



Quick Guide

for Mobile Devices



Quick Guide Contents

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1) CREATING AN ACCOUNT FOR EON-XR THROUGH EON-XR MOBILE APP

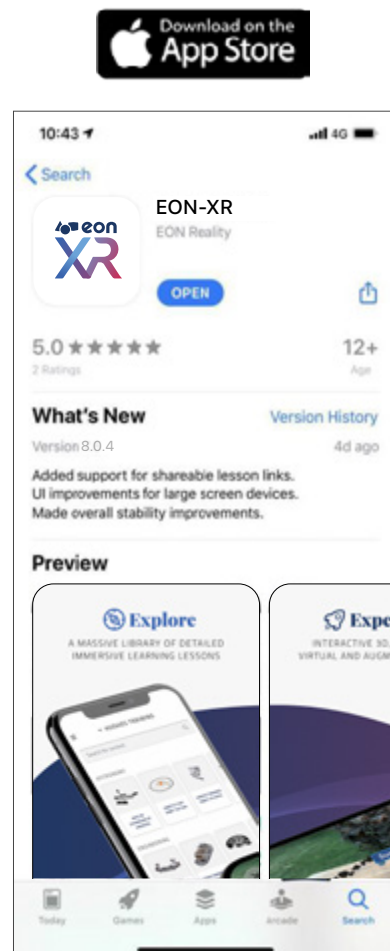
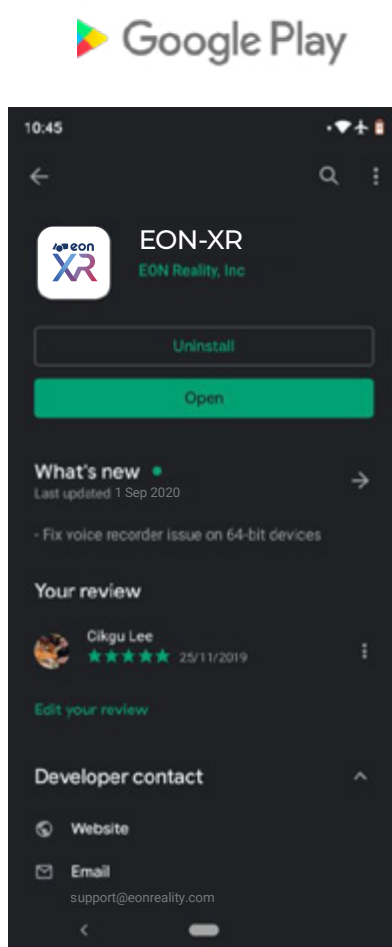
Mobile Device Installation

To get started creating an account on EON-XR, we will first need to download the EON-XR App. To do so, download the app by using your phone and scanning the QR code below or by searching in your respective Apple Appstore or Google Playstore for “EON-XR”.

Look out for the EON-XR logo as seen in the screenshots.



Use a QR code scanner to download the EON-XR App directly



Alternatively, search your mobile store for “EON-XR”

Signing Up

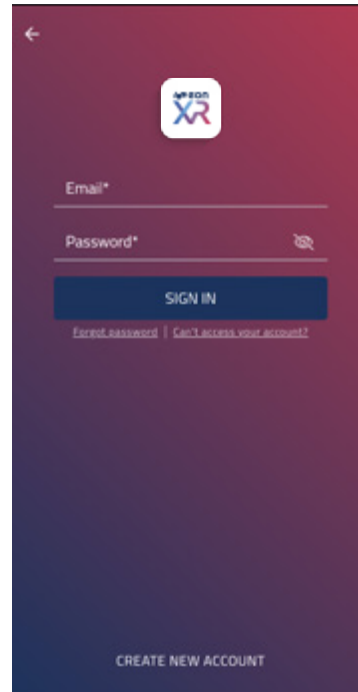
Next, follow the steps below on the signup process for your EON-XR Account.

Step 1:



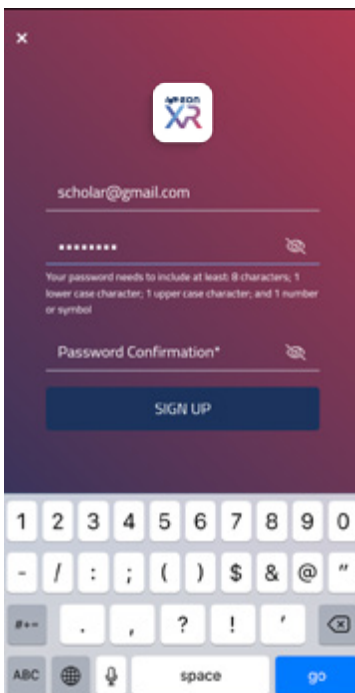
Download and launch EON-XR App for either iOS or Android.

Step 2:



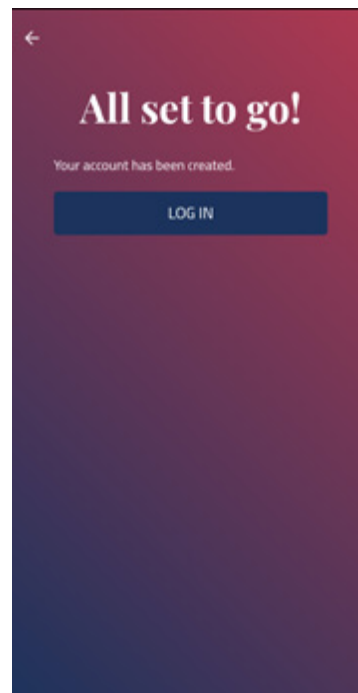
Click on the "Create New Account" option.

Step 3:



Fill In the necessary fields and click "Next" to complete your registration.

Step 4:



And that's it! Login into your new account to get started!

2) INTRODUCTION TO EON-XR MOBILE APP

EON-XR - Mobile Application (EASI UI)

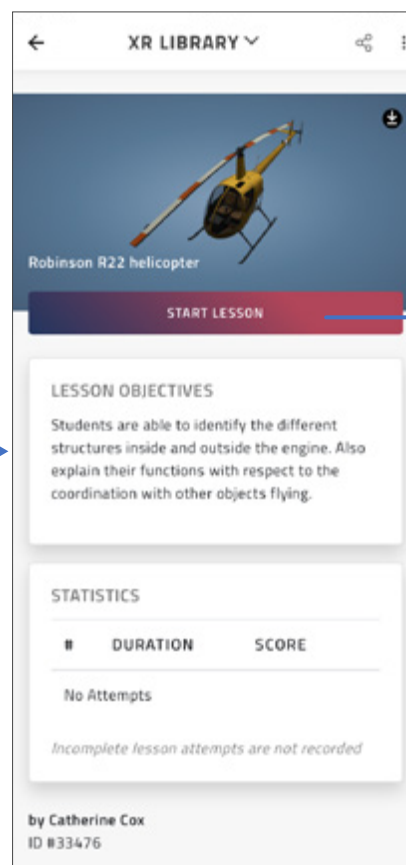
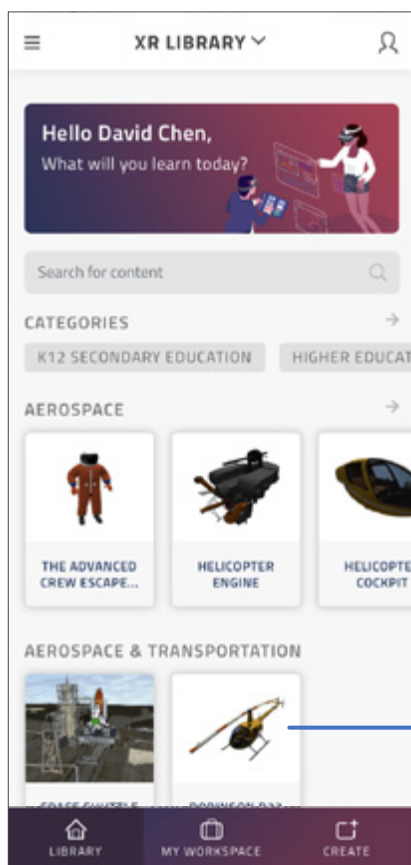
The EON-XR mobile application is an extension of the EON-XR.

You will be able to consume 3D Lessons and 360 Lessons and also create and edit 3D lessons.

Library

The library is where you can see all published content, which includes 3D Lessons and 360 Lessons, that are available to all users within the institution. They are grouped by Category.

Selecting and Launching a Lesson



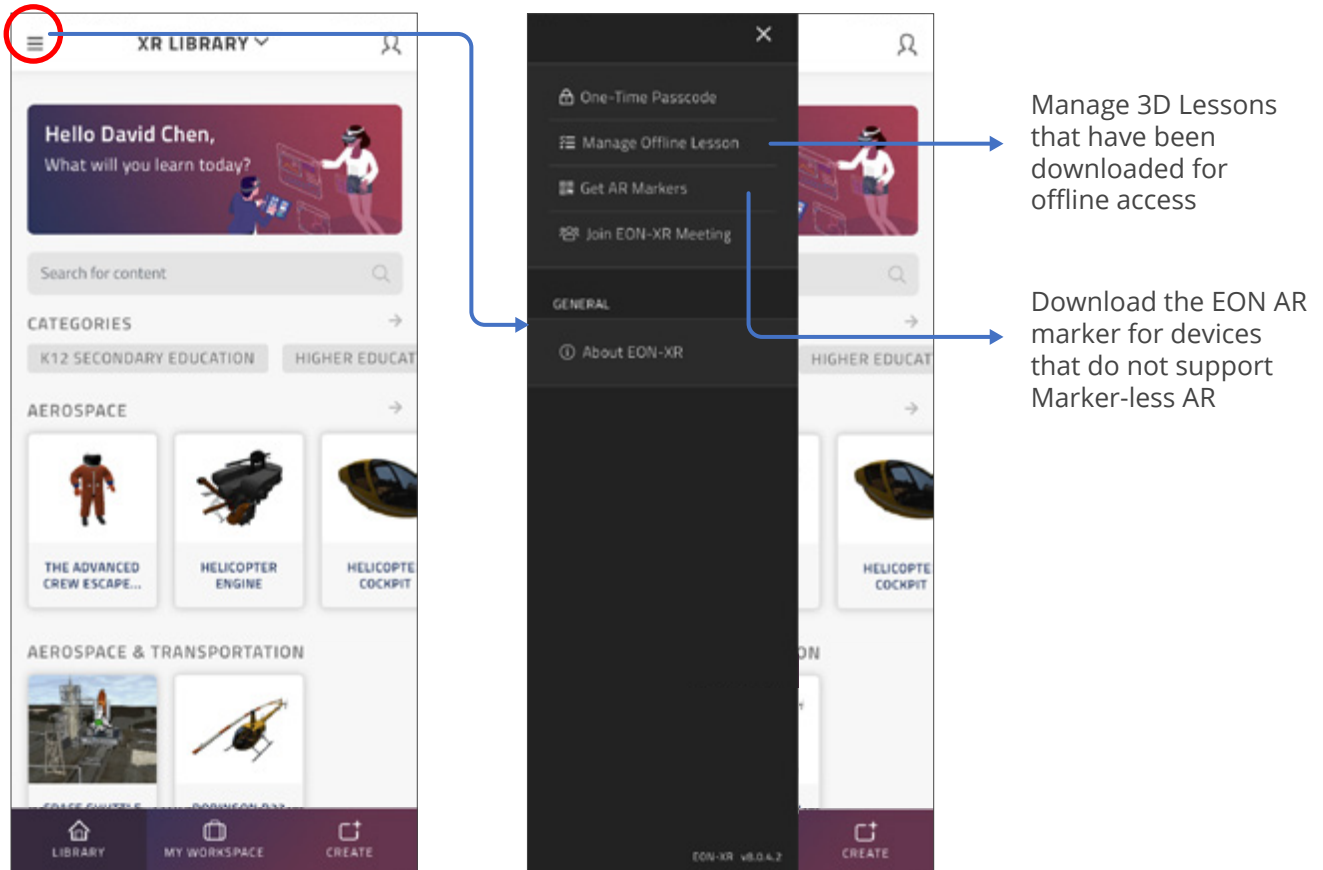
Tap "Start Lesson"
This will launch the lesson.

The lesson page contains
information about the
lesson such as lesson
objectives, and your
individual statistics.

Begin by tapping on a Lesson icon

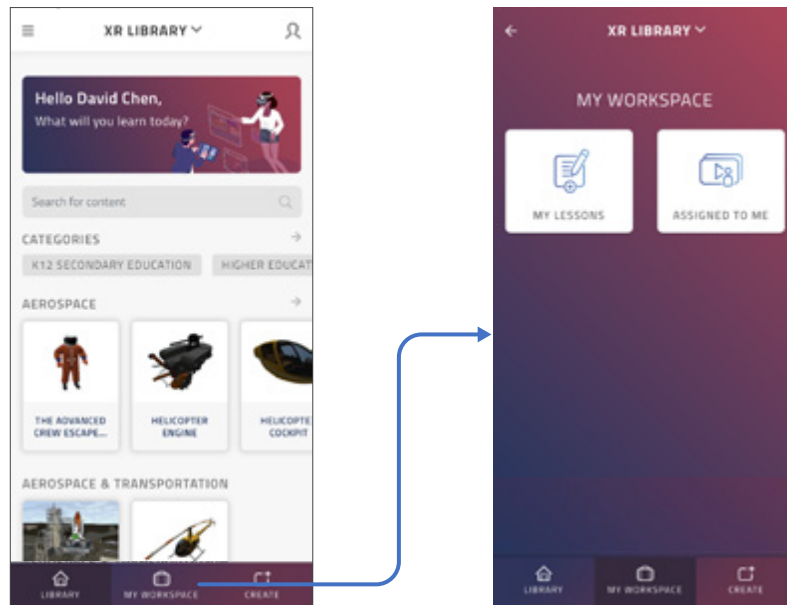
Side Menu

Accessible by selecting the icon to top left of the mobile application, you will find links to features such as Offline Lessons and EON AR Marker.



My Workspace

This is where you'll find courses and lessons associated with your account. From here you can access the courses and lessons that you have been assigned to do, created, or are assigned to as a Teacher.



My Workspace can be accessed from the bottom of the Library Page

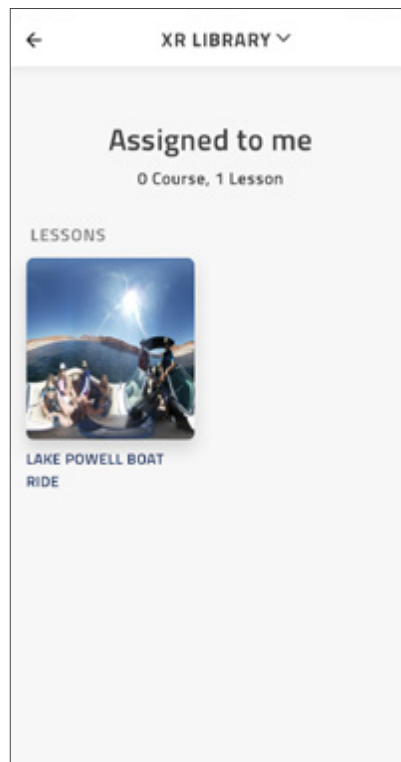
My Lessons



This is where you will find all the lessons that you have authored previously. You will be able to edit your lessons, lesson details and assign users to your 3D lessons as well.

Note: 360 Lesson editing is unavailable on EON-XR App at present.

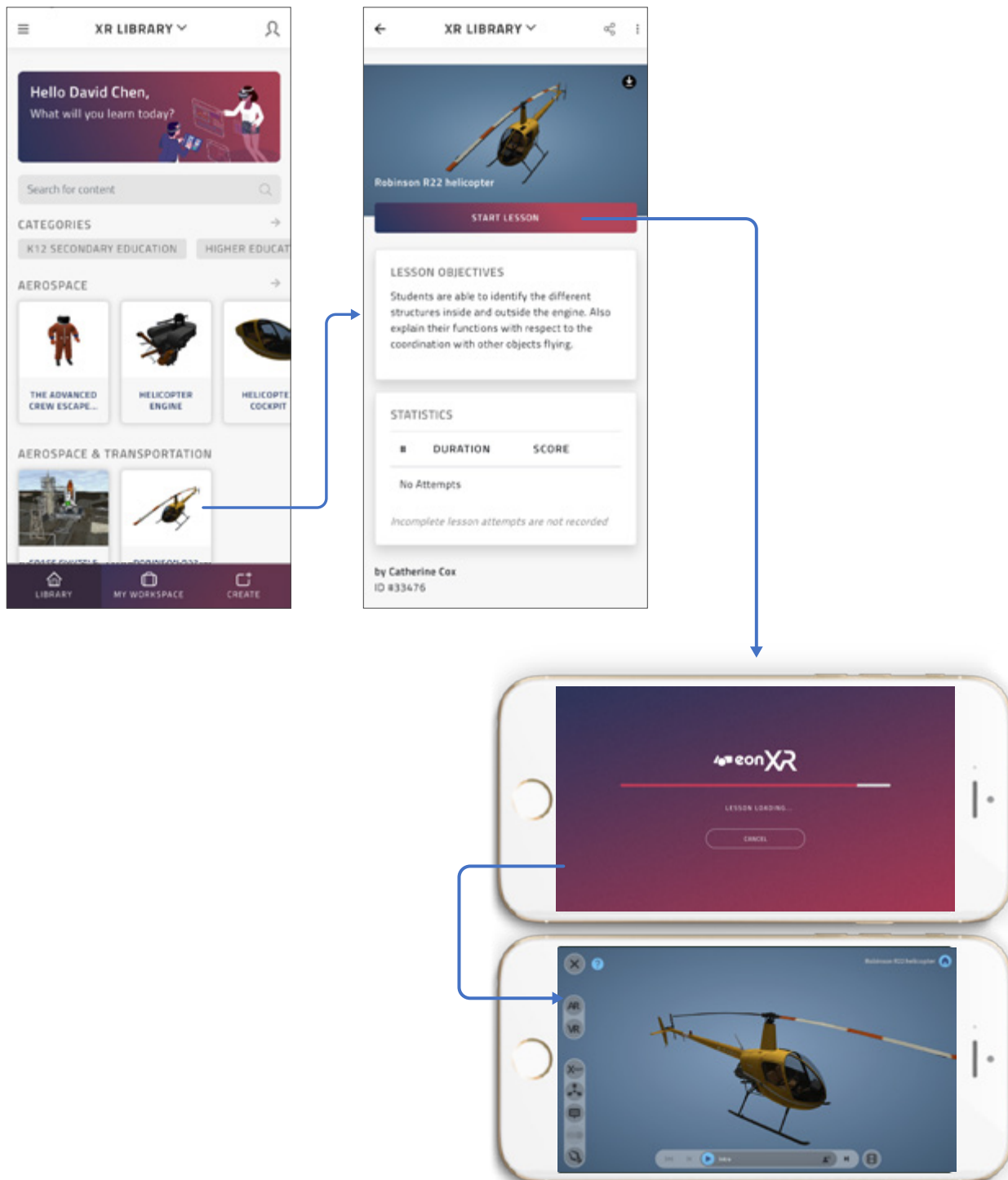
Assigned to me



Here you will find content assigned to you

Launching a 3D Lesson

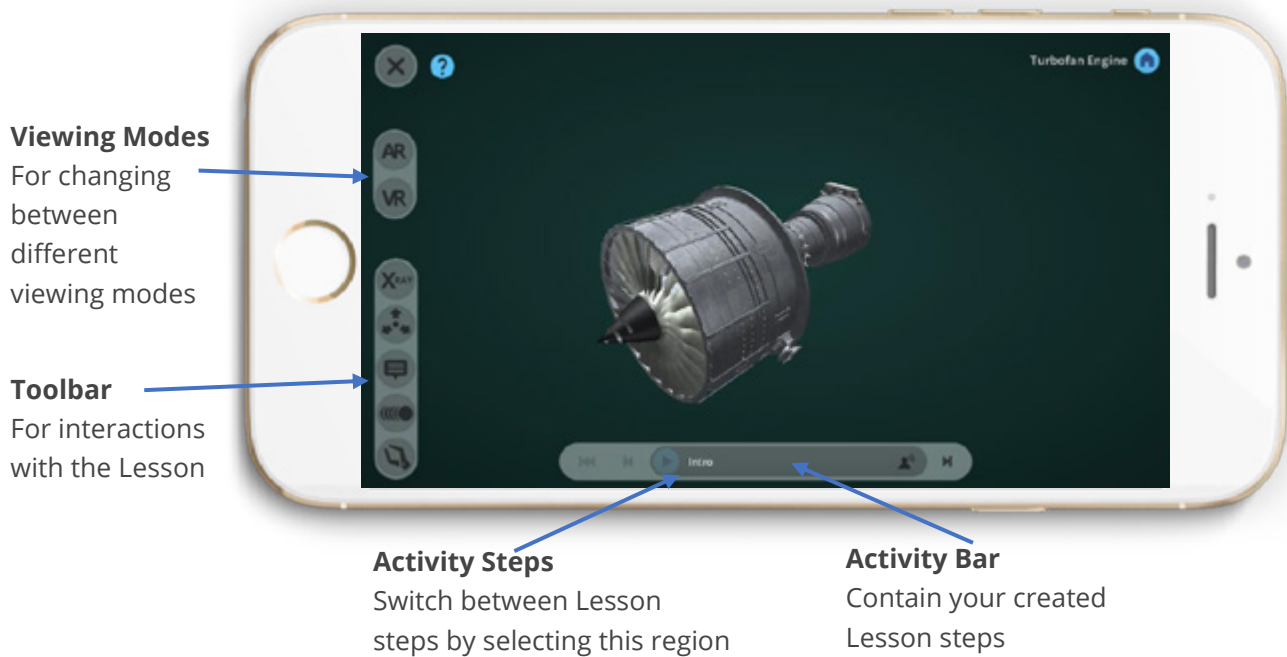
The diagram below shows how you can launch a 3D Lesson.



Loading completes to show the lesson's 3D asset

Lesson Session

A lesson will show its displayed Asset and tools that are available. It may also contain guided activities such as audio narration or interactive activities.



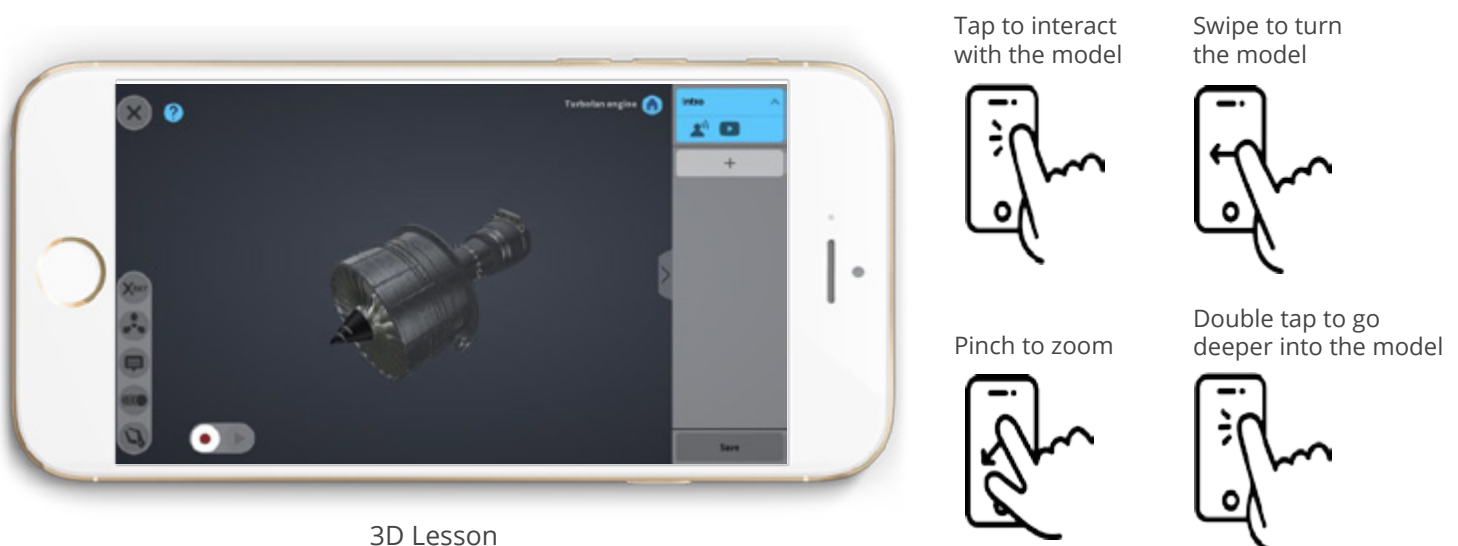
Lesson View Modes

Lessons can be played in 3 different view modes, Touch, AR and VR.

The default view is touch mode, but you can activate the AR and VR mode within the 3D lesson.

Controls

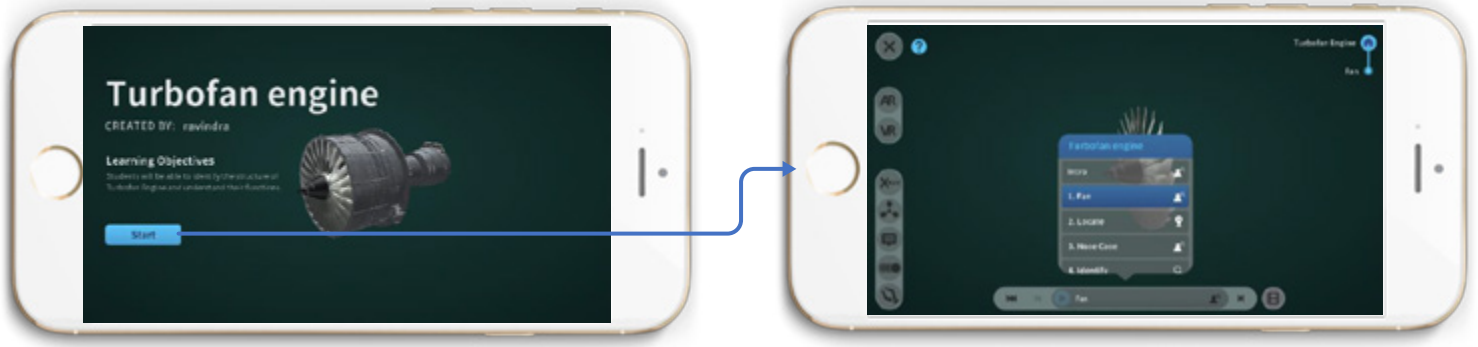
The interface has been designed for touch screen gestures.



Guided Lesson Exploration

Pressing start from the title screen will kick off the start of the lesson.

The lesson will flow in order of creation with process shown on the activity bar, starting with the introduction.



Activity Bar

Clicking on the Activity Bar will bring up the activities menu and you can skip or revisit activities if not yet completed.

Activity Bar

Progression and interaction of lesson



Activities Menu

Tap bar to display, make selections to skip step

Video

Playback of the embedded YouTube video

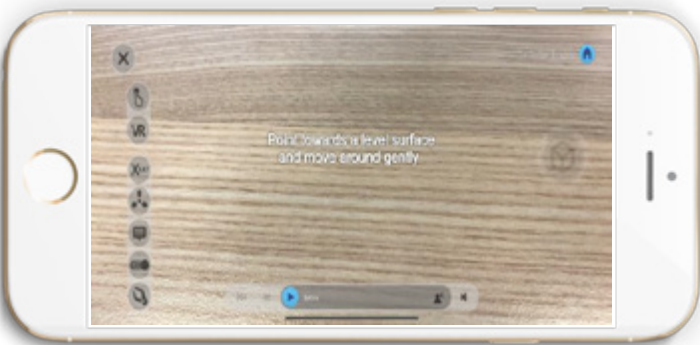
AR - Markerless

EON-XR Mobile App AR mode is now marker-less.

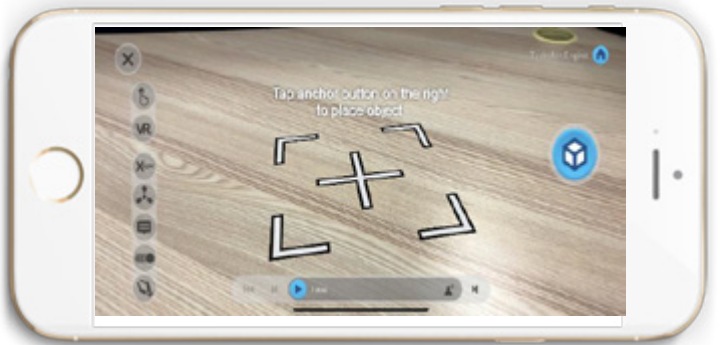
This mode can be accessed from the toolbar, look for the AR button and select it.



'AR Mode' Loading Screen



The display switches to camera-view automatically



When the camera detects a suitable surface, click on the blue button



The 3D asset will then appear locked in position

Note: To enlarge or shrink the model in AR Marker-less mode, you can pinch the model in or out to adjust the size.

AR - Using Markers

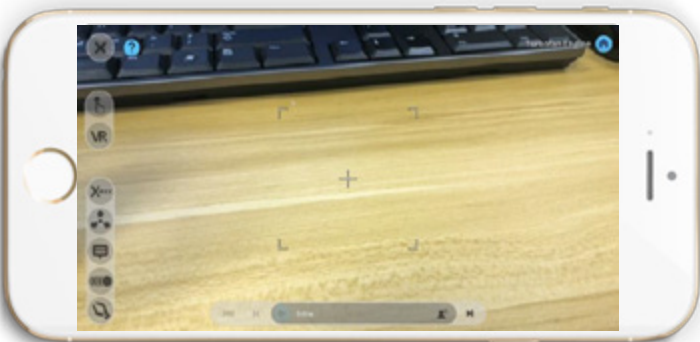
As some mobile devices may not support Marker-less AR, EON-XR Mobile App will fallback onto the use of AR Marker for use in AR Mode.

As before, this mode can be accessed from the toolbar, look for the AR button and select it.

Display & Navigation



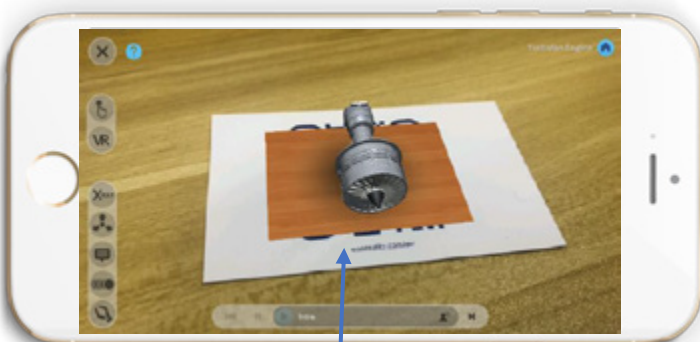
'AR Mode' Loading Screen



The display switches to camera-view automatically



Place the AR marker within suitable distance



Point camera view at marker to see Lesson display



AR Marker

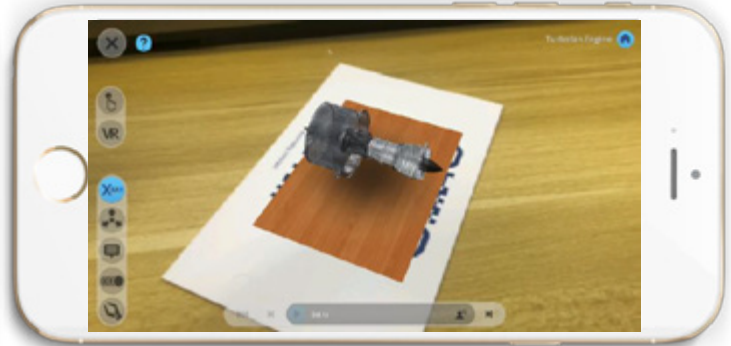
Downloadable from the EON-XR App

Tool Control

The Tool controls are the same for both the Marker-less and Marker based interface.



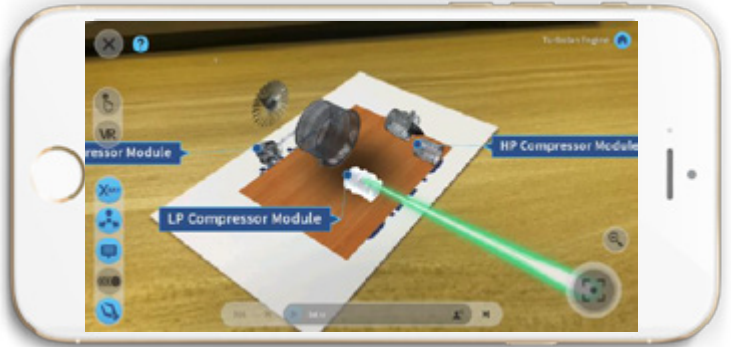
Point camera view at marker to see Lesson display



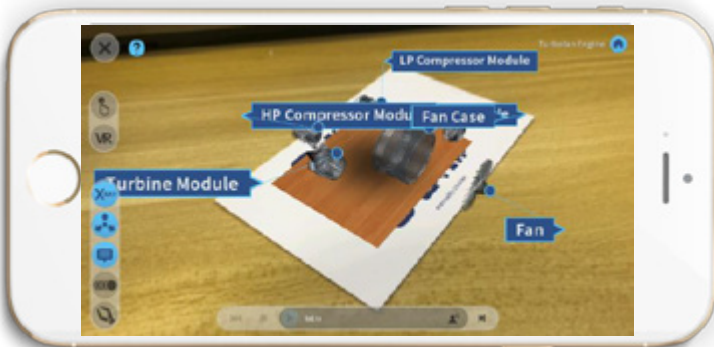
Place marker within a suitable reach distance



Dissection mode



Move pointer onto Asset and select button when green, drag to move

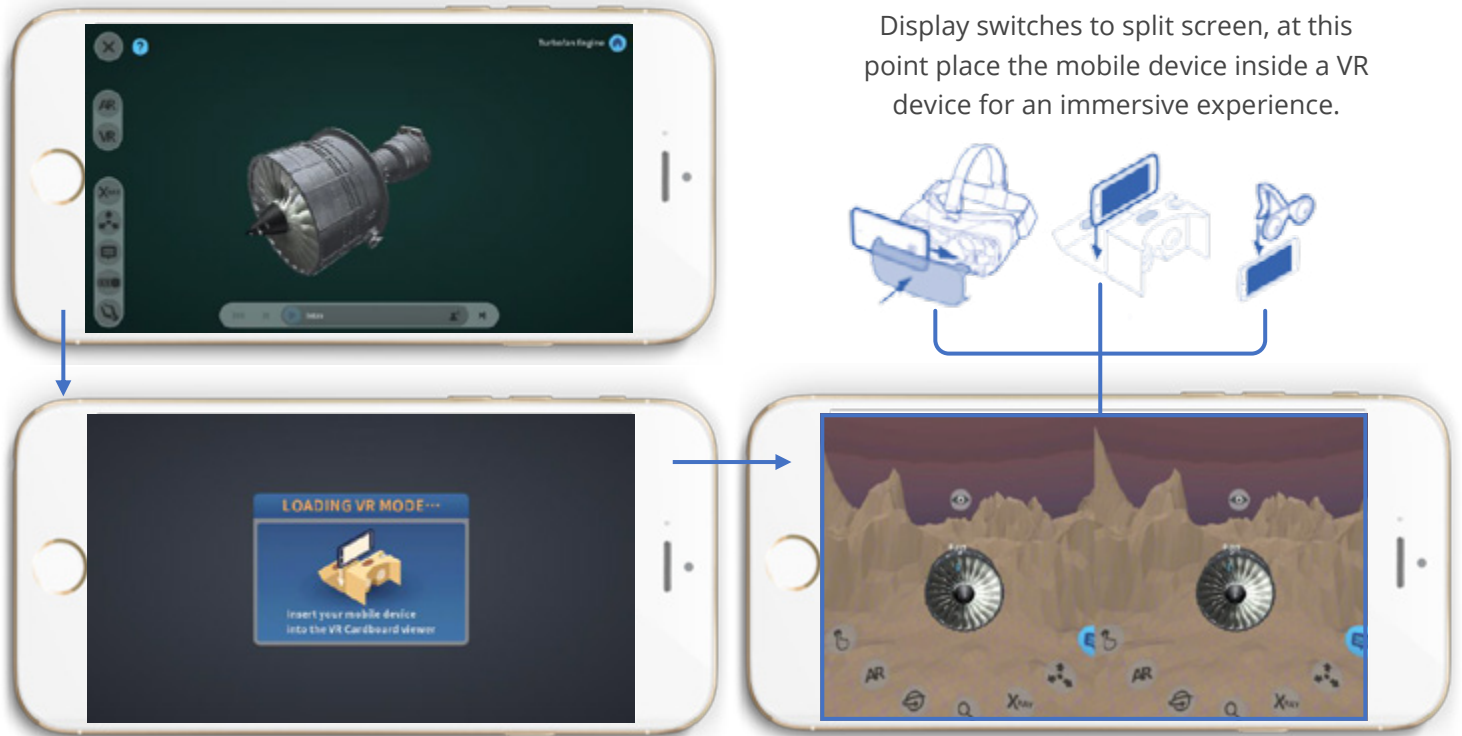


Exploded view with Annotations enabled

VR

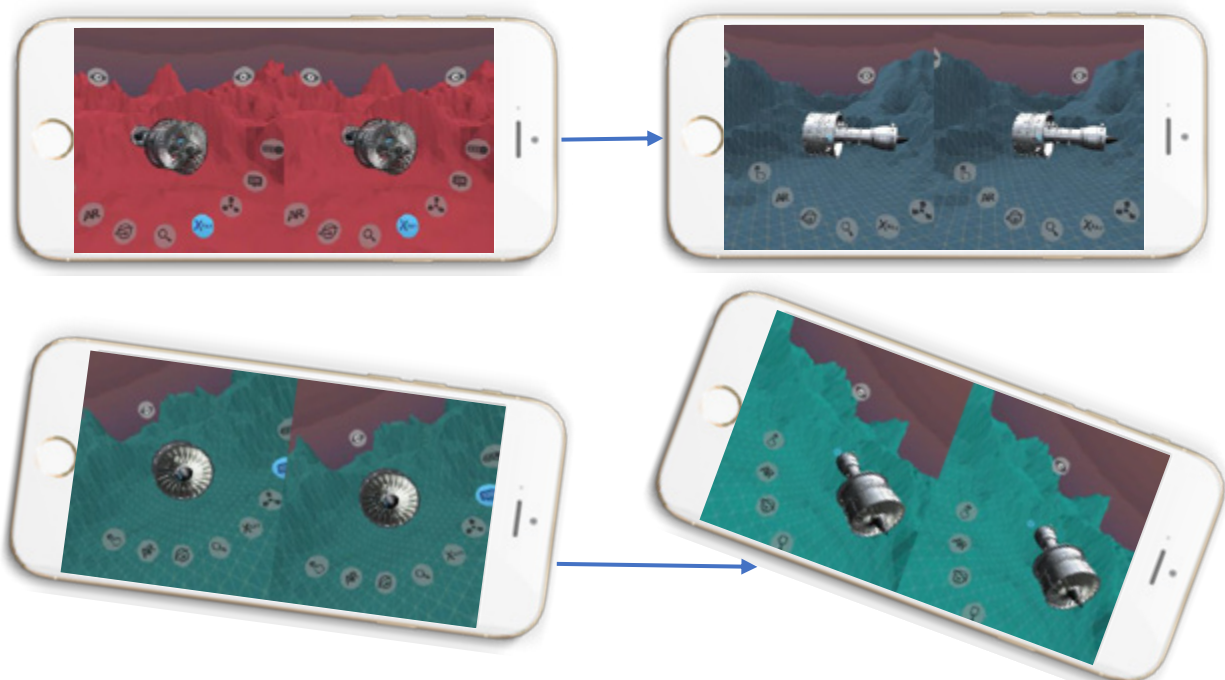
This mode can be accessed from the toolbar, look for the VR button and select it.

Display



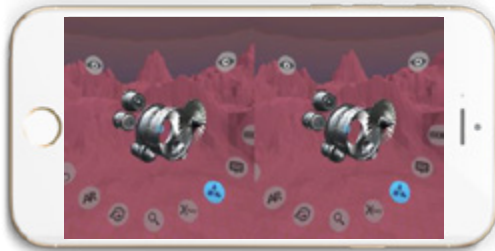
Navigation

To navigate the scene, you can use the gaze reticle for selection, look at the 'eye' buttons, this will present you with a 180° viewpoint. Tilting your head in the direction of preferred movement will orbit you around the Asset.

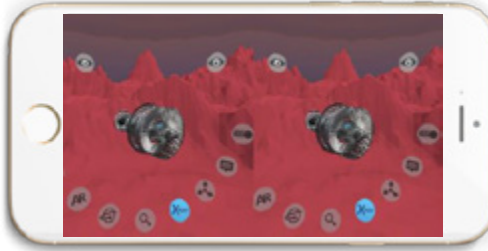


Tool Interaction

Tools are available to further enhance your interactive experience, gaze at the buttons using the reticle.



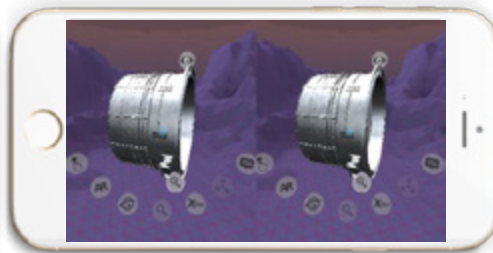
Explode



X-Ray

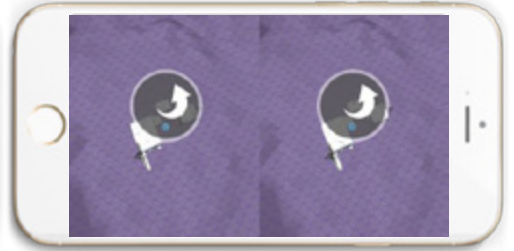
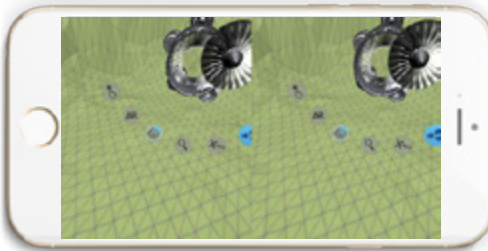


Annotation



Magnify View

Use the magnifying glass to enable and gaze at a sub layer to view it enlarged, then gaze at the home button to return to the top layer



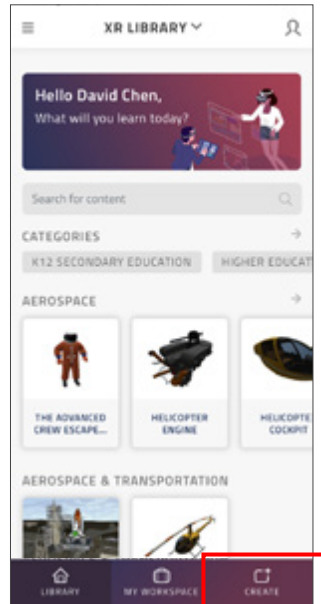
Orbit View

Move your head for a 360 view, and look down to exit this mode

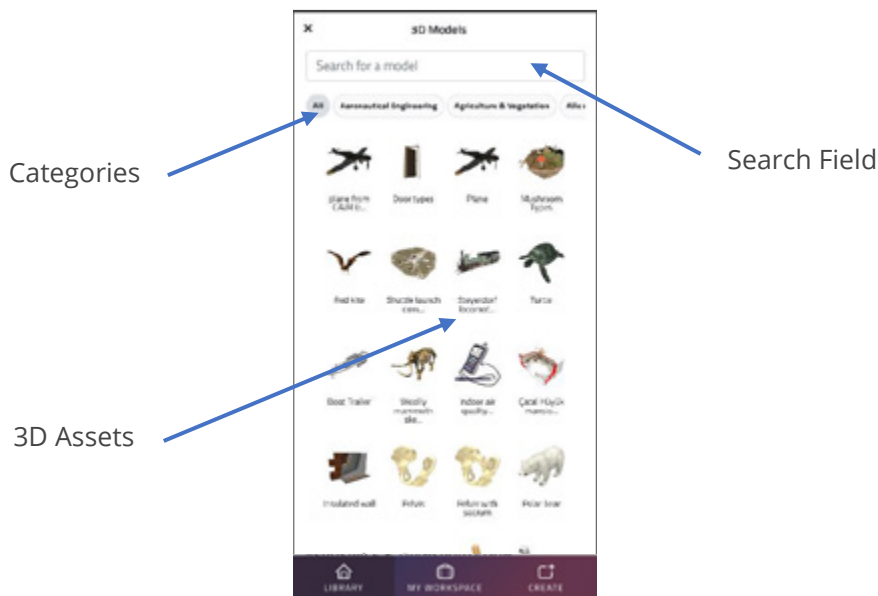
3) CREATING A 3D LESSON - STEP BY STEP INSTRUCTIONS

Create a 3D Lesson

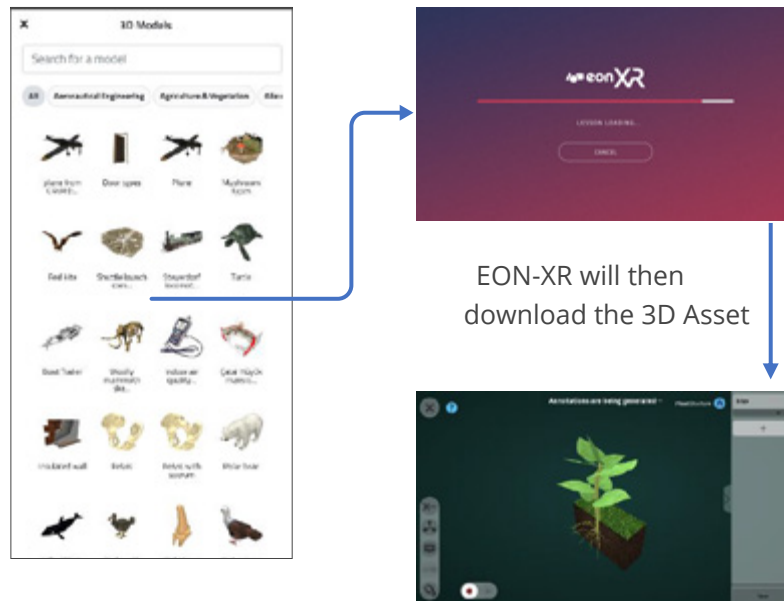
Creating a 3D Lesson is extremely quick and simple.



To get started, click on the “Create” button on your Library Page.



You will be brought to the 3D Assets page where you can select from your Institution’s published 3D Assets that you would like to build your lesson around. You can use the search function or scroll through the categories to help identify the 3D Asset of choice.



Tap the Asset you like to select, to start lesson creation

EON-XR will then download the 3D Asset

The lesson design template will load with your 3D Asset

Upon selecting the 3D asset of choice, EON-XR will download the 3D Asset and load the Lesson Editor for you to begin crafting your lesson.

Interface Help (3D Lessons)

The Lesson Editor is similar to what you would see when you play the 3D lesson when its done.

Below are the following guides to the main features and functions of the Lesson Editor.



Model Interaction Tools

On the Lesson Editor interface, tools are available to view and interact with the model.

X-Ray

This will show the layers of the model transparent for more detailed viewing of built up layers of the model.



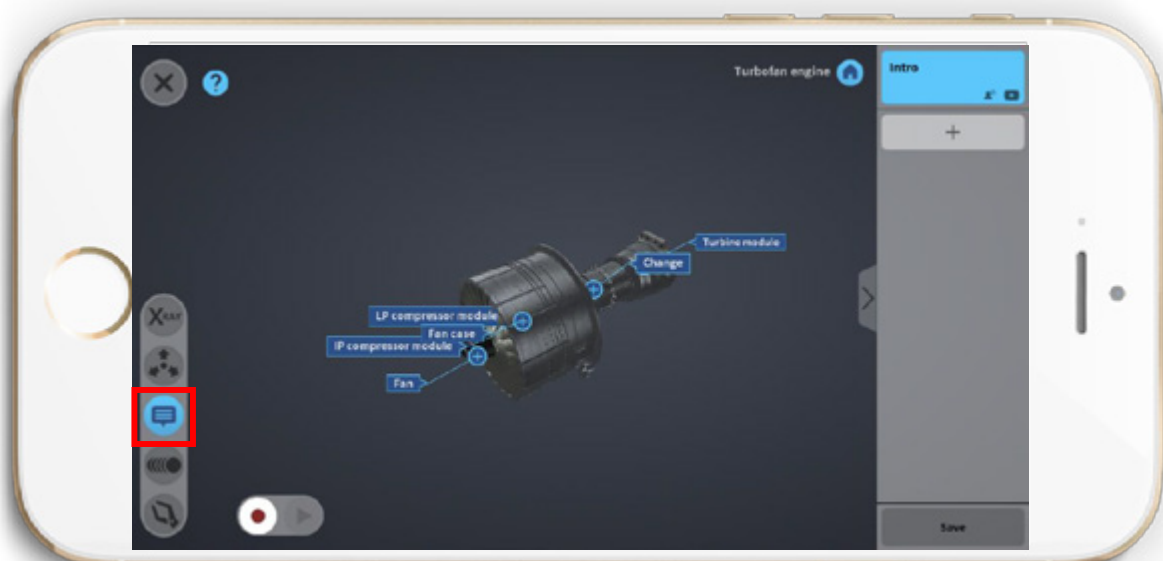
Assemble / Disassemble

This will show the disassembled view of the model on each of the grouped layers.



Annotation

This will toggle the display of labels shown on each of the layers.



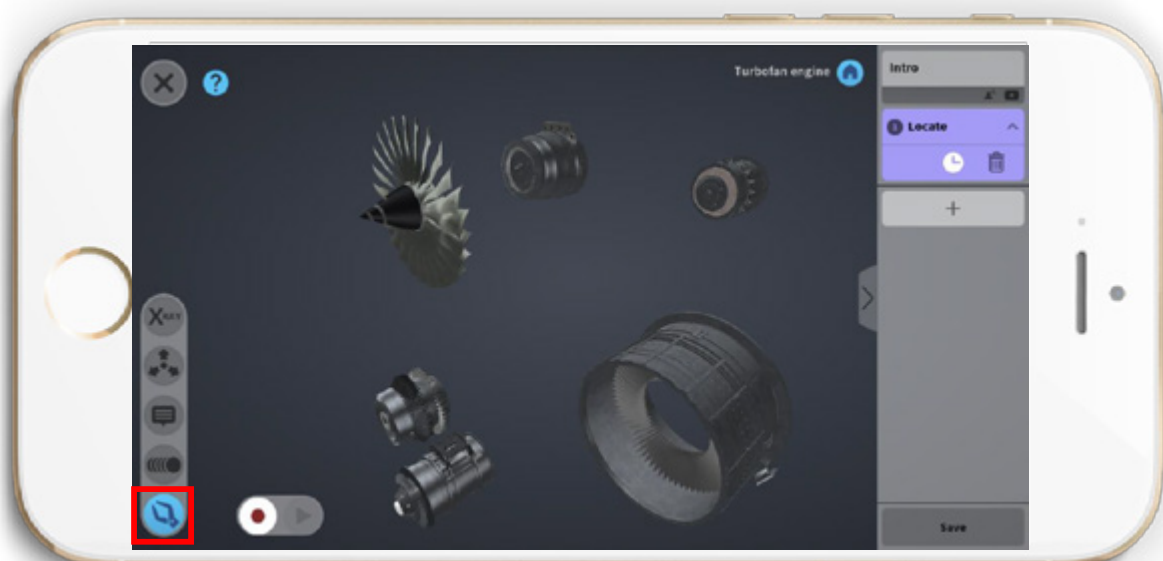
Animation Tool

This will run animations on the model (if any).



Dissect Tool

When this tool is enabled, you can drag and reposition parts of a model around the Lesson Editor page



Adding an on-screen recording

Press the recording button, this will start recording your actions.



Press the stop button to end the process.



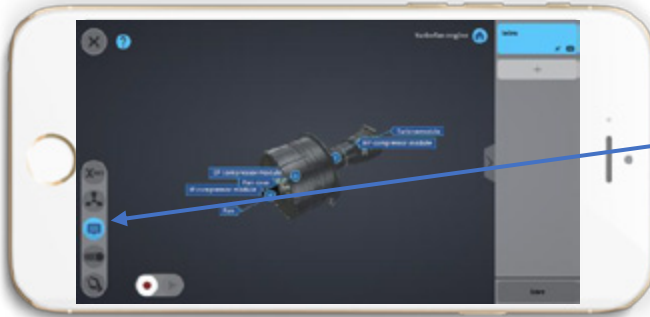
When selecting the Play button, the actions recorded will be played back from a 3rd person viewpoint. The actions performed will be shown on screen represented by an Avatar



Note: Rotate around the scene by touch holding the screen and moving

Adding and Modifying Annotations

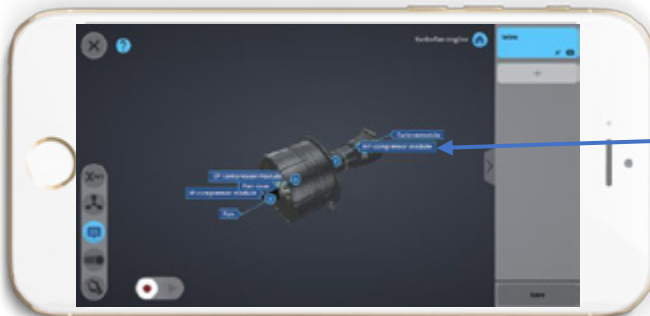
Annotations are generated by default using the layered names of the model, these can be modified or created.



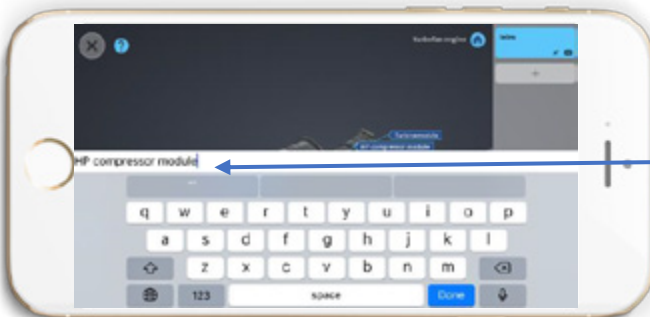
Enable Annotations



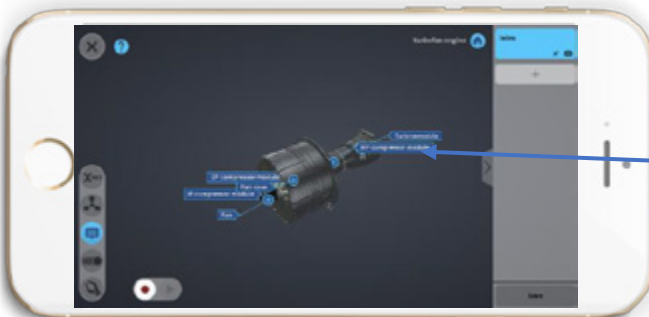
Press and hold on an empty space of the model, and select 'Add'



Tap on the Annotation label



Modify the text displayed and complete

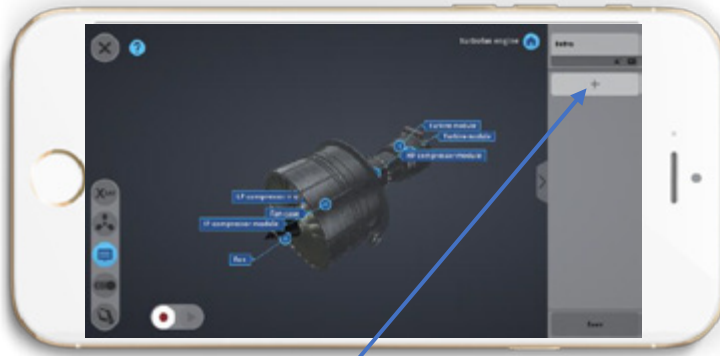


Annotation will now be changed

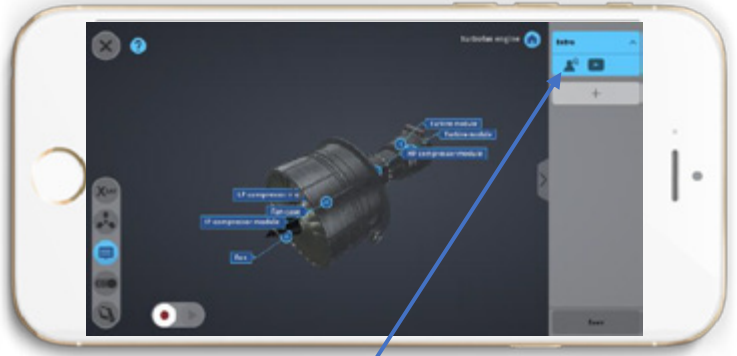
Adding Memo Activity (Audio and Video)

A memo is an activity that will be used for guided exploration of a lesson.

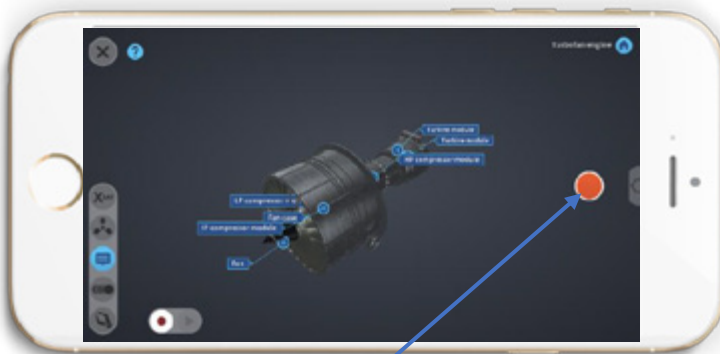
Adding Narration



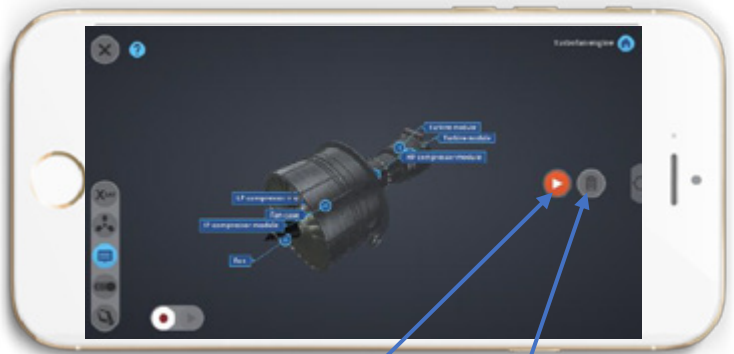
1 - Open up Annotations and select a '+' icon



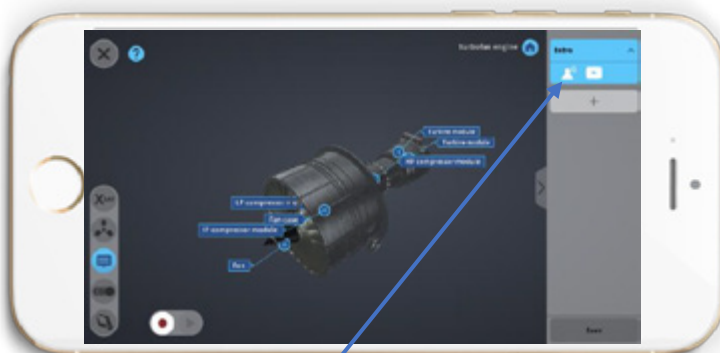
2 - Tap on the Narration button



3 - Press and hold the record button to record audio



4 - Replay your recording
Delete your audio

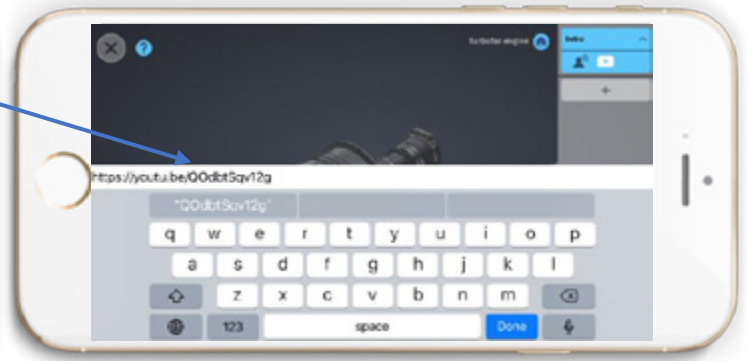


5 - The 'audio' icon will turn white, indicating there is content

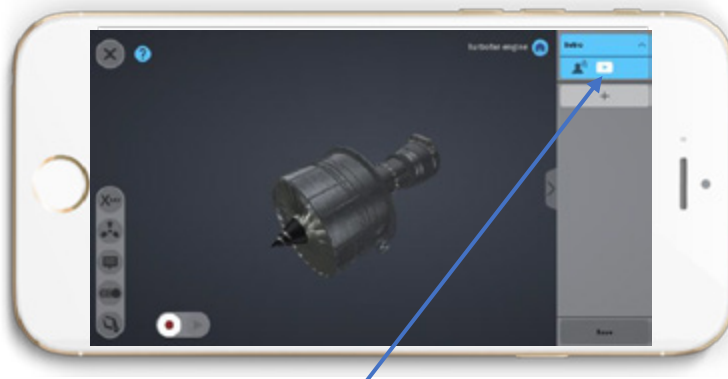
Adding Video



Tap on the 'Video' button

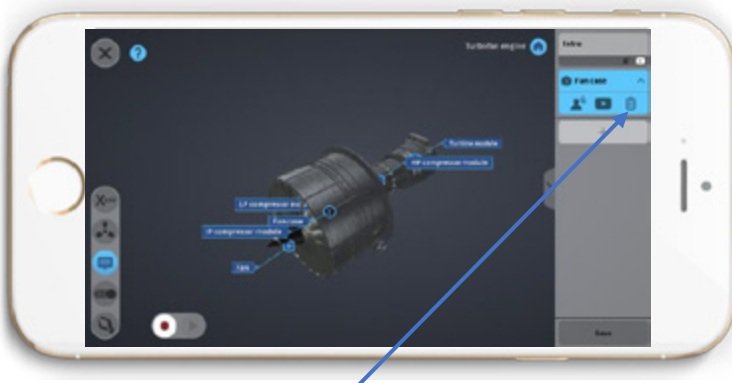


Enter in YouTube URL link to video



Video icon will turn white, indicating the link has been entered

Deleting Memo



Tap on the bin icon and confirm



Adding a Build Activity

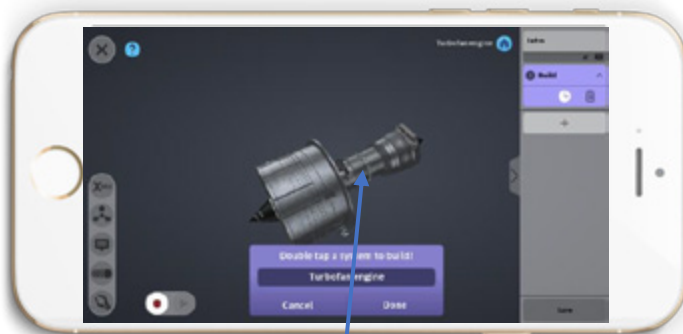
Build mode is set out to require the user to build back all the layers within the sectioned layer group.



1 - Tap on the '+' button



2 - Tap on the 'Build' in the drop-down menu



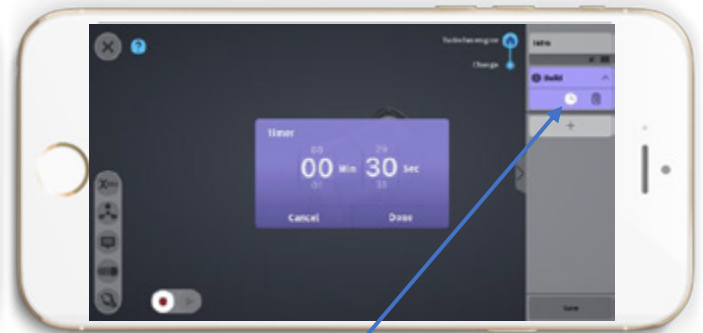
3 - Double tap on the layer group you want to 'Build'



4 - To confirm, tap on 'Done'. To go back, tap on the home button that's circled.



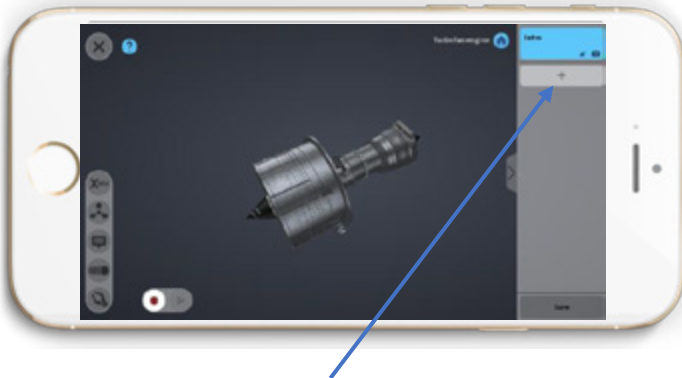
5 - Tap on the timer icon that's highlighted to set the time allocated for your students to answer this challenge



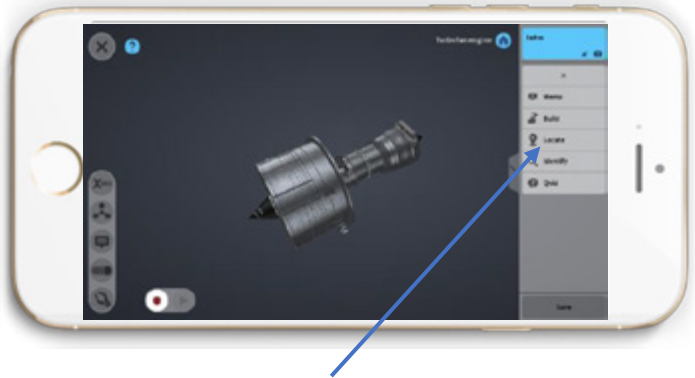
6 - Swipe up and down to change the time

Adding a Locate Activity

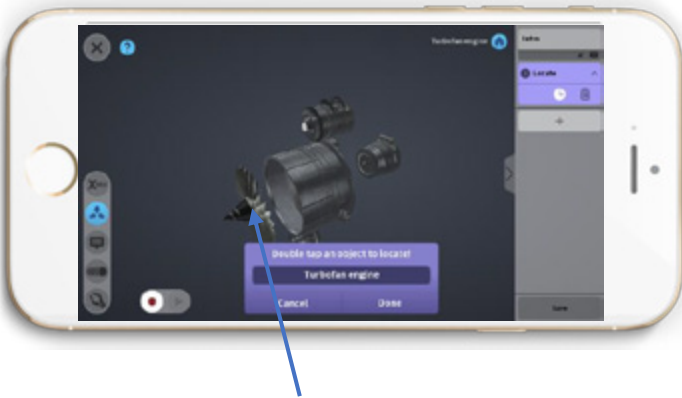
Locate mode sets out an activity of requiring the user to find a specified layer.



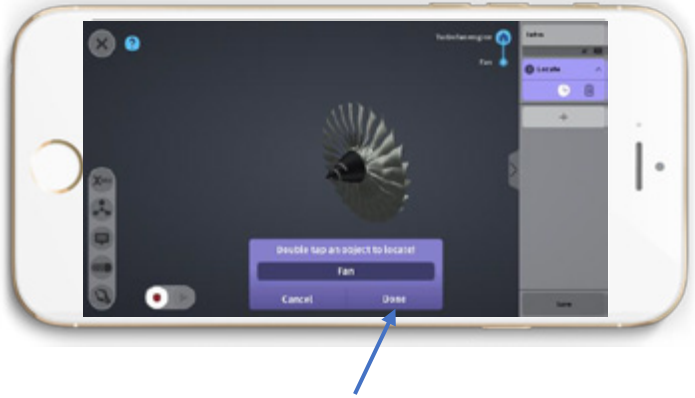
1 - Tap on the '+' button



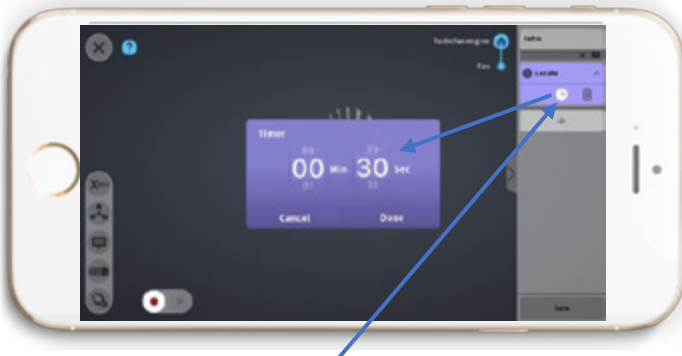
2 - Tap on the 'Locate' in the drop-down menu



3 - Double tap on the layers to find the layer you want to use in 'Locate'



4 - To confirm, tap on 'Done'.



5 - Swipe up and down to change the time



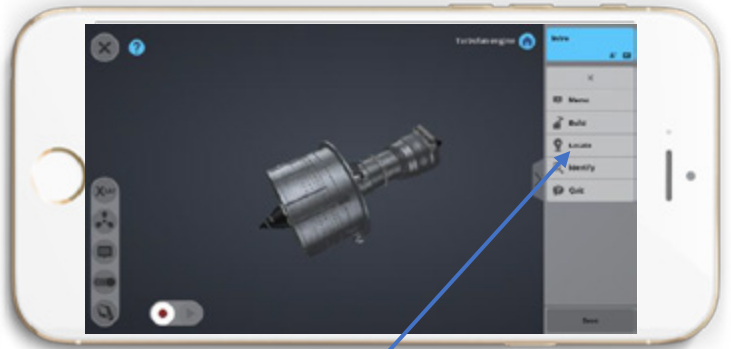
6 - To exit and view the model as a whole, tap on the home button that's circled

Adding an Identify Activity

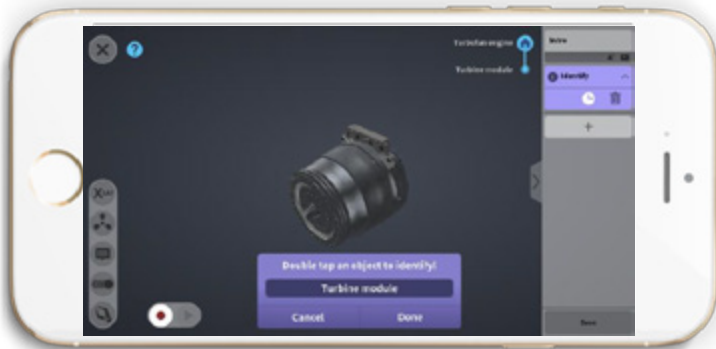
Identify mode sets out an activity of requiring the user to identify the layer shown on screen, using the 'hangman' mechanic.



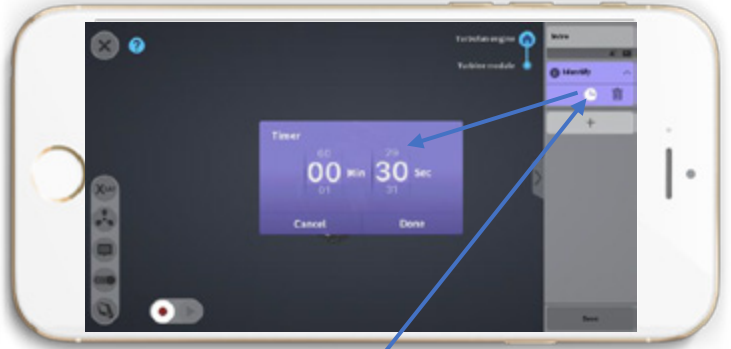
1 - Tap on the '+' button



2 - Tap on the 'Identify' from the menu



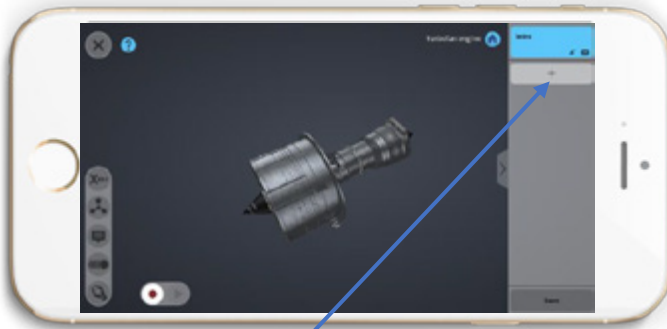
3 - Double tap on the layers to find the layer you want to use in 'Identify'



4 - Set a completion time

Adding a Quiz Activity

Quiz mode sets out an activity of requiring the user to guess correctly the outlined question using preset answers.



1 - Tap on the '+' button



2 - Tap on the 'Quiz' from the menu



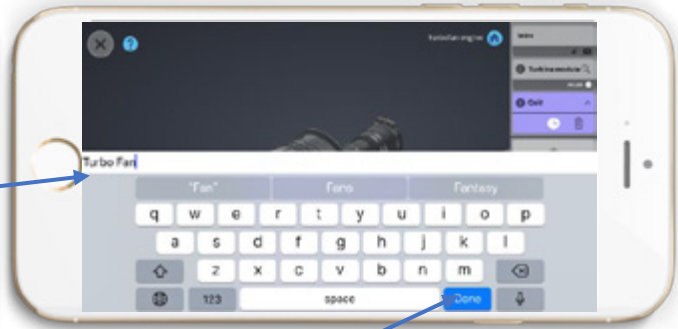
3 - The multiple-choice question will appear



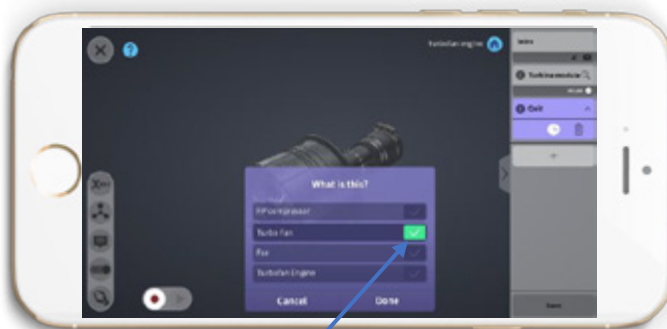
4 - Find the layer group you want to use in 'Quiz'



5 - Tap on the question or the answer to change it



6 - Make changes and tap on 'Done'



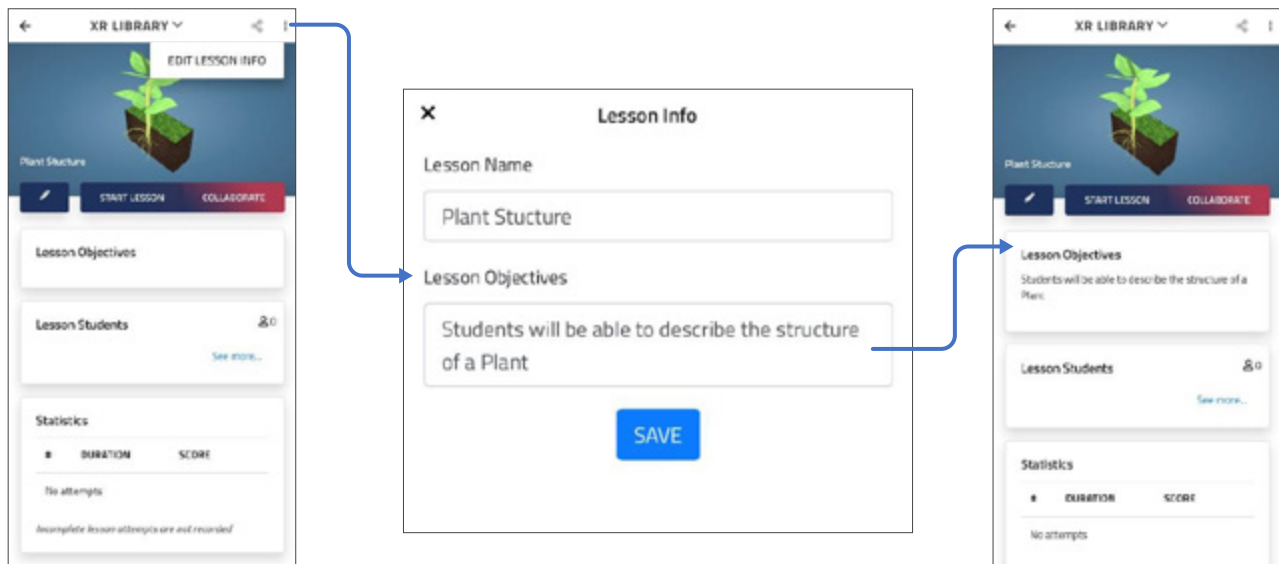
7 - You can change the correct answer by tapping on the 'check'



8 - Tap on 'Done' to confirm selection

Final Step: Adding Lesson Details

Once you have completed authoring your lesson, you will be brought to the Lesson Details page.



Clicking on the top right corner will reveal the option to “Edit Lesson Info”. You will be able to edit the lesson name and objectives. Once that is done, click “Save” and you are done.

