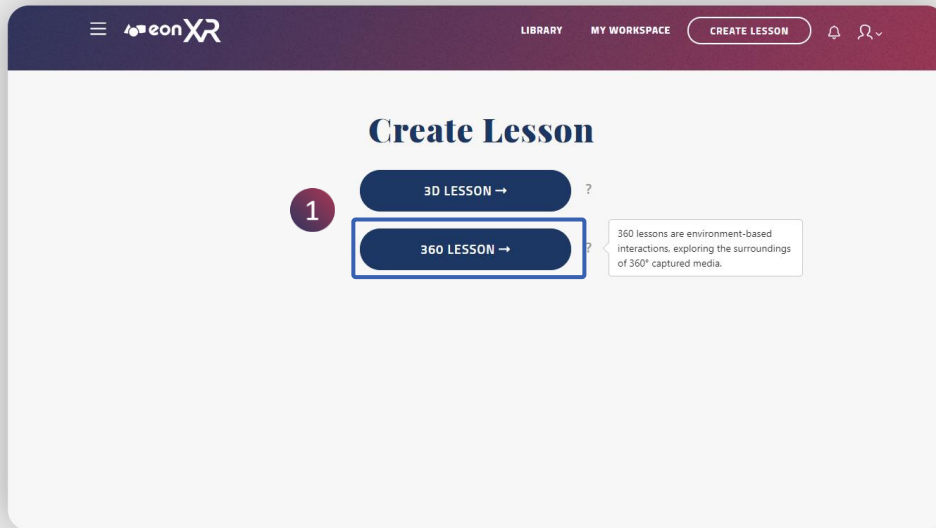
a. You will get list of 3D formats that are currently supported.

b. Drag /Browse the asset file in the accepted format, to upload & auto conversion

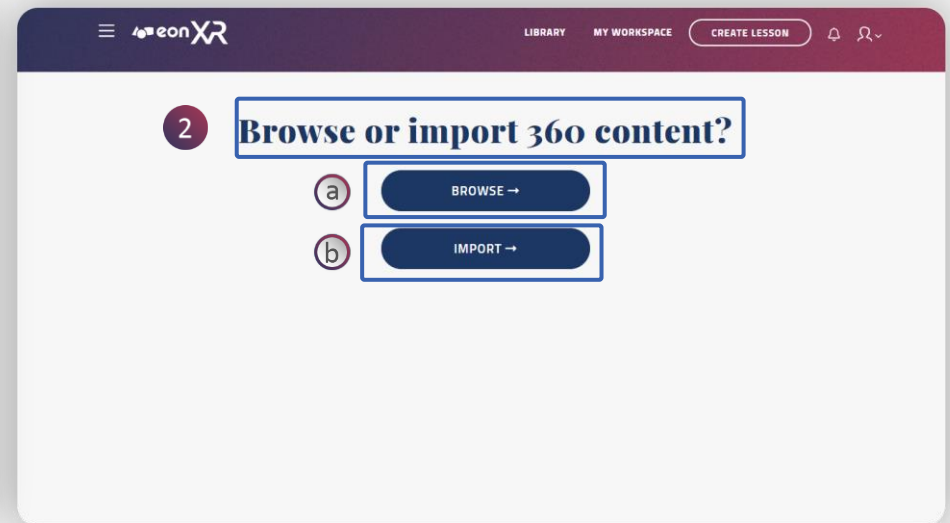
c. Select appropriate asset category from the drop down menu

d. After Uploading select Next it will take you to Lesson Setup page

360 LESSON



1. 360 Lessons can be created using immersive 360 Images. They are **environment-based interactions**, exploring the surrounding of 360 degree captured media

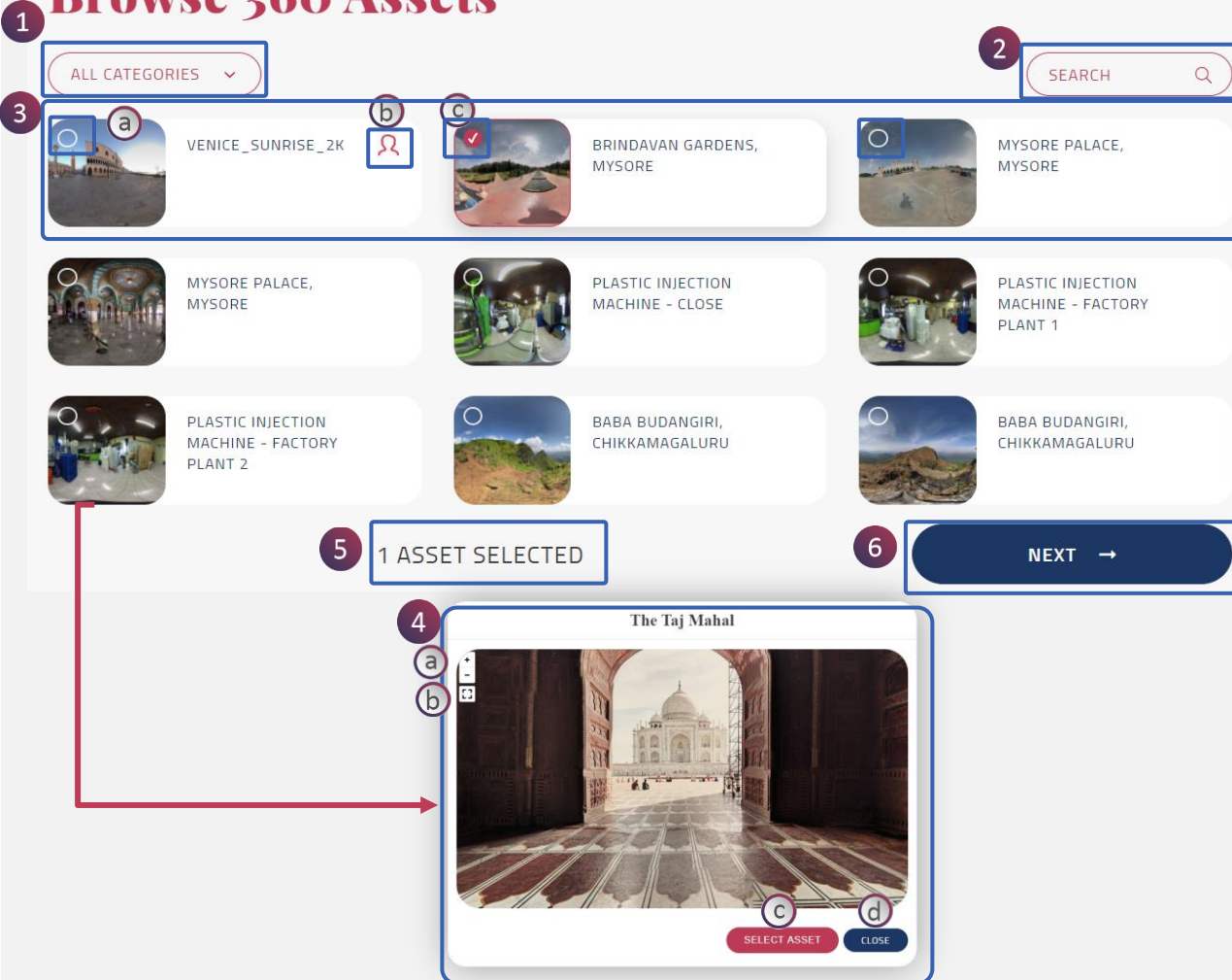


2. When you select 360 Lesson , you will navigate to BROWSE OR IMPORT 360 CONTENT Page
 - a. Select **BROWSE** to get all the existing 360 assets from the institution
 - b. Select **IMPORT** to import 360 Assets that you may already own but not uploaded into the institution yet



360 LESSON > BROWSE

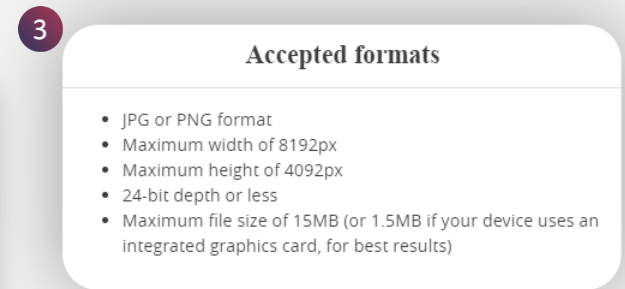
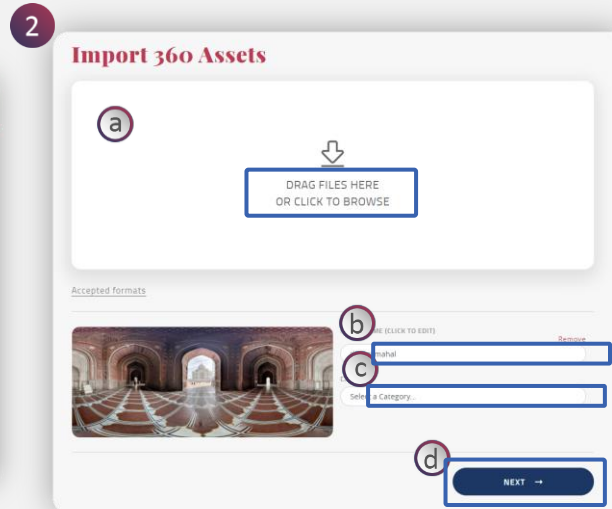
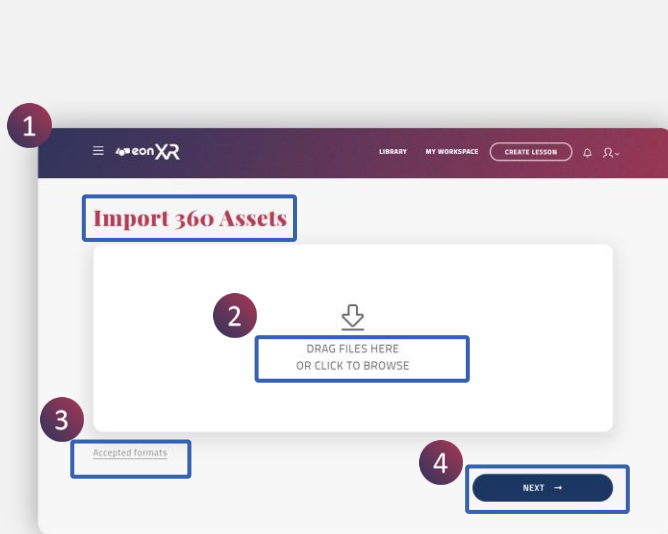
Browse 360 Assets



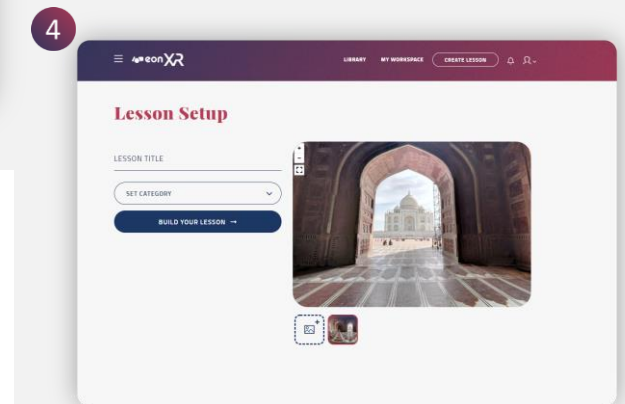
On selection of Browse for 360 asset, you will navigate to BROWSE 360 ASSETS Page:

1. Choose **Categories** from the drop down menu for desired 360 asset or/and
2. Use **Search** to get desired 360 asset
3. List of 360 assets are displayed
 - a. Selection field
 - b. 360 Asset uploaded by you
 - c. Selected 360 asset
4. The preview of the 360 asset is enabled on clicking the 360 Asset icon
 - a. Zoom in / out
 - b. Full screen
 - c. Select asset
 - d. Close
5. Number of 360 asset selected
6. Click on **Next** to create immersive 360 Lesson

360 LESSON > IMPORT



3. Accepted formats for 360 assets

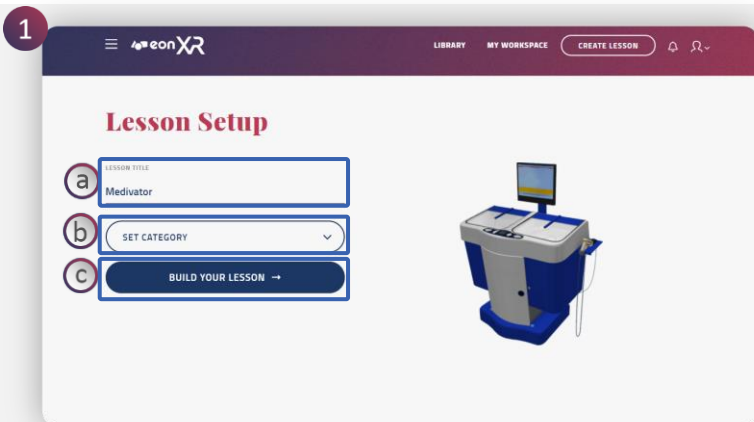


1. When you select **Import**, You will navigate to Import 360 Assets page, to upload 360 assets into the institution's 360 asset library
 - Drag File Here Or Click To Browse
 - Accepted Formats: JPG, PNG
 - Next

2. **Drag / Browse** the 360 asset file to upload. You will be able to preview the asset
 - a. You can Remove the added Asset
 - b. Edit Image Name
 - c. Set the Category
 - d. Click on Next

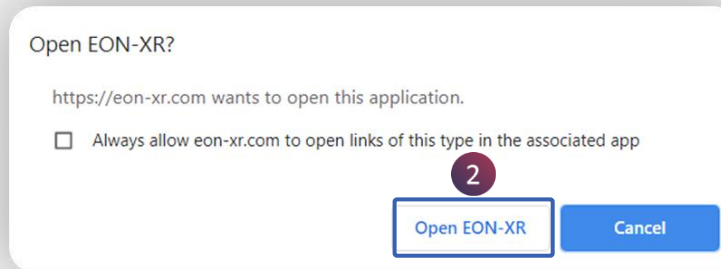
4. After Uploading select **Next** it will take you to **360 Lesson Setup** page

BUILD YOUR LESSON (3D)

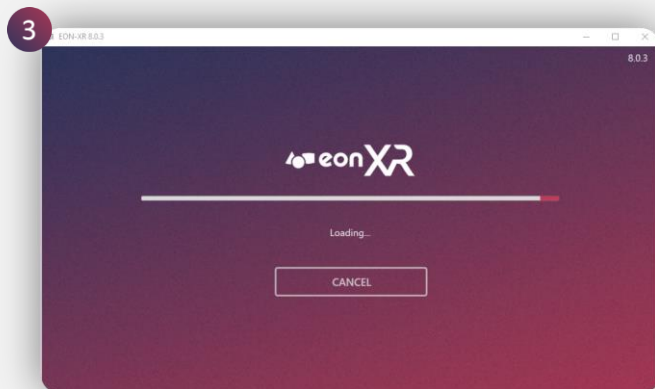


1. Lesson Setup

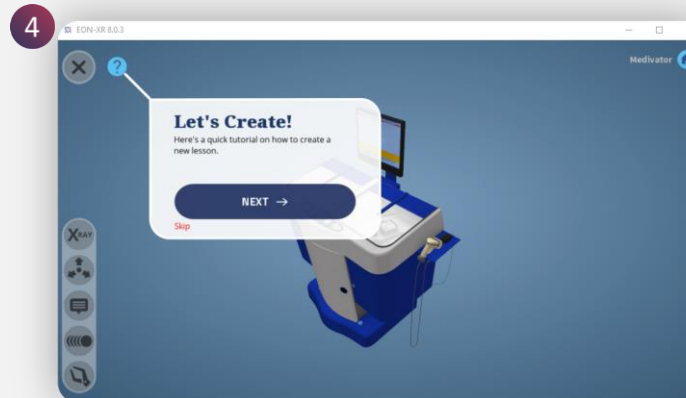
- Add Lesson Name
- Set Category
- Click on Build Your Lesson



2. Click on **Open EON-XR**

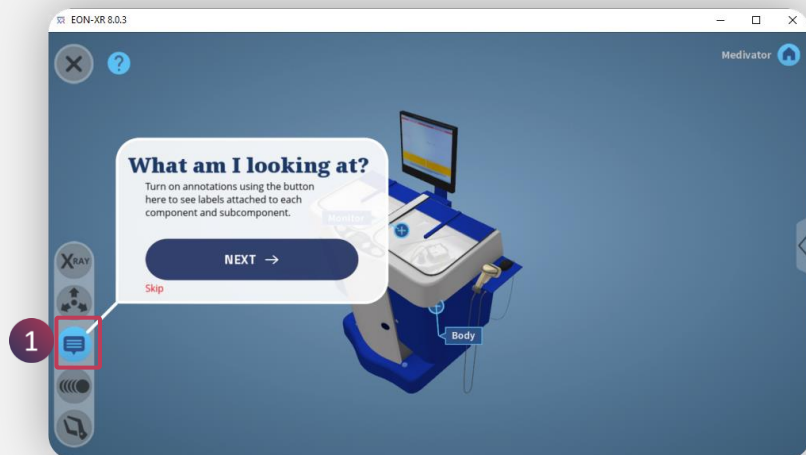


3. EON-XR application will load



4. **Authoring tool** will open to create the activities

BUILD YOUR LESSON (3D) > ANNOTATIONS



1. Turn on **Annotations** using the button here to see labels attached to each component and subcomponents

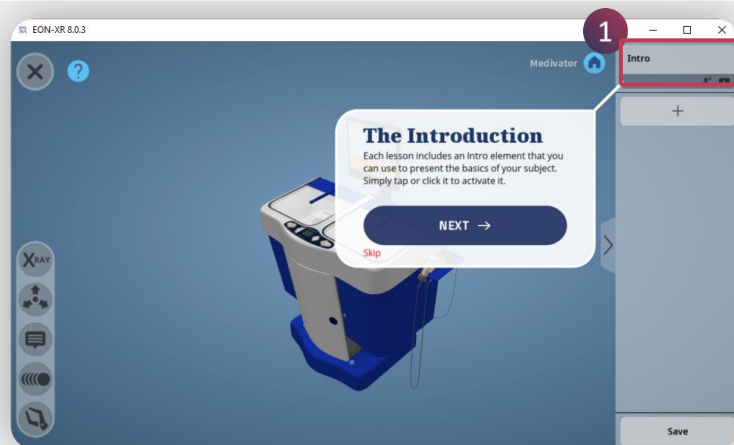


2. Annotation menu:
 - a. **Move here** – You can move the annotation to your clicked location
 - b. **Add** - Creates a new annotation on the layer
 - c. **Remove all** - Will remove all annotations on the layer

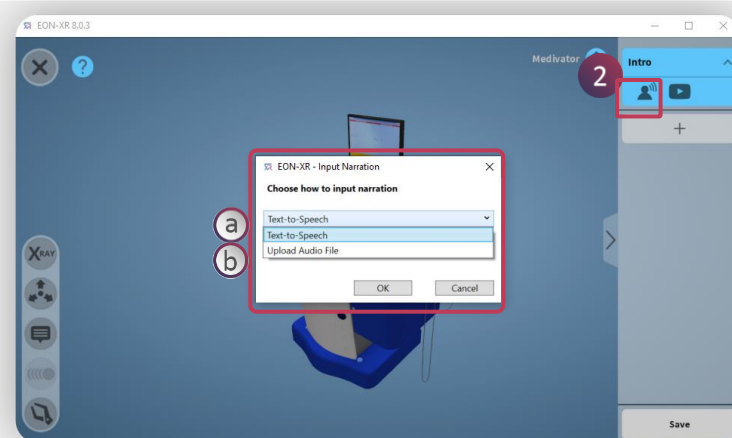


3. Edit and Save:
 - a. Click on the blue annotation box to edit.
 - b. Change the annotation text
 - c. Click **OK** to save
 - d. **Delete** option will delete the annotation
 - e. **Cancel** option will revert to original annotation

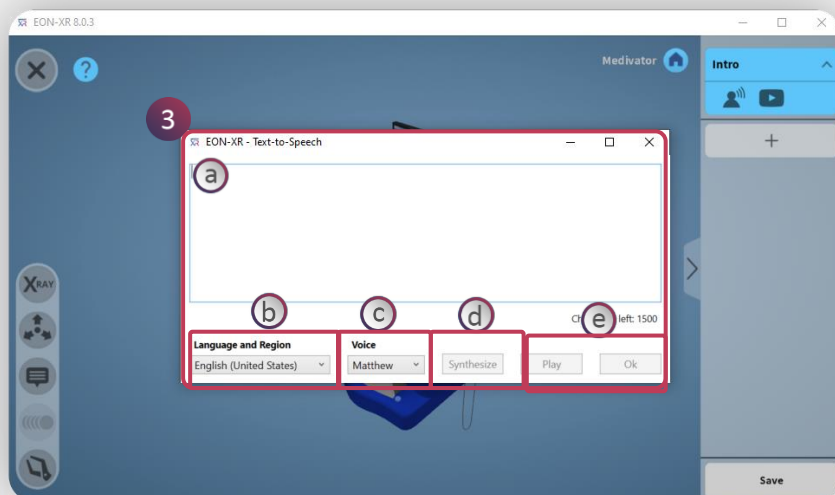
BUILD YOUR LESSON (3D) > INTRO (1/2)



1. Each lesson includes an intro element to present the basics of the subject. Simply tap or click it to activate it



2. Click on **Narration** icon, pop up window appears:
 - a. **Text to Speech**
 - b. **Upload Audio File**



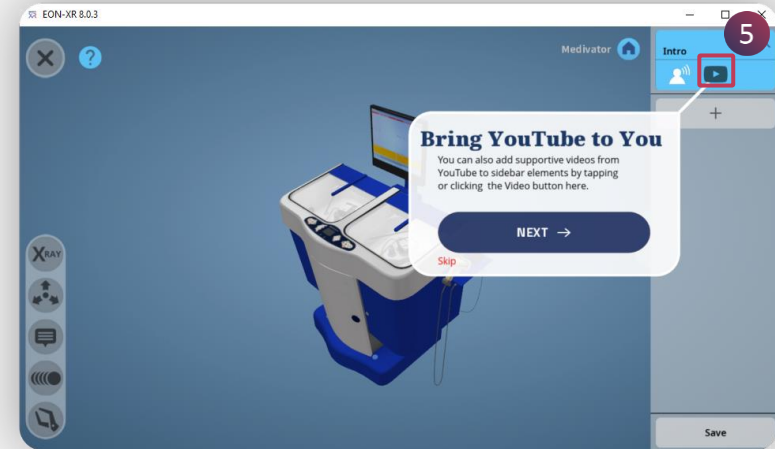
3. Text to speech window :
 - a. Text can be add up to 1500 character
 - b. Select desired **Language** and **Region**
 - c. Select **Voice**
 - d. Click **Synthesize** to generate audio
 - e. Click **Play** to listen to the audio and click **Ok** to save

BUILD YOUR LESSON (3D) > INTRO (2/2)

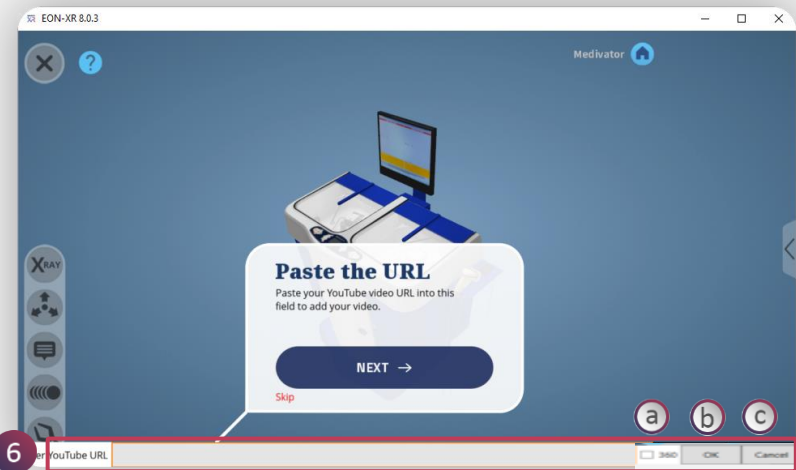


4. Upload Audio File

- A recorded audio can be uploaded to the lesson
- Click on **Play** icon to play the audio
 - Click on **Delete** icon to remove the audio

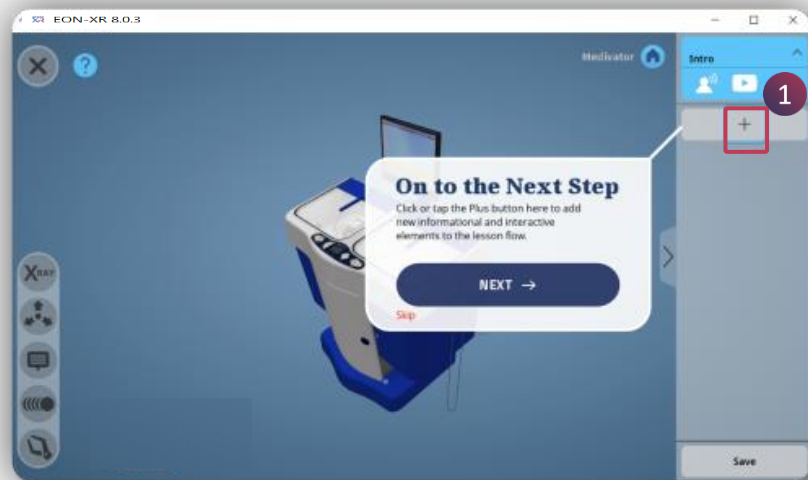


5. Click on **Video** icon to add any supporting video related the lesson

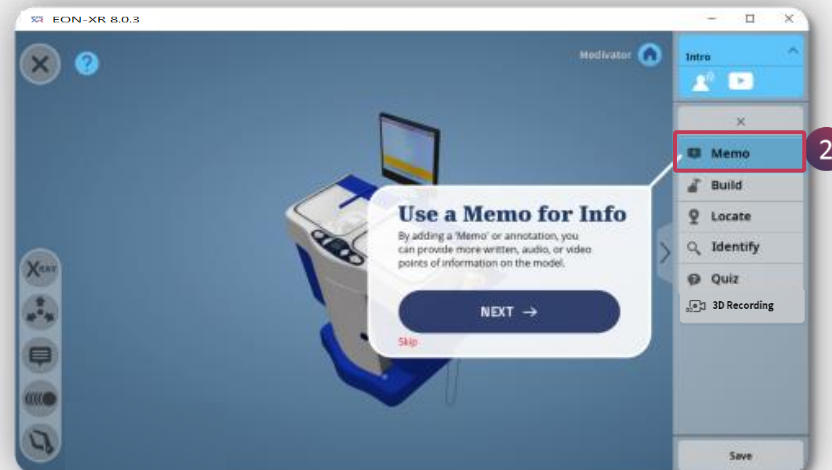


- ### 6. Paste the video URL into this field to add the video
- Check if it is **360** video
 - Click **Ok** to save the video
 - Click **Cancel** to remove

BUILD YOUR LESSON (3D) > MEMO (1/2)



1. Click or tap the Plus (+) button to add new informational and interactive elements to the lesson flow

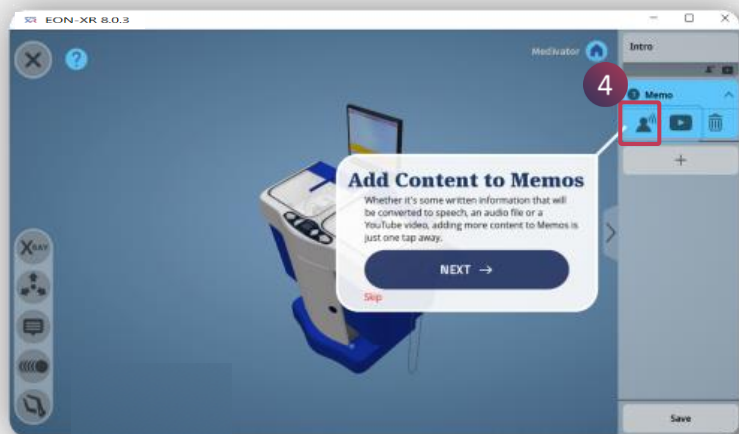


2. Add a **Memo** to provide more written, audio or video points of information in the lesson

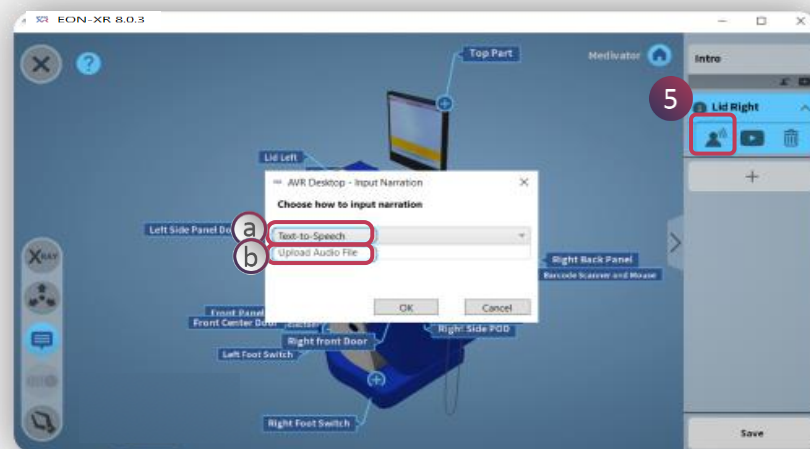


3. Tap or click on the plus symbol of one of the annotations to add a memo to side panel and can add audio/video to the model part

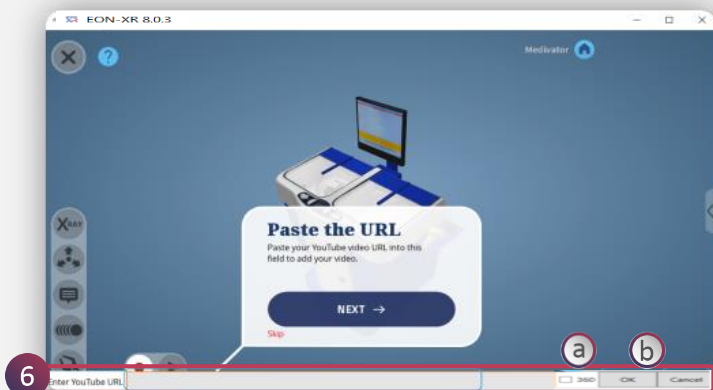
BUILD YOUR LESSON (3D) > MEMO (2/2)



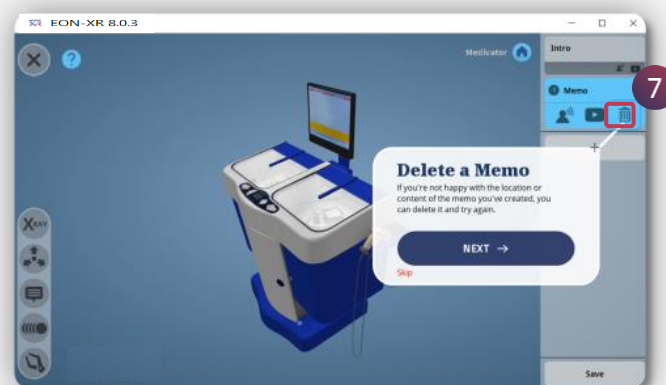
4. Click on **Narration** icon to add audio to the memo and video icon for supporting video



5. Narration icon window appears for the audio by either ways:
 a. **Text to Speech** b. **Upload Audio File**



6. Paste the video URL into this field to add the memo video
 a. Check if it is **360** video
 b. Click **Ok** to save or **Cancel** to remove

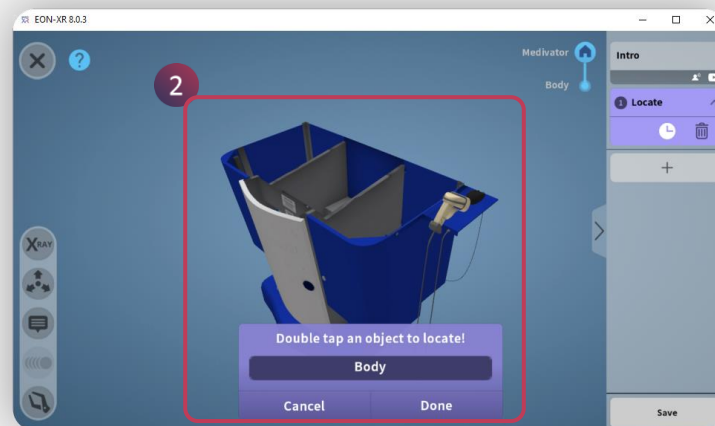


7. Click on **Delete** icon to remove the memo completely

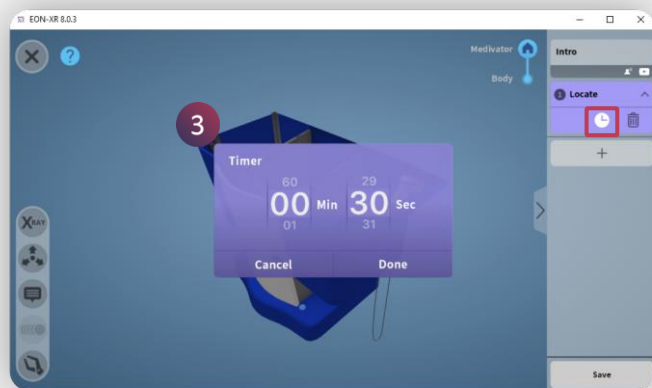
BUILD YOUR LESSON (3D) > LOCATE



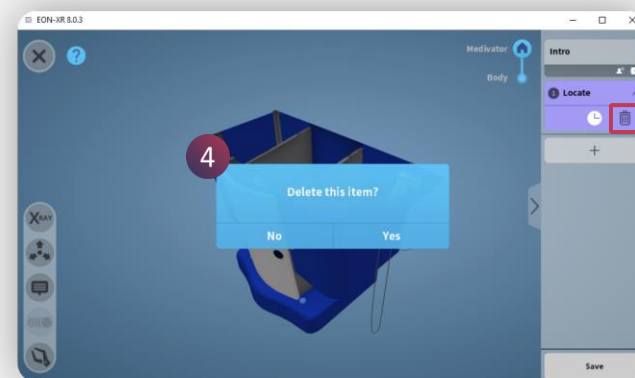
1. **Locate** activity enables to search for a specific part of a 3D model. Click on it



2. Double tap on the object to locate the model or part of the model. Select **Done** to save or **Cancel** to add other part



3. Click on the **Timer** icon to set the desired duration by scrolling for activity completion

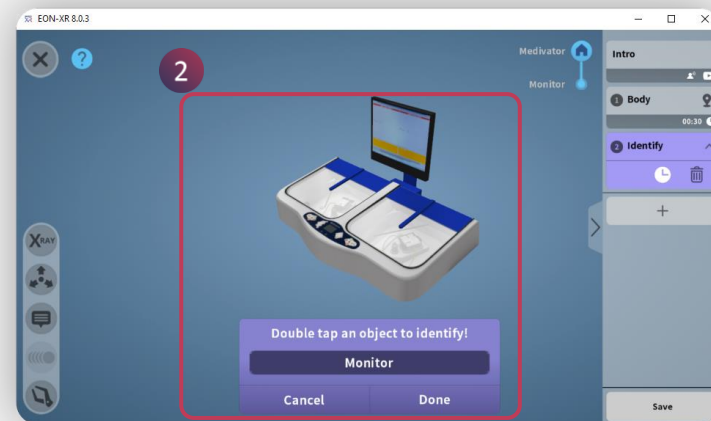


4. Click on **Delete** icon to delete the activity completely

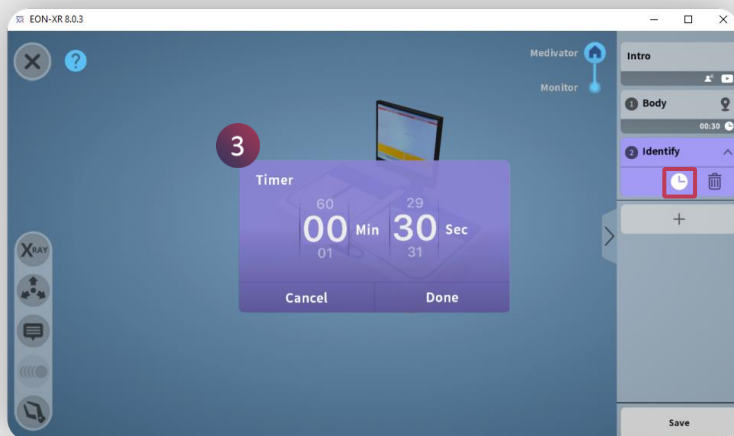
BUILD YOUR LESSON (3D) > IDENTIFY



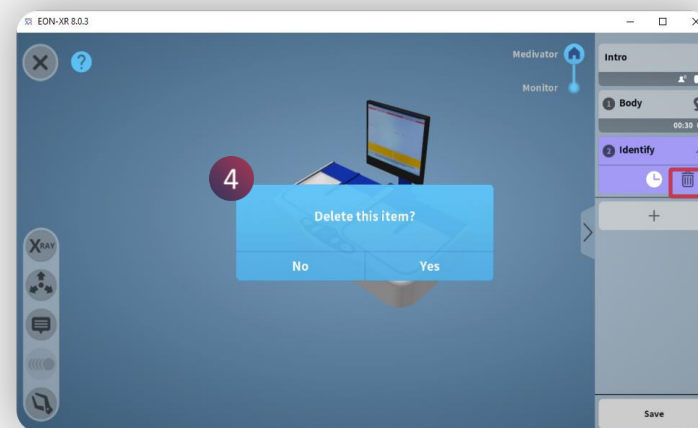
1. **Identify** activity presents a specific part of a 3D model to identify it



2. Double tap on the object to identify the model or part of the model. Select **Done** to save or **Cancel** to add other part

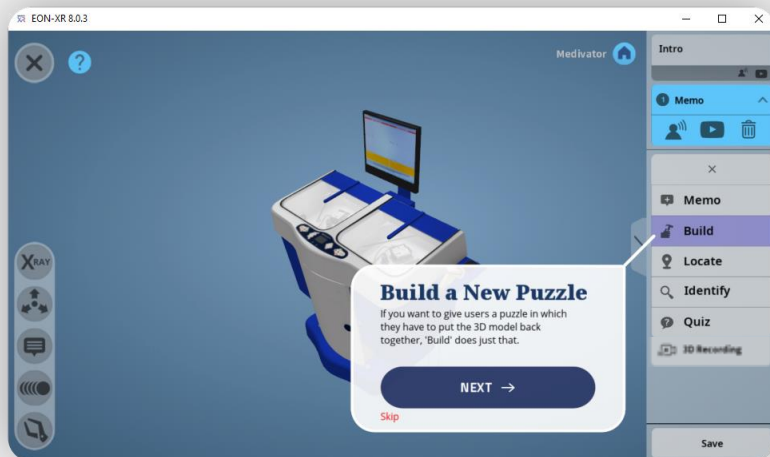


3. Click on the **Timer** icon to set the desired duration by scrolling for activity completion

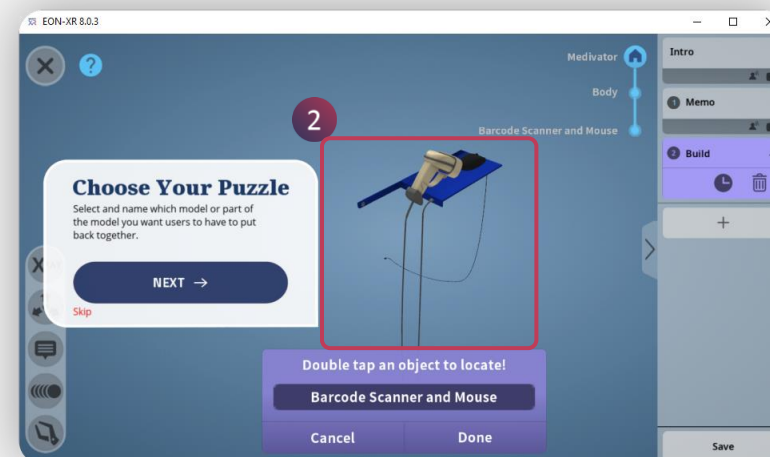


4. Click on **Delete** icon to delete the activity completely

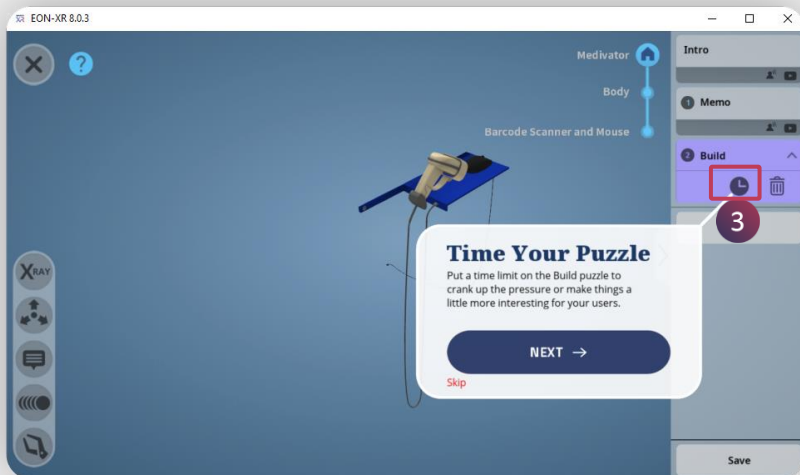
BUILD YOUR LESSON (3D) > BUILD (1/2)



1. **Build** activity enables a 3D puzzle to assemble the 3D model back together. Click on it

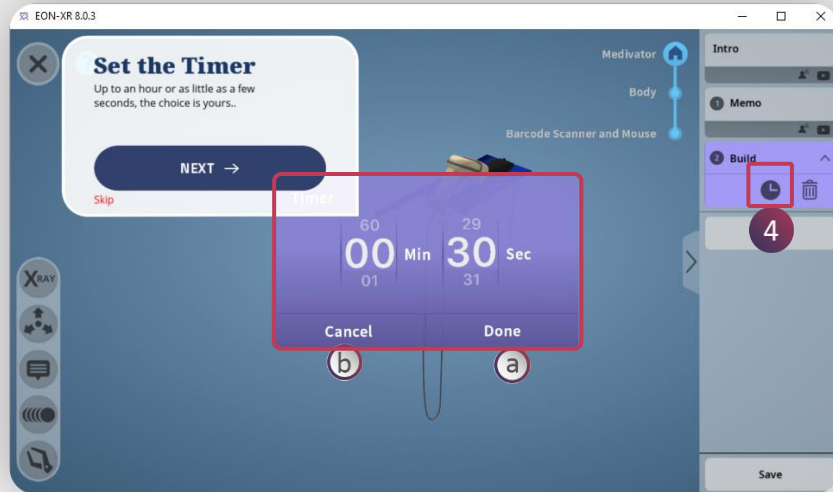


2. Double tap the model or the model parts for the build activity. Select **Done** to save it or **Cancel** to exit



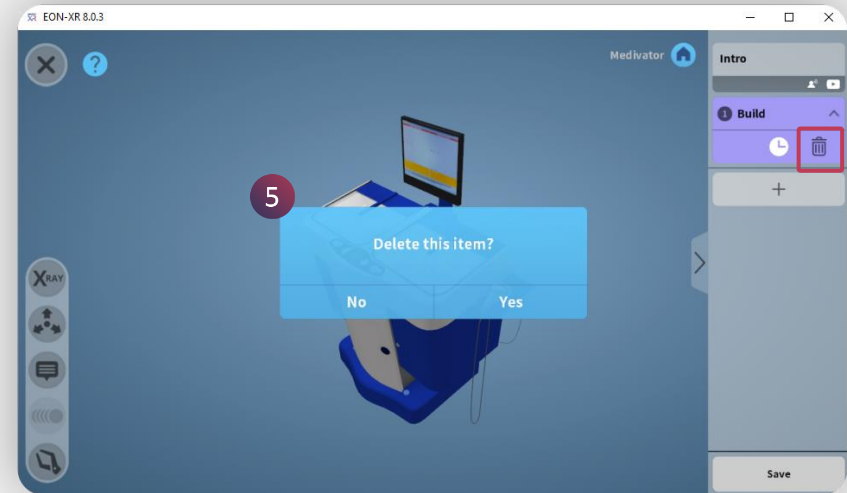
3. Click on the **Timer** icon to set the duration for the activity

BUILD YOUR LESSON (3D) > BUILD (2/2)



4. Set the time by scrolling the numbers, up to 1 hour or as little as a few seconds can be set.

- a. Click on **Done** to save
- b. **Cancel** to exit

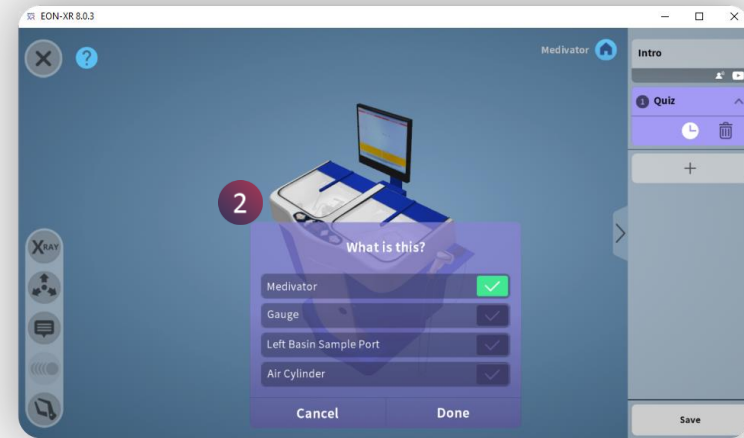


5. Click on **Delete** icon to completely delete the activity

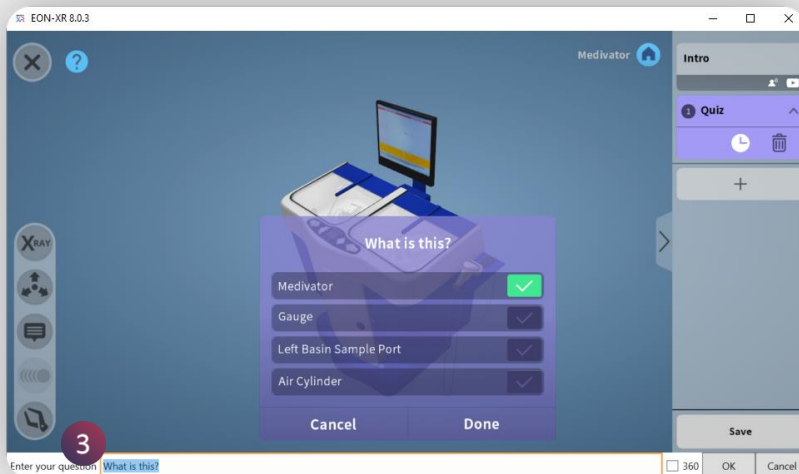
BUILD YOUR LESSON (3D) > QUIZ (1/2)



1. **Quiz** activity can be created as a multi choice /single choice question in the lesson.

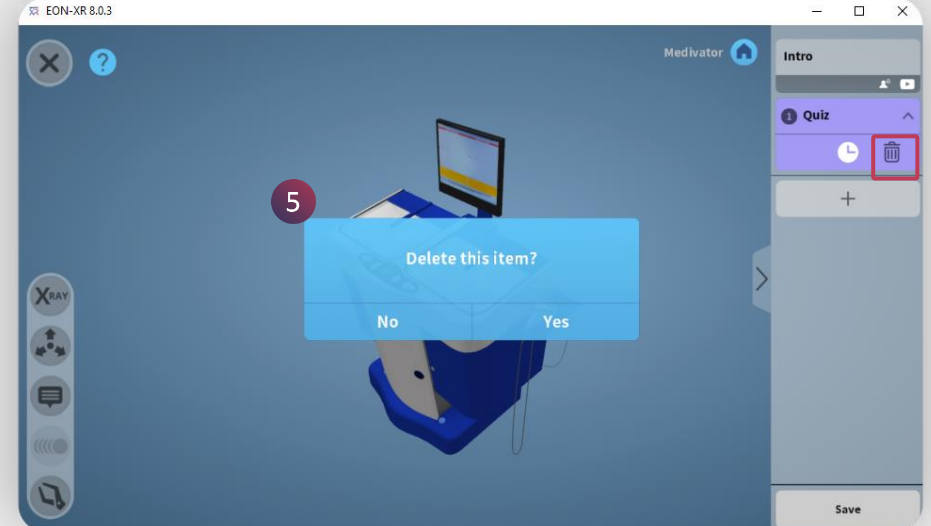
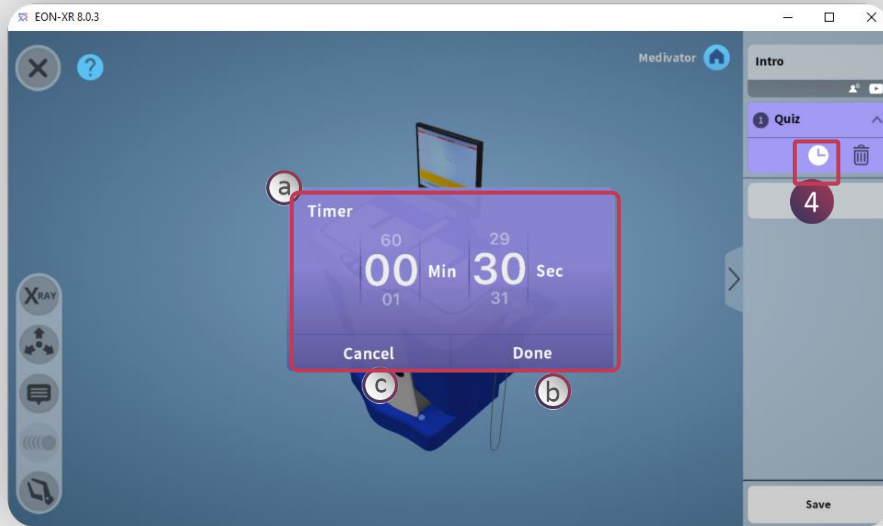


2. Default multiple-choice question is generated on the select model or model part



3. Double click on the question stem or alternatives to edit the question and click **Ok** to save or **Cancel** to exit

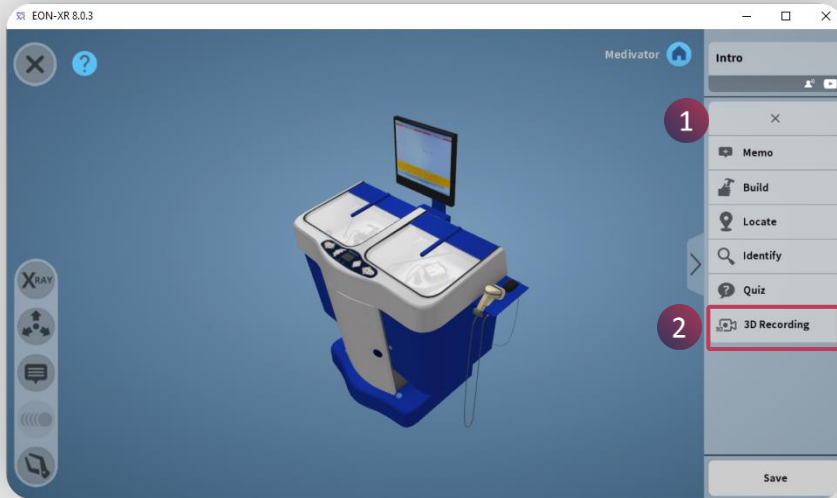
BUILD YOUR LESSON (3D) > QUIZ (2/2)



4. Click on the **Timer** icon to set the duration to complete the quiz activity
 - a. Edit the appropriate time required by scrolling
 - b. Click done to save the changes
 - c. Click cancel to exit

5. Click on **Delete** icon to delete the activity completely

BUILD YOUR LESSON (3D) > 3D RECORDING (1/2)



3D Recording enables simultaneous screen recording of the interactions of the 3D model with the voice over.

1. Tap the Plus (+) button to display activity menu
2. Click on 3D recording



3. 3D recording memo is generated
 - a. Bin icon to delete 3D recording
4. Record button appears to enable screen recording

TIP: Create multiple 3D recording to direct learner's experience and induce focused attention in a lesson. Use exploration tools effectively.

BUILD YOUR LESSON (3D) > 3D RECORDING (2/2)



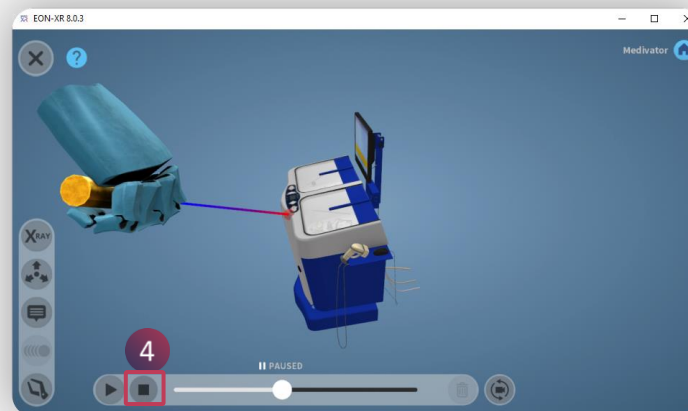
1. Click on the **Record** button to start the recording



2. Click on the **Stop** button to stop the recording

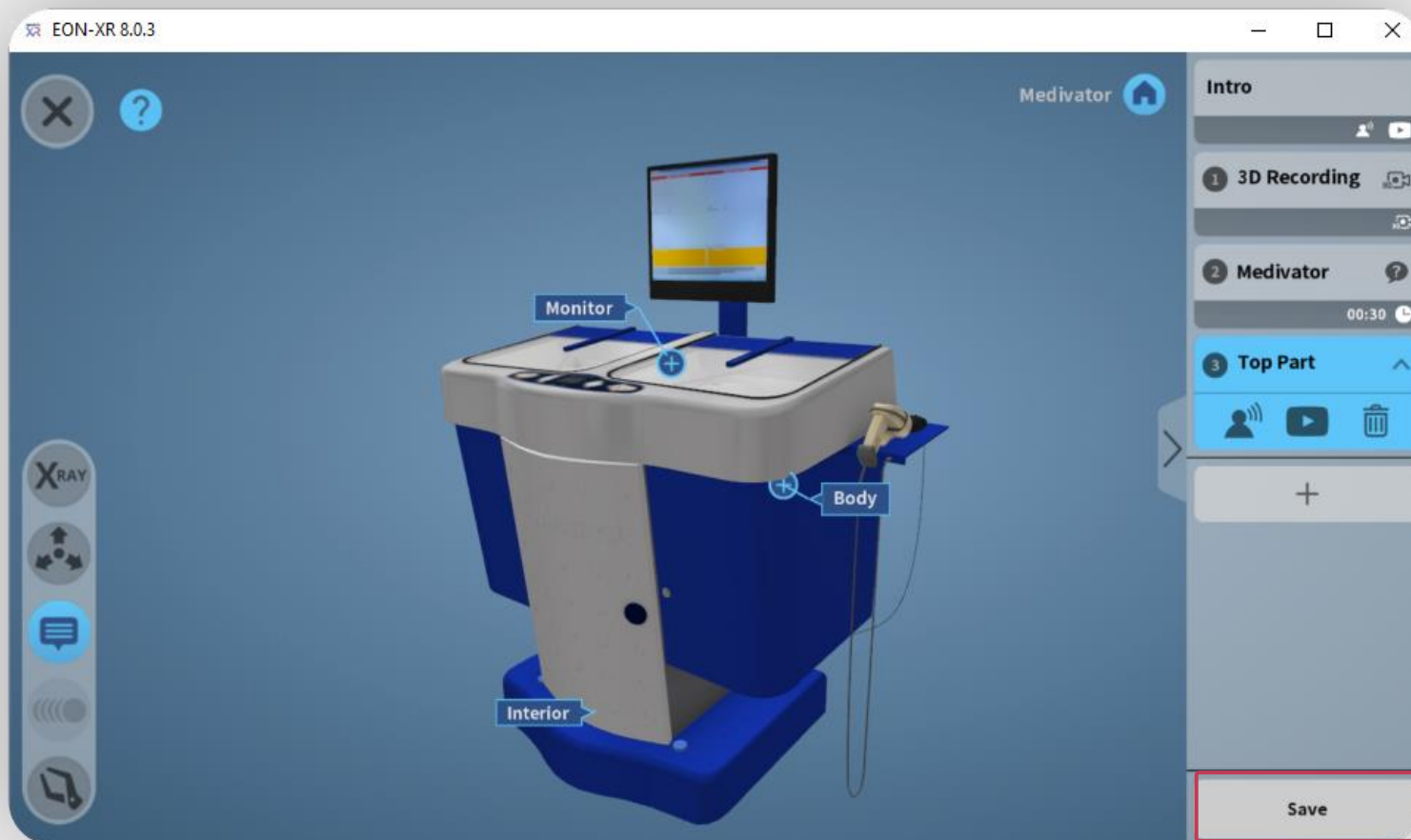


3. The menu helps to view or delete the recorded session
 a. Play/Pause button
 b. Delete button
 c. Change the view first / third person



4. The **Stop** button enables you to stop the preview of the recorded session

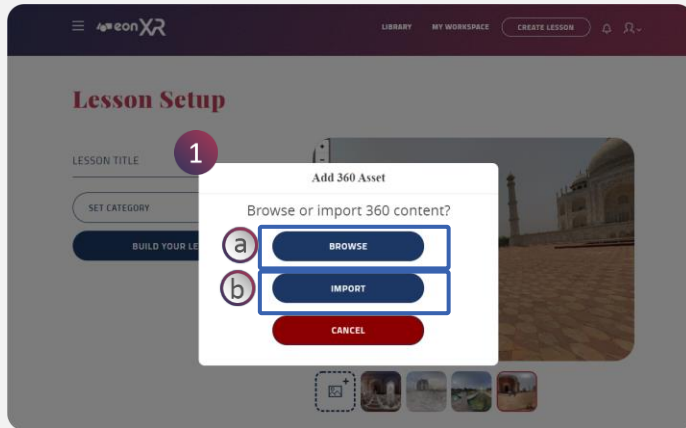
BUILD YOUR LESSON (3D) > SAVE



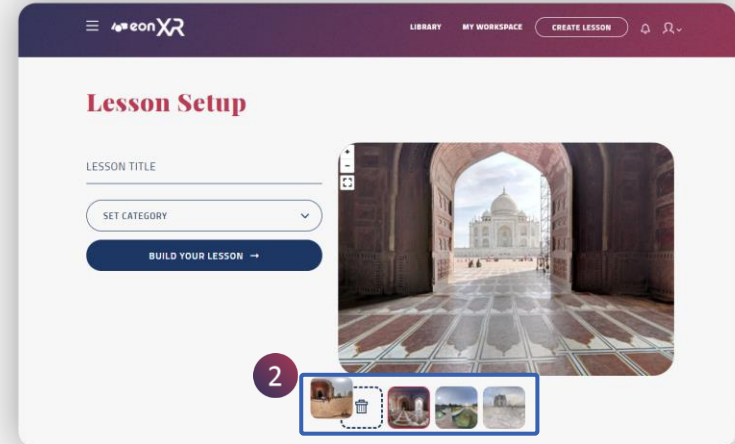
Click on **Save** to save all the activities created in the 3D lesson.



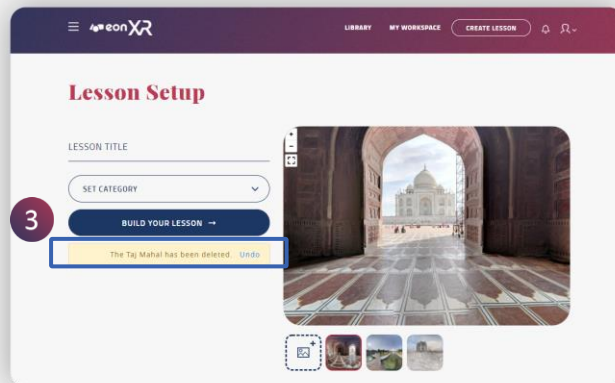
360 LESSON SETUP (ADD / DELETE / UNDO / SWAP)



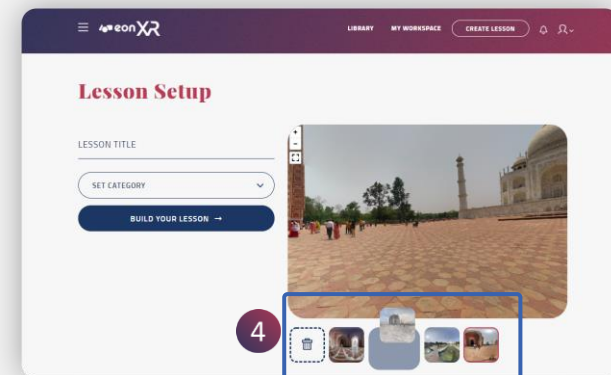
- 1. Add:** You can click on the add icon to add more 360 asset by selecting from the popup window
 - Browse
 - Import



- 2. Delete:** You can delete the image by dragging it to the Bin icon

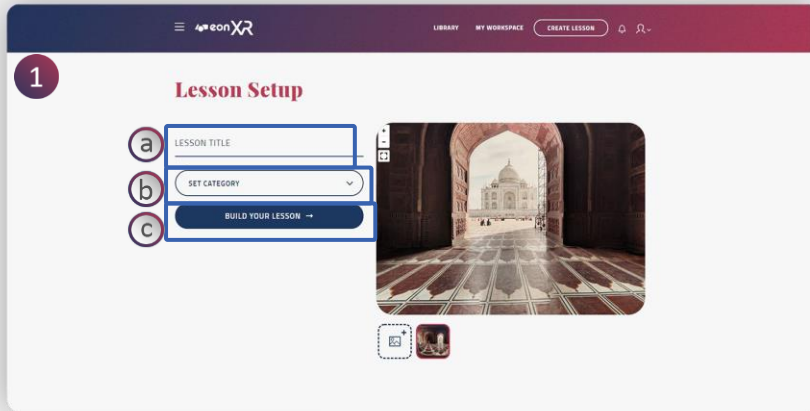


- 3. Undo:** After deleting the image if you need it back. You can select Undo to revert the image to its position



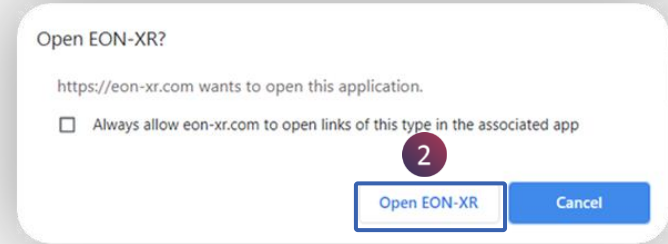
- 4. Swap:** You can swap the position of the image as per your requirement

BUILD YOUR LESSON (360)

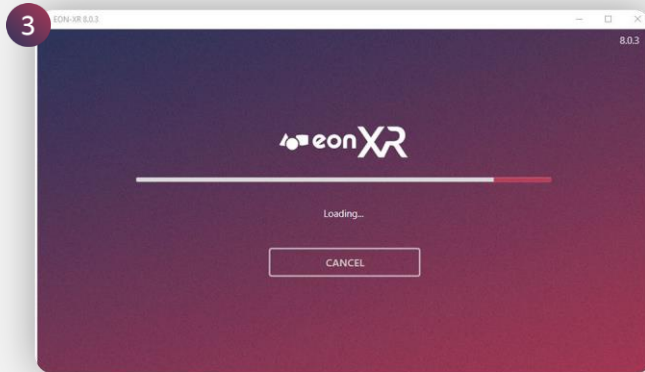


1. Lesson Setup:

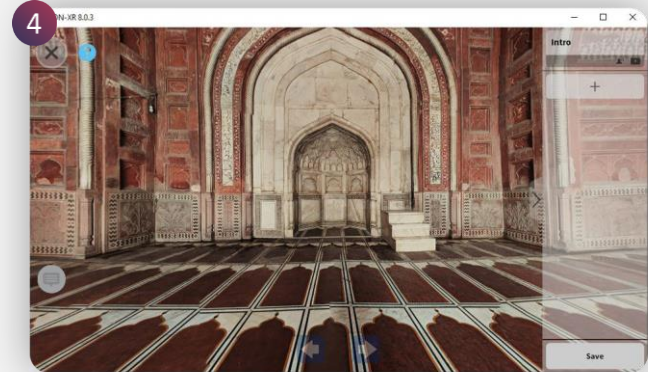
- Add Lesson Name
- Set Category
- Click on Build Your Lesson



2. Click on **Open EON-XR**

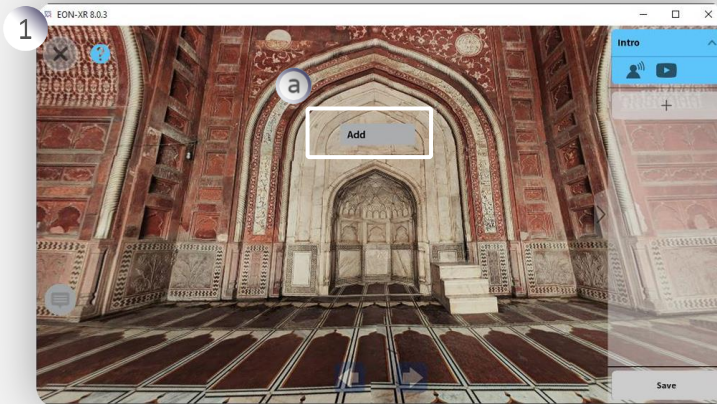


3. **EON-XR** application will load

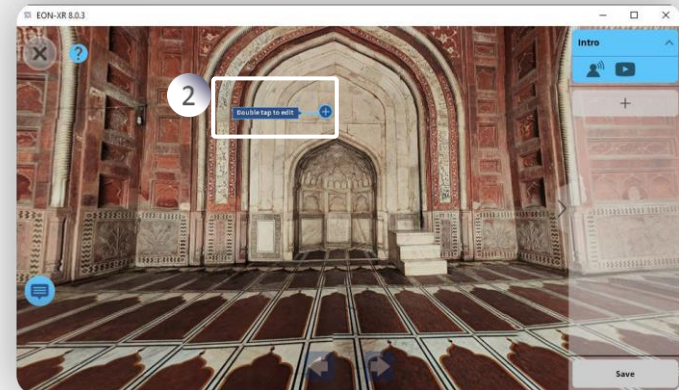


4. Lesson will open in **EDIT** mode to create activities

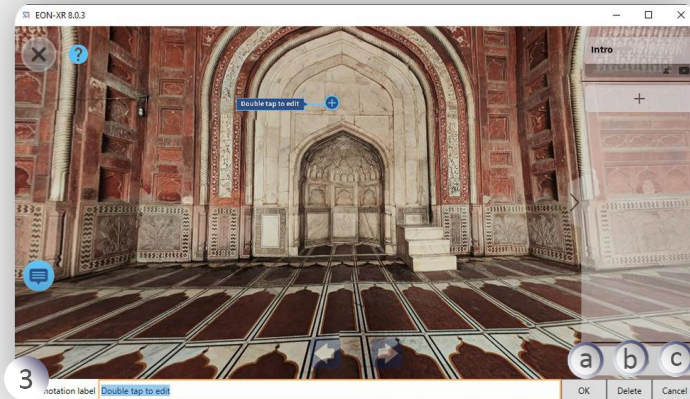
BUILD YOUR LESSON (360) > ANNOTATIONS



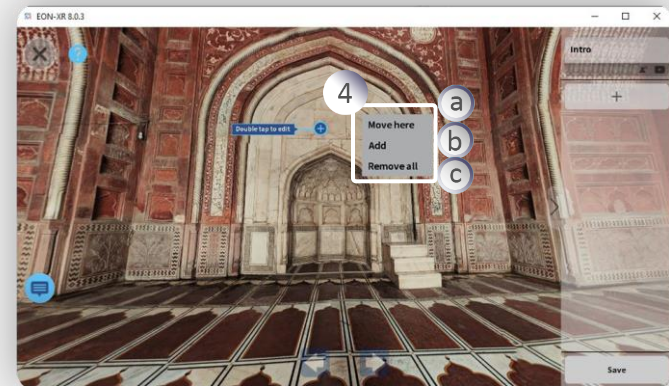
1. Click on any area of the 360 image
 - a. **Add** - Creates a new annotation on the layer



2. Double click on the blue annotation box to edit

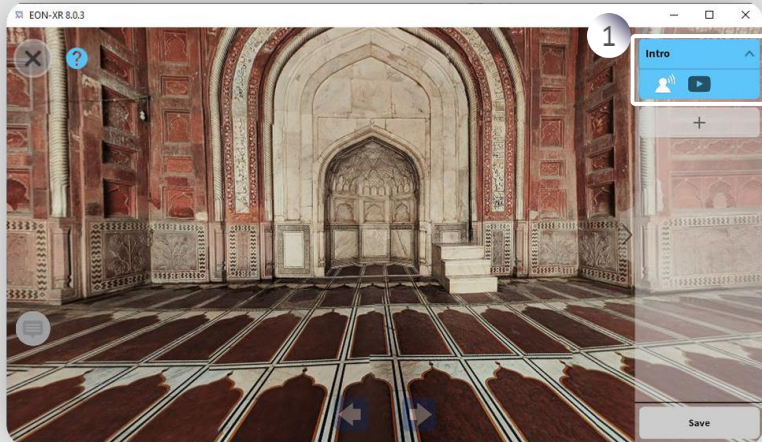


3. Add Annotation to the text box,
 - a. select **Ok** to save
 - b. **Delete** option will delete the annotation
 - c. **Cancel** option will revert to original annotation

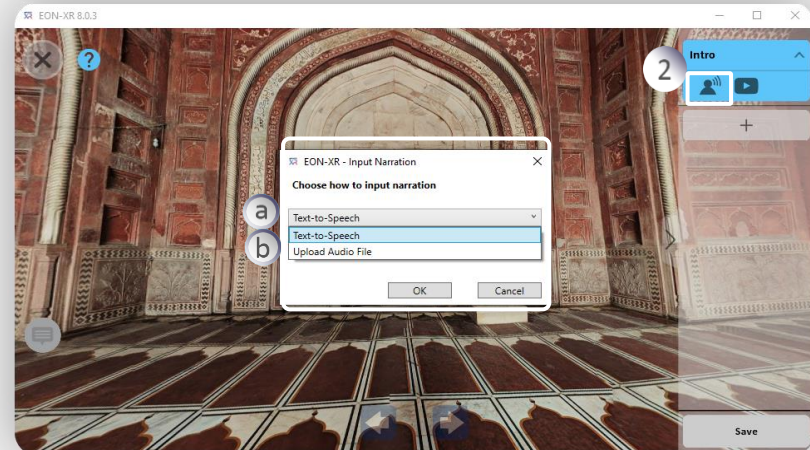


4. Annotation menu:
 - a. **Move here** – annotation can be moved to the desired location
 - b. **Add** – creates a new annotation on the layer
 - c. **Remove all** – removes entire annotations

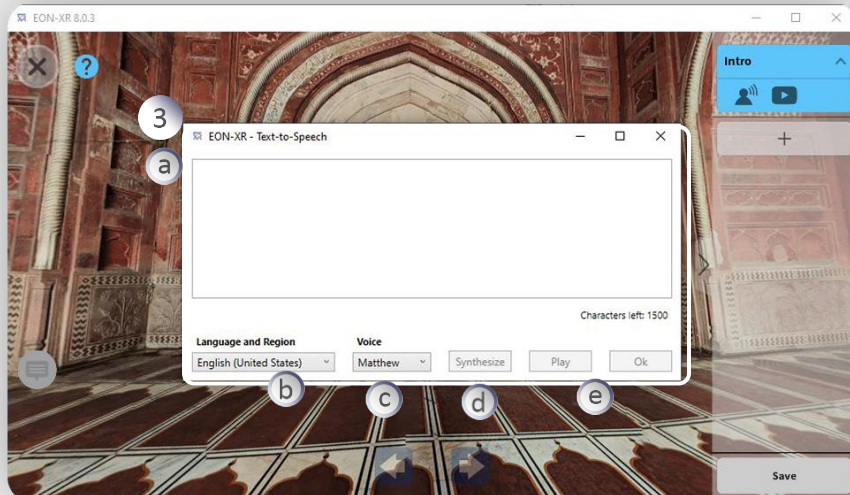
BUILD YOUR LESSON (360) > INTRO (1/2)



1. Each Lesson includes an intro element to present the basics of the subject. Simply tap or click it to activate it

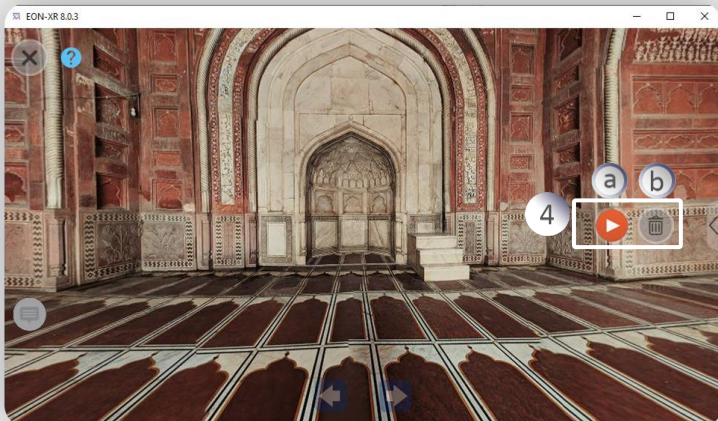


2. Click on **Narration** icon, a pop up window appears:
 - a. **Text to Speech**
 - b. **Upload Audio File**



3. **Text to speech window:**
 - a. Up to 1500 characters can be added
 - b. Select desired **Language** and **Region**
 - c. Select **Voice**
 - d. Click **Synthesize** to generate audio
 - e. **Play** to listen and click **Ok** to save

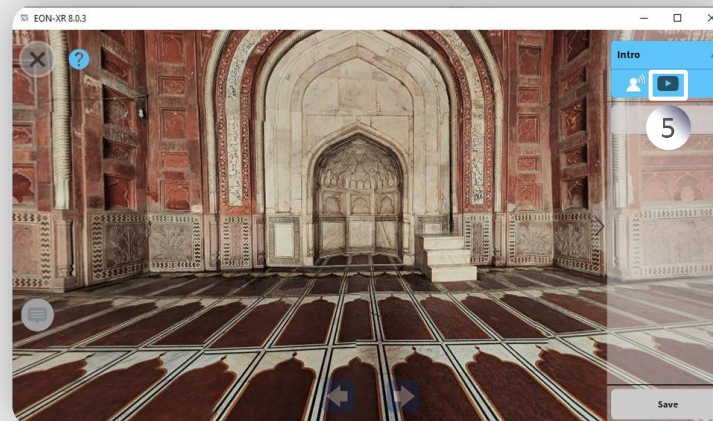
BUILD YOUR LESSON (360) > INTRO (2/2)



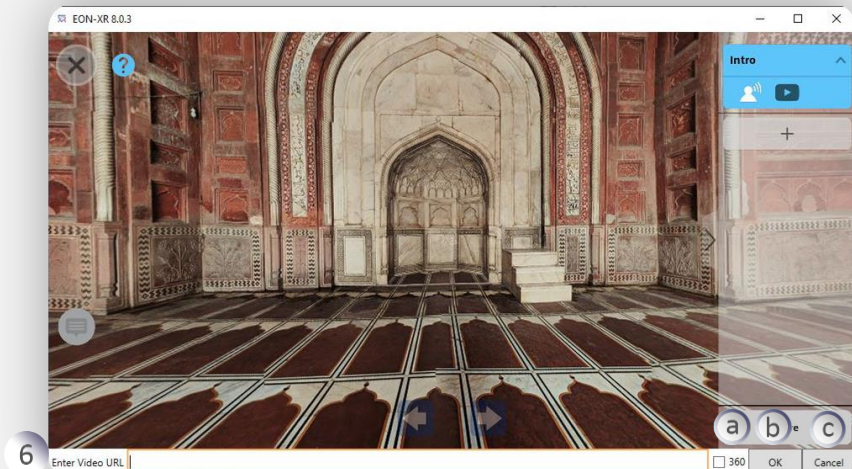
4. Upload Audio File

A recorded audio can be uploaded to the lesson

- Click on **Play** icon to play the audio
- Click on **Delete** icon to remove the audio

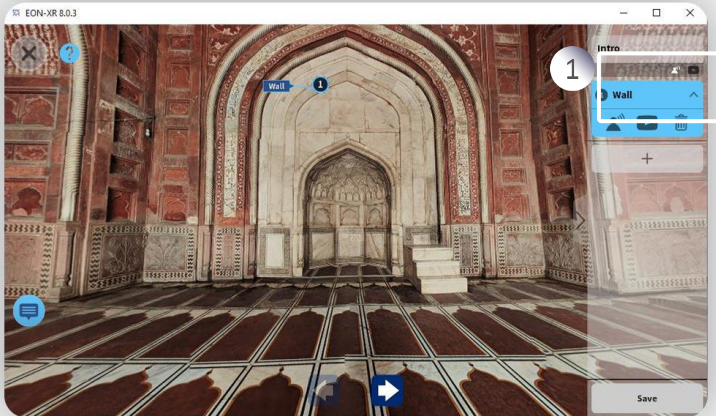


- Click on **video** icon to add any **supporting video** related the lesson

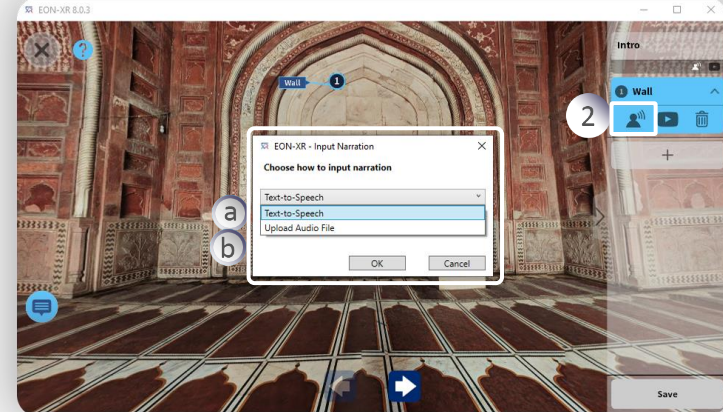


- Paste the video URL into this field to add the video
 - Check if it is **360** video
 - Click **Ok** to save the video
 - Click **Cancel** to remove

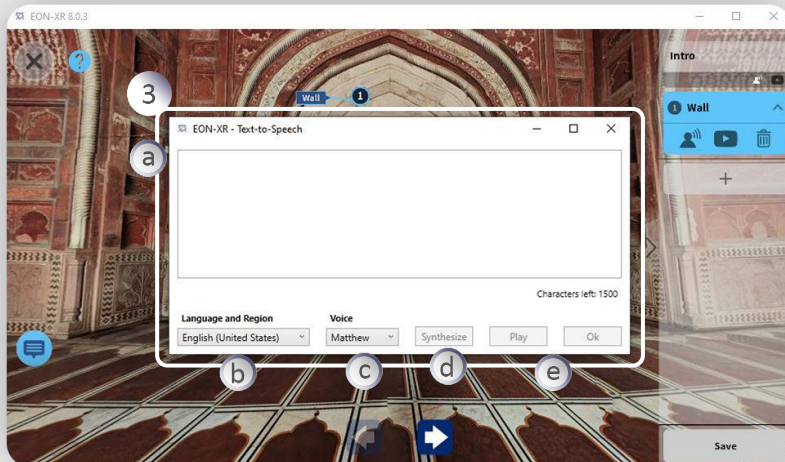
BUILD YOUR LESSON (360) > MEMO (1/2)



1. Click or tap the **Plus (+) button** to add new memo to provide more written, audio or video points of information on the 360 image

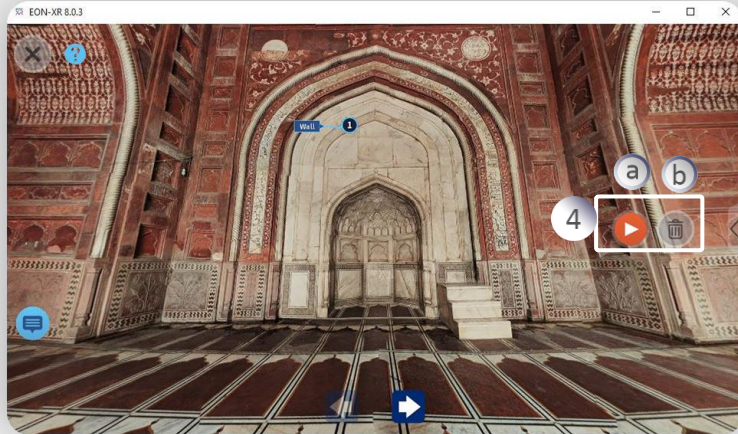


2. Click on **Narration** icon, a pop window appears:
 - a. **Text to Speech**
 - b. **Upload Audio File**

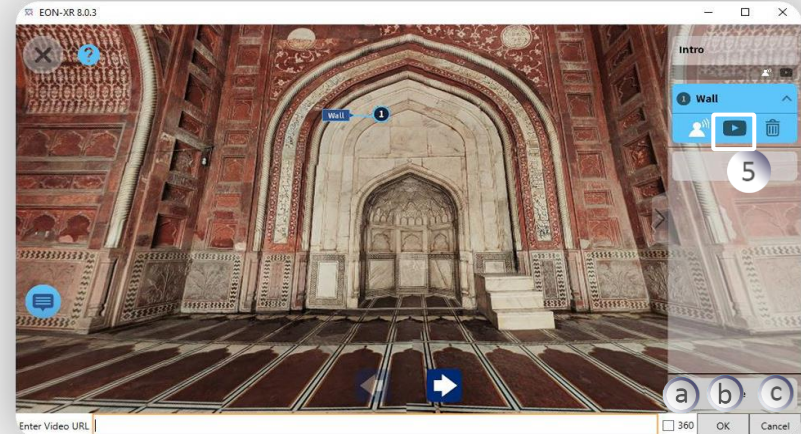


3. **Text to speech window:**
 - a. Up to 1500 characters can be added
 - b. Select desired **Language** and **Region**
 - c. Select **Voice**
 - d. Click **Synthesize** to generate the audio
 - e. Click **Play** to listen and **Ok** to save

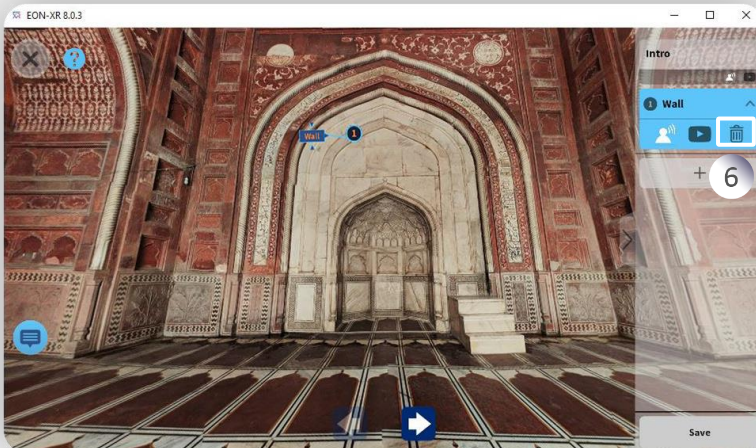
BUILD YOUR LESSON (360) > MEMO (2/2)



4. **Upload Audio File** - A recorded audio can be uploaded to the lesson memo
- Click on **Play** icon to play the audio
 - Click on **Delete** icon to remove the audio

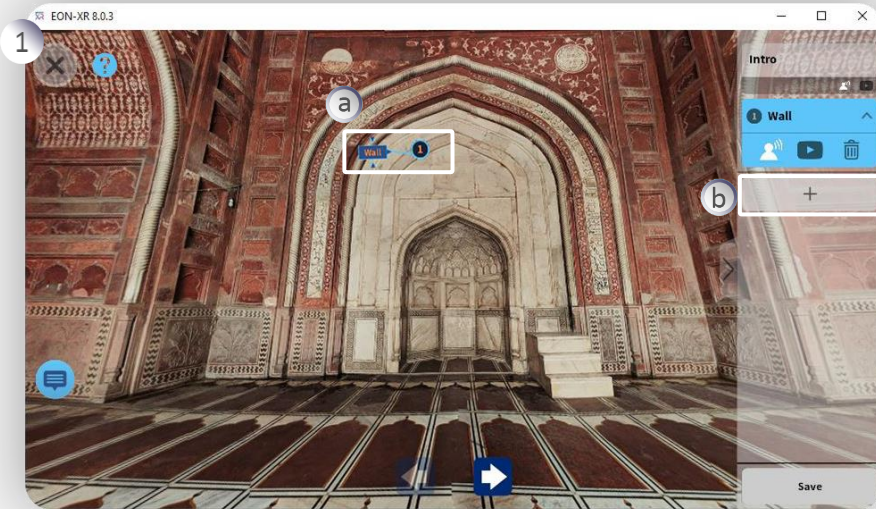


5. Click on **Video** icon to paste the **video** URL in this field to add the supporting video for the memo
- Check if it is 360
 - Click **Ok** to save
 - Click **Cancel** to remove

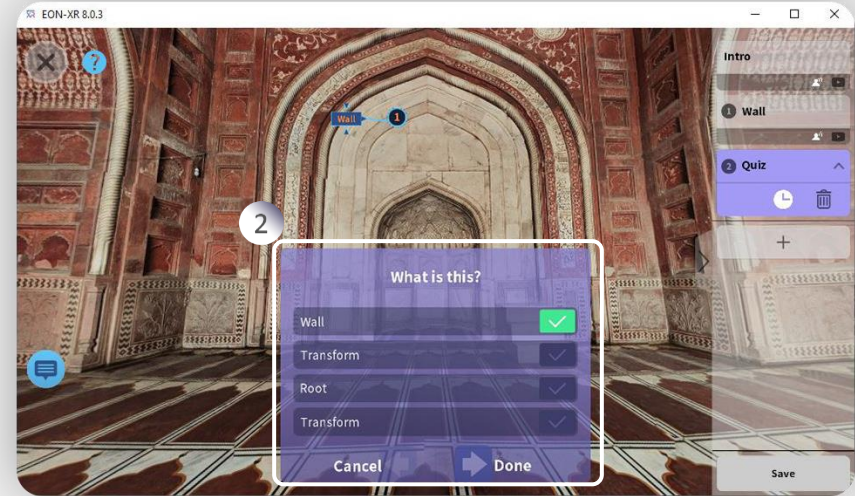


6. Click on **Delete** icon to remove the memo completely

BUILD YOUR LESSON (360) > QUIZ (1/2)

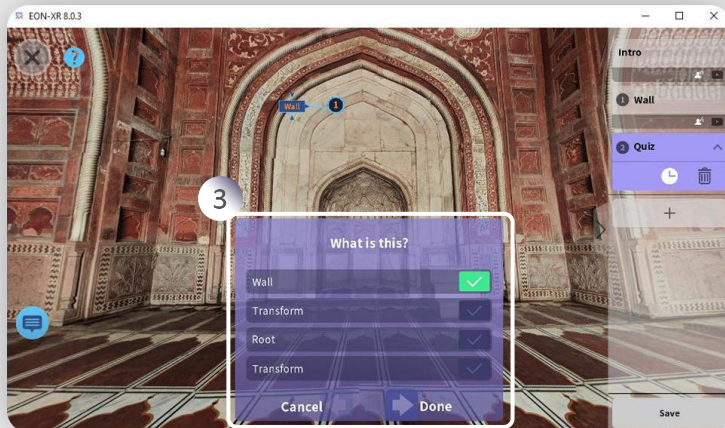


1. Build a quiz:
 - a. Left-click on the annotation name and the colour changes to **orange**
 - b. Click on the + sign to create a Quiz

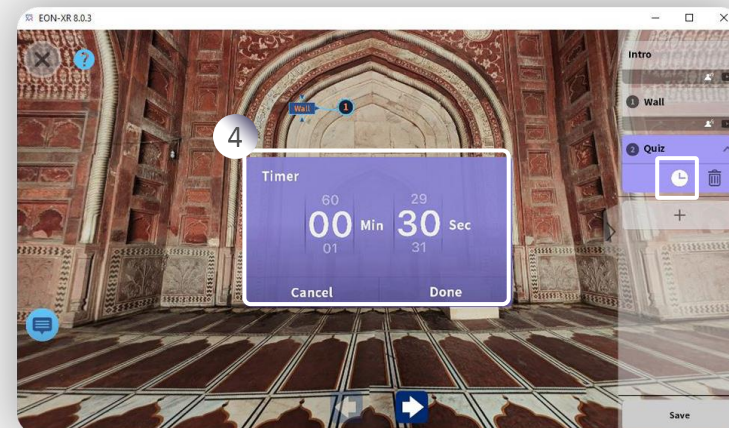


2. A pop window with a default multiple-choice question appears for the selected location on the 360 image

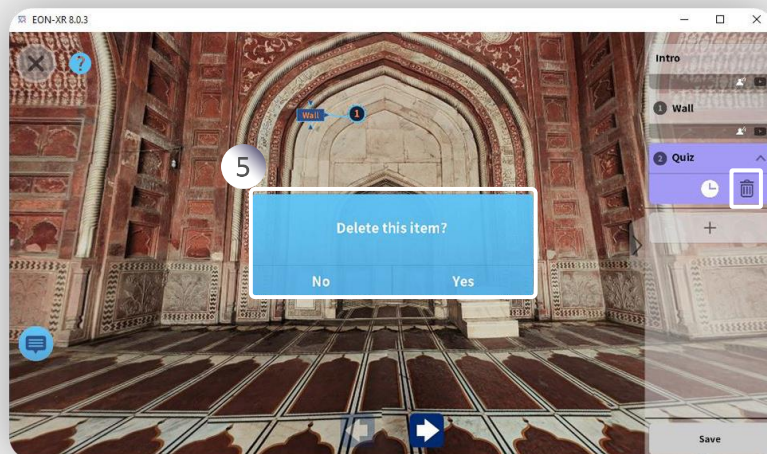
BUILD YOUR LESSON (360) > QUIZ (2/2)



3. Double click on the question stem and alternatives to edit and click **Done** to save or select **Cancel** to exit

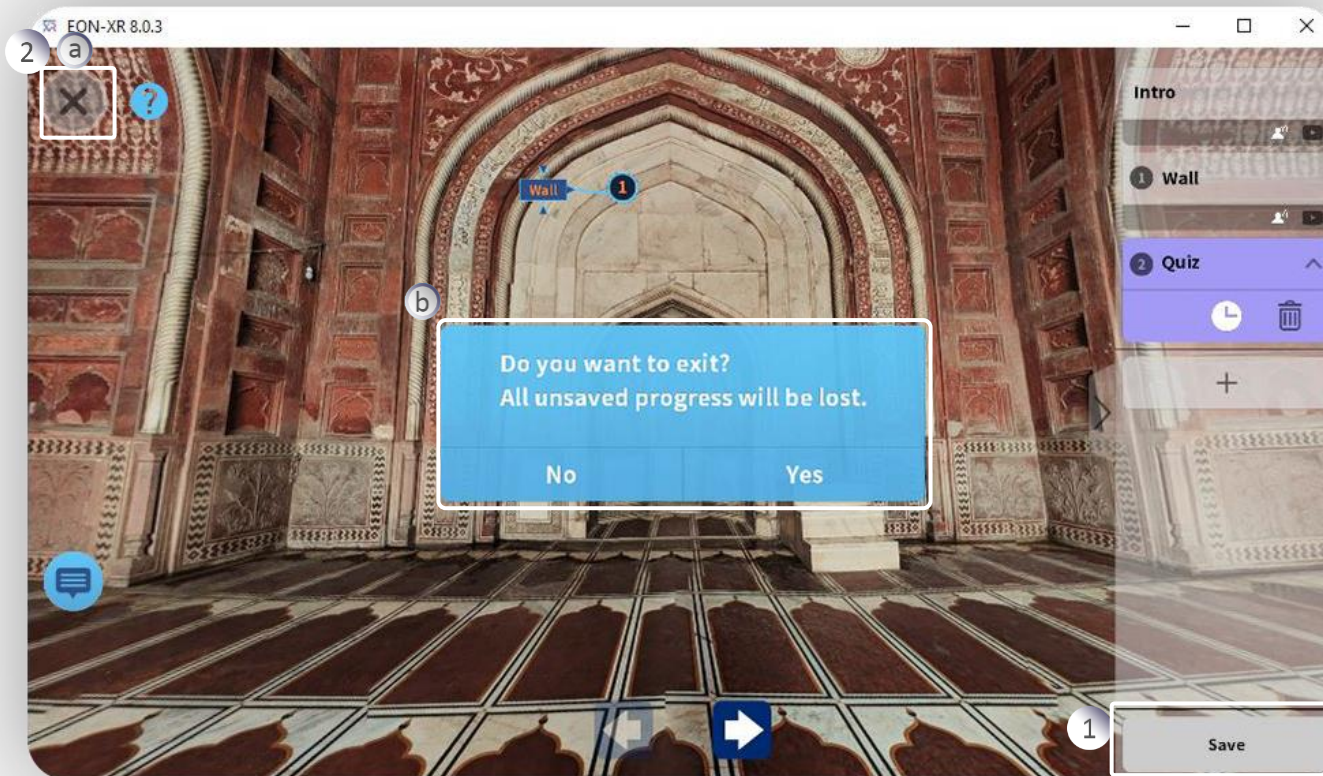


4. Click on the **Timer** icon to set the desired duration by scrolling for quiz activity completion



5. Click on **Delete** to remove the quiz activity

BUILD YOUR LESSON (360) > SAVE & EXIT



1. SAVE:

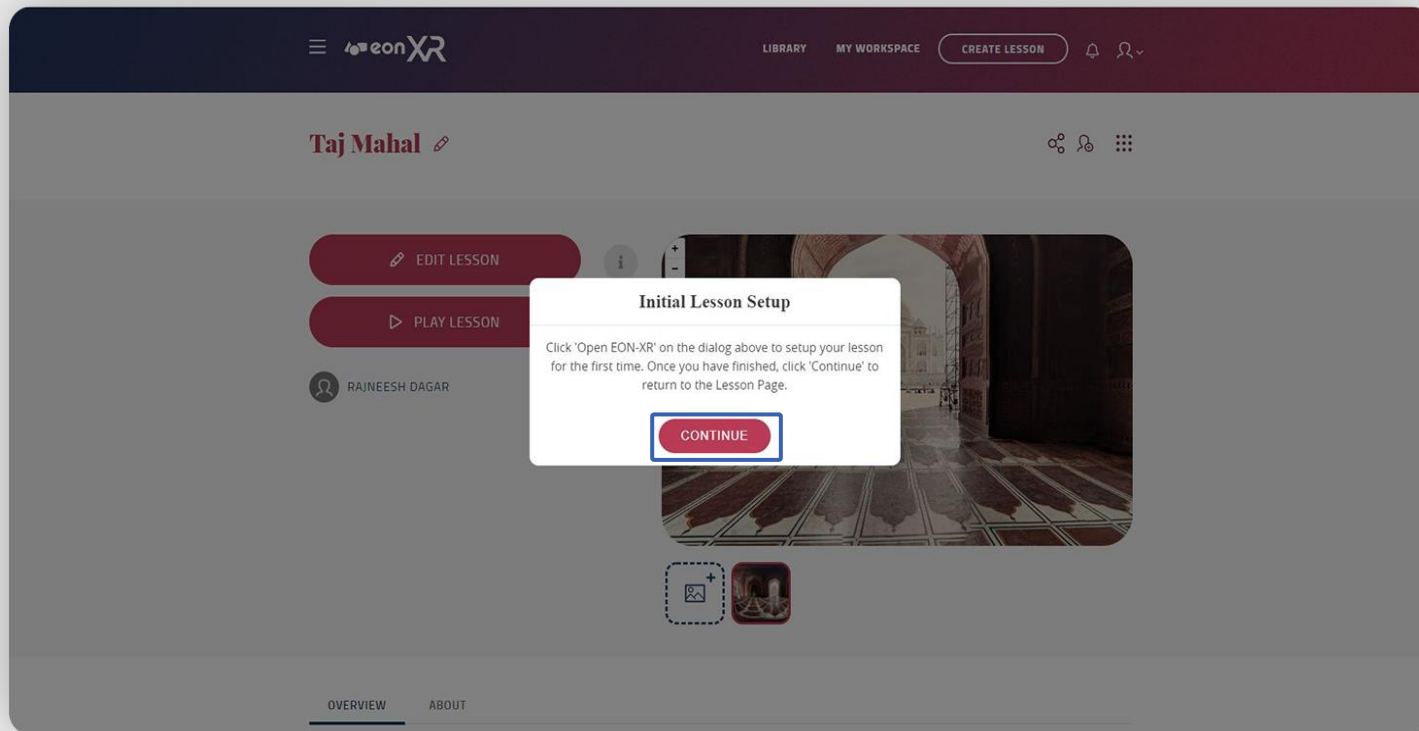
Click on **Save** option to save all the activities created in the lesson

2. CLOSE:

- a. Click on **X** icon to close
- b. A popup will appear. Click **Yes** to exit



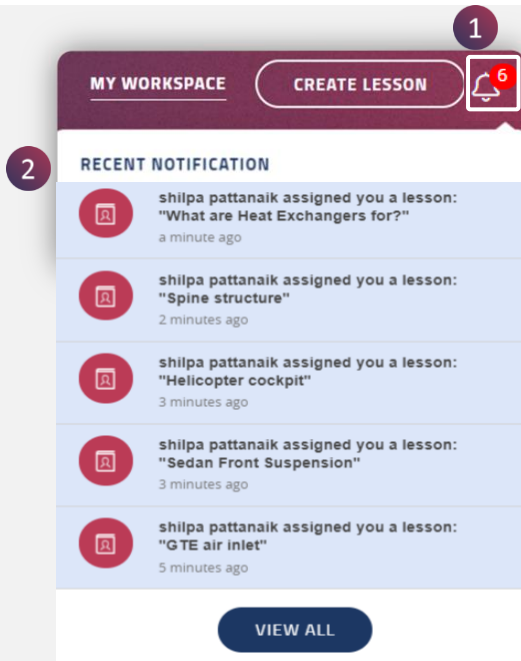
BUILD YOUR LESSON (360) > CONTINUE



After creating a lesson with all activities , Click on **Continue** to return to the Lesson Page and Play your Lesson.

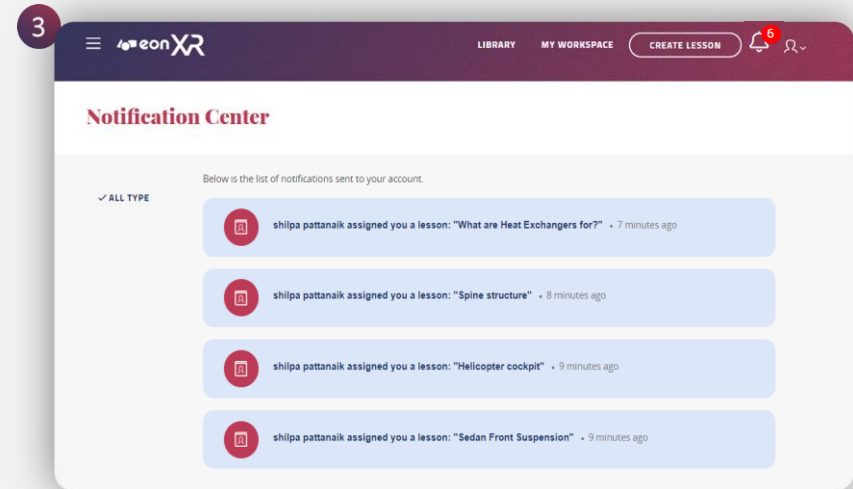


NOTIFICATION CENTER



Notification Function is enabled by clicking on the Bell Icon. It displays the following

1. Number of notifications
2. Displays notification on events like, when you are assigned a lesson etc..

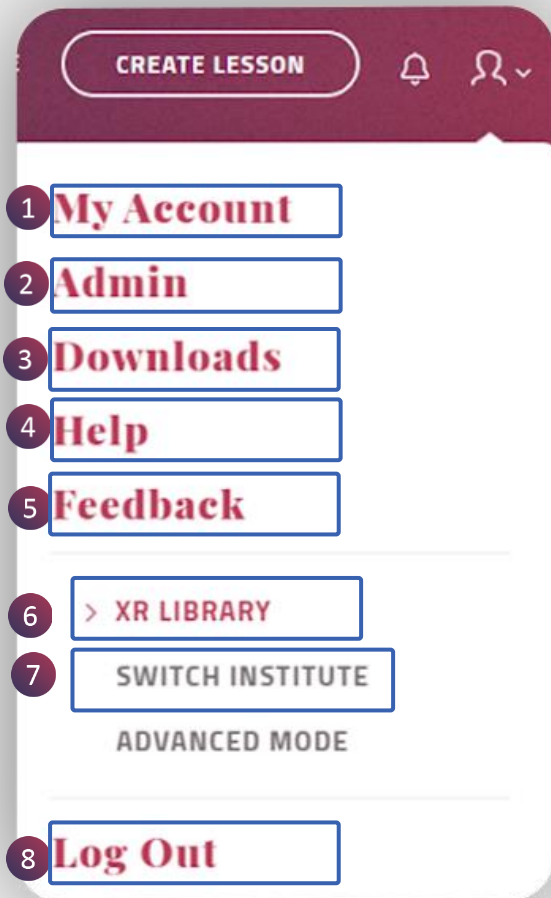


Clicking on View All takes to the Notification Center page

3. Displays All type of events related to the lesson assigned, issue raised or account related notifications



PROFILE MENU



Profile Menu displays user's access to account details, institutions, downloads etc., It is a drop down menu with following features:

No	Features	Description
1	My Account	User can access account details, edit their profile or change password
2	Admin	Admin Users can assign or remove roles for others and can generate reports of the institute usage
3	Downloads	Eon XR useful downloads can be accessed here
4	Help	Provides information on usage of EON XR platform features
5	Feedback	User can send their feedback about EON XR portal
6	Institution Name	Displays the current logged in institution name
7	Switch Institute	User can access and switch between different institutions
8	Log Out	Logs out from the EON XR platform

PROFILE MENU > MY ACCOUNT



My Account

Admin

Downloads

Help

Feedback

> XR LIBRARY

SWITCH INSTITUTE

ADVANCED MODE

Log Out

My Account

EMAIL*
priyesh.pavithran@eonreality.com

DISPLAY NAME*
Priyesh

FIRST NAME*
Priyesh

LAST NAME*
Pavithran

CONTACT NUMBER

LANGUAGE
English (English) ▼

YOUR ROLE(S) : Content Developer

CHANGE PASSWORD

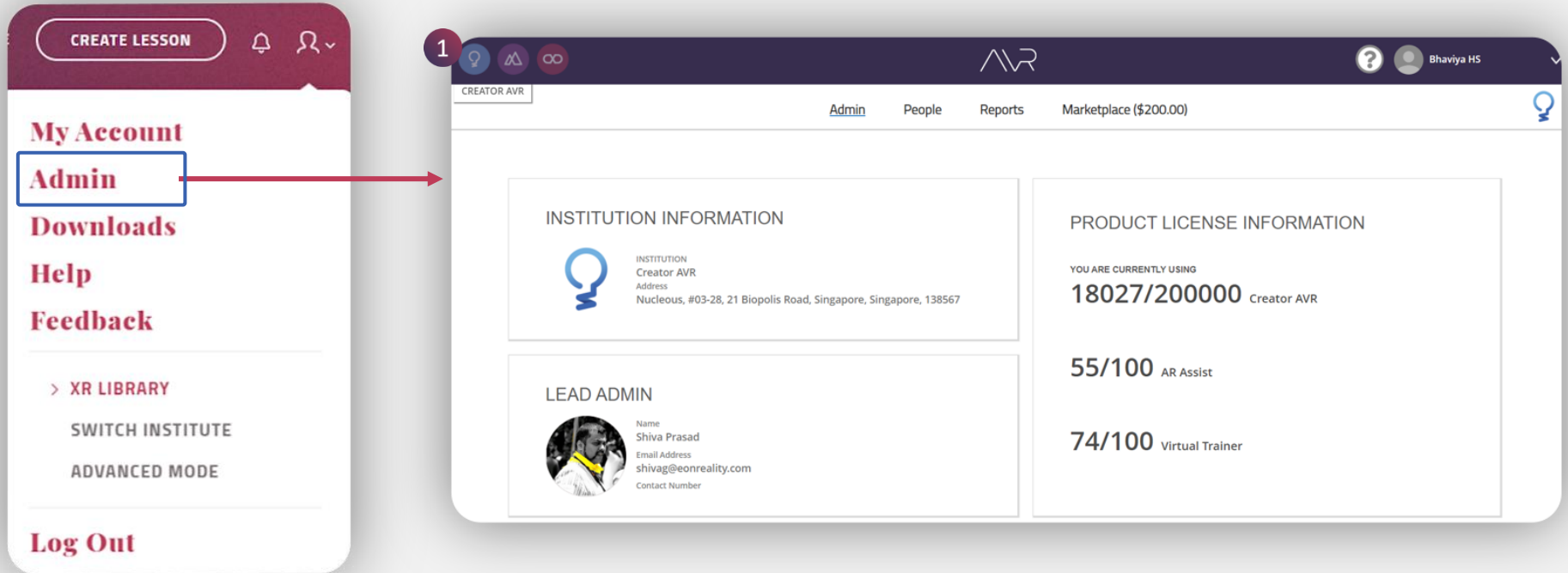
EDIT PROFILE

CANCEL

1. 'My Account' page helps you **edit your account details**
2. It also displays your role in the institute
3. You can also change your password from here



PROFILE MENU > ADMIN

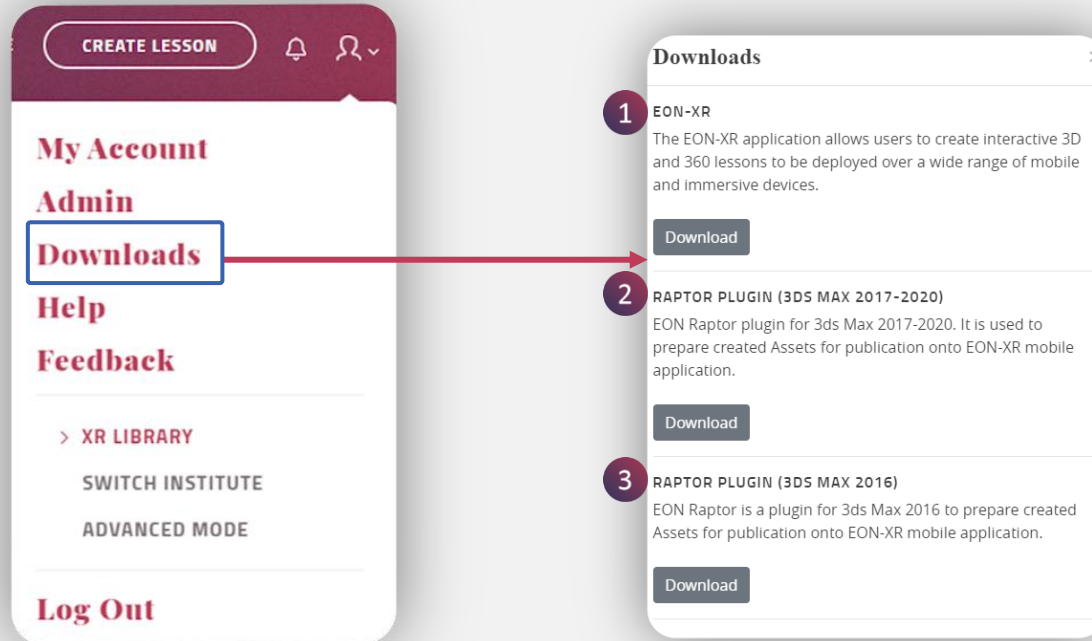


Only if an user is credited as admin can have this option in the profile menu.

1. Navigates to Admin Page which details about the institution



PROFILE MENU > DOWNLOADS

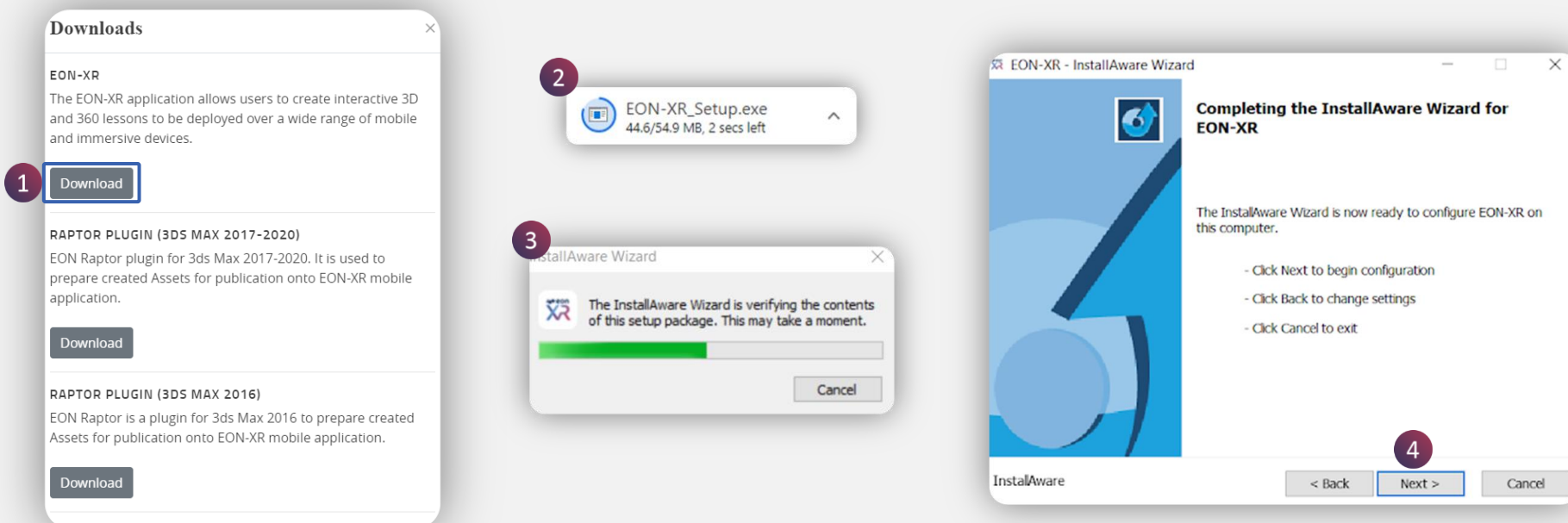


The **Downloads** popup window allows to download:

1. Eon XR Application
2. Raptor Plugin (3DS MAX 2017-2020)
3. Raptor Plugin (3DS MAX 2016)



PROFILE MENU > DOWNLOADS > EON-XR SETUP

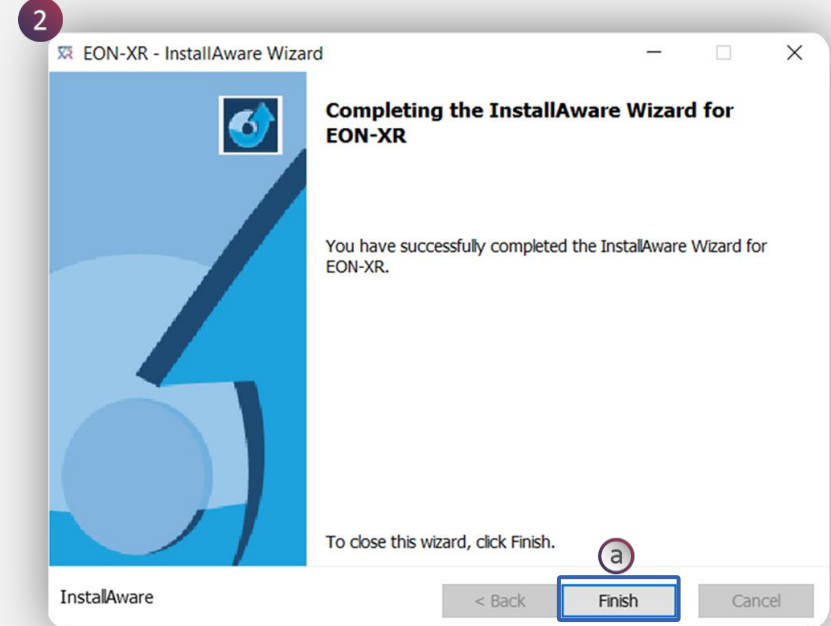
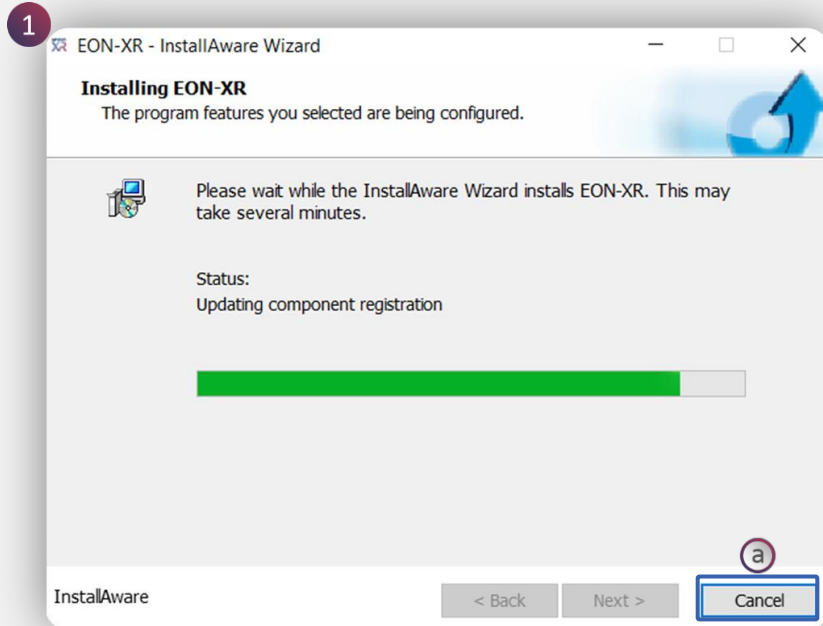


EON-XR Application Setup:

1. Click on **Download** under EON-XR
2. The file starts downloading in your system
3. Locate the file and run it
4. Click on **Next**, to start the installation of EON-XR on your computer



PROFILE MENU > DOWNLOADS > EON-XR INSTALLATION

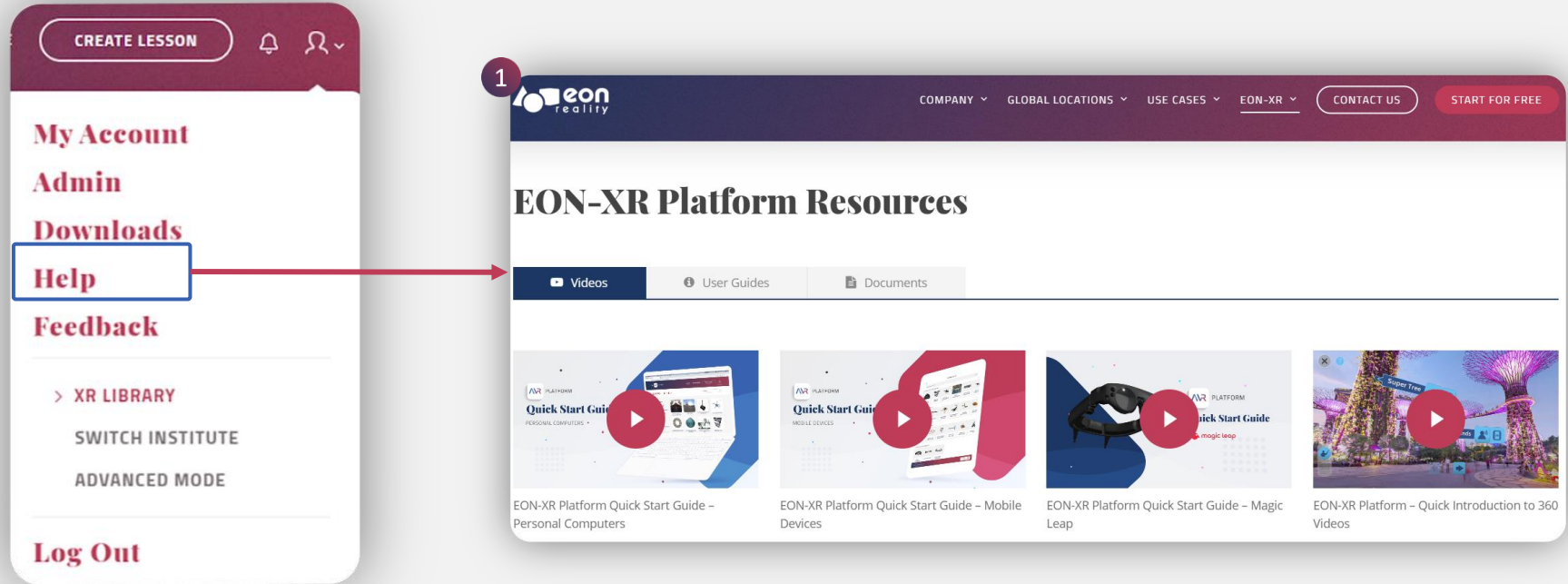


EON-XR Application Installation:

1. The installation process begins and may take several minutes
 - a. **Cancel** will stop the installation process
2. After successful installation, a popup window appears.
 - a. Click on **Finish** to complete the installation



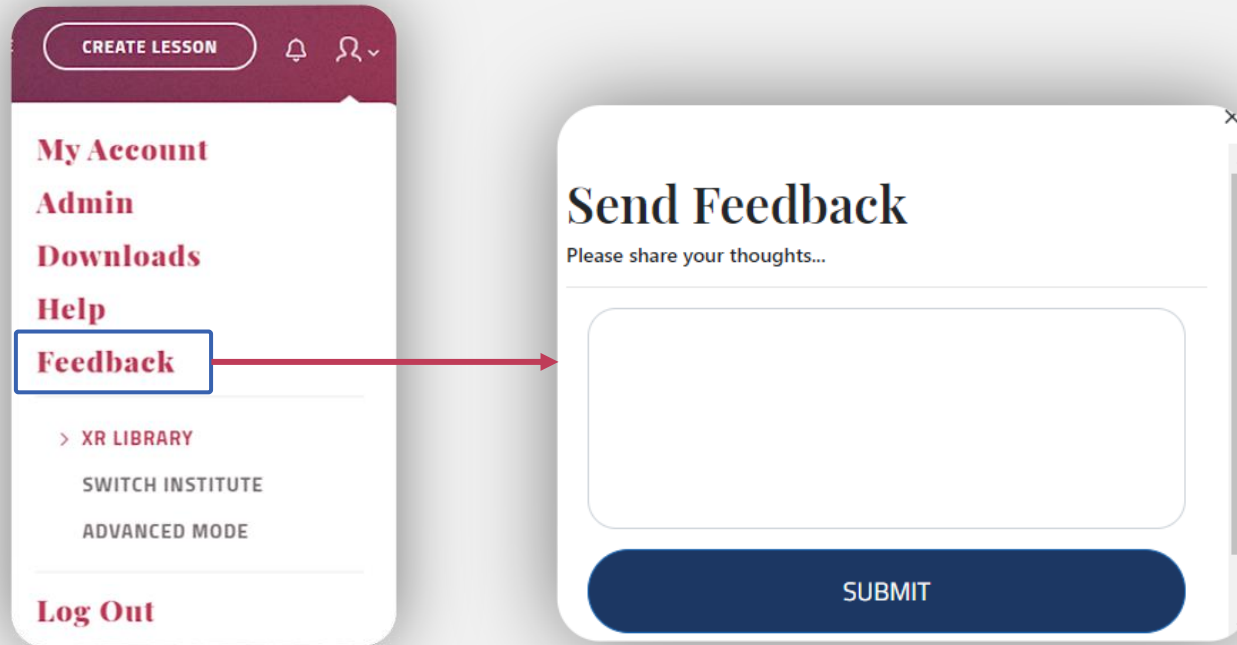
PROFILE MENU > HELP



1. The **Help** option directs to useful EON XR Platform Resources. It hosts

- Videos
- User Guides
- Related Documents

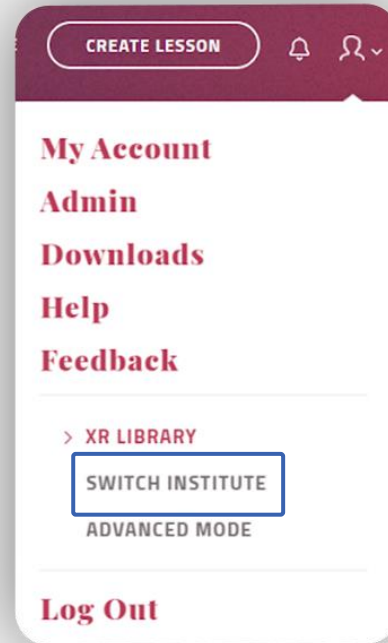
PROFILE MENU > FEEDBACK



The **Feedback** page allows to share your thoughts on EON XR Platform and submit to the back end team.



PROFILE MENU > SWITCH INSTITUTE



If you have access/rights to multiple institutes, the **SWITCH INSTITUTE** dropdown menu allows you to switch between them.



PROFILE MENU > LOG OUT



Log out ends access to the AVR platform and navigates to **Sign In** page of the EON XR platform

GLOSSARY (1/2)

ANNOTATIONS	Annotation is a kind of label added to represent the name of each part of the 3D model / 360 image
AR MODE	Augmented Reality mode for EON-XR mobile app. A 3D model can be viewed / manipulated against a real background using the QR code / cube
BUILD	Puzzle - solving activity for evaluating learner's understanding
CREATE	Create a new lesson by using a 3D asset / 360 image
EDIT	Make changes to an existing 3D / 360 lesson
IDENTIFY	Identification activity for evaluating learner's understanding. Allows the user to recognize and type-in the name of a model part in a 3D lesson
INTRO	Default first screen in a 3D/360 lesson. Shows the whole model / image. Can include audio and YouTube video
LOCATE	Spotting activity for evaluating learner's understanding. Allows the user to spot a model part in a 3D lesson



GLOSSARY (2/2)

MEMO	Smaller parts of the model (3D) / parts of an image (360). Can include informative audio and You tube video content
MODEL PARTS	The hierarchy and parts of an asset (3D model)
3D RECORDING	The whole interaction of screen manipulation of 3D model parts and simultaneous voice-over gets recorded together. This can be later played by user as an AV animation
PLAY	View a 3D / 360 lesson
QUIZ	MCQ activity for evaluating learner's understanding. Multiple and single choice – both types are possible
TOUCH MODE	User can use his/her finger to touch and manipulate the objects on screen
TTS	Text to speech. The typed text gets converted to a computerized voice over
VR MODE	Virtual Reality mode for EON-XR desktop and mobile app. It is an immersive computer system that mimics the world we see around us. User can experience the 3D model in a real time environment
XR	Extended Reality (XR) refers to all real and virtual combined environments. It is an umbrella term encompassing augmented reality, virtual reality, and mixed reality.