



Quick Guide

for Desktop



Quick Guide Contents

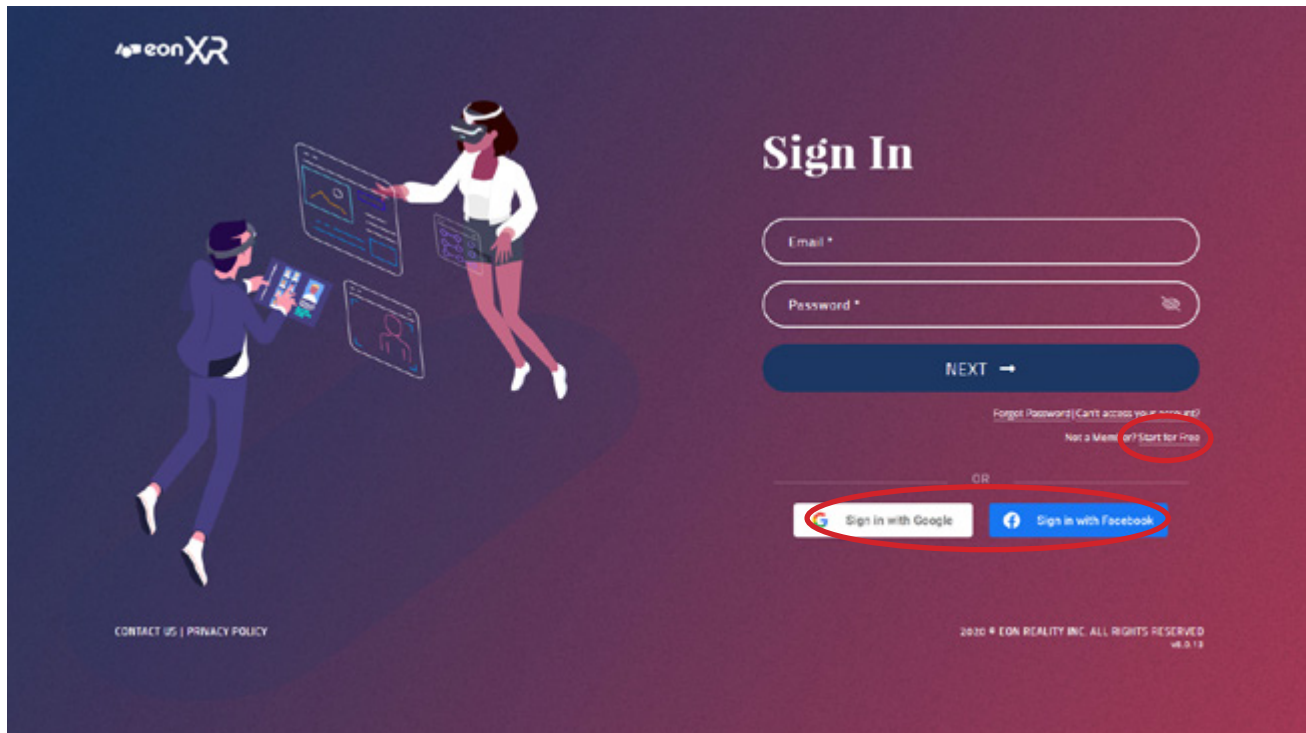
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1) CREATING AN ACCOUNT FOR EON-XR

Signing Up

To get started, head over to <https://eon-xr.com>.

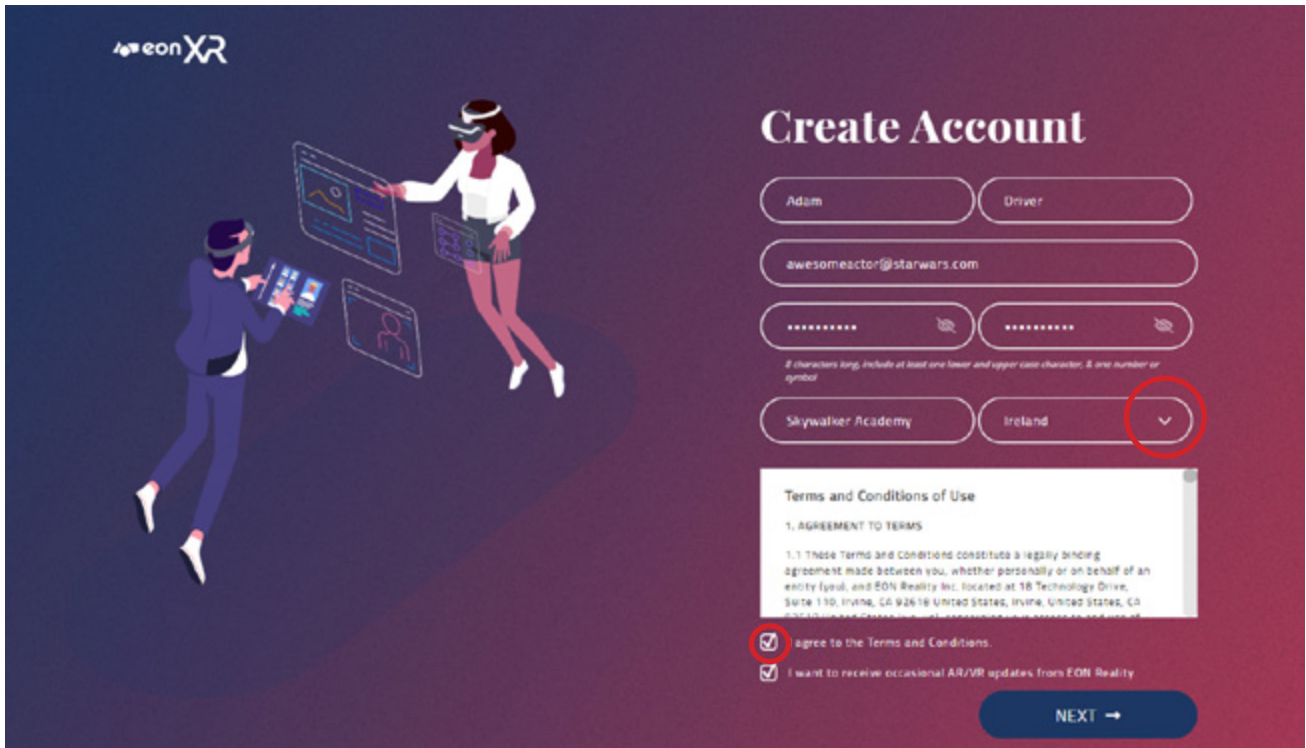
Step 1:



You may wish to use an existing Google or Facebook account to sign up.
If you do so, skip **Step 2**.

Otherwise, click on the “Start for Free” to begin the registration.

Step 2:



Create Account

Adam Driver

awesomeactor@starwars.com

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

Skywalker Academy Ireland

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.

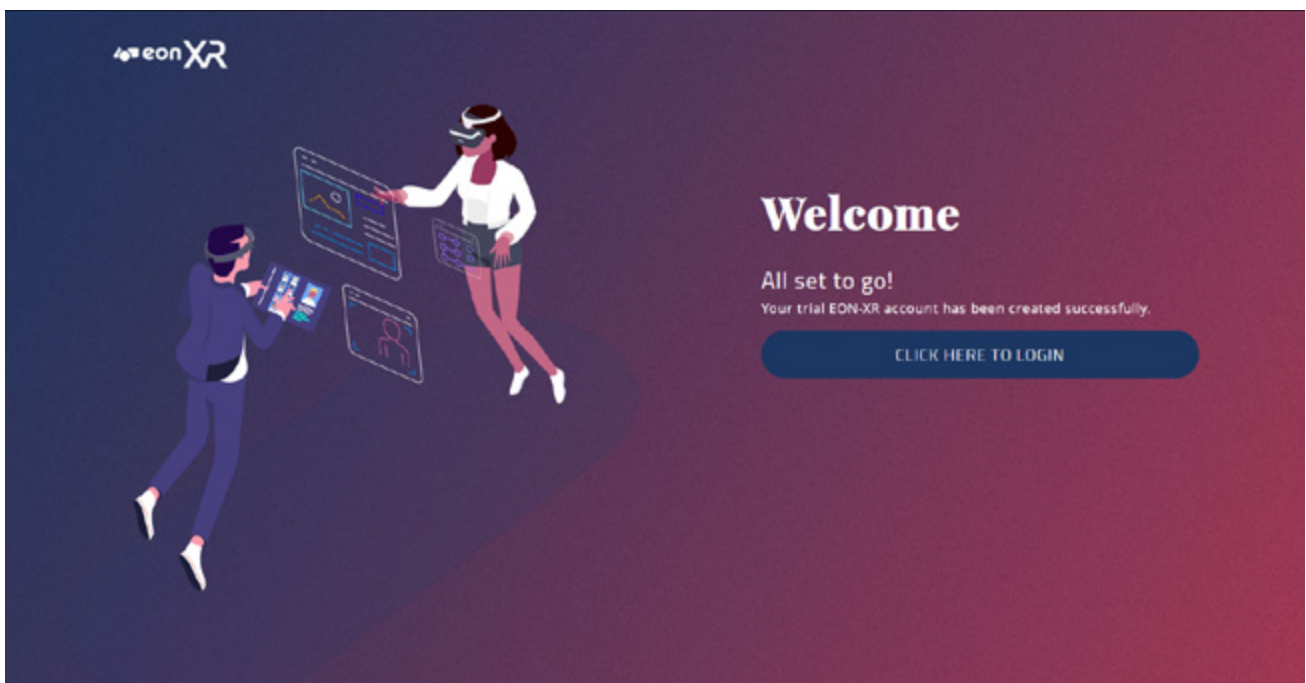
☒ I agree to the Terms and Conditions.

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

NEXT →

Fill in the necessary fields and select your country (from the dropdown menu).
Review the “Terms and Conditions of Use” and check the tick box.
Click “Next” to finalize the registration.

Step 3:

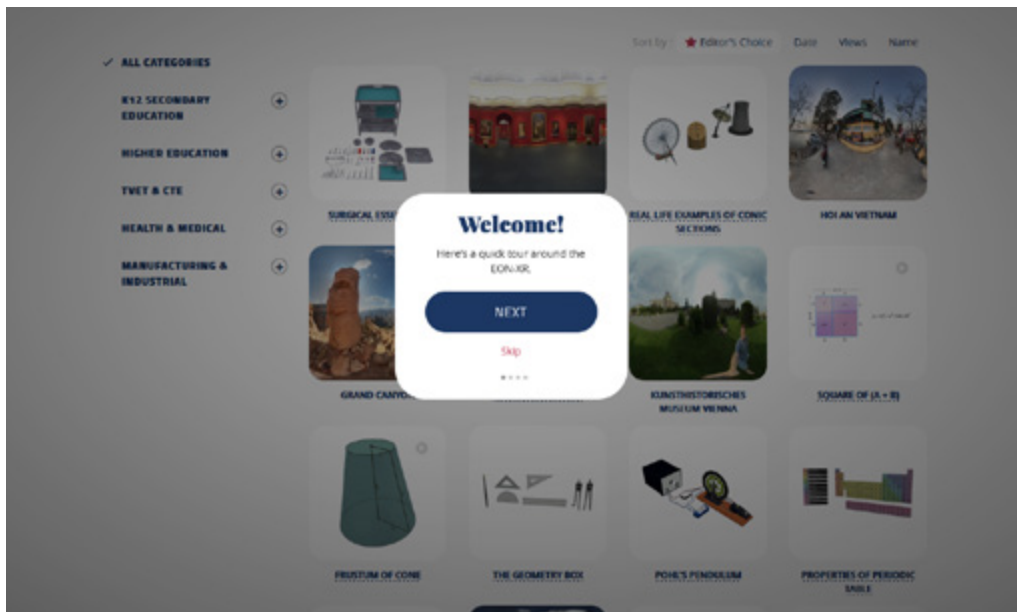


Click on the “Login” button to login into EON-XR and get started!

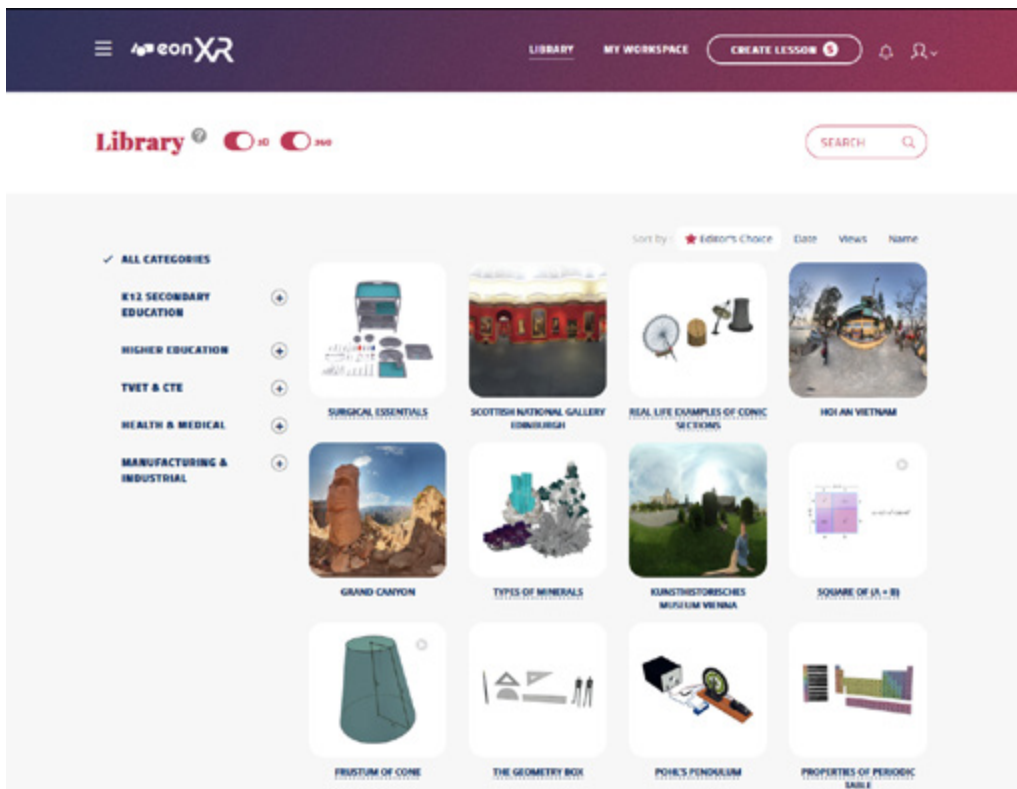
2) GETTING STARTED - INTRODUCTION TO EON-XR

EON XR - Landing Page

Upon logging in to EON-XR for the first time, a pop-up will briefly introduce you to the top-level navigation tabs.



For subsequent log-ins, you will be brought directly to the Library page.



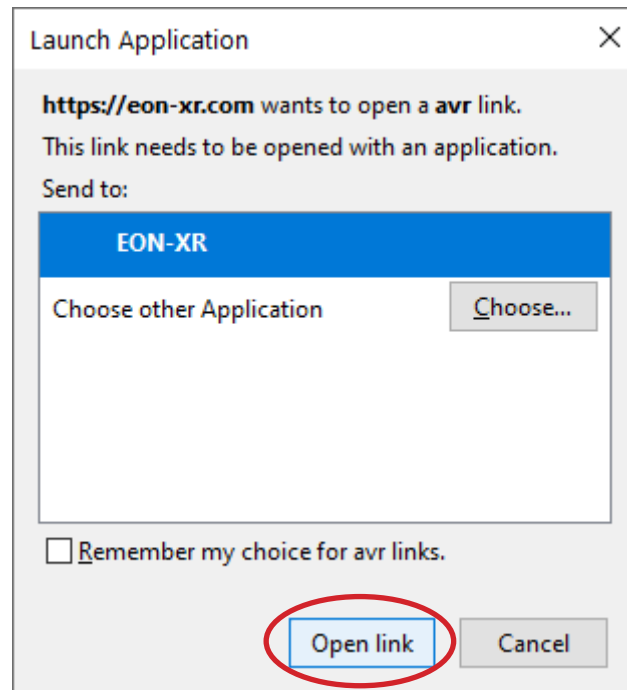
Installation

Desktop Installation

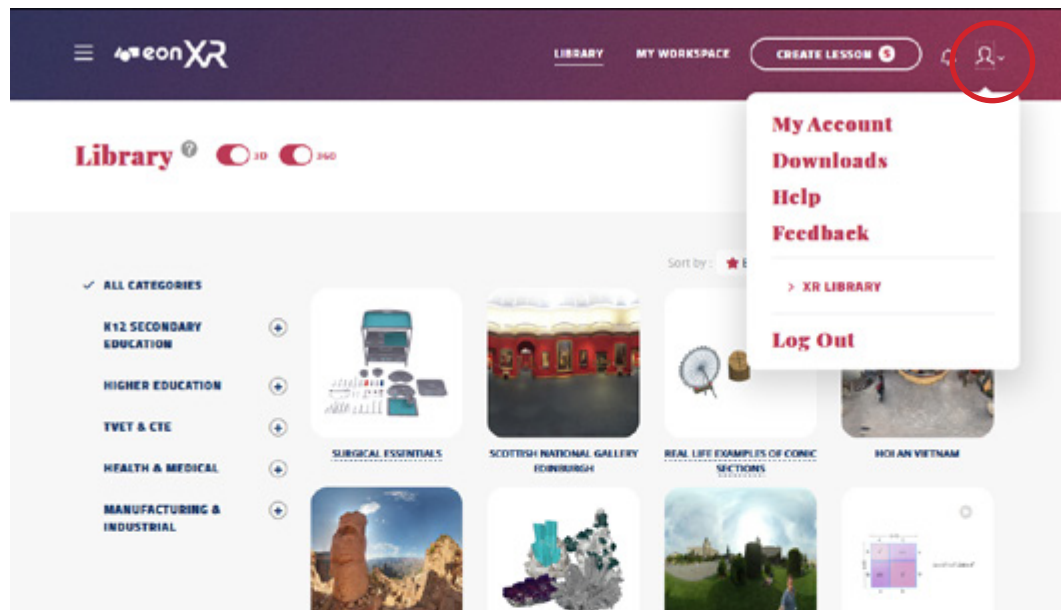
To use the EON-XR in its entirety, from viewing assets to the creation of lessons on the desktop, you'll need to install the EON-XR application for Windows.

EON-XR is an application used that allows the user to view 3D assets and create 3D lessons.

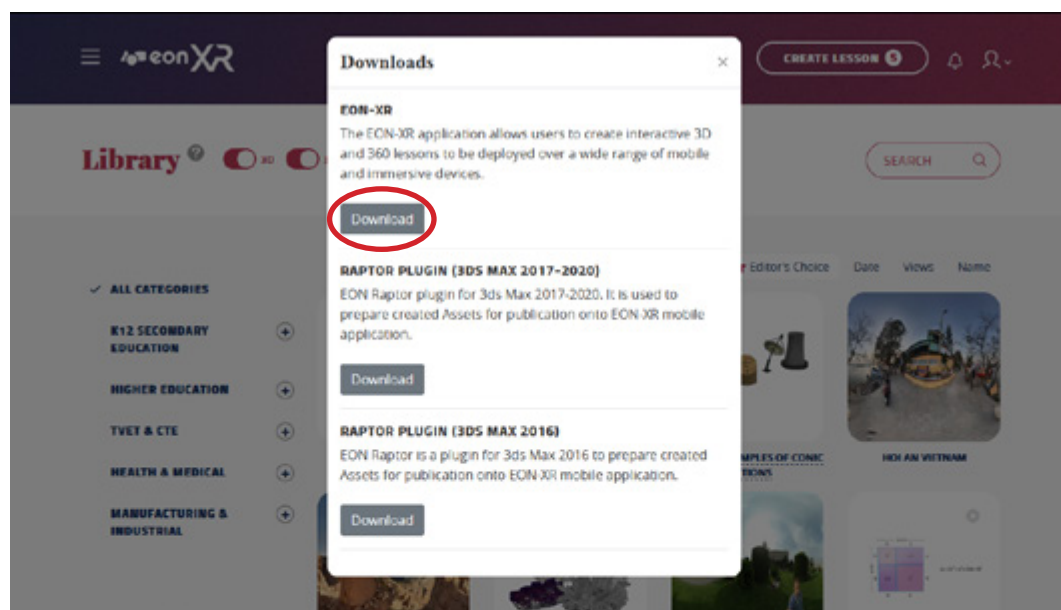
Whenever you want to view an Asset, play a lesson, create or edit a lesson, a message prompt will be shown prompting the launch of the EON-XR.



If EON-XR had not been installed previously, you will need to download the installer using the link provided in the Downloads Menu Option.

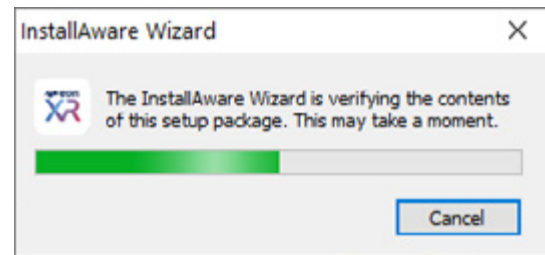


When in the home screen, click on the profile icon on the top right of the screen to reveal the Downloads menu

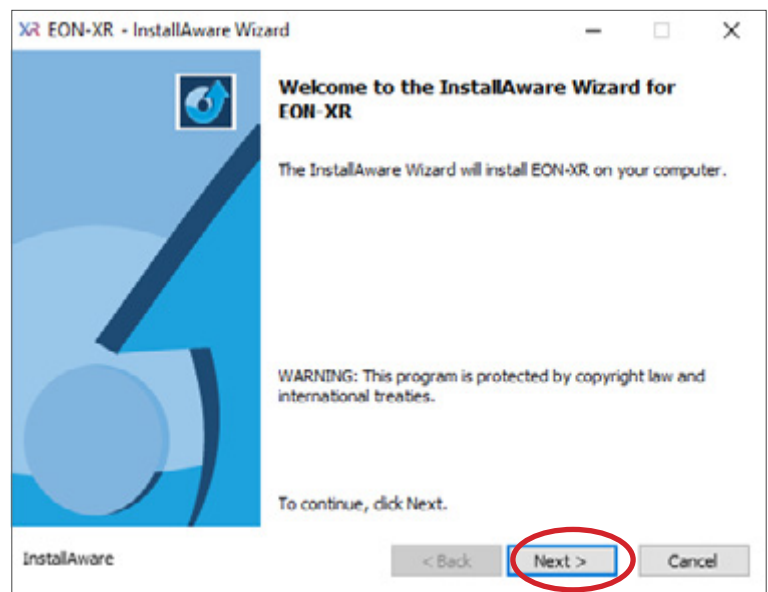


Download the first option for EON-XR and install

1. Locate the download, run the installer

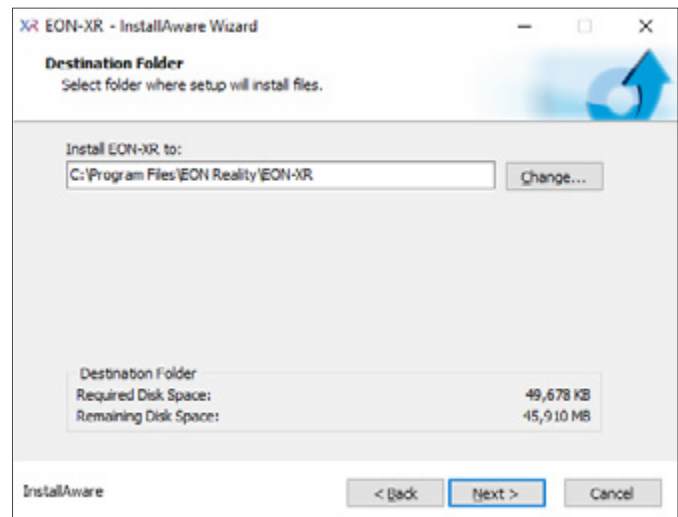


2. Proceed through the setup process

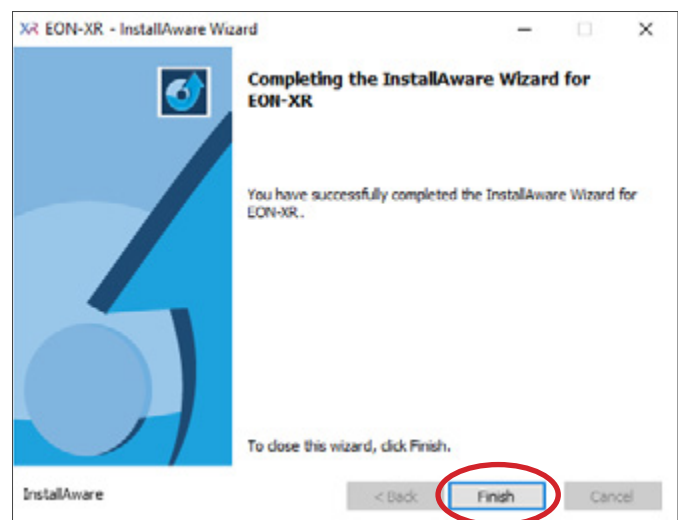


3. Choose the file path for installation

Note: It's recommended to keep the install location default.

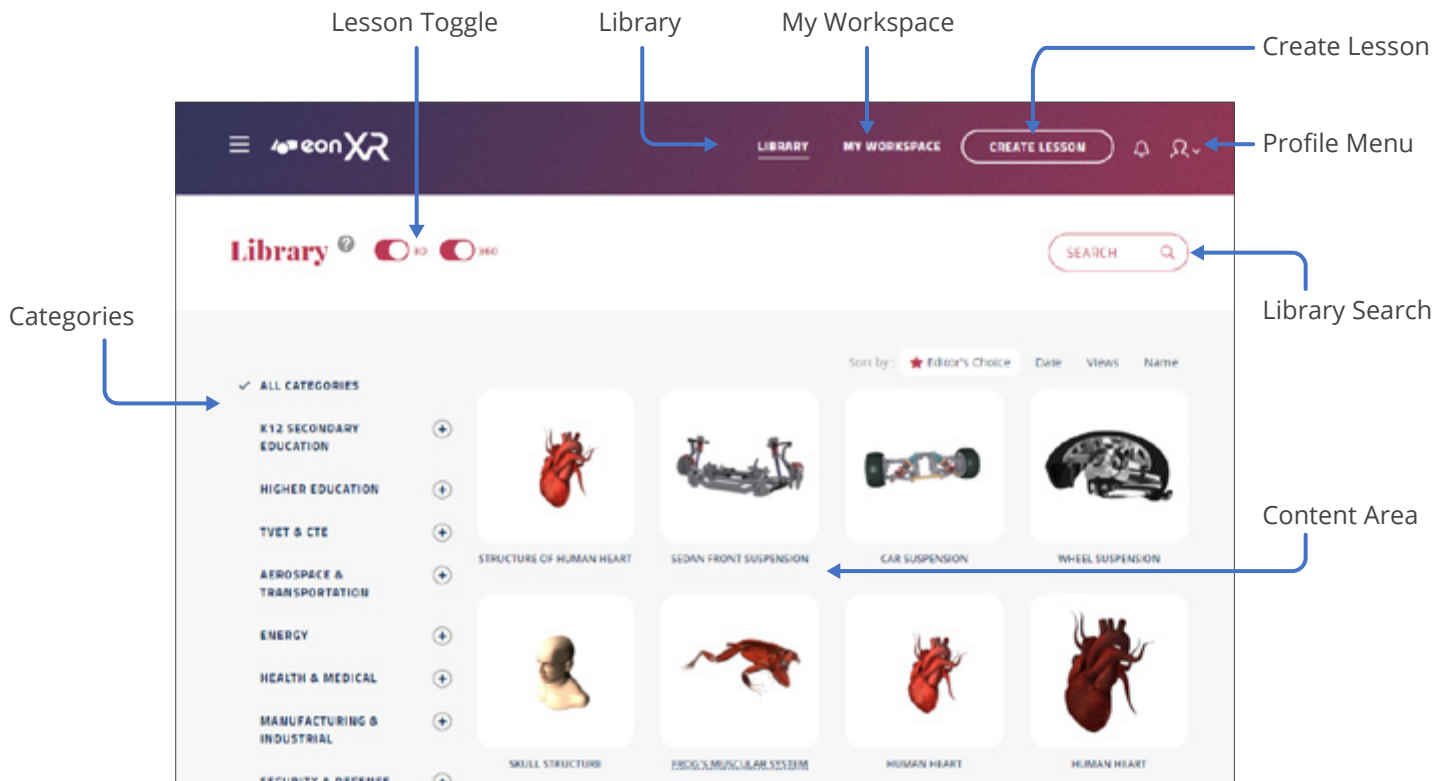


4. When the installation is complete, click 'Finish' to complete the installation process.



EON-XR – Library Page (EASI Mode)

Upon successful login into EON-XR, you will be brought to the Library Page. The Library Page is designed for easy access to content, your workspace and getting started in creating lessons.

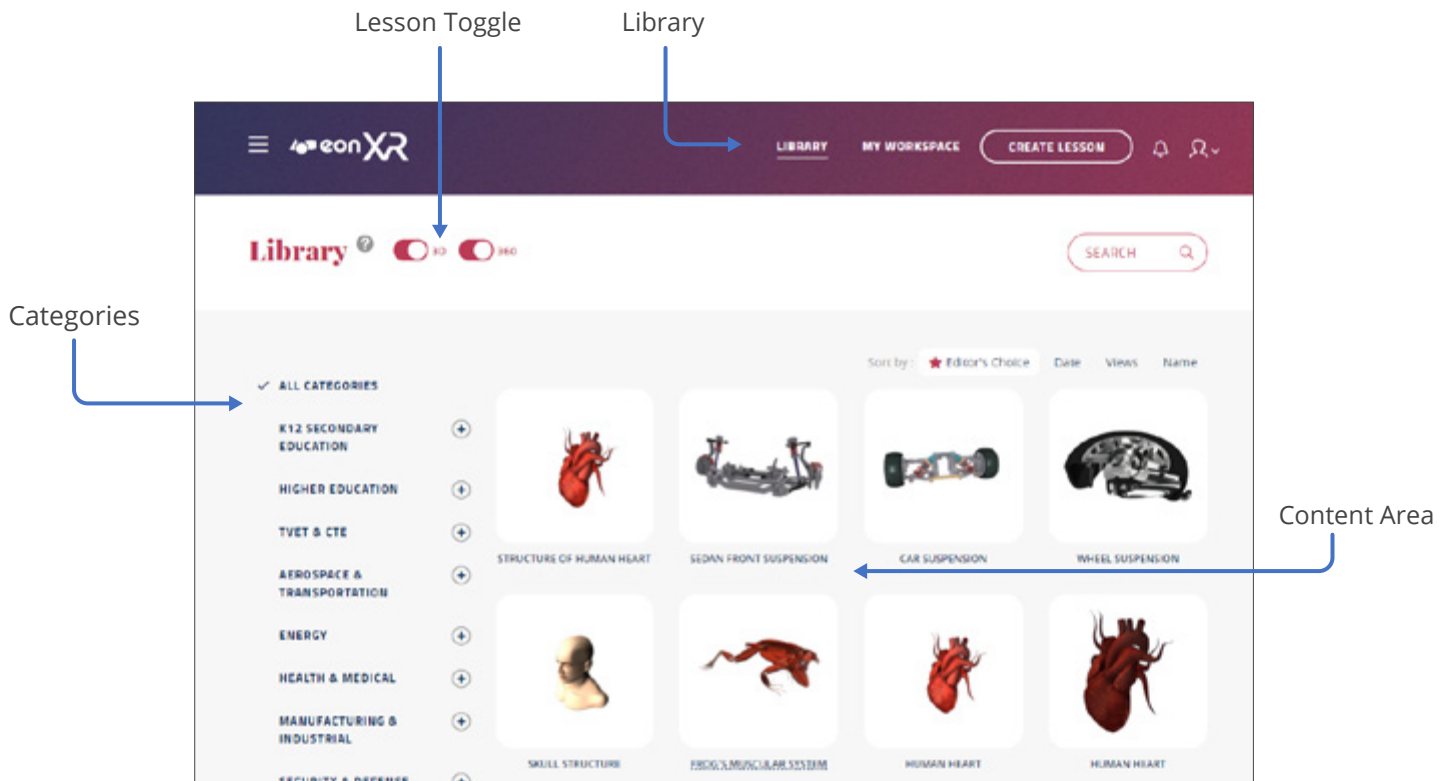


The following are a brief description of what features and pages that can be found on the Library Page:

#	Feature / Page	Description
1	Lesson Toggle	Toggle to view either 3D Lessons, 360 Lessons or both
2	Library	Library Page to view your institution's published 3D and 360 Lessons
3	My Workspace	Access to view 3D or 360 lessons you have authored, assigned to or been shared to you
4	Create Lesson	Create 3D or 360 Lessons
5	Profile Menu	Edit your Profile, Switch Institutions, Access Help, Downloads Toggle between EASI Mode and Advanced mode
7	Categories	Filter Lessons between the different categories
8	Library Search	Search Library for lessons using keywords or tags
9	Content Area	View the Institution's published lessons

3D and 360 Lessons Library

As described earlier, the Library Page will allow you to view and access all published lessons that have been made available.



There are 2 types of lessons available:

3D Lessons – Object based lessons using 3D Models as the focus of learning

360 Lessons – Using 360-degree photos to create lessons using voice annotations, attached videos and quizzes

To search for a specific lesson, you can do the following to make the search go quicker:

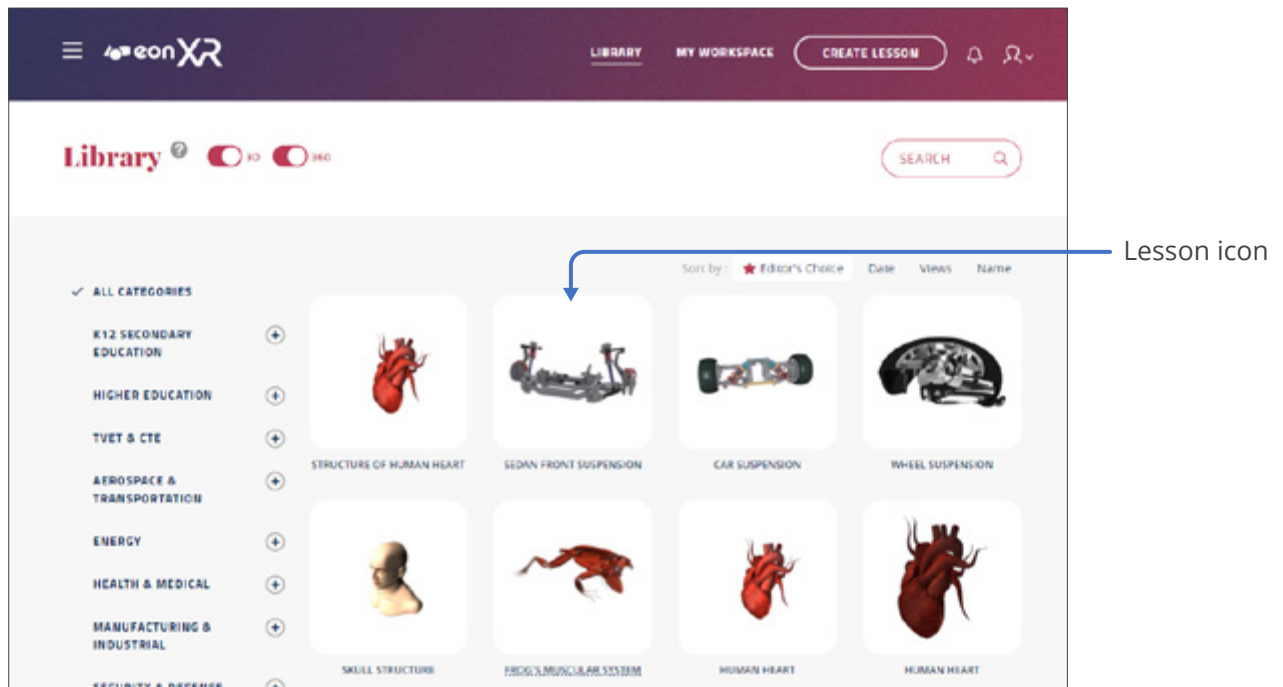
- Filter the lessons by category by selecting the appropriate category
- Use the search function if you know the lesson name or tag words to that lesson.
- Toggle between showing all types of lessons, to show only 3D lessons or to show only 360 lessons.

Click on the lesson icon to enter the lesson page.

Lesson Page

As described earlier, the Library Page will allow you to view and access all the lessons that have been published and made available.

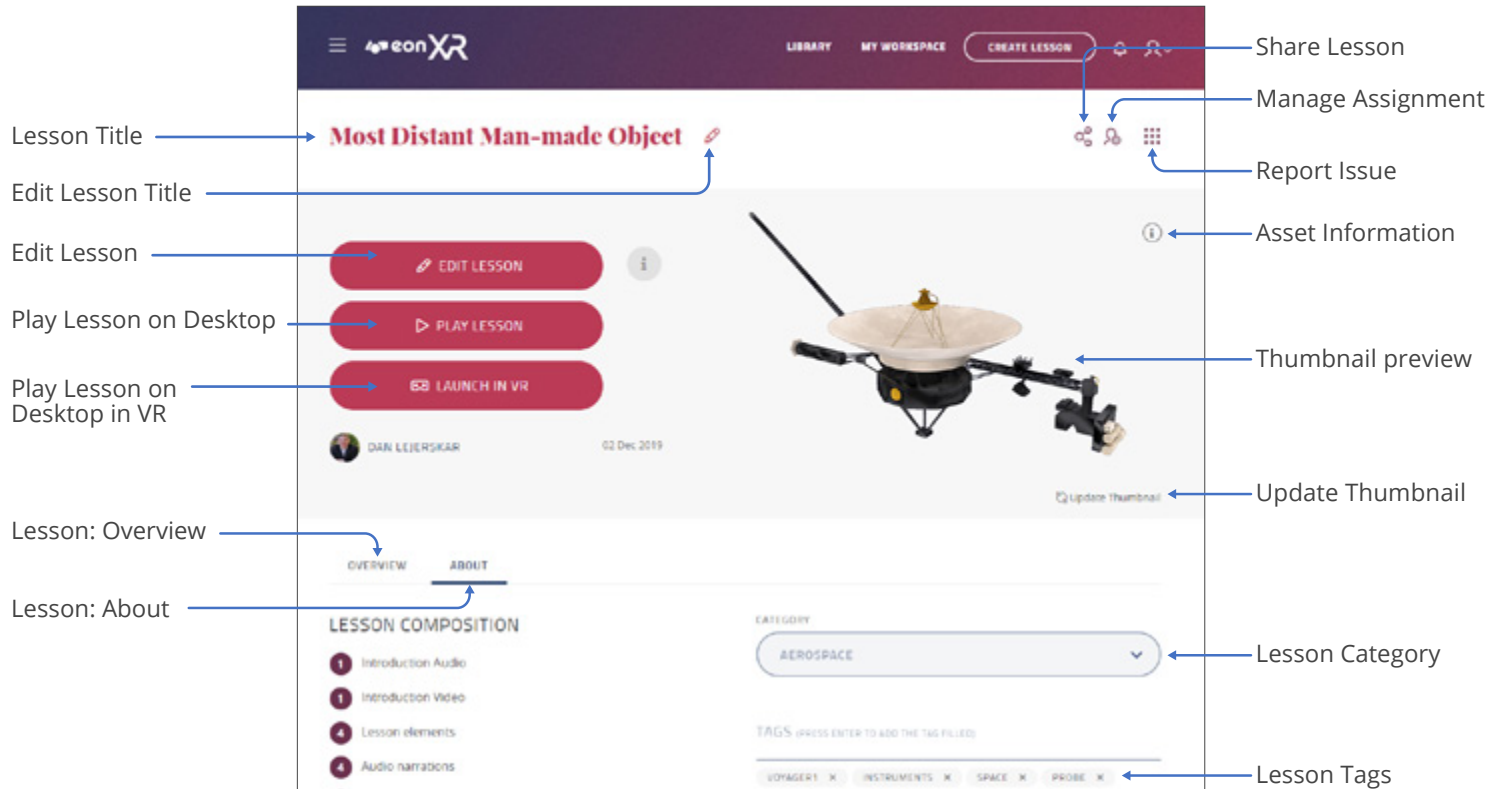
When you find a lesson to view, click on the lesson icon in the content area to bring you to the lesson page



To view any lesson, click on its icon in the content area to get started

3D Lesson

When viewing a 3D lesson page, you will be given several options. These options may or may not appear depending on your role in the institution.



Regardless if you are an Admin, Teacher or Student, the lesson page will look similar sans editing options

If you can see a "Pencil" icon next to a field, such as the lesson title, that means either this lesson was created by you or your role has the privileges to edit details of this lesson.

The following are a brief description of what features and pages that can be found in a 3D Lesson Page.

#	Feature / Page	Description
1	Lesson Title	Title of the lesson
2	Edit Lesson	Launch the EON-XR app to edit this lesson
3	Play Lesson	Launch the EON-XR app to review this lesson
4	Launch in VR	Play this lesson using the EON-XR app and Steam on a HMD
5	Overview	Lesson Objectives : Description of the lesson Lesson Material : Attach a link to PDF file related to the lesson
6	About	Composition : Lesson elements (Audio, Video & Activities) contained within Category : View or assign the lesson to a Category Tags : Assign keywords to tag the lesson for easy search
7	Share Lesson	Create a URL link to the lesson that can be shared
8	Update Thumbnail	Launch EON-XR to move the "camera" around the 3D asset & save a lesson preview-image

My Workspace

In “My Workspace”, you will be able to see lessons you have authored previously, lessons you have been assigned to or lessons that have been shared with you.

My Workspace

The screenshot displays the 'My Workspace' section of the eonXR application. The top navigation bar includes 'LIBRARY', 'MY WORKSPACE' (highlighted), and 'CREATE LESSON'. Below the navigation bar, the 'My Workspace' title is followed by a search bar and a 'SEARCH' button. The main content area is divided into two tabs: 'LESSONS' and 'ASSETS'. The 'LESSONS' tab is active, showing a list of lessons. On the left, there are filters for 'View Lessons by Ownership' (MY LESSONS, ALL CATEGORIES) and 'Filter by Publish status' (ALL, PUBLISHED, UNPUBLISHED). The lessons are sorted by 'Date' and 'Name'. Each lesson card includes an image, title, category, date, and icons for publishing and sharing. The bottom of the page shows a 'Show' dropdown with options 10, 20, 40, 80, and a 'Page 1 / 1' indicator.

Lessons/Assets view

View Lessons by Ownership

View Lessons by Category

Filter by Publish status

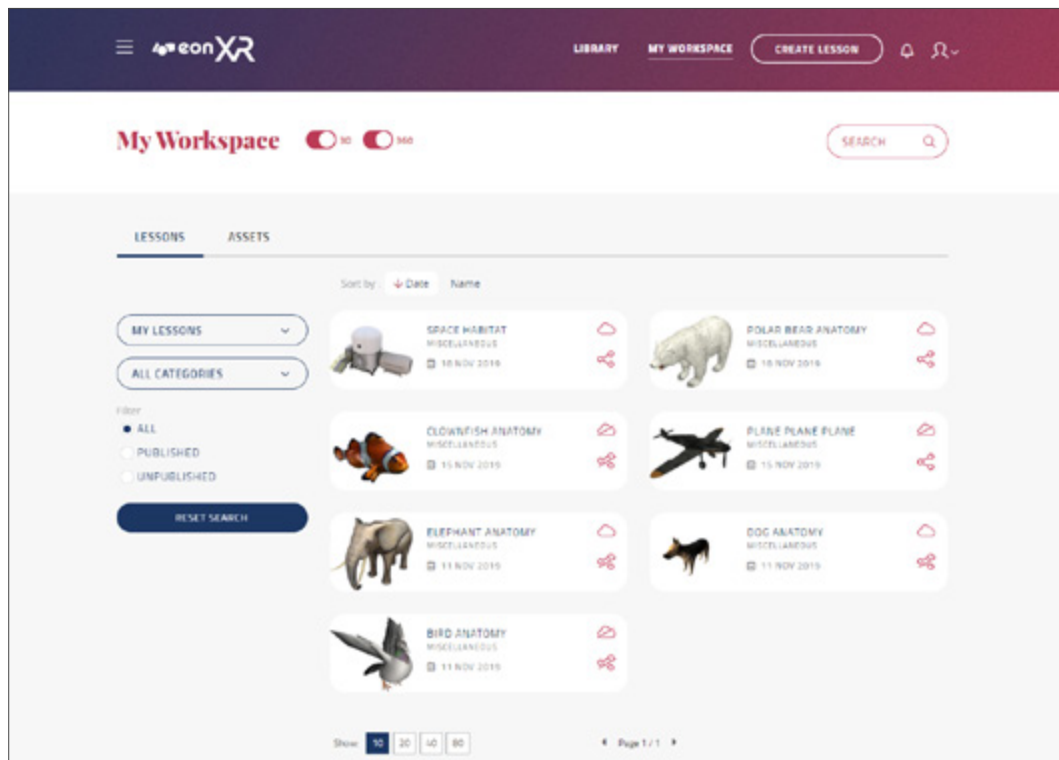
Publish / Unpublished status

Lesson Sharing status

There are 2 pages found within “My Workspace”.

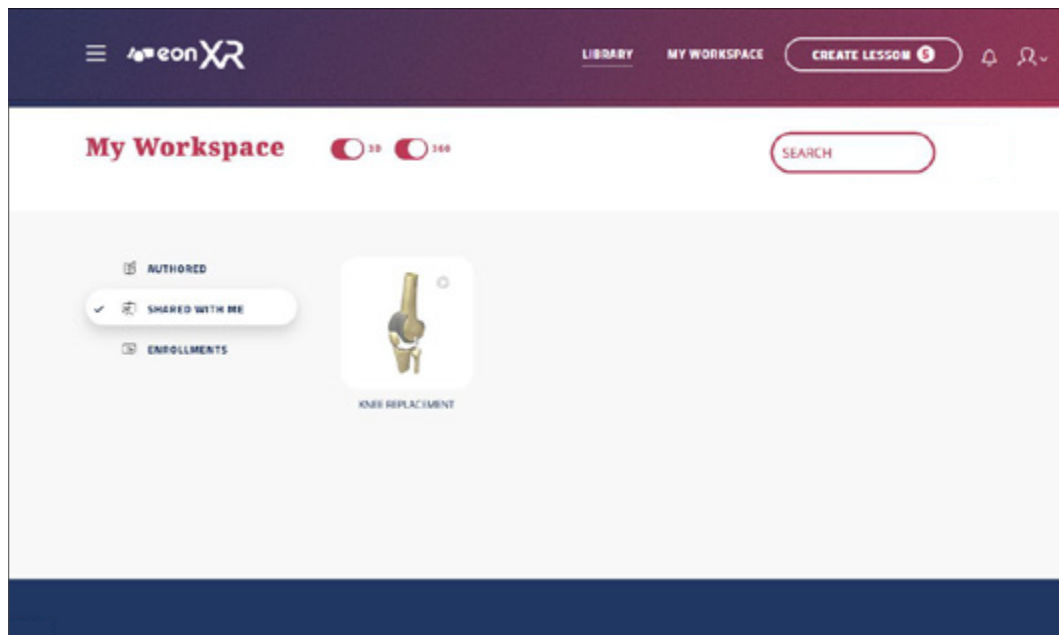
#	Feature / Page	Description
1	My Lessons	Lessons that are authored by the user
2	Assigned to Me	Lessons that have been shared with the user

My Lessons



Lessons that the user creates can be found here. To return to editing or previewing the lesson created, click on the lesson icon to go to the lesson's page, where the user will be able to edit the lesson or information related to it and preview the lesson as well.

Assigned to Me



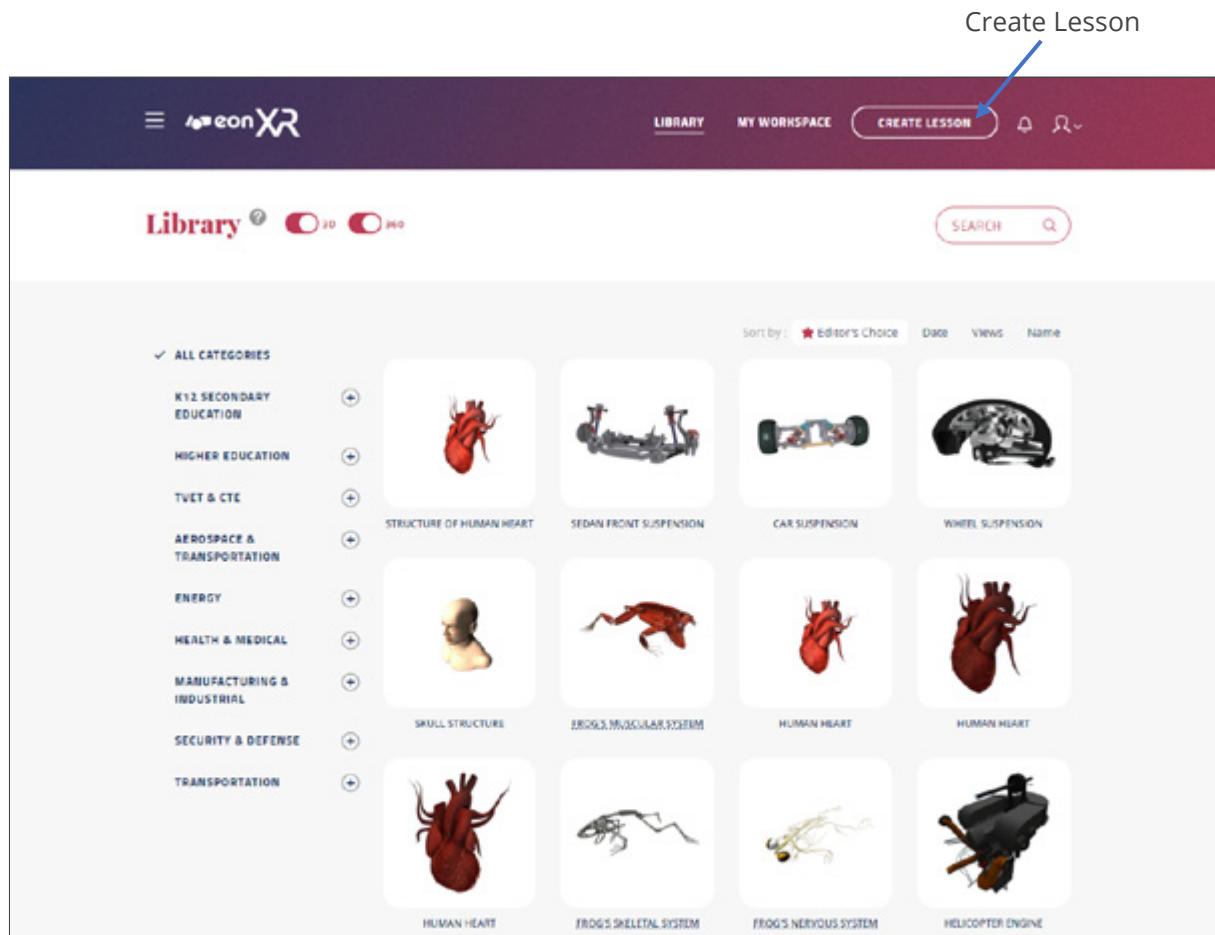
Lessons that have been shared to a user can be found here. Likewise, if given the right privileges, users will be able to click on the lesson icon to go to the lesson page where they will be able to edit the lesson or information related to it and preview the lesson as well.

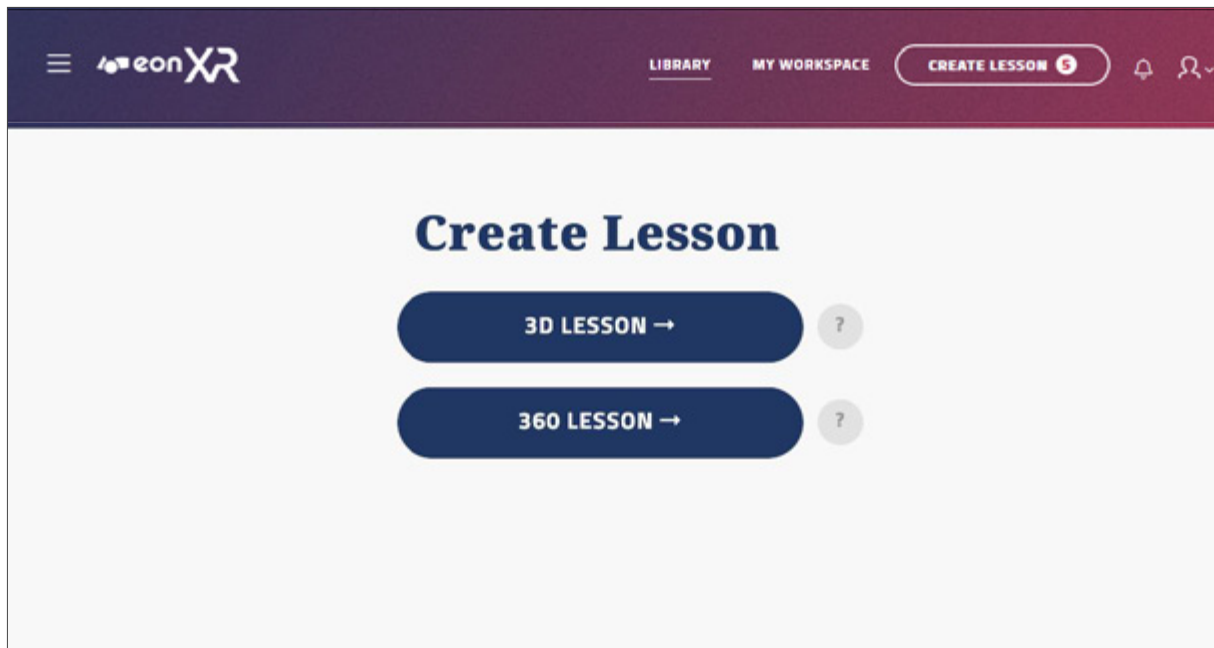
3) CREATING A 3D LESSON - STEP BY STEP INSTRUCTIONS

Create Lesson

The Create Lesson Option can be found at the top of your screen. From here, you will be able to create a 3D or 360 Lesson very quickly and easily through a step by step process.

To get started, click on the “Create Lesson” button.



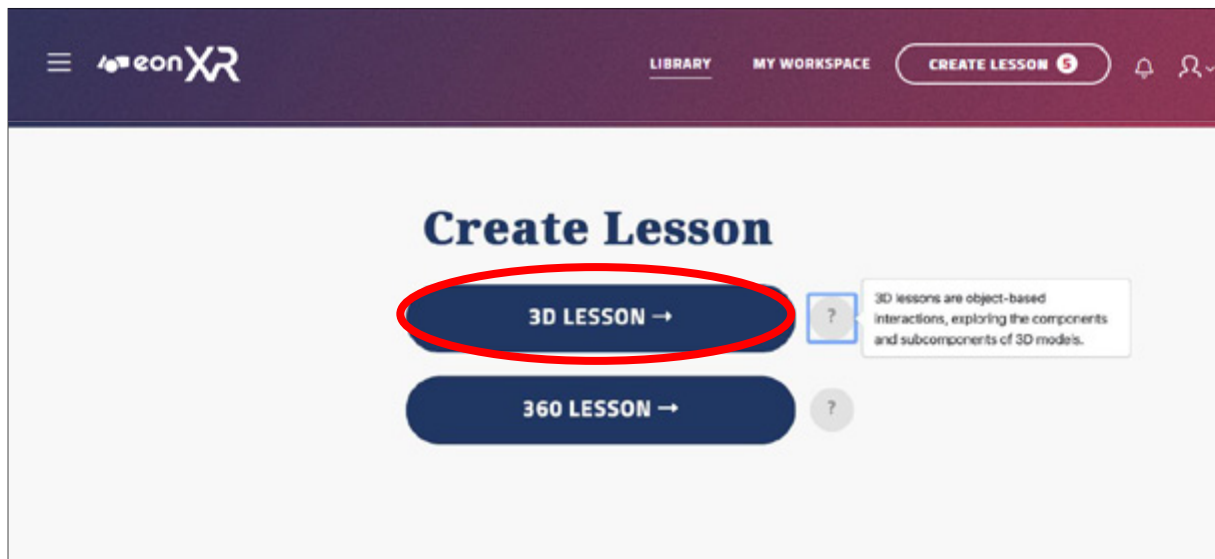


You will be presented two options:

- Create a 3D Lesson
- Create a 360 Lesson

Create a 3D Lesson

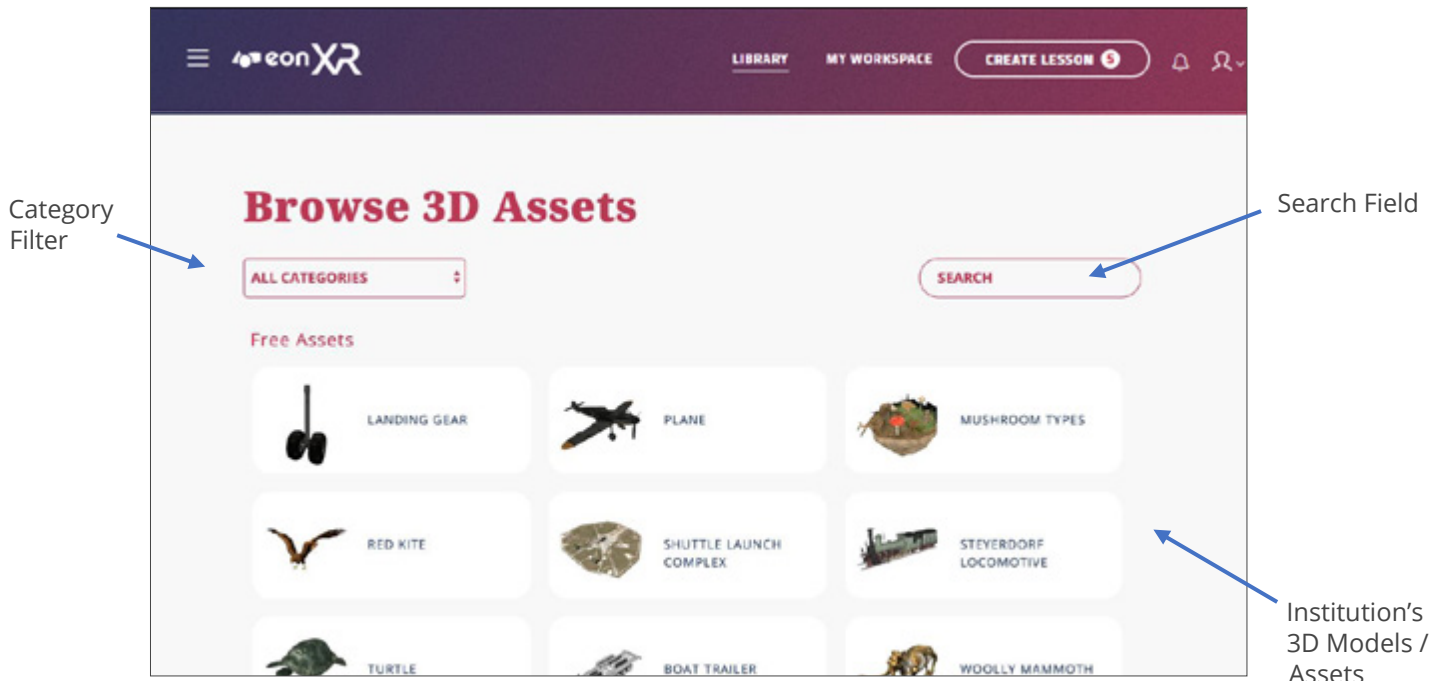
3D lessons are lessons that are object-based lessons, designed around a 3D asset.



To create a 3D lesson, click on 3D Lesson to begin.

Browse (3D Assets)

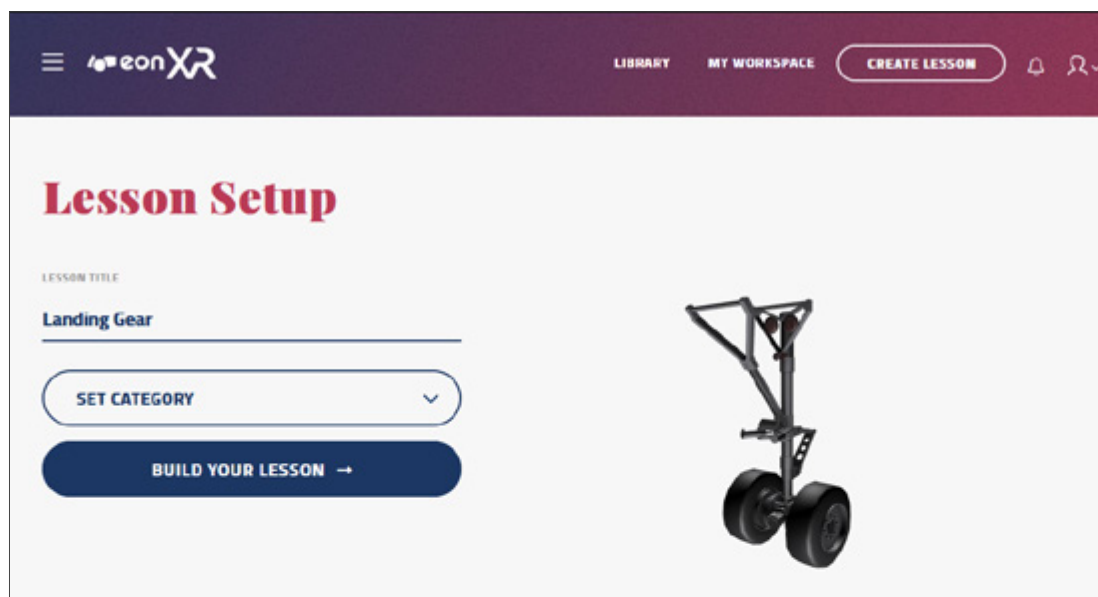
Browse will show you assets that has been published and made available to all users in the institution.



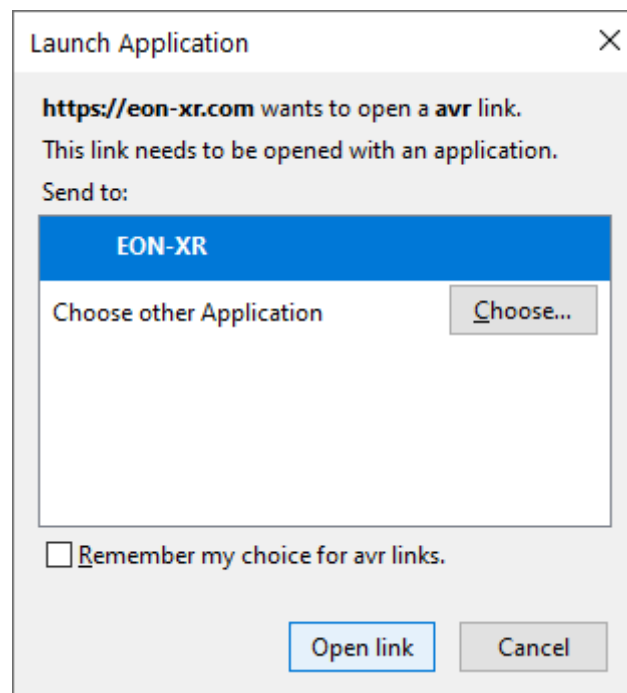
Users will be able to filter 3D assets by Category, Search or scroll through the library of 3D assets in the Institution's library.

Once you find a suitable model, click on the asset and you will be brought to the lesson title page.

Give your lesson a title and give it a category and Build Your Lesson.

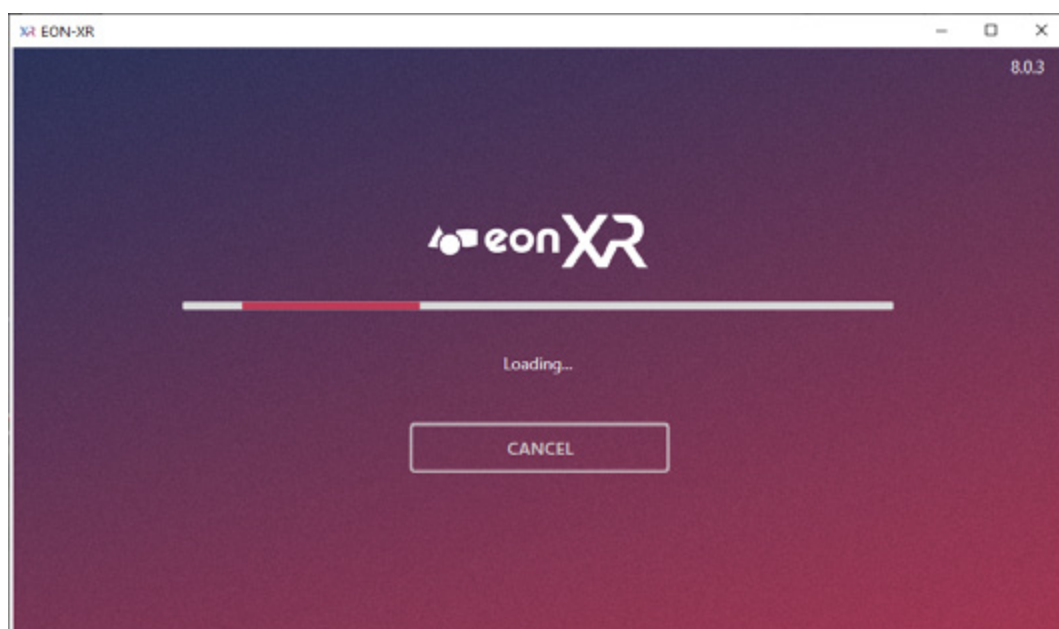


Select Launch and confirm the action



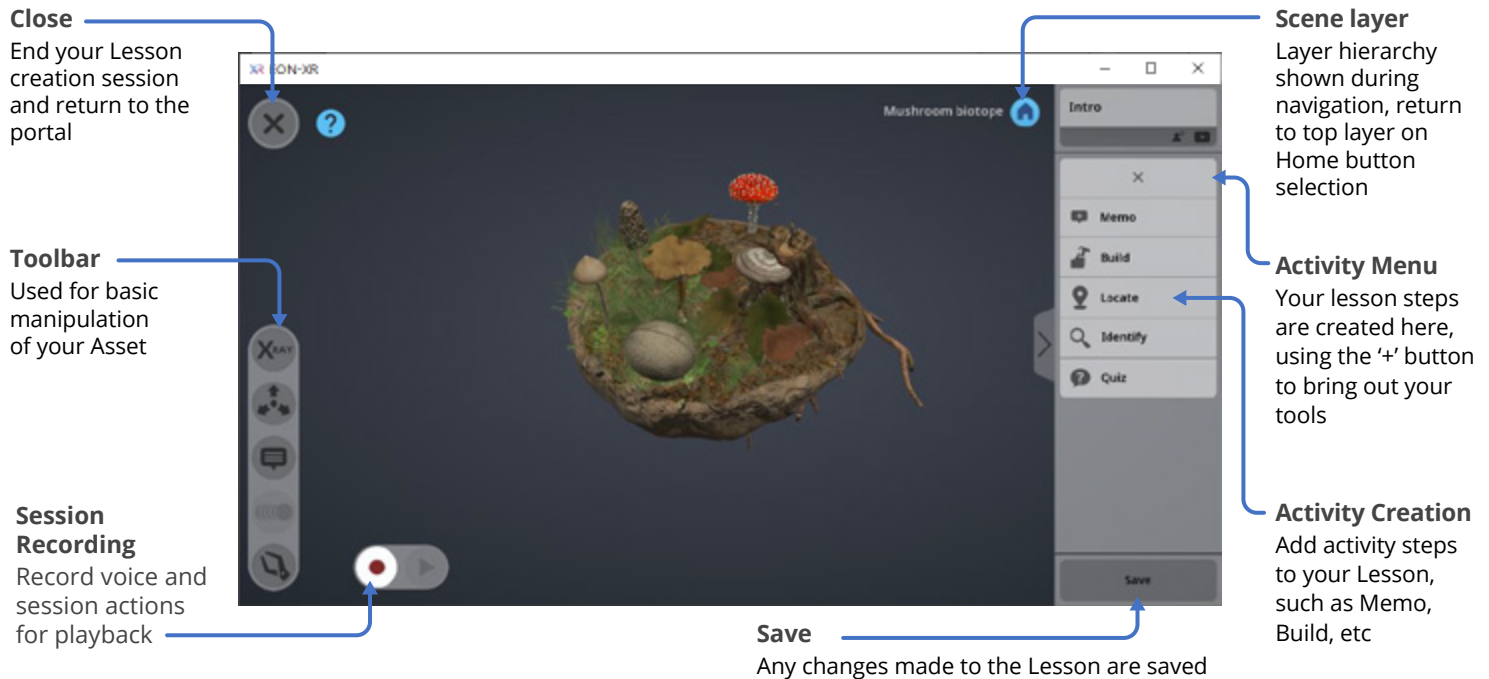
Note: Additionally, you may need to allow your chosen browser to 'Open EON-XR'

The loading process will launch the Lesson Editor.

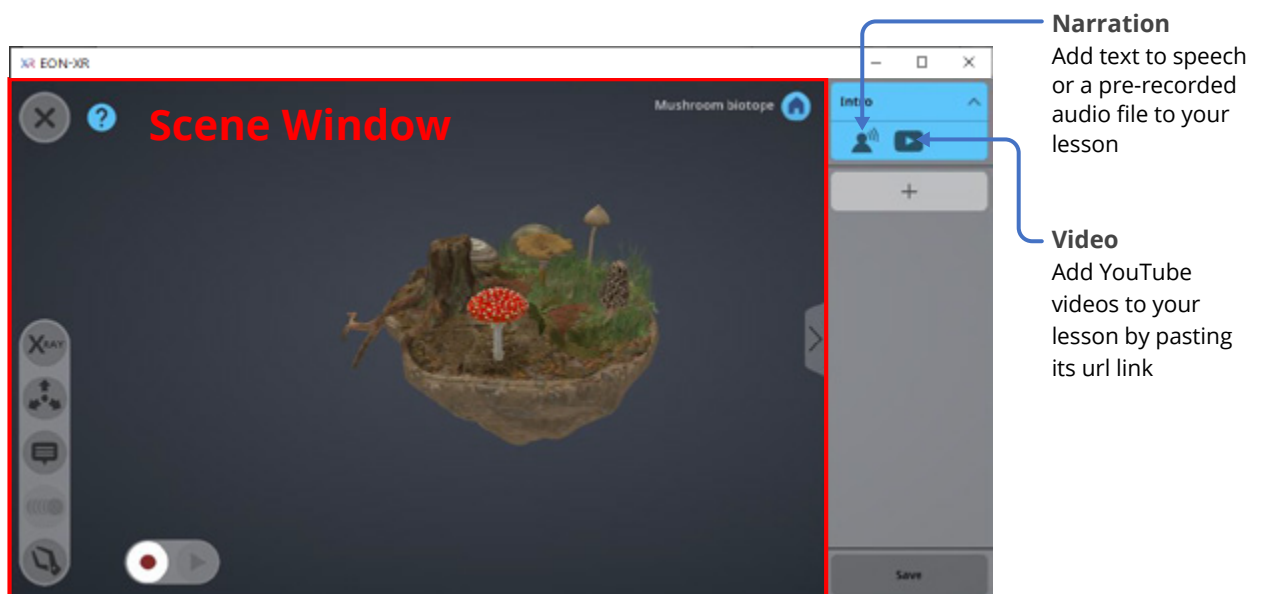


Explaining the Lesson Editor

The Lesson Editor is the interface that contains the tools to manipulate the asset and to build and create the lesson.



EON-XR will load up presenting the chosen asset within the Lesson Editor UI display.



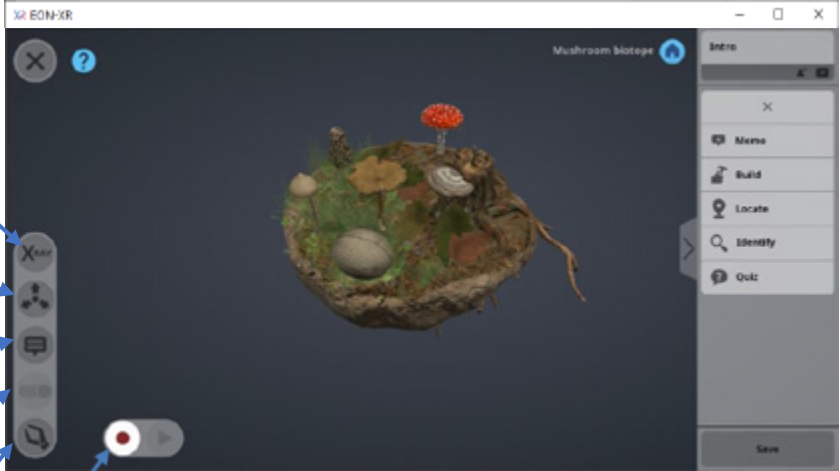
Interaction Controls

To interact with the Asset, you can use the standard desktop mouse input including gesture interactions, similar to those on a touch screen.

Interaction	Description of action
Left click, hold and drag	Viewing window will pivot the model in a full 360 view
Double click	Select the next layer in the hierarchy of the model
Right click, hold and drag	Zoom in and out on the model
Left and right, hold and drag	Move the model around without the pivot point

Tools

With the toolbar options, you will be able to interact with the model you can better interact with the model to aid in lesson creation.



X-Ray
Makes model transparent, internal layering can be seen

Assemble/Disassemble
Model will dismantle in its layer grouping

Annotation
Labels will appear against each layer of the model

Animation
Model will animate on the selected layer (If any)

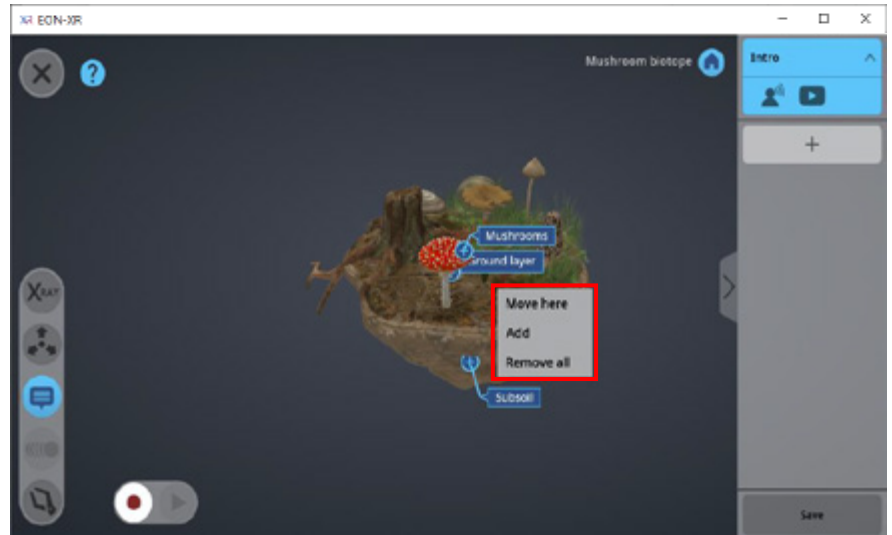
Object Manipulation Tool
Model layers become individually moveable

On-Screen Recording
Upon selecting the recording button, you will be able to record your voice and actions for playback as part of the lesson. During session, any interaction tools used and on-screen interactions are recorded and can be played back in either 3rd person or 1st person view.

Annotation Menu

When clicking on an empty area of an Asset a menu will appear with options:

- **Move here**- Base layer annotation will move to click location
- **Add** - Creates a new annotation on the layer
- **Remove all**- Will remove all annotations on the layer

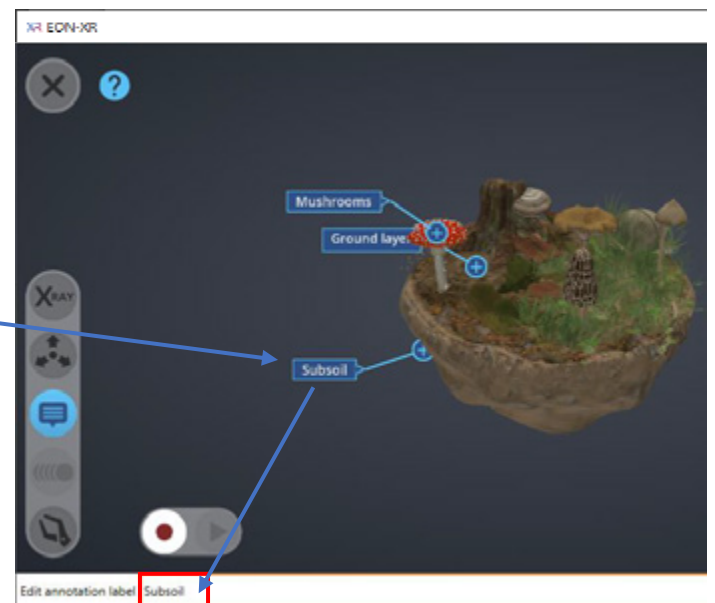


Updating Annotations

To activate annotation creation, select the annotation button, this will bring up existing generated labels against each part within a layer.

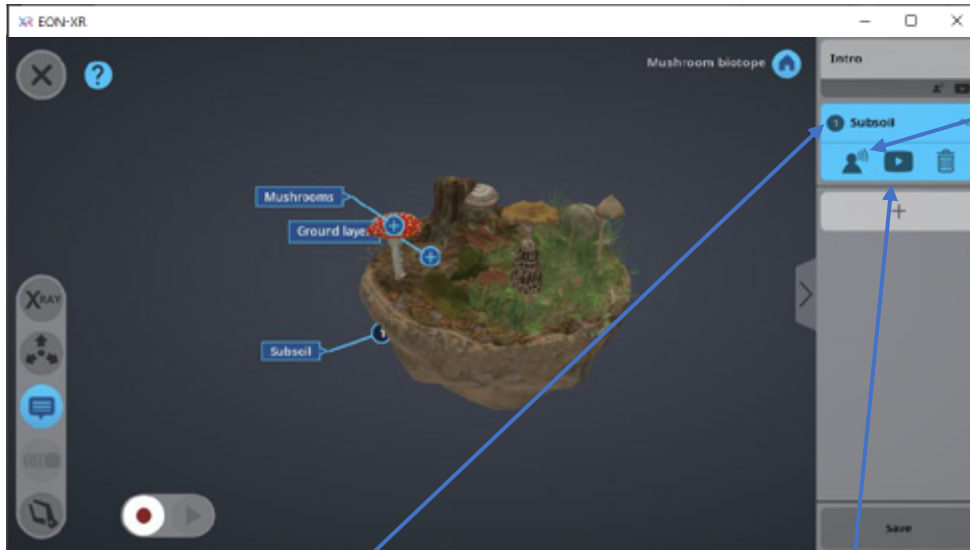
To edit an existing annotation:

- Click on the blue annotation box that you will want to edit. This will bring up a text editing window below.
- Change the annotation text and here and select OK to save



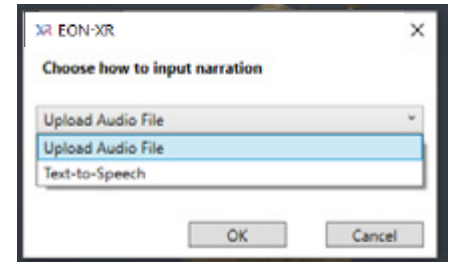
Memo

A Memo enables the ability to create audio recordings and be added into the Intro and any annotation sections on the asset within the lesson.



Narration

Selecting this icon will bring up the ability to add an audio file or use the text to speech feature



Annotation Memo

Selecting the annotation '+' will start the creation of a memo

Attached Media

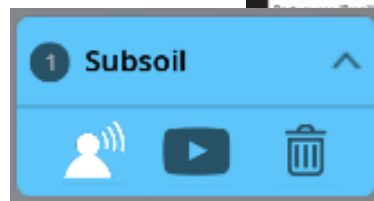
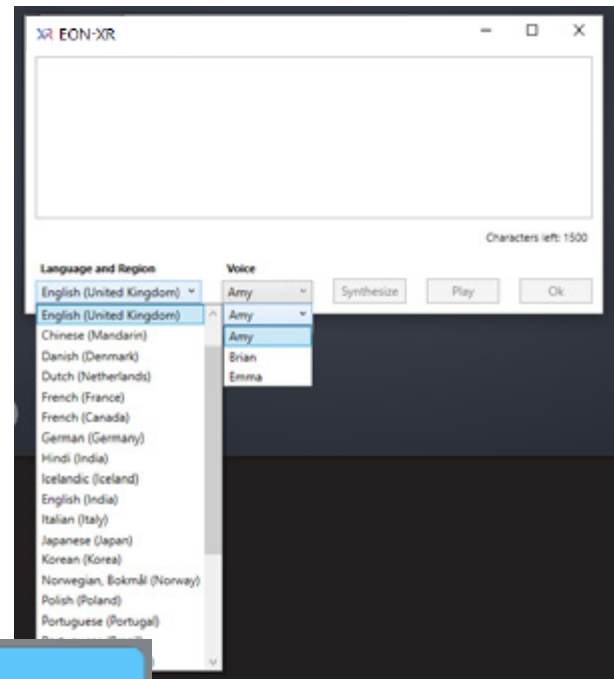
Clicking on the icon will allow you to paste a youtube video as attached

Text-to-Speech

This option will allow you to create a synthesized voice audio that can be played back during your lesson instead of uploading an audio file.

1. Fill in the body field, limited to 1500 characters
2. Select a language to use from the drop-down menu
3. Select a voice style to use from the drop-down menu
4. Select Synthesize to begin processing.
5. Once synthetization is completed, select Play to hear the audio playback
6. Once you are done with your changes, select OK to save

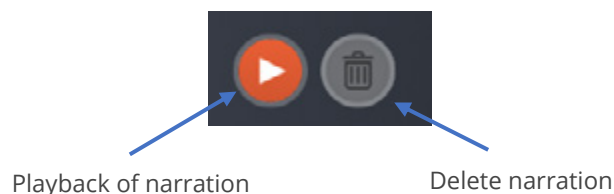
Note: Saving of narration may take some additional time depending on how long the text to speech input is.



Note: Narration icons shows white when active or there is a saved narration to that memo

Viewing & Modifying Text-to-Speech

To modify any Text-to-Speech entry, firstly select the narration icon and this will bring up new buttons.



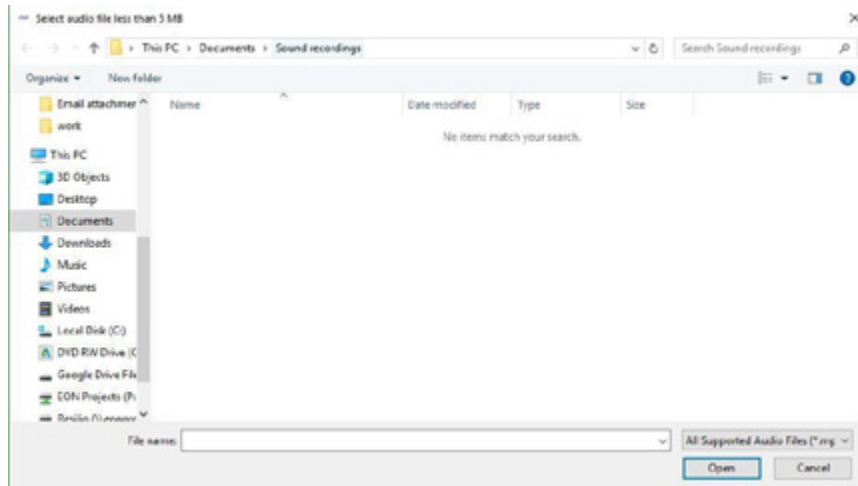
1. Select the trash can icon to delete the existing narration
2. Select Narration icon
3. Choose Text-to-Speech
4. Any pre-existing text will have been saved for edit
5. Make changes
6. Click OK to save the changes
7. Click Save to save the edited lesson

Upload Audio File

You can also upload an audio file instead of doing text-to-speech.

Locate the audio file on your PC and select the audio file.

For best experience, ensure the audio file is below 5mb and in .mp3 file format.

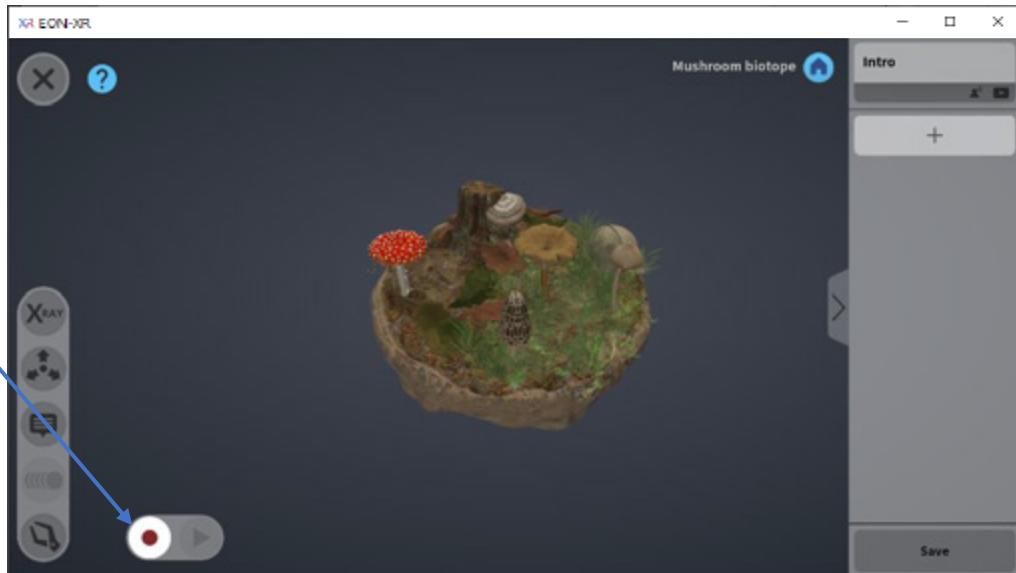
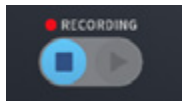


Doing a Screen Recording

This feature will allow you to record your voice and screen activities for playback by a user in 3rd person or 1st person perspective. This includes any tool interactions and screen interactions during recording.

Record

Allows you take a recording of your screen and actions

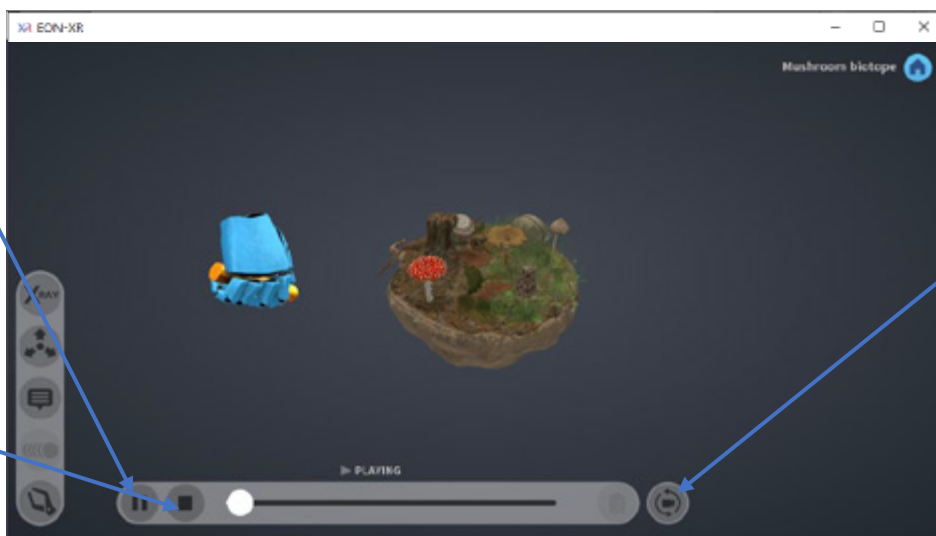


Play/Pause

Plays or pauses the recording playback

Restart

Replays the recording from the start



View

Toggles between a free camera view (3rd Person), or following the playback's camera (1st Person)

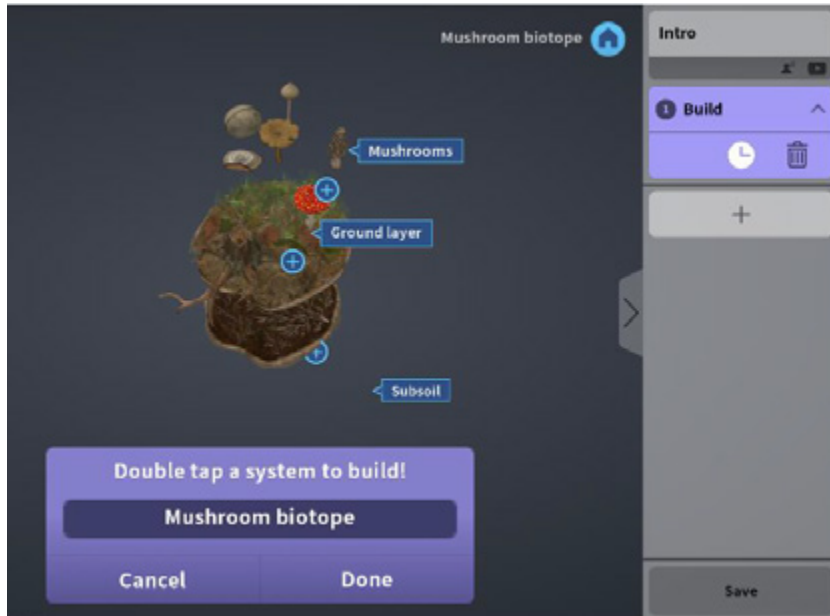
To create a screen recording,

- Press on the record button to start the recording of your current session (button will turn blue)
- Press again on the blue button to stop the recording
- Once done, you can replay your recording with the Play/Pause button
- The restart button enables you to replay your recording from the start
- The view button lets you toggle between a free camera mode, or allows you to follow the perspective of the recorded camera

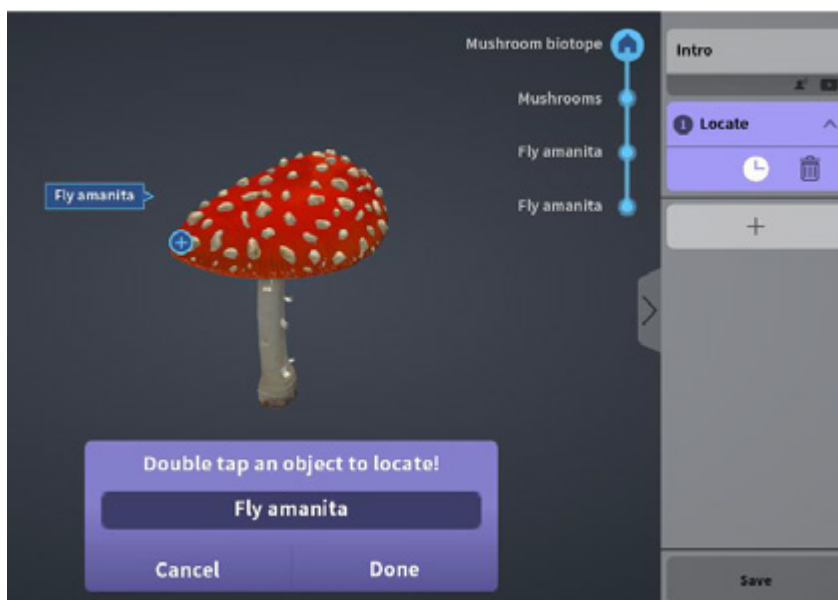
Creating an Activity

There are 4 kinds of activities currently available in the Design Template:

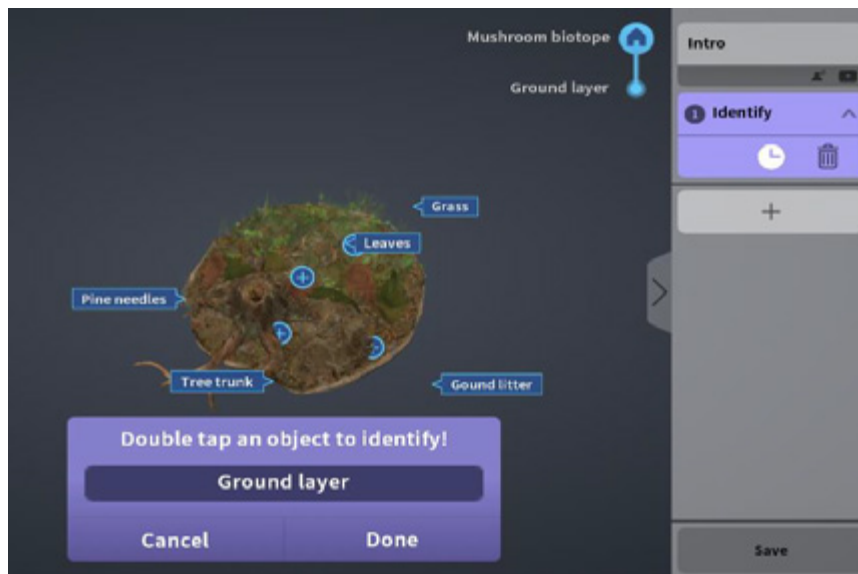
- 1) **Build** - User takes a dis-assembled 3D Model and put it back together



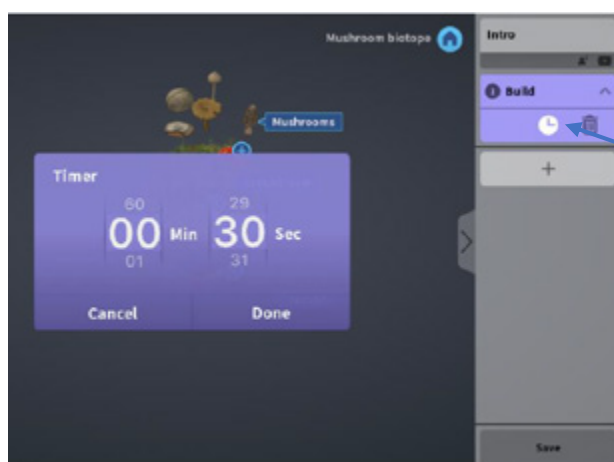
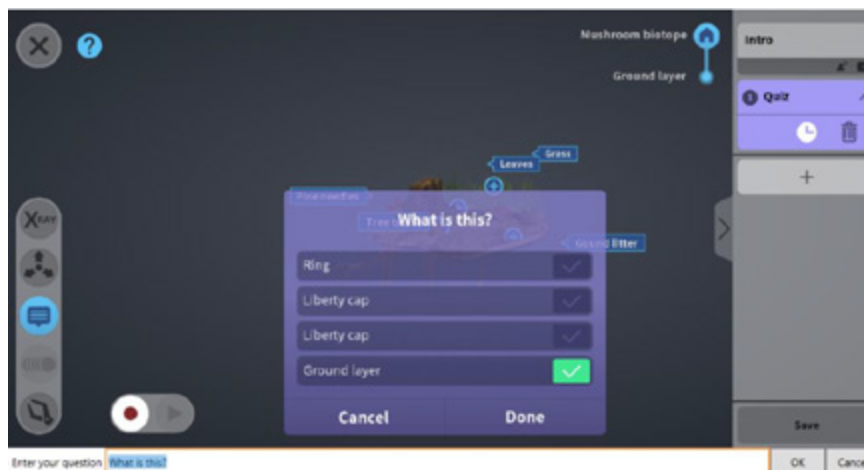
- 2) **Locate** - User has to search for a specific part of a 3D model



3) **Identify** - User will be presented a specific part of a 3D model and has to identify it



4) **Quiz** - User will take a multiple-choice question quiz.



For each Activity, a timer can be set

When you are done editing your lesson, remember to fill up your lesson description page.

