

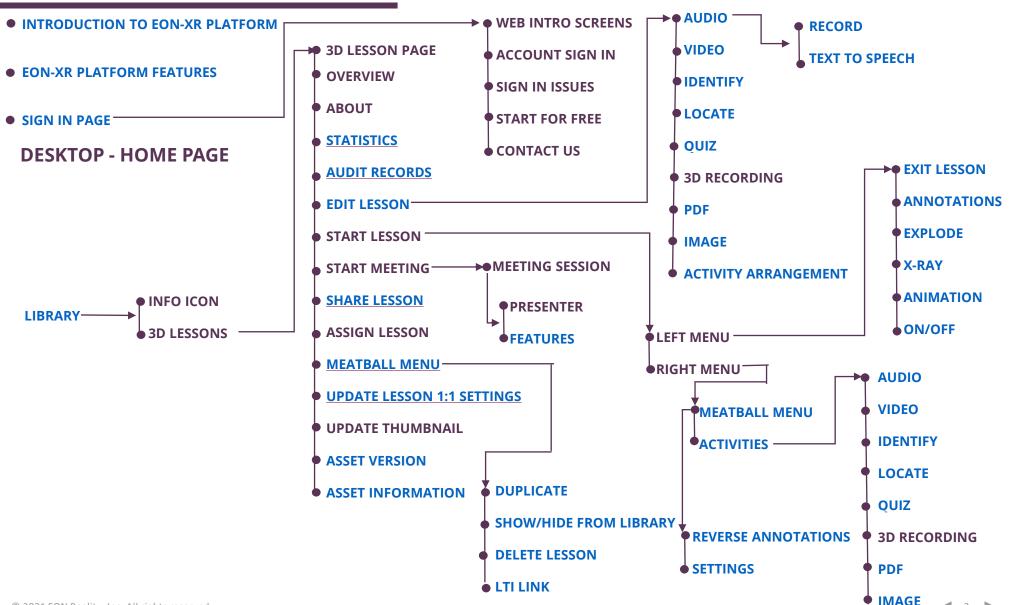


EON-XR v9.4

Desktop User Guide







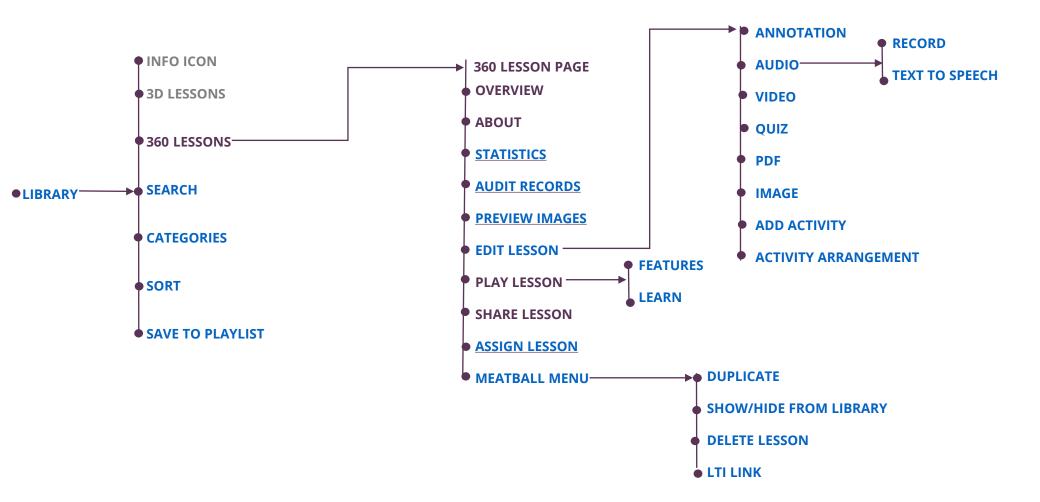
DESKTOP USER GUIDE





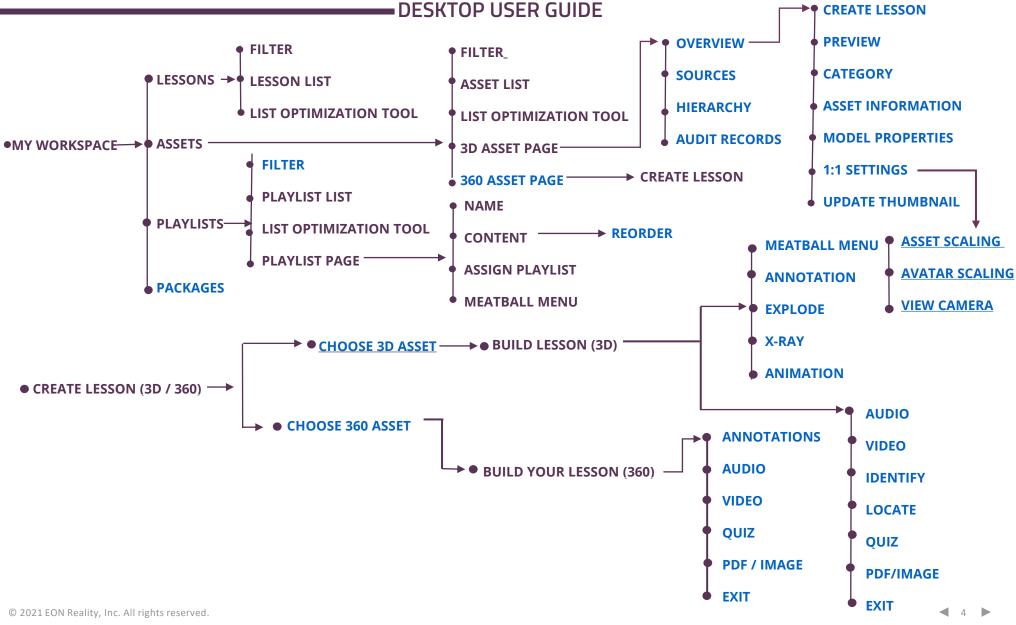
CONTENT







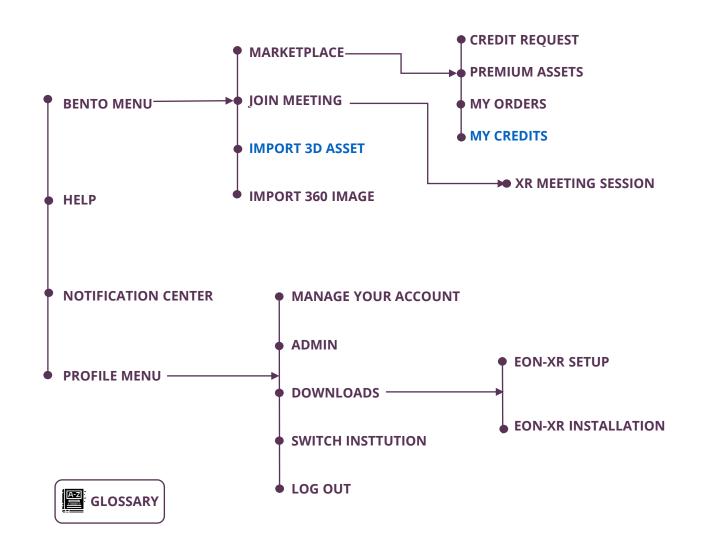
CONTENT



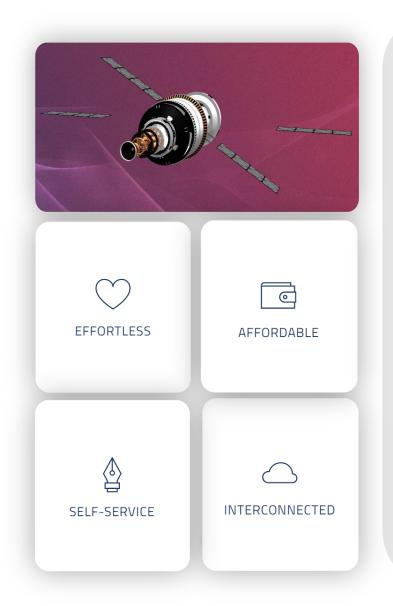


CONTENT

DESKTOP USER GUIDE







EON-XR Platform is based on **EASI** concept making Immersive Learning as **E**ffortless, **A**ffordable, **S**elf-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



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

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



User-Generated Interaction Creation - The Al-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

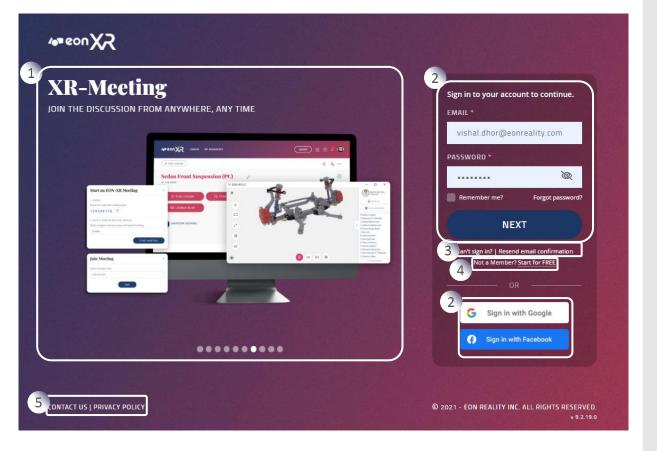


Content Integration - Content and data can be managed using enterprise systems, streaming, IoT and AI capabilities



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





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

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. Web Intro Screens
- 2. Register/Sign In section
- 3. Sign In issues Forgot Password / Can't access your account
- 4. "Start for Free" Any individual user can access EON-XR Platform as a Freemium User
- 5. Contact Us & Privacy Policy

WEB INTRO SCREENS



Smooth Lesson Interface

THE USER INTERFACE FOR EON-XR'S LESSONS WILL NEVER STAND IN YOUR WAY



Unparalleled Visual Quality 3D MODELS IN EON-XR NOW HAVE PRISTINE VISUAL QUALITY



Detailed Admin Pages



Marketplace Dashboard

XR-Meeting

JOIN THE DISCUSSION FROM ANYWHERE, ANY TIME



Now in Oculus App Lab

DOWNLOAD EON-XR STRAIGHT TO YOUR QUEST THROUGH THE OCULUS APP LAB









Sign – In page is provided with carousel of rotating banners highlighting the features of the platform as above

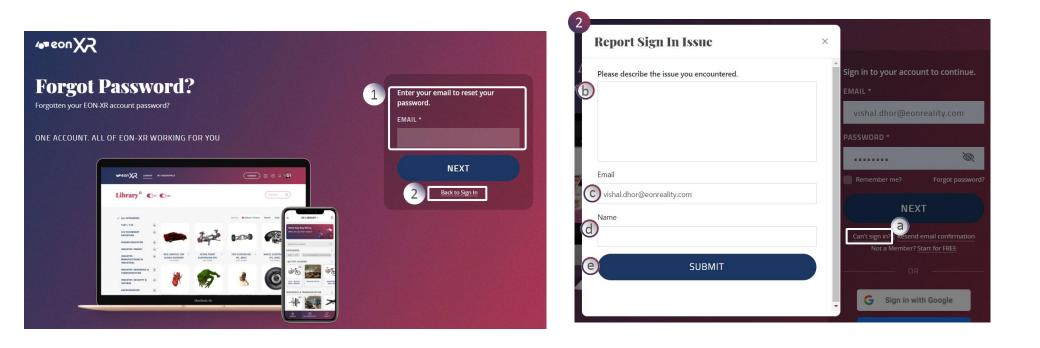
SIGN IN PAGE > ACCOUNT SIGN IN



la Sign	in to your acco	unt to continue.
ЕМА	IL *	
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	OF	
16	G Sign in w	ith Google
10	Sign in wit	h Facebook
1c	Sign in wit	h Facebook

- 1. Register/Sign In to your account by using either of these ways:
 - a. Registered Email ID
 - b. Your Google Account or
 - c. Your Facebook Account





- 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 Sign In** to go to the Sign In page

- 2. User can raise your issue while signing in to the platform.
 - a. Click on **Can't sign in?,** 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



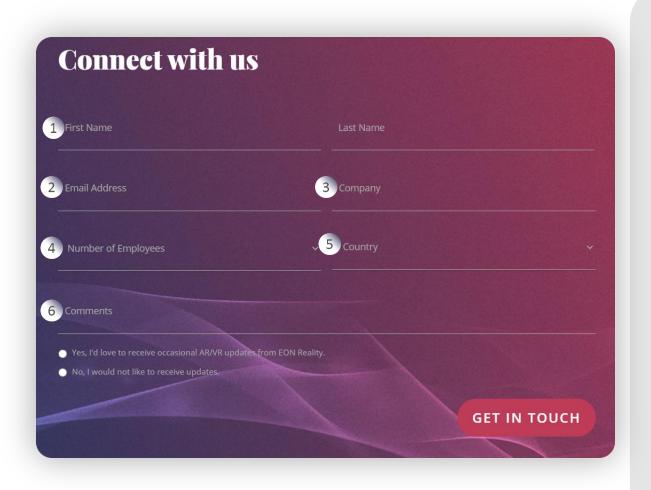


Any user can register for free by clicking on the **'Start for Free'** in the Sign In page. As a freemium user, one can access the wide variety of Assets and can create **5** (Five) Free XR Immersive Lessons.

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



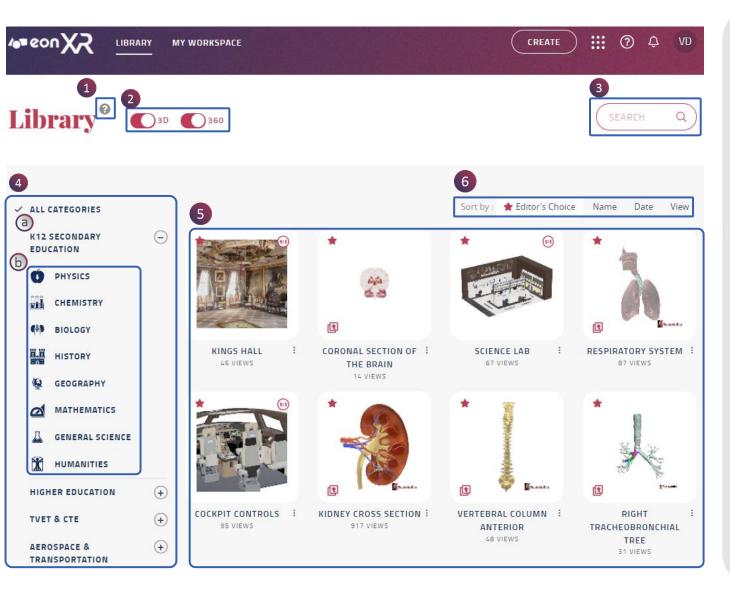


You can connect with us by clicking on the '**CONTACT US'** in the Sign In page and providing the following information:

- 1. Name
- 2. Email Address
- 3. Company Name
- 4. Number of Employees
- 5. Country
- 6. Comments Additionally you can provide comments

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



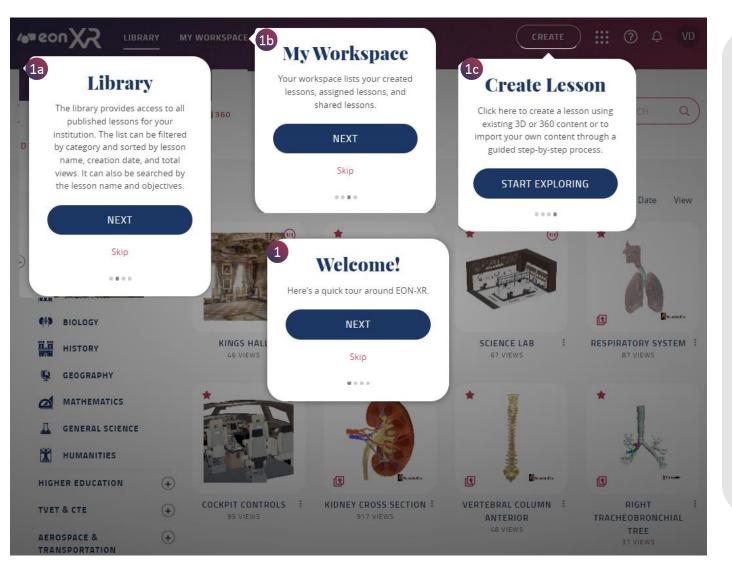


Library is the **default** activated landing page.

- 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**
- 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, Name, Date and View



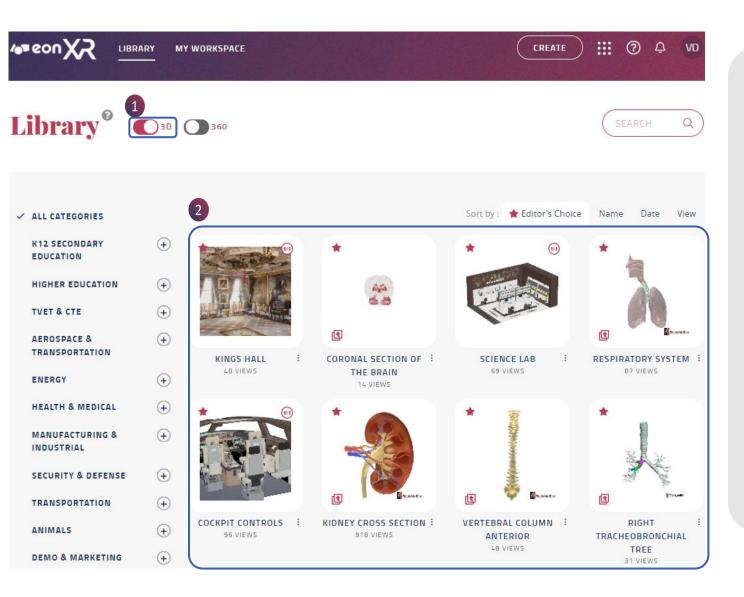




Info icon provides a quick tour around the EON-XR portal

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



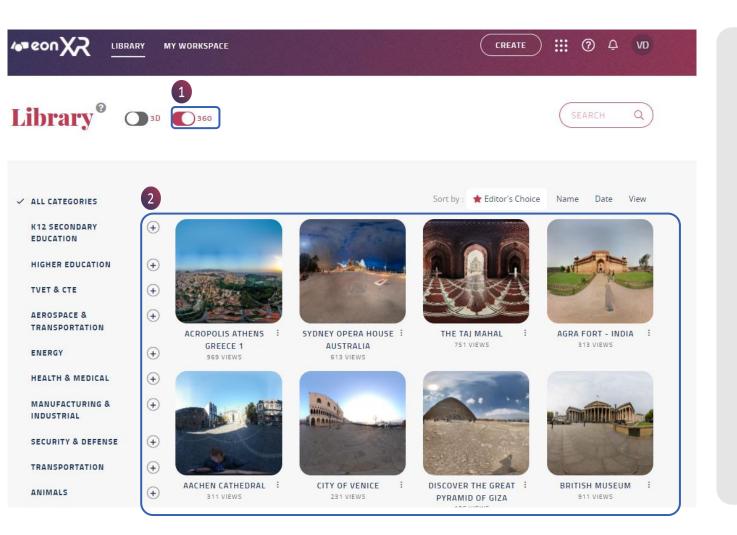


To display only 3D lessons

- 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]



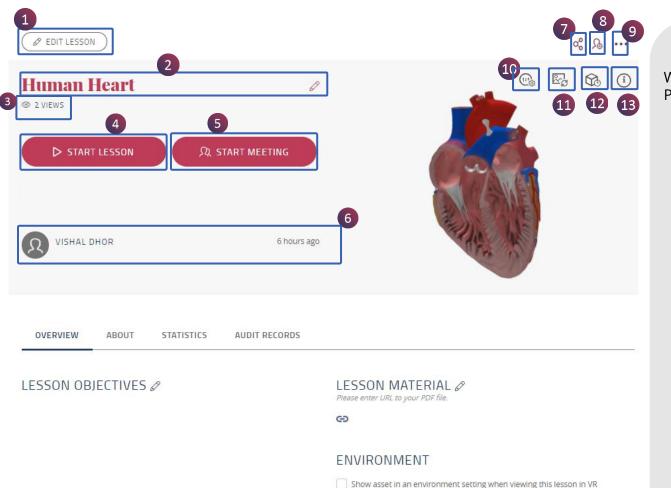


To display only 360 lessons

- 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]



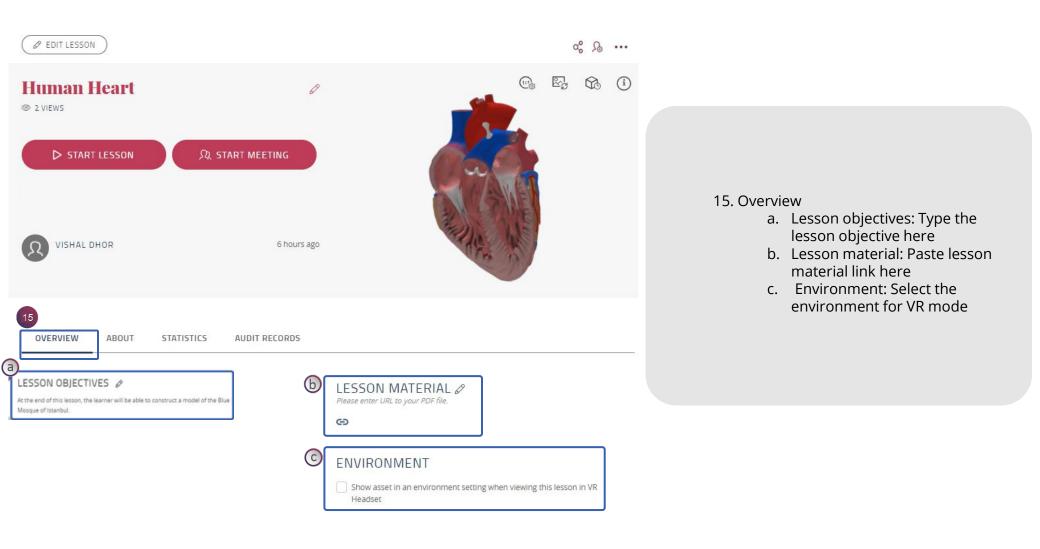


Headset

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

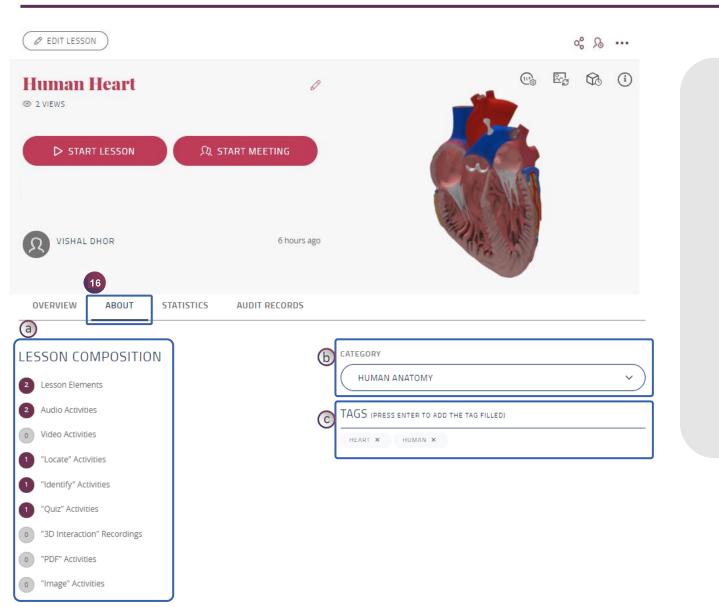
- 1. Edit Lesson {visible only for user with appropriate rights}: To make changes in the lesson
- 2. Lesson Name: Click on **Pencil** icon to change the name of the lesson
- 3. Views: Shows the number of users visited the lesson
- 4. Start Lesson: Play the lesson
- 5. Start Meeting: Start the meeting with group of people
- 6. Shows created by [Lesson Author Name] and Lesson Published Date
- 7. Share Lesson with individual and group of people
- 8. Assign Lesson to the user
- 9. Meatball Menu
- 10. Update Lesson 1:1 Settings
- 11. Update Thumbnail
- 12. Asset Version
- 13. Asset Information





3D LESSON PAGE > ABOUT

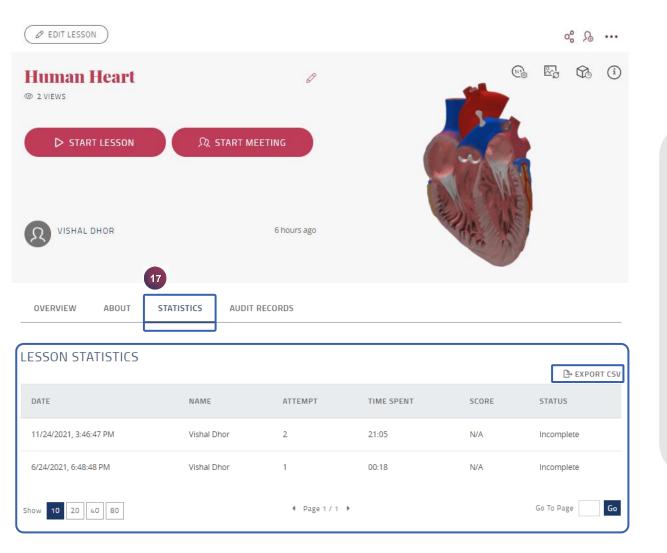




16. **About** – provides lesson information

- a. Lesson Composition: shows number of activities added into the lesson
- **b. Category**: Set category for the lesson
- c. Tags: Tag the lesson with Keywords

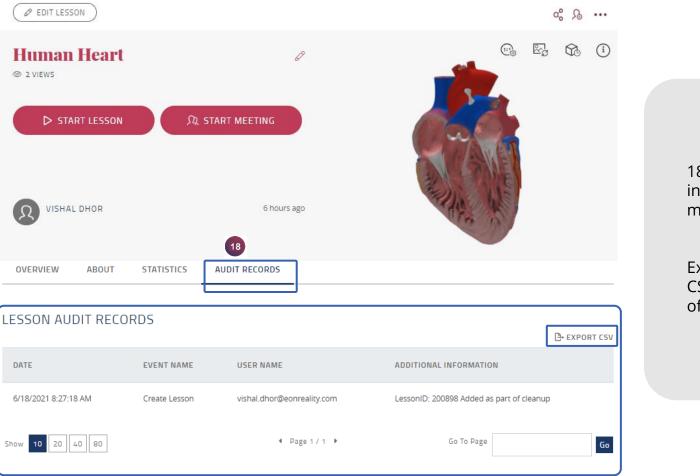




17. **Statistics**: Gives the information like users, attempts, time spent, score, and status

Export CSV – Use this to download the CSV file containing the lesson statistics





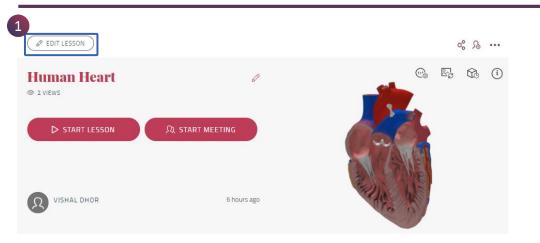
18. **Audit Records**: Gives the information about creation and modifications done into the lesson

Export CSV – Use this to download the CSV file containing the audit records of the lesson

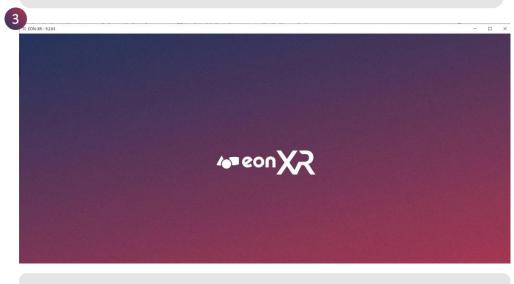
3D LESSON PAGE > EDIT LESSON

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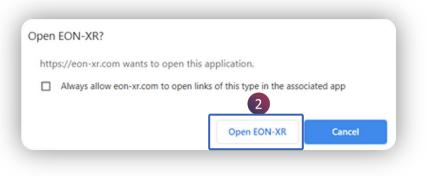




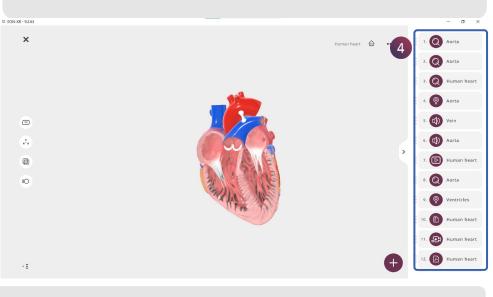
1. Click on **EDIT LESSON**, to make changes within the lesson



3. EON-XR Application will load



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

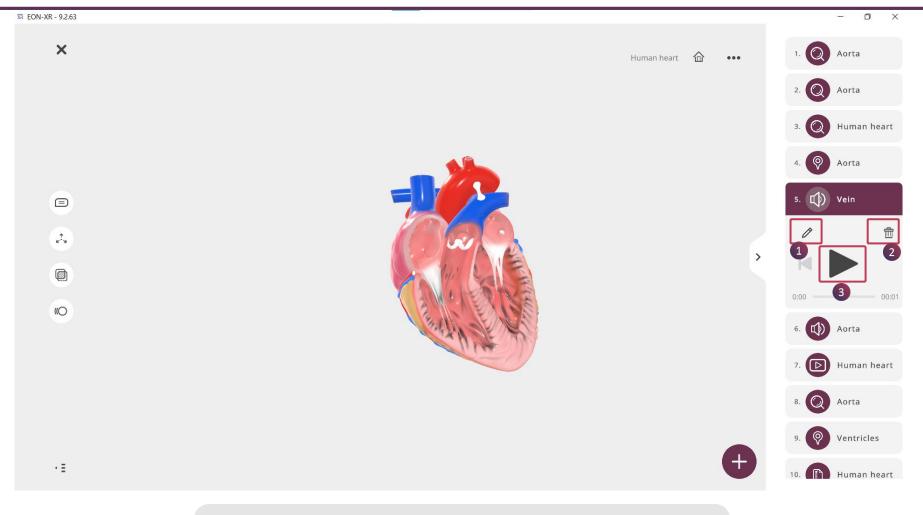


4. Lesson will open in **EDIT** mode

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EDIT LESSON > AUDIO > RECORD

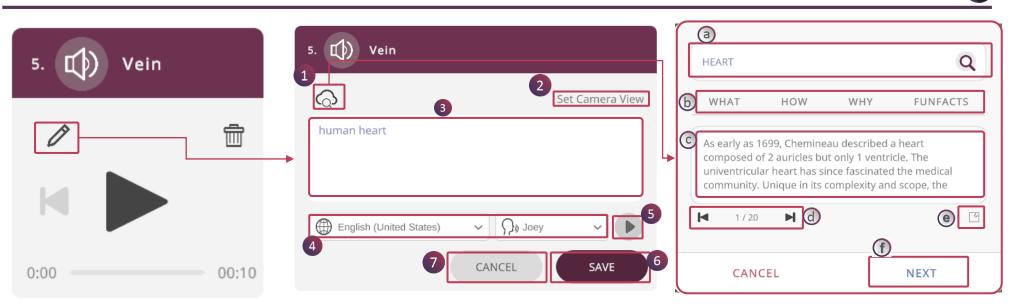




- 1. Click on the **Pencil** icon to edit audio activity
- 2. Delete the existing audio using this bin icon
- 3. Play the audio using this icon

4 eon X

EDIT LESSON > AUDIO

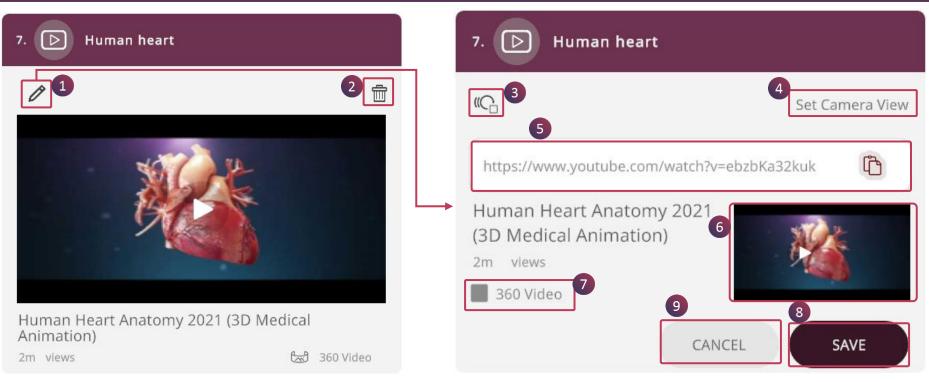


To edit the Text To Speech audio, Click on Pencil icon:

- 1. Cloud Search will provide more information from websites
 - a. Custom search using relevant keyword
 - b. Alternatively, you can do one click search using keywords WHAT, HOW, WHY, FUNFACTS
 - c. The editable search results are displayed, alternatively you can add text
 - d. Click this to see other search results
 - e. This will take you to Google search engine
 - f. Click **NEXT** to save
- 2. Set Camera View will set 3D view for the activity
- 3. Edit the content here
- 4. Set the Language and Voice for the activity
- 5. Play the audio activity
- 6. **SAVE** the change
- 7. **CANCEL** the activity

EDIT LESSON > VIDEO

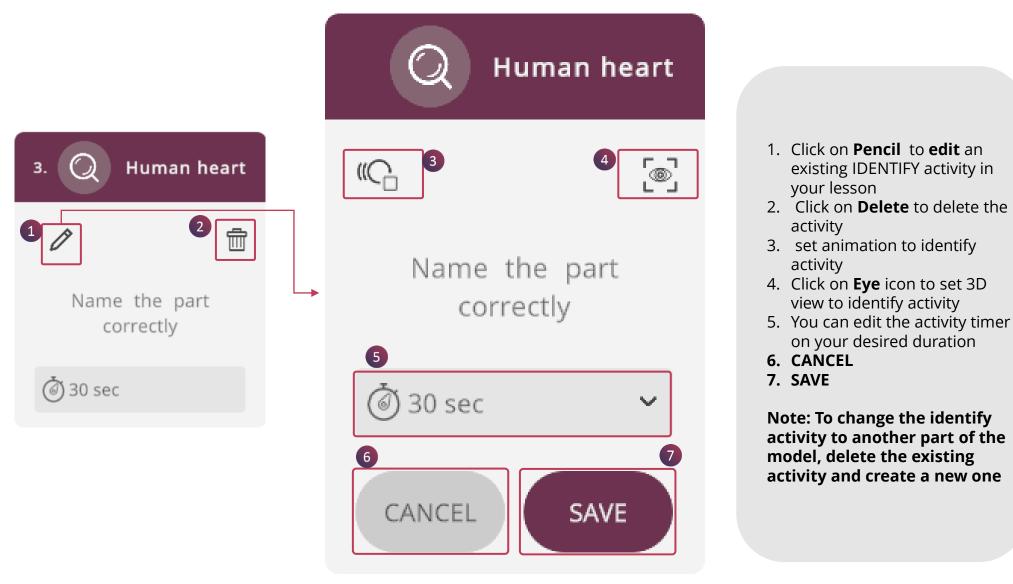




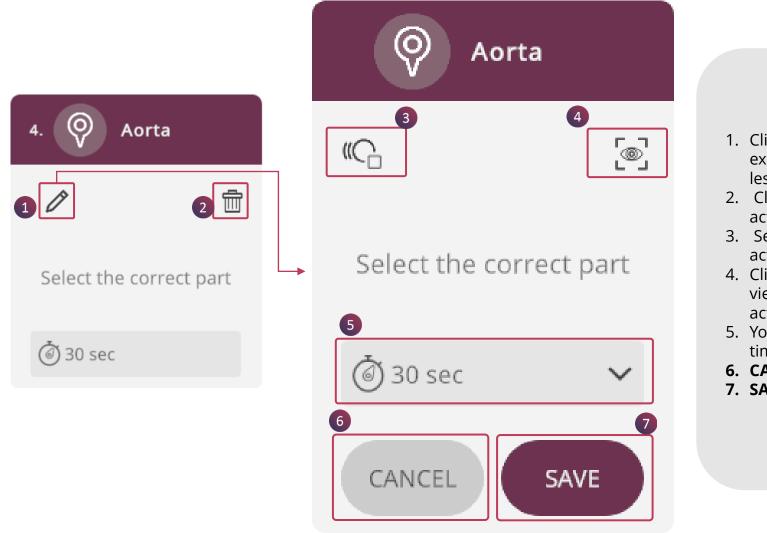
- 1. Click on **Pencil** to edit video
- 2. Click on **Delete** to remove the activity
- 3. This is used to select **Animation** to the activity
- 4. Set Camera View is used to set 3D view to the activity
- 5. Paste the new YouTube link
- 6. **Preview** the video
- 7. Check 360 Video box if the YouTube video has 360° rotation
- 8. **SAVE**
- 9. CANCEL

EDIT LESSON > IDENTIFY









- 1. Click on **Pencil** to **edit** an existing LOCATE activity in the lesson
- 2. Click on **Delete** to delete the activity
- 3. Set animation to locate activity
- 4. Click on Eye icon to set the view of the model for locate activity
- 5. You can change the activity timer as required
- 6. CANCEL
- 7. SAVE

EDIT LESSON > QUIZ

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		KC 3	4 Set Camera Vie
	2 🗇	5 what is this	?
at is this		A. Aorta	.
. Aorta		B. Human heart	
Human heart	~	C. Heart	
. Heart		D. Ventricles	
). Ventricles		8 Tungs Single Answer Tim	ne Limit: 💿 30 sec 🗸 🗸

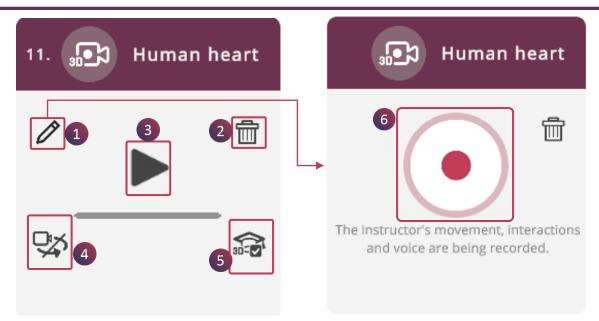
To edit an existing QUIZ activity in your lesson,

- 1. Click on **Pencil** to edit
- 2. Click on **Delete** to remove the activity
- 3. Click on animation icon to set animation to quiz activity
- 4. Click on Set Camera View icon to set 3D view for quiz activity
- 5. Click on question stem that you'd like to edit
- 6. Click on the option to edit the answer
- 7. Select the question type and the correct answer
- 8. You can edit the activity timer to your desired duration
- 9. CANCEL
- 10.SAVE

EDIT LESSON > 3D RECORDING

EON-XR DESKTOP USER GUIDE



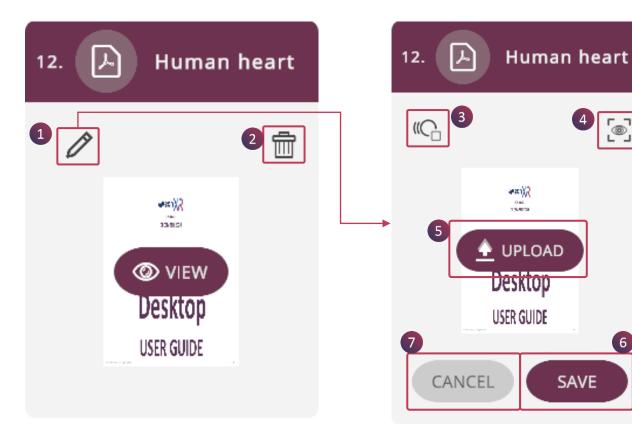


3D Recording, allows you to play your animations and talk simultaneously, thereby making your screen recording look like an audiovisual animation.

To edit your existing 3D Recording,

- 1. Click on **Pencil** icon
- 2. Delete to remove recording
- 3. Play the 3D Recording
- 4. Select/Deselect the Video Camera to show/hide the hand
- 5. Add **3D Assessment** to the activity
- 6. Click to **Start** the 3D Recording with animation





To edit your existing PDF activity,

- 1. Click on **Pencil** to add a new PDF document
- 2. Click on **Delete** to remove the PDF
- 3. Set animation to the activity
- 4. Click on Eye icon to set 3D view for the activity
- 5. You can **UPLOAD** a new PDF doc here
- 6. SAVE

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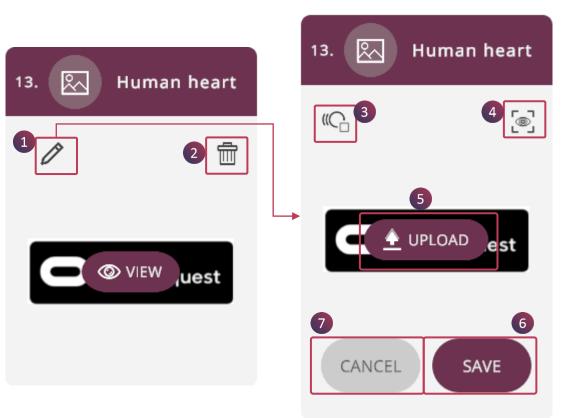
6

7. CANCEL



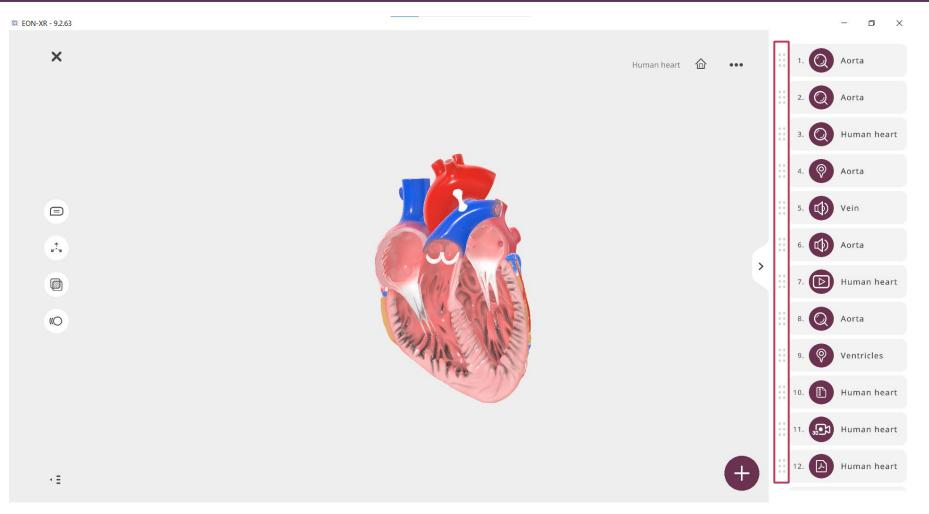
To edit your existing Image activity,

- 1. Click on **Pencil** to add a new Image
- 2. Click on **Delete** to remove the image
- 3. Set animation to the activity
- 4. Click on **Eye** icon to set 3D view for the activity
- 5. You can **UPLOAD** a new Image here
- 6. SAVE
- 7. CANCEL



EDIT LESSON > ACTIVITY ARRANGEMENT



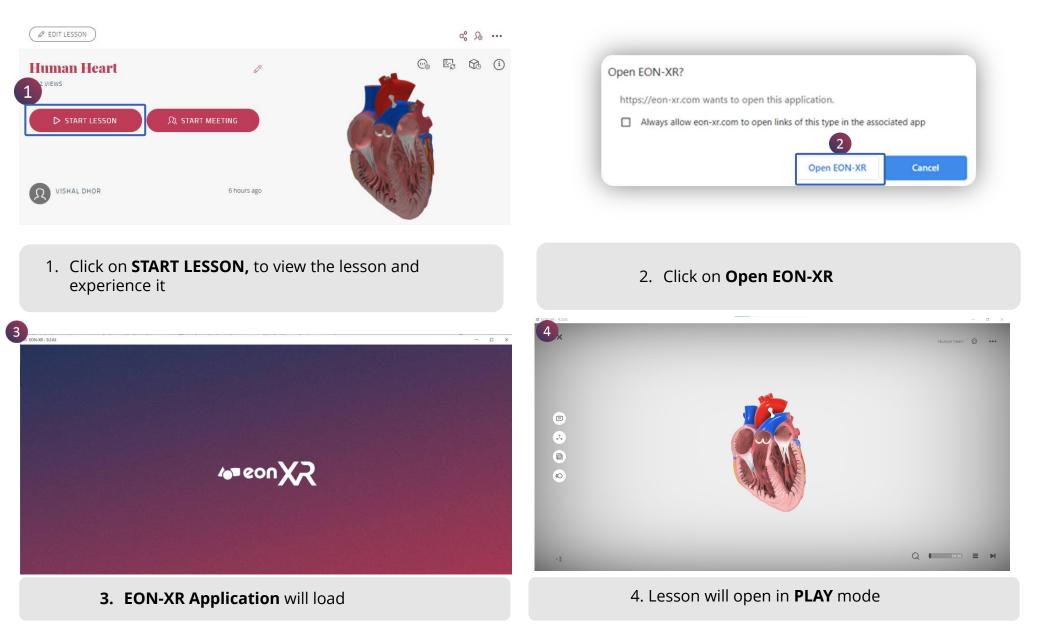


Hold and move the Drag icon of the activity menu up or down to rearrange the activities

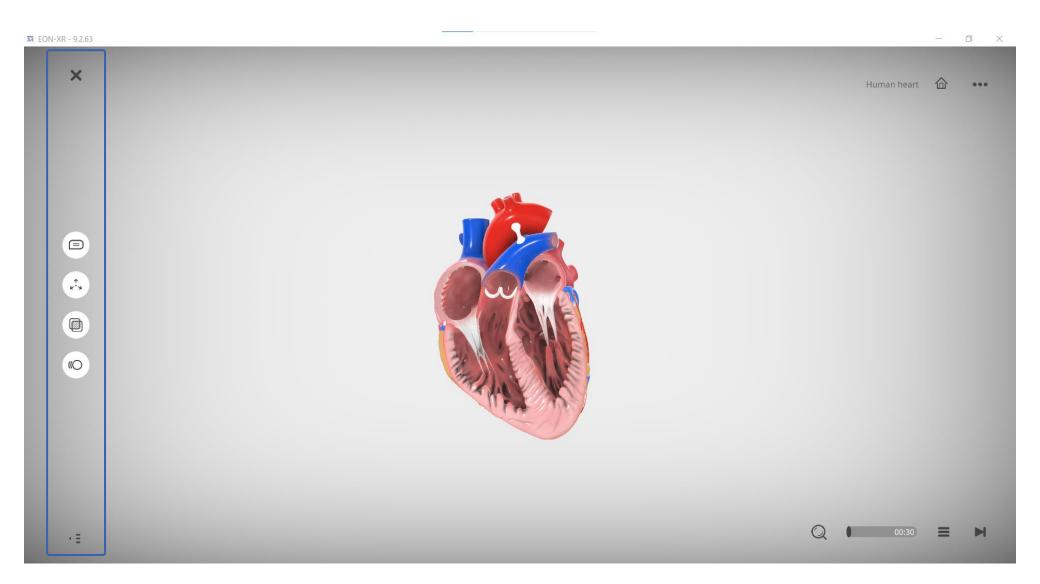
3D LESSON PAGE > START LESSON

EON-XR DESKTOP USER GUIDE



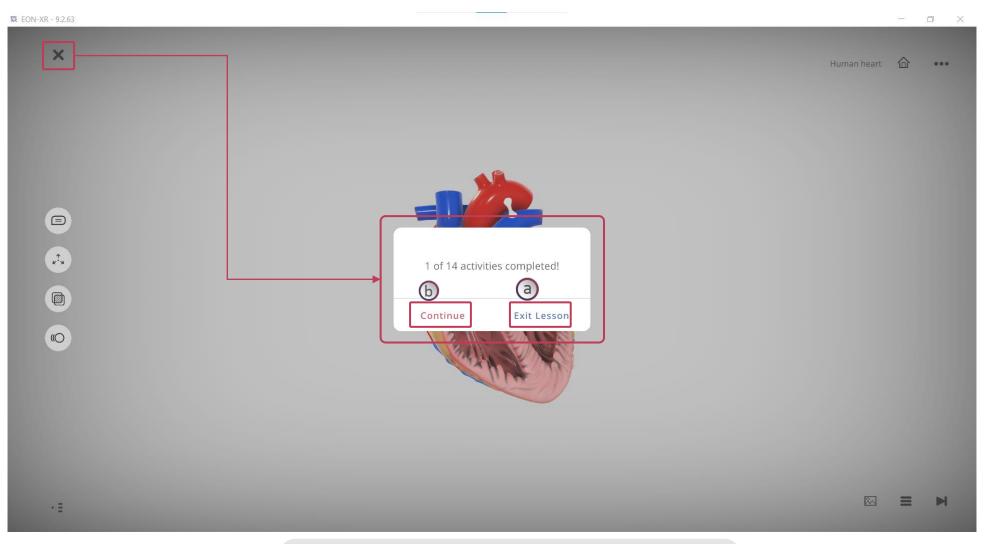






START LESSON > EXIT LESSON



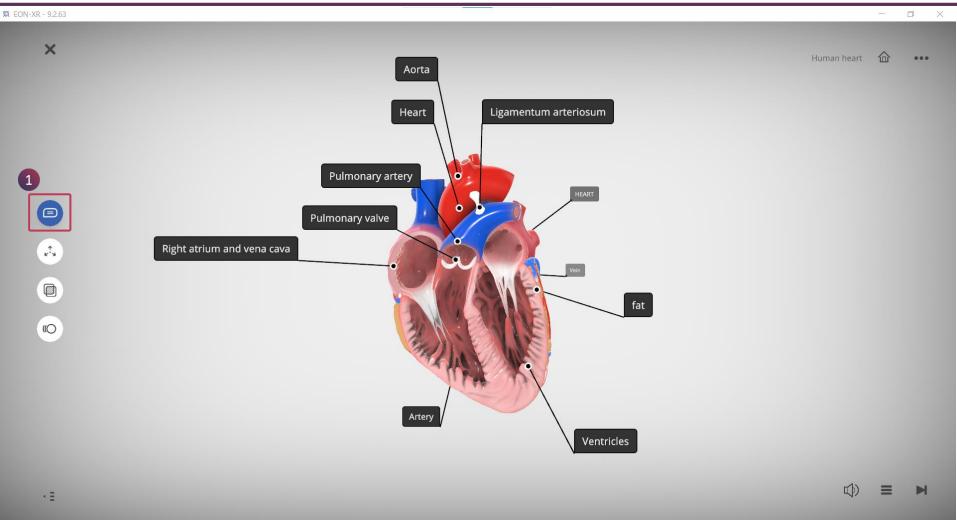


Click on **X**,

- a. Click **Exit Lesson** to close the application
- b. Click **Continue** to stay

LEFT MENU > ANNOTATIONS

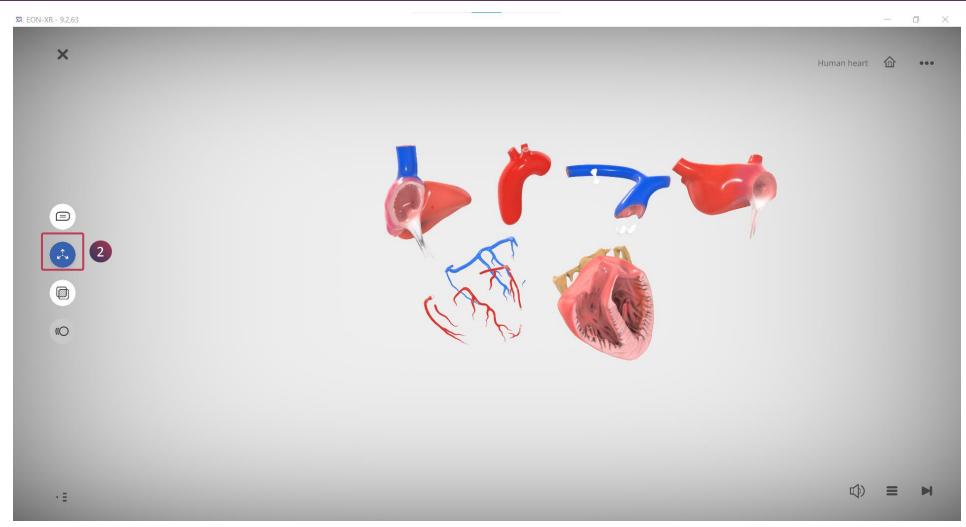




1. Turn ON **Annotations** using the button here to see labels attached to each component and subcomponent

LEFT MENU > EXPLODE

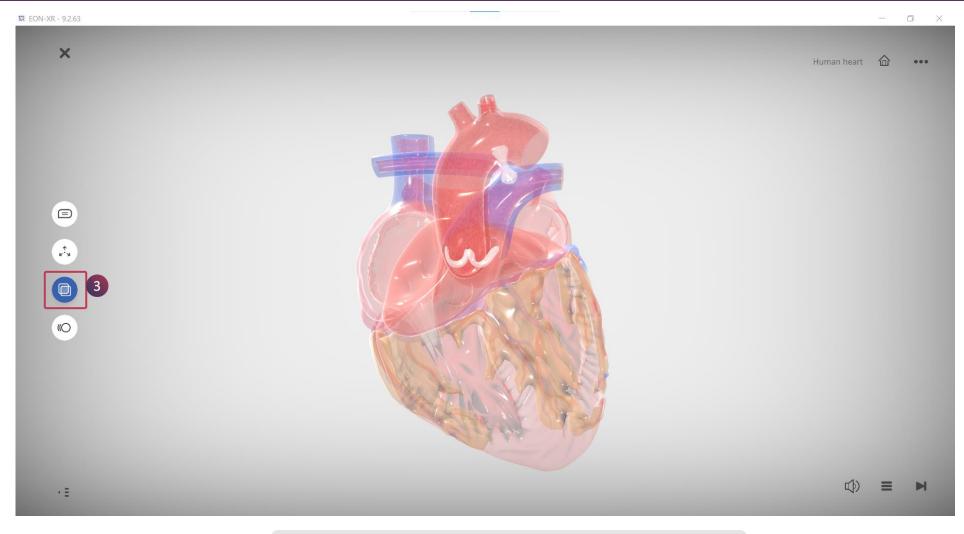




2. Use the **Explode** button here to separate the components and subcomponents of the object

START LESSON > LEFT MENU > X-RAY

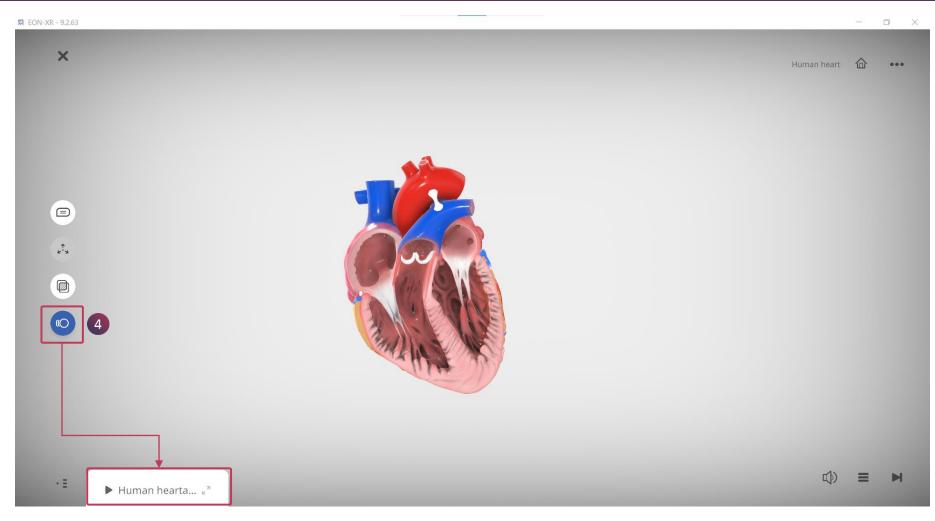




3. Use the **X-Ray** button here to peer inside the object

LEFT MENU > ANIMATION

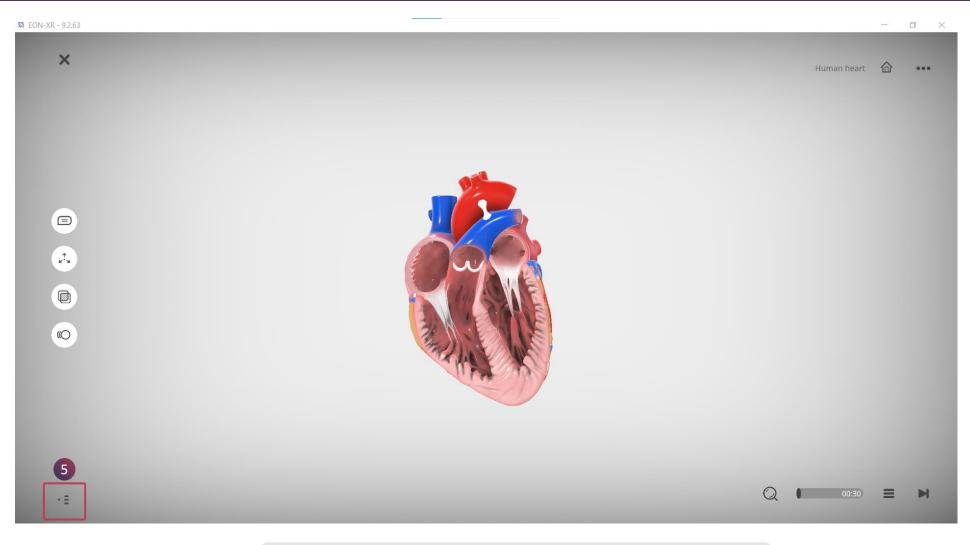




4. Click the **Animation** button here to enable motion

START LESSON > LEFT MENU > ON/OFF

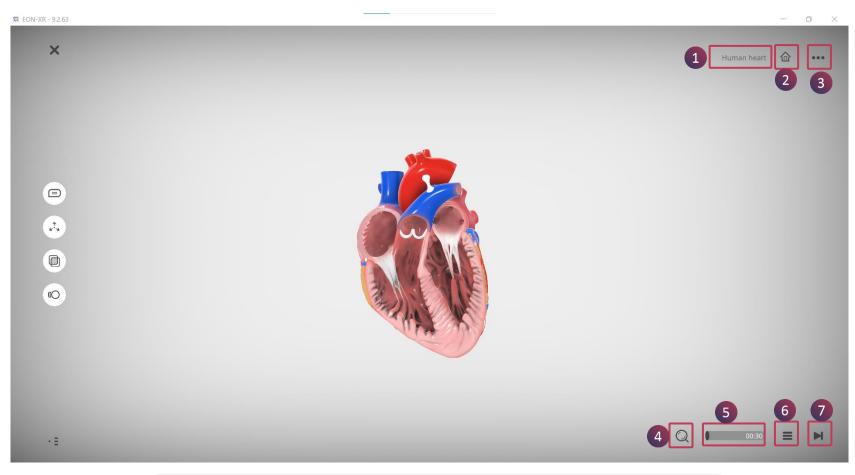




5. Click the **ON/OFF** to Show/Hide the activities

START LESSON > RIGHT MENU

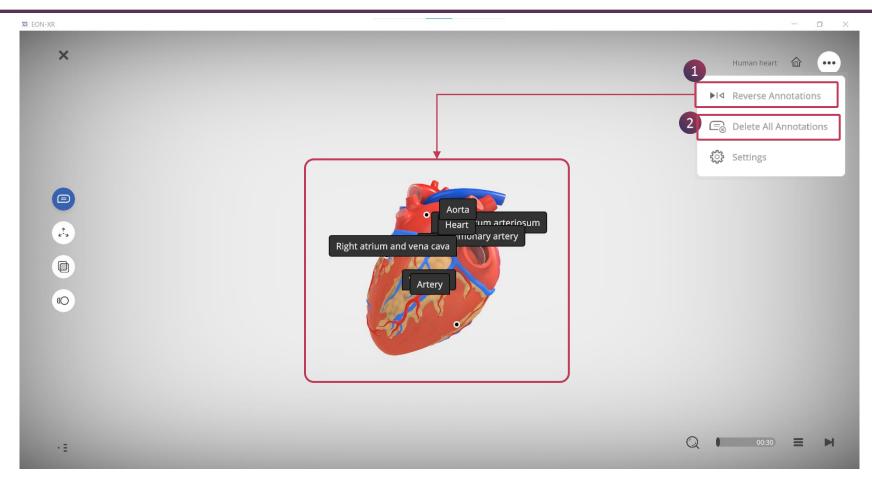




- 1. Displays the **Title**
- 2. Click on Home button to revert back to the main object
- 3. Meatball Menu to apply the settings
- 4. The respective icon of the selected item will be displayed here
- 5. Progress bar indicates the completeness of the activity
- 6. Click on this activity menu to select the activity
- 7. Click on Forward icon to jump to the next activity

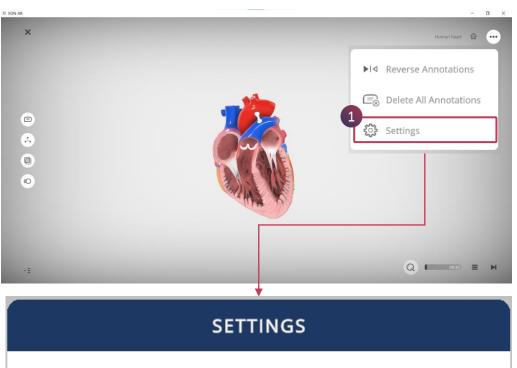
RIGHT MENU > MEATBALL MENU





- 1. **Reverse Annotations** : Use this option to see the hidden annotations when you rotate the model
- 2. Delete All Annotations : Use this to delete all annotations at once

RIGHT MENU > MEATBALL MENU > SETTINGS



SHADOW

Toggle shadow casting by 3D model

HDR

Toggle high dynamic range lighting on 3D model

CANCEL

1. Settings : Click on settings to toggle SHADOW and HDR options 109 eon

RIGHT MENU > ACTIVITIES



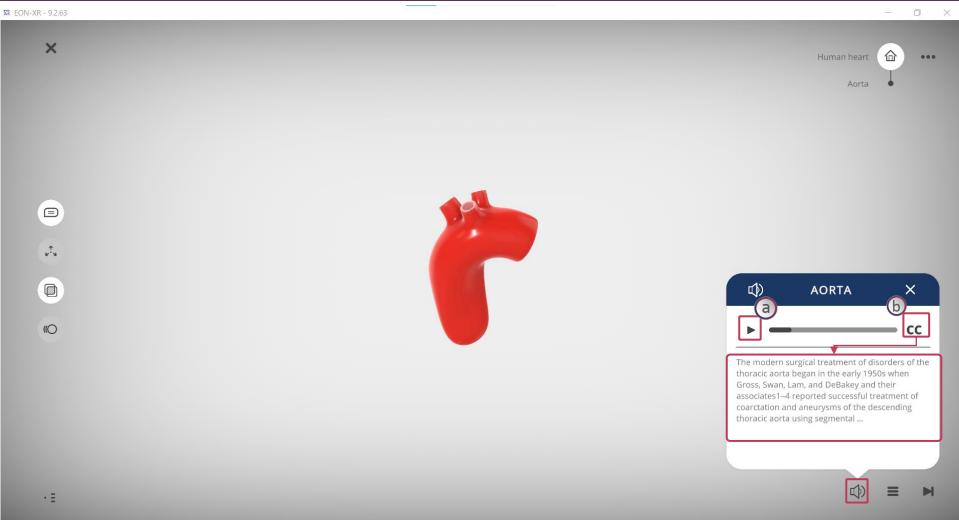
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e's	Human Heart		
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	VIDEO: Human heart	~	
1000	ViDEO: Human heart		
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Click on **Hamburger Menu** and select the activity to play:

- a. Shows the activity user has selectedb. A tick on right side of activity indicates the user has completed it

START LESSON > RIGHT MENU > AUDIO

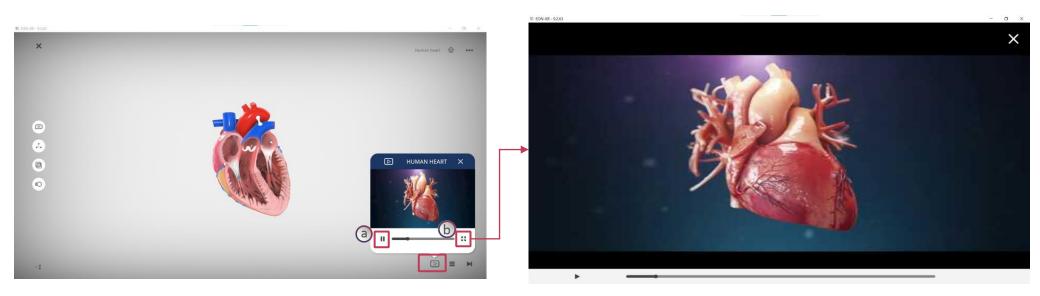




Click **Speaker** symbol to play **Audio** activity:

- a. Click on this to play/pause the activity
- b. Click on **CC** to show the **Captions**



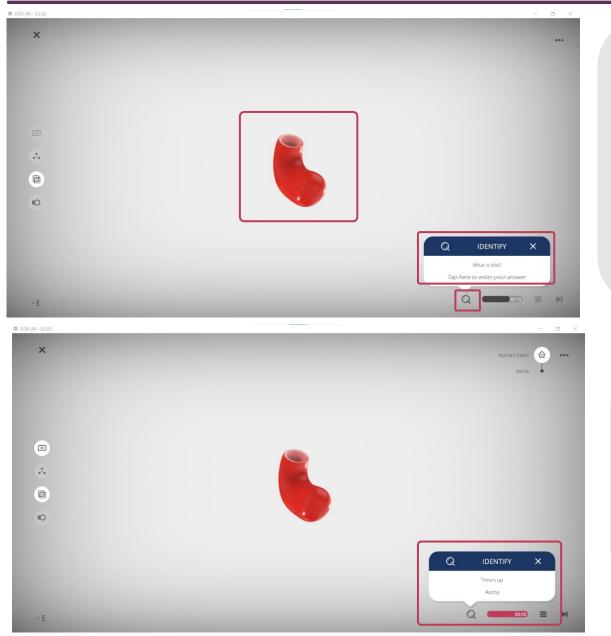


Click on Video icon to play the YouTube video on a full screen,

- a. Click on Pause/Playb. Click on Fullscreen icon to view in full screen mode

RIGHT MENU > IDENTIFY





Click on **Magnify** icon to play IDENTIFY activity

Enter the Name of the Component or Sub-component display on the screen

User will be given 3 attempts to type the correct answer

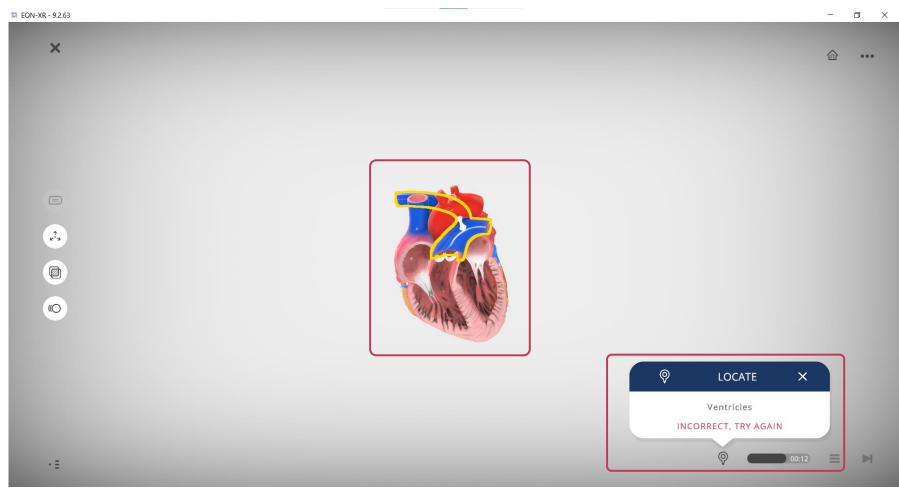
After 3 unsuccessful attempts, answer will be automatically displayed

Time bar turns in Red color and sounds once left with 5 Seconds

Answer will be shown after the time-up

RIGHT MENU > LOCATE



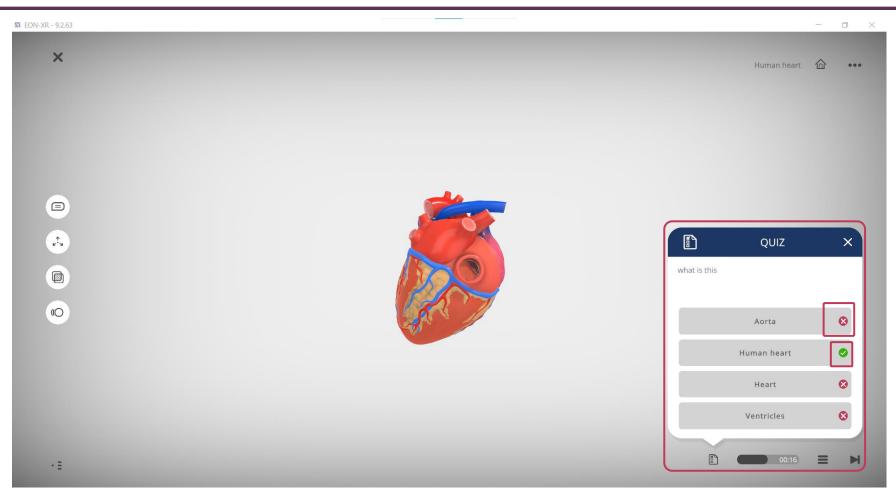


Click on $\ensuremath{\textbf{Pin}}$ icon to play LOCATE activity

Select and Hold the Object for 2 Sec to locate the object

START LESSON > RIGHT MENU > QUIZ

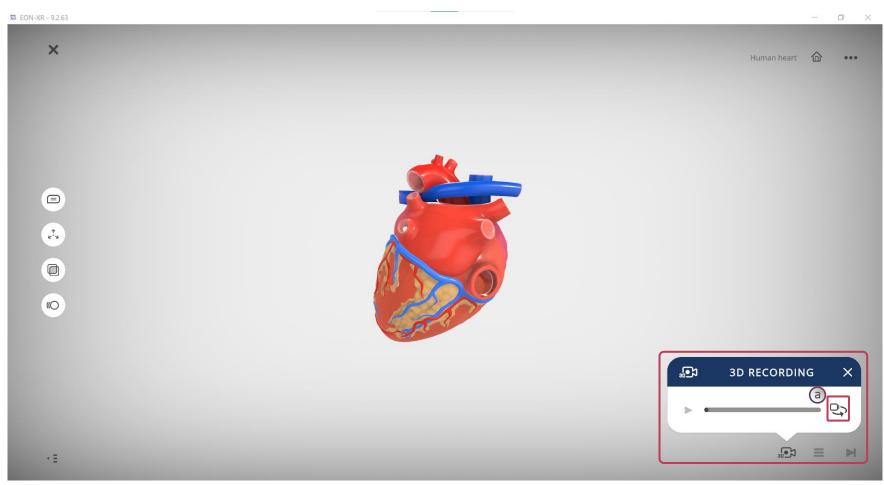




Click on **Quiz** to open the MCQ Question

RIGHT MENU > RECORDING





Click on **Camera** icon to play the 3D RECORDING activity

a. Click on **Change View** icon to change the camera view

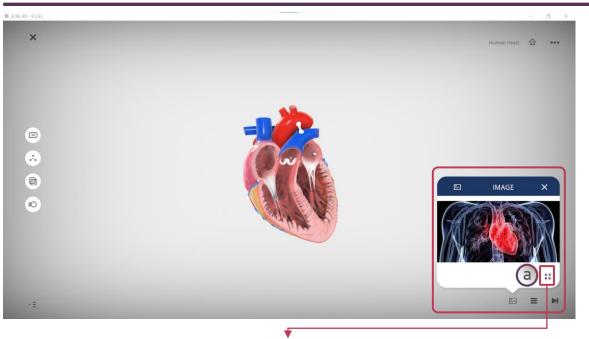
START LESSON > RIGHT MENU > PDF







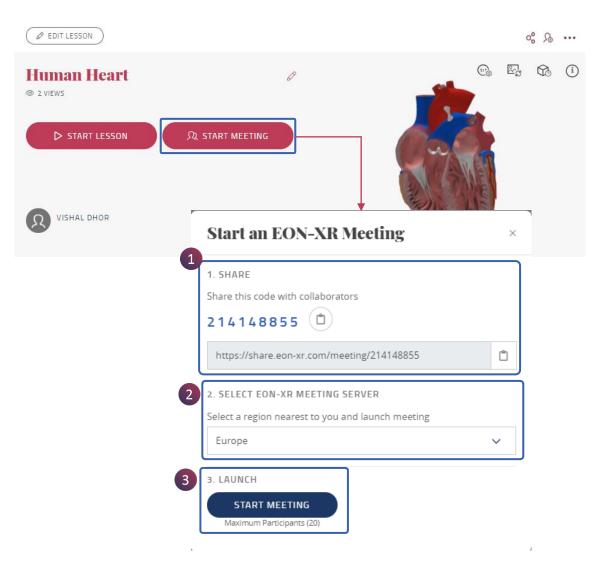
RIGHT MENU > IMAGE



Click on **Picture** icon to open the image,

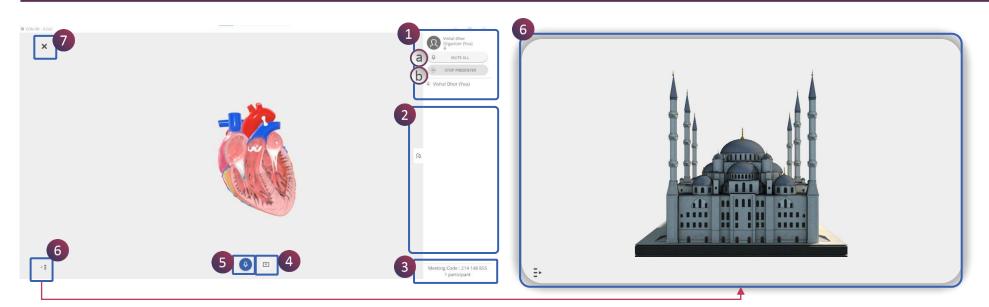
- a. Click on **Full Screen** icon to open the image in full screen
- b. Click on ${\boldsymbol X}$ to close the image





Create **Spatial Meeting Session** on desktop through **Start Meeting.** It enables the user to have a collaborative session with others for a particular lesson

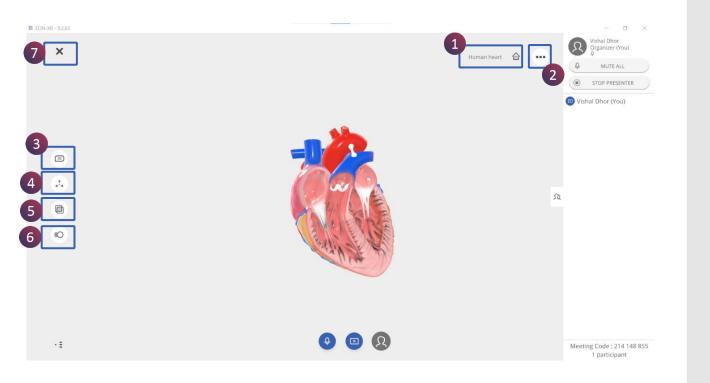
- 1. Copy the code to share with others to participate in the meeting
- 2. Select relevant region to launch the meeting session
- 3. Click on **Start Meeting** to launch the meeting



- 1. The organizer of the meeting is shown here and have these features for more control during the session
 - a. Mute All Mutes the audio for everyone
 - b. Stop Presenter This enables the organizer to stop other person from presenting
- 2. Lists the number of participants with their name along with toggle option to hide
- 3. Displays the meeting code and number of participants in total
- 4. Present option provides controls to the presenter
- 5. Mic button in active state
- 6. To have a clutter-free experience click on the On/Off button in lower left corner
- 7. Exits the meeting session

MEETING SESSION > PRESENTER





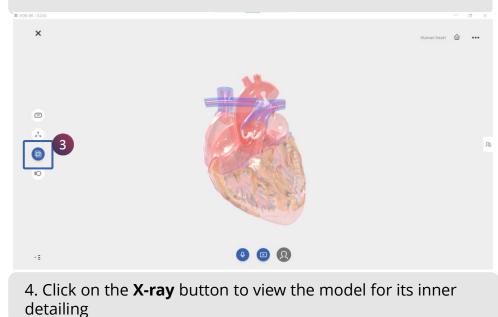
Presenter of a meeting session have features visible to them to explore the model

- 1. Home
- 2. Meatball Menu
- 3. Annotations
- 4. Explode
- 5. X- Ray
- 6. Animation
- 7. Ends the presentation mode

MEETING SESSION > FEATURES

Note: 12:30
 Note: 1

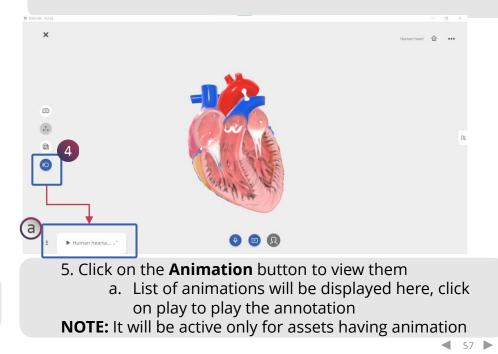
1. Click on Annotation button to see labels in the model



2 CONTRACTOR OF CONTR

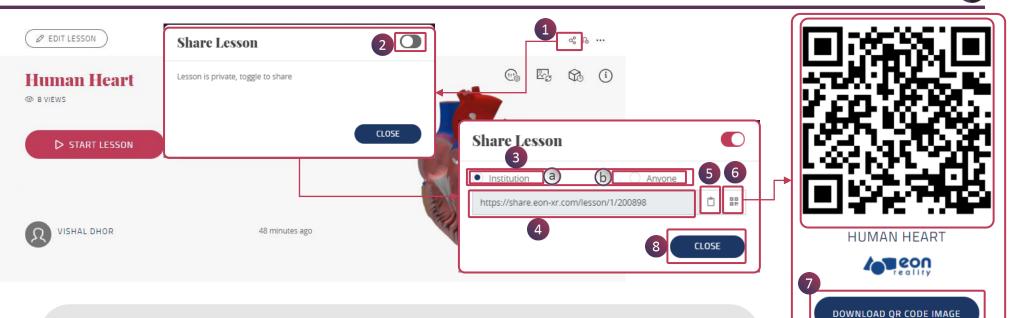
EON-XR DESKTOP USER GUIDE

3. Click on the **Explode** button to view the model in the disassembled form



3D LESSON PAGE > SHARE LESSON

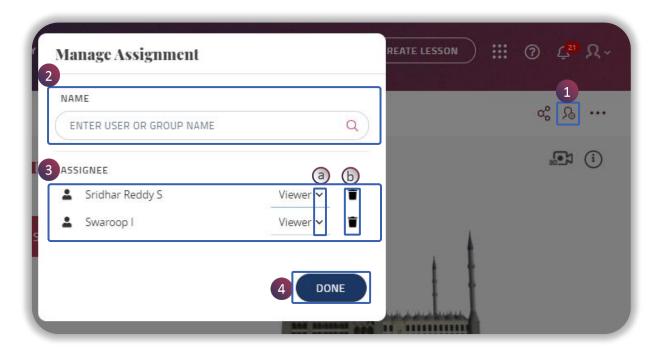
EON-XR DESKTOP USER GUIDE



To share the lesson to an user,

- 1. Click on Share icon on top right corner
- 2. A pop-up will appear on screen, toggle ON to get the link
- 3. Select an option to share:
 - a. Institution: To share with the institution
 - b. Anyone: To share with an individual person
- 4. The share URL will be displayed here
- 5. Click here to copy the link
- 6. Click here to open an **QR Code** in new Tab
- 7. Click on DOWNLOAD QR CODE IMAGE button to down in an image
- 8. Click on **CLOSE** to close

4 eon X



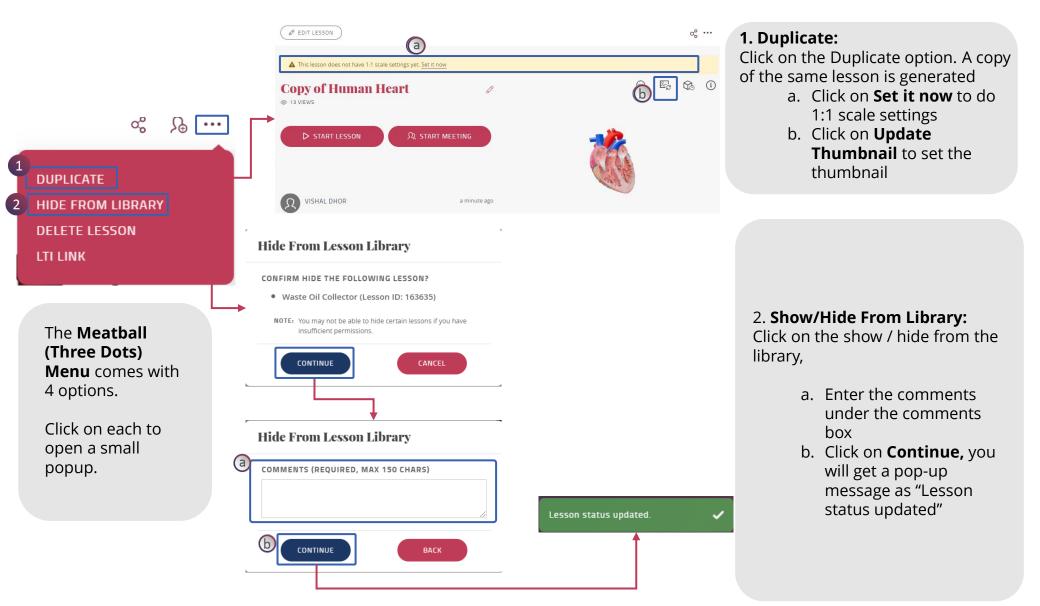
Lesson can be assigned by,

- 1. Click on the assign icon to assign the lesson
- 2. Choose a user or 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

4 eon)

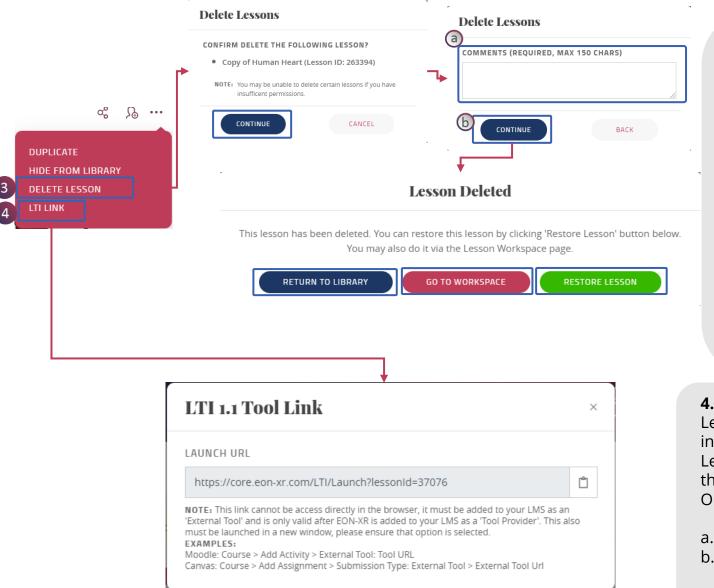
LESSON PAGE > MEATBALL MENU (1/2)





LESSON PAGE > MEATBALL MENU (2/2)





3. Delete:

Click on the Delete option. A popup window opens,

- a. Enter the comments under the comments box
- b. Click on **Continue**, A pop-up window with 3 options displays,

Return To Library: Redirects to Library page Go To Workspace: Redirects to My Workspace page Restore Lesson: Restores the deleted lesson

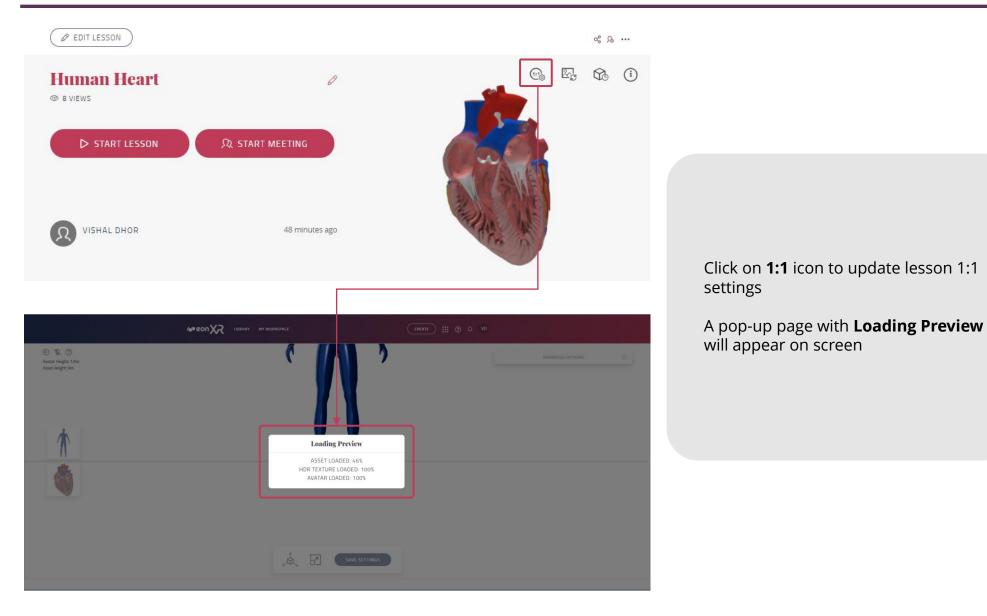
4. LTI Link

Learning Tools Interoperability [LTI] integration has been implemented with Learning Management System [LMS] that allows users to easily Single Sign On to EON-XR

- a. Click on the LTI config to integrate
- b. User can add XR lessons to the Modules within the LMS by copying these fields into it

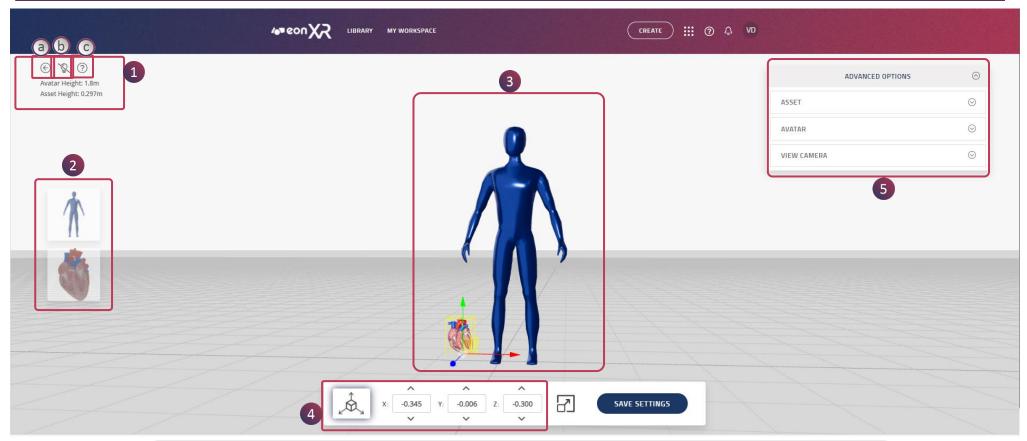
UPDATE LESSON 1:1 SETTINGS





UPDATE LESSON 1:1 SETTINGS

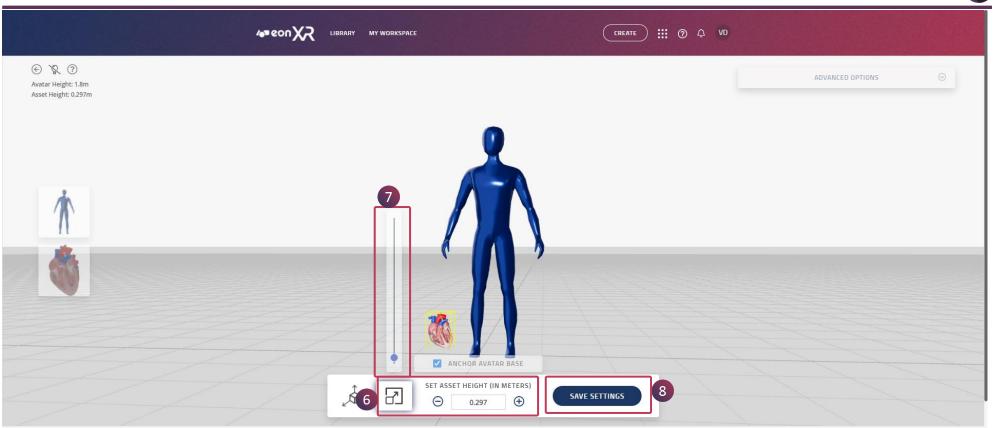




A new page with 3D Asset and Avatar will appear on screen,

- 1. Avatar Height and Asset Height will be displayed here,
 - a. Click on **Back Arrow** to go back to the lesson page
 - b. Click on **Bulb** icon to apply light on the models
 - c. Click on Info icon to see the settings
- 2. Click on model to change the dimensions
- 3. Avatar and Asset will be placed here to compare their actual height
- 4. Click here to change the measurements of X, Y, Z axis
- 5. Click here to see the Advanced Options

UPDATE LESSON 1:1 SETTINGS

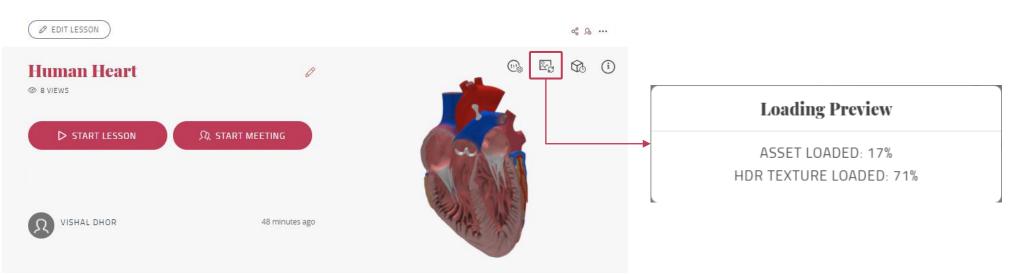


- 6. Click here to Set Asset Height
- 7. You can also change the height using slider option
- 8. Click on SAVE SETTINGS to save Lesson 1:1 settings

4 eon X

3D LESSON PAGE > UPDATE THUMBNAIL



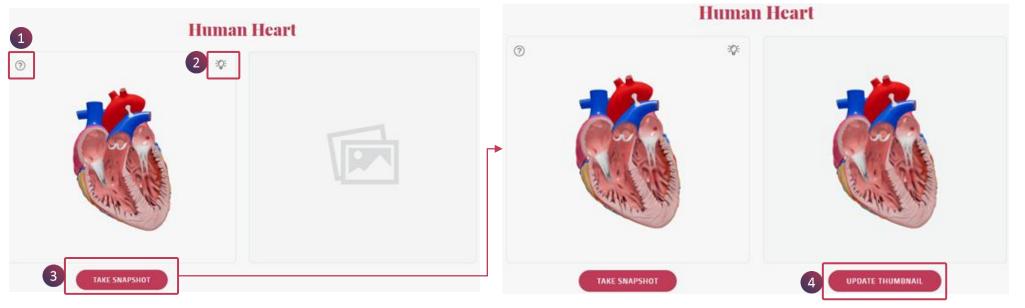


Click on Image icon to update the thumbnail

A pop-up page with **Loading Preview** will appear on screen

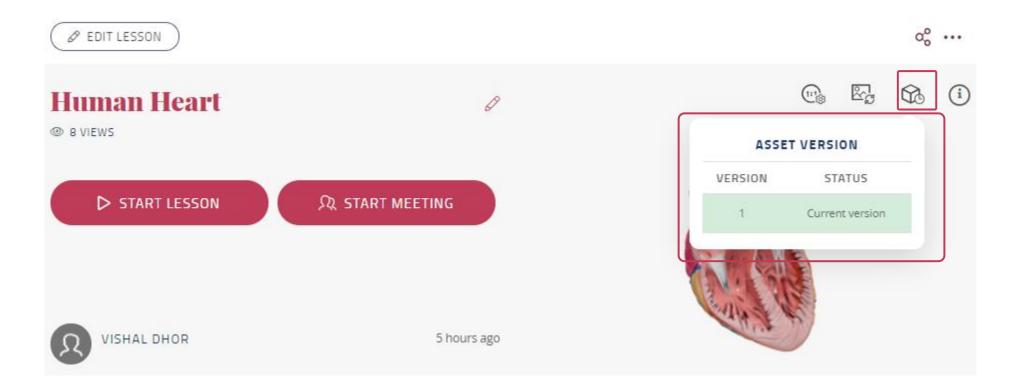
3D LESSON PAGE > UPDATE THUMBNAIL





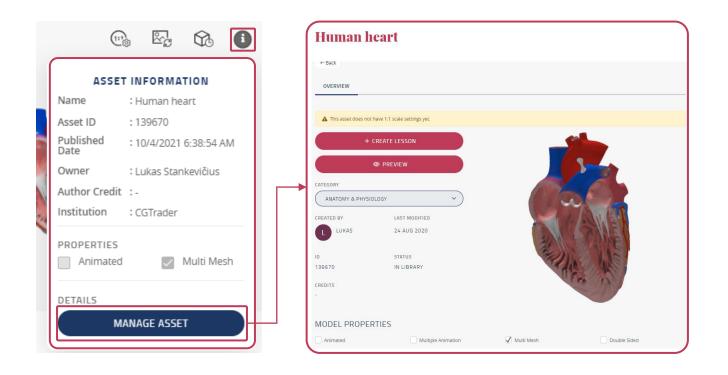
- 1. Click on **info** icon to see the instructions
- 2. Click on **Bulb** icon to apply lighting on the object
- 3. Click on TAKE SNAPSHOT
- 4. Click on UPDATE THUMBNAIL to set thumbnail to the lesson page





The asset version icon displays the information of the current and previous versions of the asset





Click on **info** icon to display the Asset Information like Name, Asset ID, Published Date, Owner, Author Credit, Institution, and Properties

Click on MANAGE ASSET to open the 3D Asset Page



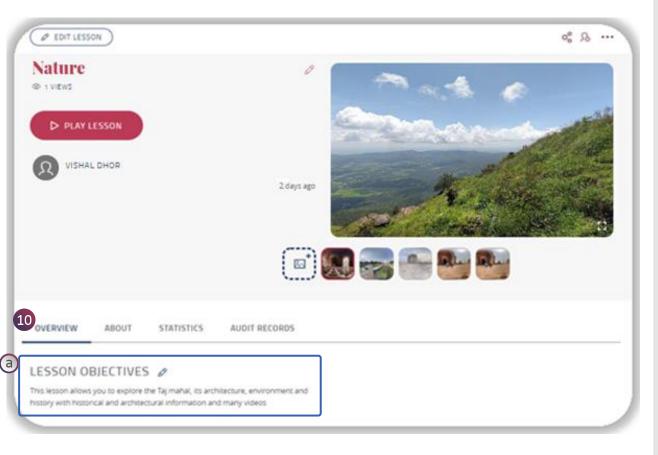


The **360 Lesson page** presents the following functionalities:

- 1. Edit Lesson {visible to users with appropriate rights}: To make changes in the lesson
- 2. Lesson Name: Click on **Pencil** to change name of the lesson
- 3. Play Lesson
- 4. Shows created by [Lesson Author Name] and Lesson Published Date
- 5. Lesson Thumbnail
- 6. Manage Images
- 7. Share Lesson
- 8. Assign Lesson
- 9. Meatball Menu

109 CON



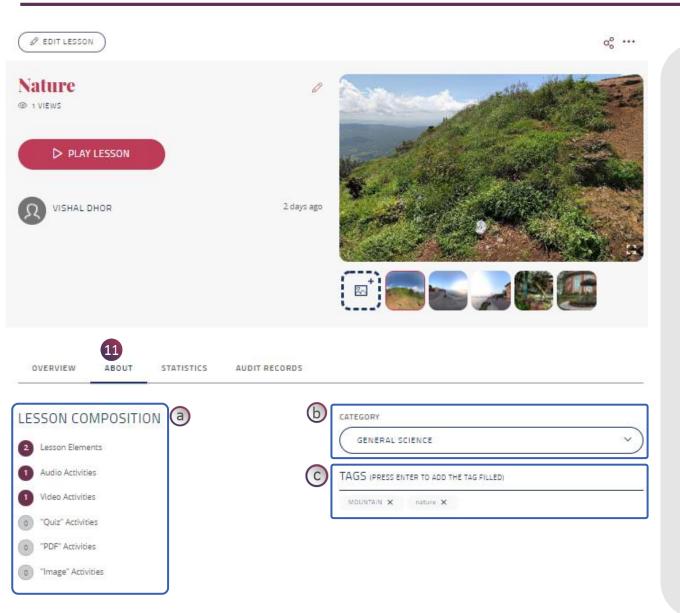


10. Overview of the 360 lesson page includes,

a. Lesson Objectives: You may write your Lesson objectives using action verbs from <u>REVISED</u> <u>BLOOM'S TAXONOMY</u>

360 LESSON PAGE > ABOUT



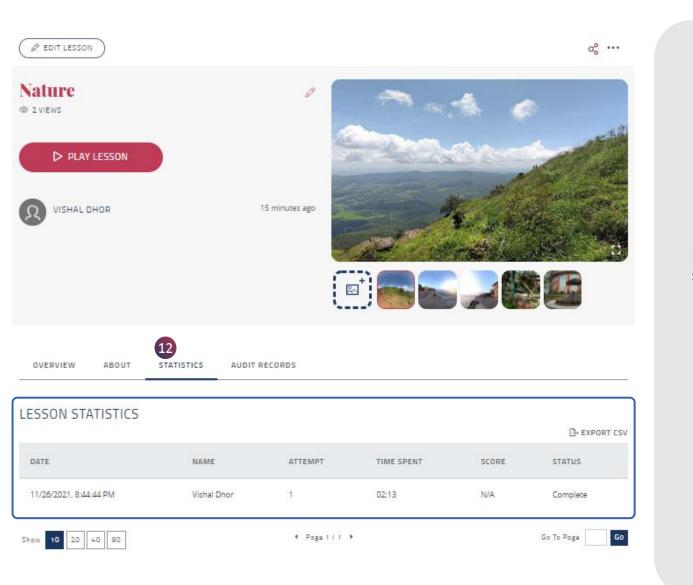


About provides lesson information,

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

360 LESSON PAGE > STATISTICS





17. Statistics: Gives the information like users, attempts, time spent, score, and status

Export CSV – To download the CSV file

360 LESSON PAGE > AUDIT RECORDS





OVERVIEW ABOUT STATISTICS AUDIT RECORDS

			D-EXPORT ES
DATE	EVENT NAME	USER NAME	ADDITIONAL INFORMATION
11/26/2021 3:01:52 PM	Updating Lasson(360	wihalifici@ecovality.com	tassen 360 Updated
11/26/2021 3:01:48 PM	Updating Lasson360	wheldhor@econadity.com	Lassen 360 Updated
11/26/2021 2.26.51 PM	Updating Lasson360	wishall althor (Beconneality, com	tassion 360 Updated
11/26/2021 2-26-21 PM	Updating Lawon360	whaldfor@vormalky.com	Lasson 360 Asset Sequence Updated
11/26/2021 2:26:11 PM	Updating Lasson(960	whalaftungeonvality.com	Lanson 360 Assart Sequence Updated
3/16/2021 12:00:08 PM	Updating Lasson360	what dhor@econadky.com	Action EDIT360ULSSON
3/16/21/21 12:00:08 PM	Updating Lasson360	vishal.dhur@eonreality.com	Action #DIT36002550N
3/16/2021 11:43:54 AM	Updating Lasson360	wishal differi@wormalky.com	Action EDIT360LESSON
3/16/2021 11:43:54 AM	Updating Lasson(360	wihalificingeconsulity.com	Action EDIT360LESSON
3/16/2021 11:43:41 AM	Updating Lasson360	visitual athon (Seconseality, com	Action E00 360LESSON

4. Halt 113 4.

66 11 Page

Go

18. Audit Records: Gives the information about modifications done into the lesson

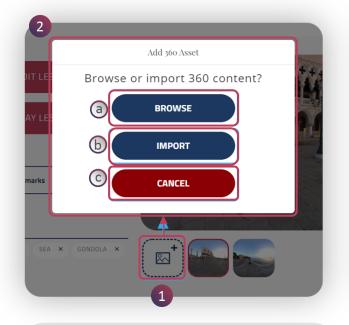
Export CSV – To download the CSV file

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360 LESSON PAGE > PREVIEW IMAGES

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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 **Update Asset Sequence** for changes to become effective



Delete Images:

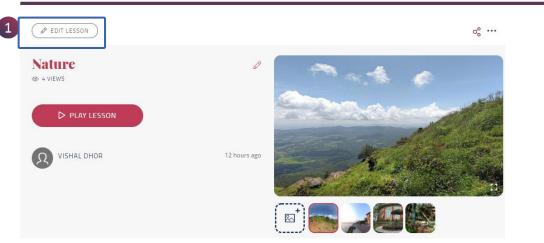
To delete images, follow these steps:

- 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

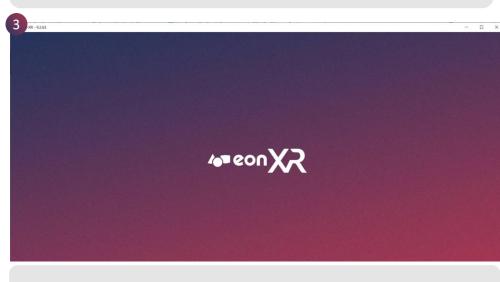
360 LESSON PAGE > EDIT LESSON

EON-XR DESKTOP USER GUIDE





1. Click on **EDIT Lesson**, to make changes to the lesson



3. EON-XR application loads

pen	EON-XR?
http	ps://eon-xr.com wants to open this application.
	Always allow eon-xr.com to open links of this type in the associated app
	Open EON-XR Cancel

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

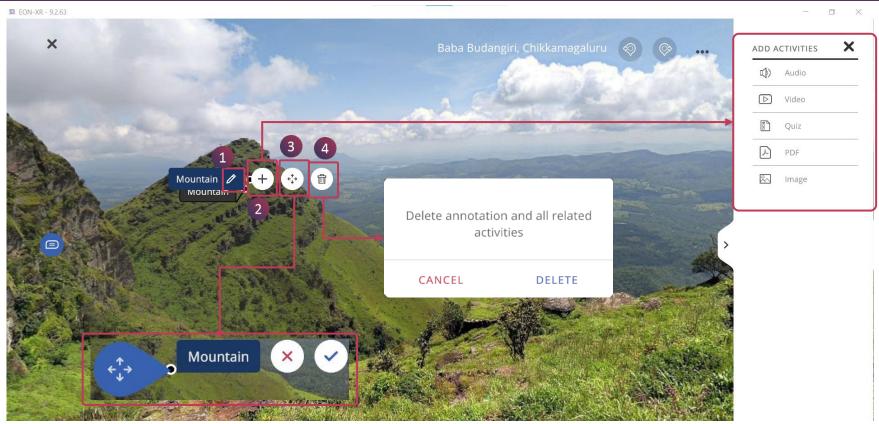


4. 360 Lesson will open in EDIT mode

EDIT LESSON > ANNOTATION

EON-XR DESKTOP USER GUIDE

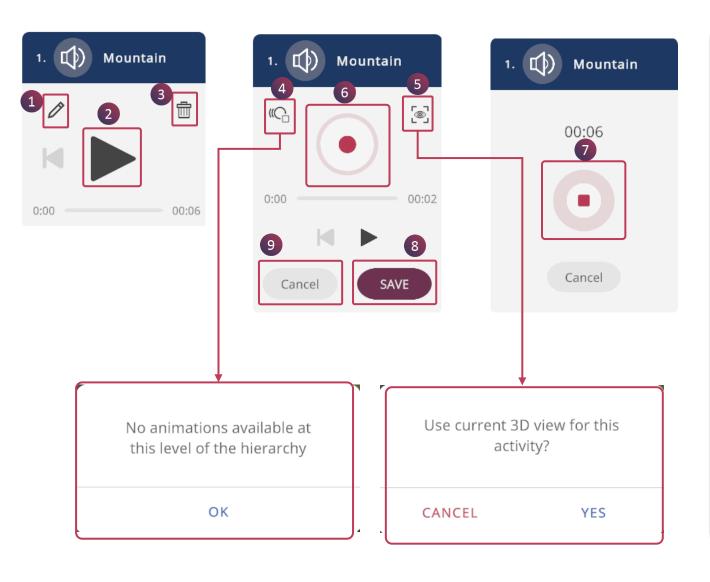




Click on an Annotation to be edited in the lesson,

- 1. Click on the **Pencil** icon to rename the annotation
- 2. Click on + to add an activities like Audio, Video, Quiz, PDF, Image to the annotation
- 3. Click here to move the annotation location and select Tick to save it
- 4. Click on **Delete** to delete annotation and all the activities add into it





- 1. Click on **Pencil** to edit the audio recording
- 2. Click on **Play** to listen the recorded audio
- 3. Click on **Delete** to delete existing audio
- 4. Click on **Animation** to add animation audio

[If there is no animation then popup message with "No animation available at this level of the hierarchy" displayed]

- 5. Click on **Eye** to set 3D View to the activity
- 6. Click on **Start** to start recording the audio
- 7. Click on **Stop** to stop the recording
- 8. **SAVE**
- 9. Cancel

EDIT LESSON > AUDIO > TTS



2. 🗘 Intro		2. (1) Intro	a Nature	Q
1		Because of the less hospitable terrain and climate, mountains tend to be used less for agriculture and more for resource extraction, such as mining and logging, and	InMan and Nature,	DW WHY FUNFACTS first published in 1864, polymath hat George Perkins Marsh challenged
		recreation, such as mountain climbing and skiing.	the general belief t generally benign or	hat human impact on nature was regligible and charged that ancient
0:00	00:11	13 CANCEL SAVE 15	CANCEL	(f) NEXT

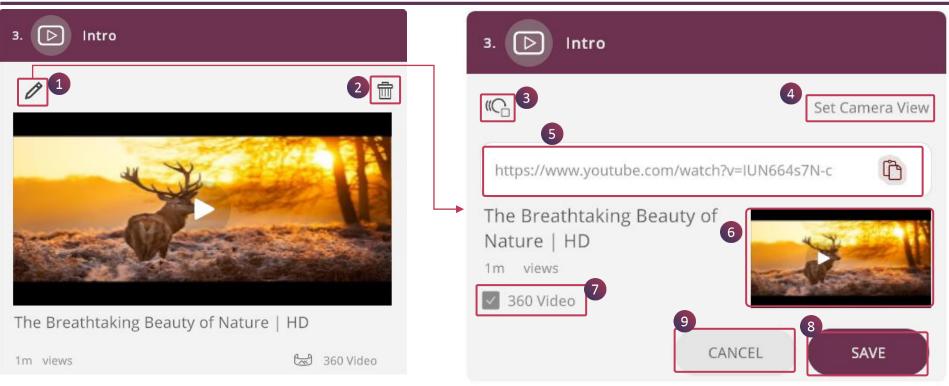
To edit the Text To Speech audio, Click on Pencil icon:

10. Cloud Search will provide more information from websites

- a. Custom search using relevant keyword
- b. Alternatively, you can do one click search using keywords WHAT, HOW, WHY, FUNFACTS
- c. The editable search results are displayed, alternatively you can add text
- d. Click this to see other search results
- e. This will take you to Google search engine
- f. Click **NEXT** to save
- 11. Set Camera View will set 3D view for the activity
- 12. Edit the content here
- 13. Set the Language and Voice for the activity
- 14. Play the audio activity
- 15. SAVE the change
- 16. **CANCEL** the activity

EDIT LESSON > VIDEO





- 1. Click on Pencil to edit the YouTube video
- 2. Click on **Delete** to remove the activity
- 3. This is used to add Animation to the activity
- 4. Set Camera View is used to set 3D view to the activity
- 5. Paste the new YouTube link here
- 6. **Play** the video
- 7. Check 360 Video box if the YouTube video has 360° rotation
- 8. **SAVE**
- 9. CANCEL

EDIT LESSON > QUIZ

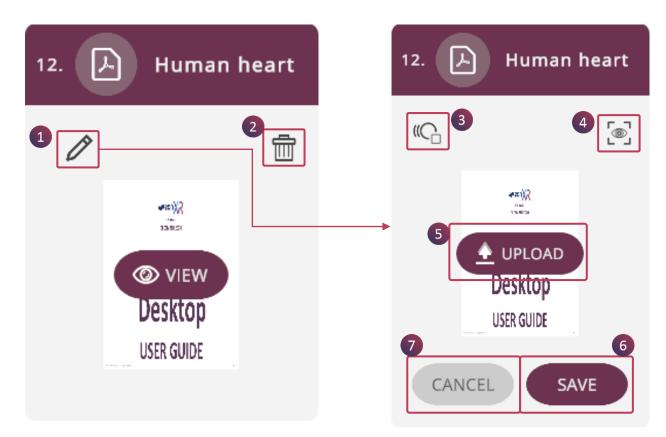
EON-XR DESKTOP USER GUIDE

Root			4.	Root	
		2	S who	3 at is this?	4 Set Camera View
nat is this?			6 A.	Mountain	
A. Mountain B. Root		~	В.	Root	
C. Street Light			с. D.	Street Light Sea	
D. Sea				8	Time Limit: 💰 30 sec 🗸 🗸
	Time Limit:	ة) 30 sec		1	CANCEL

To edit an existing QUIZ activity in your lesson,

- 1. Click on **Pencil** to edit
- 2. Click on **Delete** to remove the activity
- 3. Click on animation icon to set animation to quiz activity
- 4. Click on Set Camera View icon to set 3D view for quiz activity
- 5. Click on question stem that you'd like to edit
- 6. Click on the option to edit the answer
- 7. Check the box with correct answer
- 8. You can edit the activity timer to your desired duration
- 9. CANCEL
- 10.SAVE





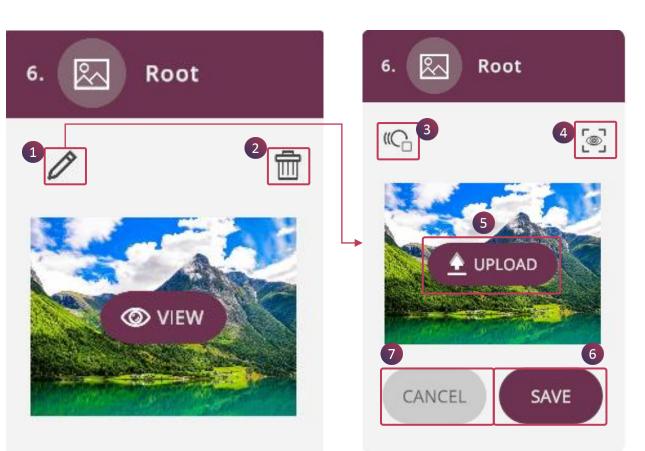
To edit your existing PDF activity,

- 1. Click on **Pencil** to add a new PDF document
- 2. Click on **Delete** to remove the PDF
- 3. Set animation to the activity
- 4. Click on **Eye** icon to set 3D view for the activity
- 5. You can **UPLOAD** a new PDF doc here
- 6. SAVE
- 7. CANCEL



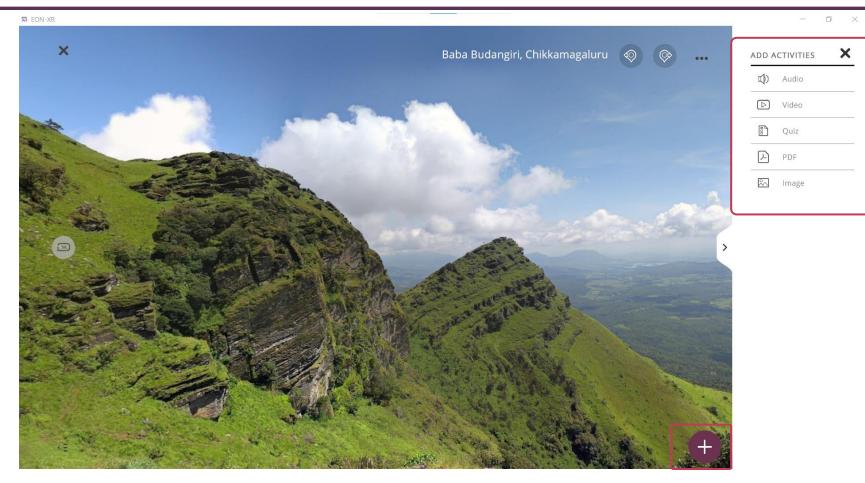
To edit your existing Image activity,

- 1. Click on **Pencil** to add a new Image
- 2. Click on **Delete** to remove the image
- 3. Set animation to the activity
- 4. Click on **Eye** icon to set 3D view for the activity
- 5. You can **UPLOAD** a new Image here
- 6. SAVE
- 7. CANCEL



EDIT LESSON > ADD ACTIVITY



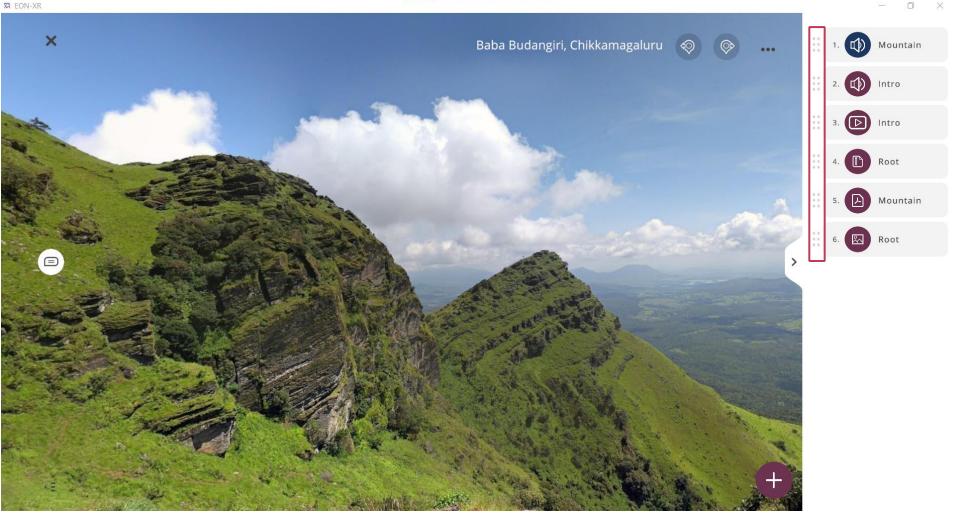


Click on + present at bottom right corner to add a new activity from the activity menu

EDIT LESSON > ACTIVITY ARRANGEMENT

O

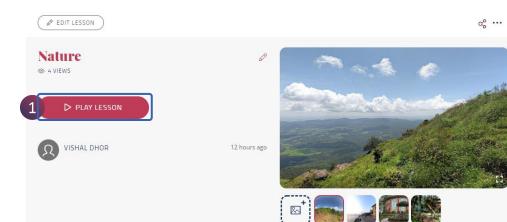
4 eon X2



Hold and move the Drag icon of the activity menu up or down to rearrange the activities

360 LESSON PAGE > PLAY LESSON





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

pen	EON-XR?				
http	os://eon-xr.co	om wants to oper	n this applica	tion.	
	Always allow	eon-xr.com to op	en links of thi	s type in the assoc	iated app
			0	pen EON-XR	Cancel

2. Click on Open EON-XR



3. **EON-XR** application loads



4. 360 lesson opens in PLAY mode



2 R EON-XR - 9.2.63 7 Baba Budangiri, Chikkamagaluru Settings SETTINGS SHADOW Toggle shadow casting by 3D model HDR Toggle high dynamic range lighting on 3D model CANCEL SAVE Nature AUDIO: Mountain () AUDIO: Intro VIDEO: Intro IMAGE Root OIII7: Root ≡

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

No	Feature	Description
1	Aannotations	Displays the annotations added in the lesson
2	Navigate	Navigates you to the next image
3	Meatball Menu	Displays the settings of Shadow and HDR
4	Hamburger Menu	Displays the activities added to the lesson
5	Forward	Takes you to the next activity
6	On/Off	To hide/unhide the activities
7	Close	Exit the lesson

PLAY LESSON > LEARN (1/2)

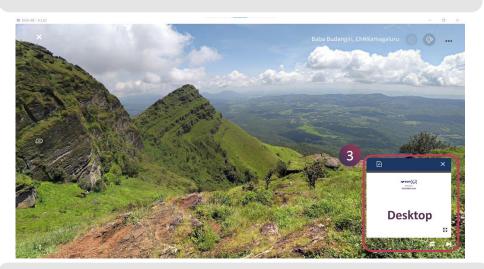




1. Click on **Speaker** icon to play the audio. It also shows in Text by clicking on **CC**



2. Click on **Quiz** icon to answer MCQ question. The timer will be displayed just below the options



3. Click on **PDF** to open the PDF doc. You can also view the document in full screen by clicking on **Explode**

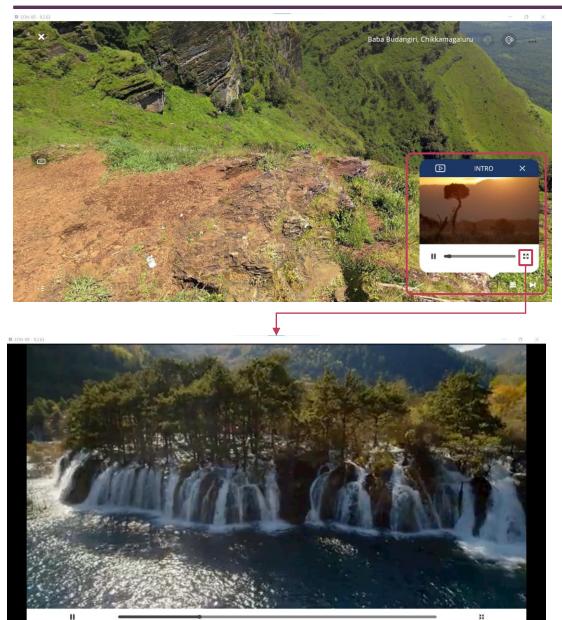


4. Click on **Image** icon to open the picture. You can also view in full screen by clicking on **Explode**

2

PLAY LESSON > LEARN (2/2)

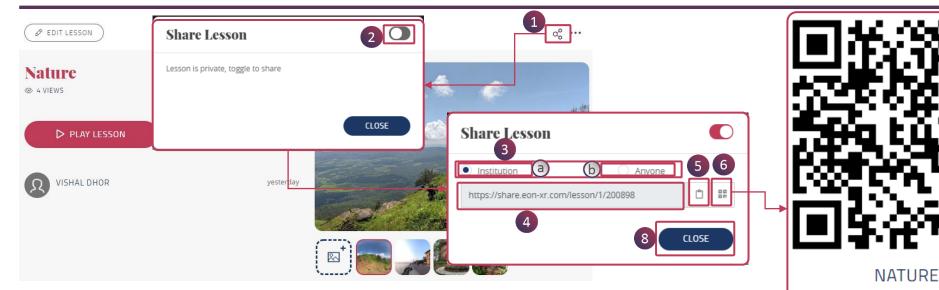




 Click on Video icon to play the YouTube video. You can also view in full screen by clicking on Full Screen icon

360 LESSON PAGE > SHARE LESSON

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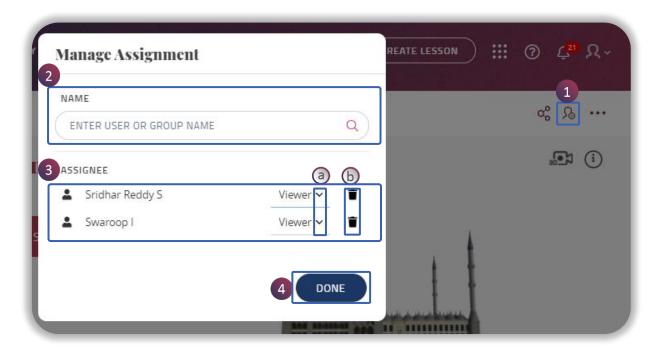


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- 2. A pop-up will appear on screen, toggle ON to get the link
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 - a. Institution: To share with the institution
 - b. Anyone: To share with an individual person
- 4. The share URL will be displayed here
- 5. Click here to copy the link
- 6. Click here to open an **QR Code** in new Tab
- 7. Click on DOWNLOAD QR CODE IMAGE button to down in an image
- 8. Click on **CLOSE** to close

DOWNLOAD QR CODE IMAGE

4 eon X



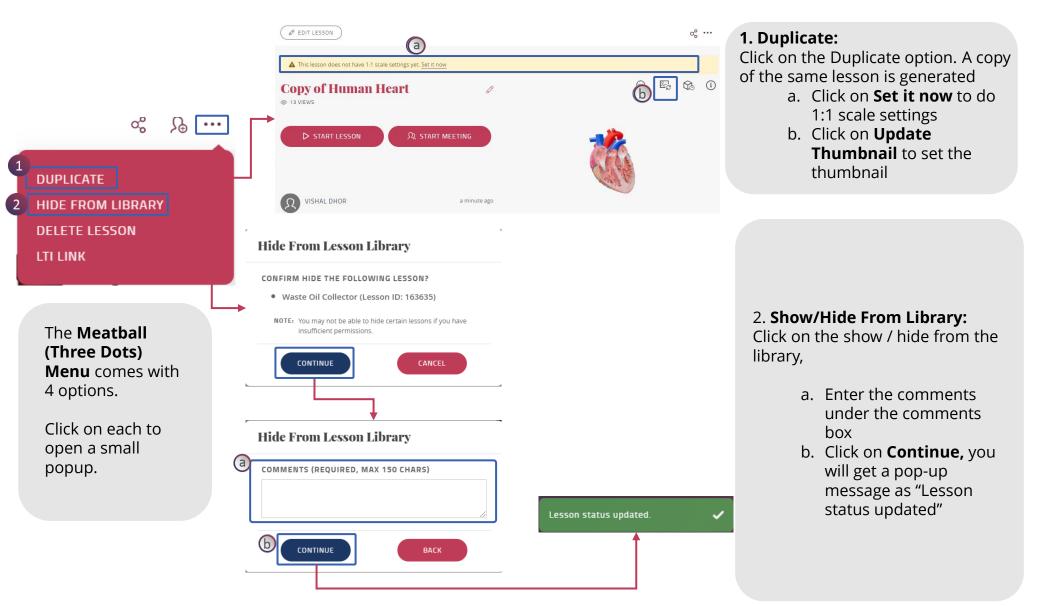
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 - a. Make them either viewer / editor
 - b. You can also delete
- 4. Click on **DONE** to exit

10 eon

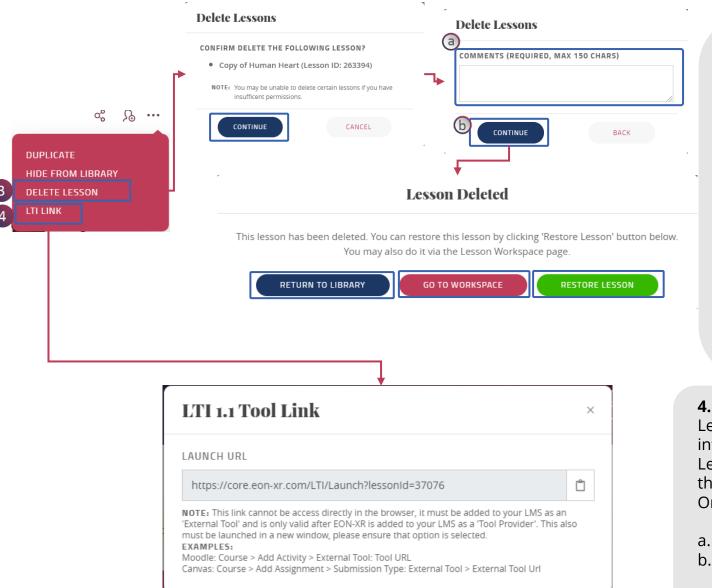
LESSON PAGE > MEATBALL MENU (1/2)





LESSON PAGE > MEATBALL MENU (2/2)





3. Delete:

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- a. Enter the comments under the comments box
- b. Click on **Continue**, A pop-up window with 3 options displays,

Return To Library: Redirects to Library page Go To Workspace: Redirects to My Workspace page Restore Lesson: Restores

the deleted lesson

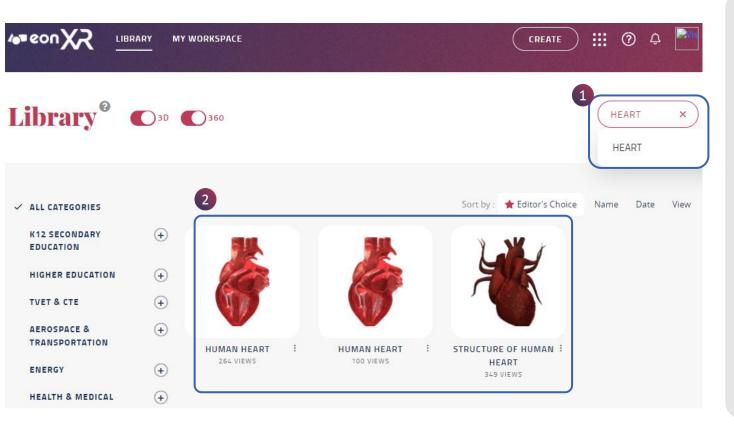
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1 2

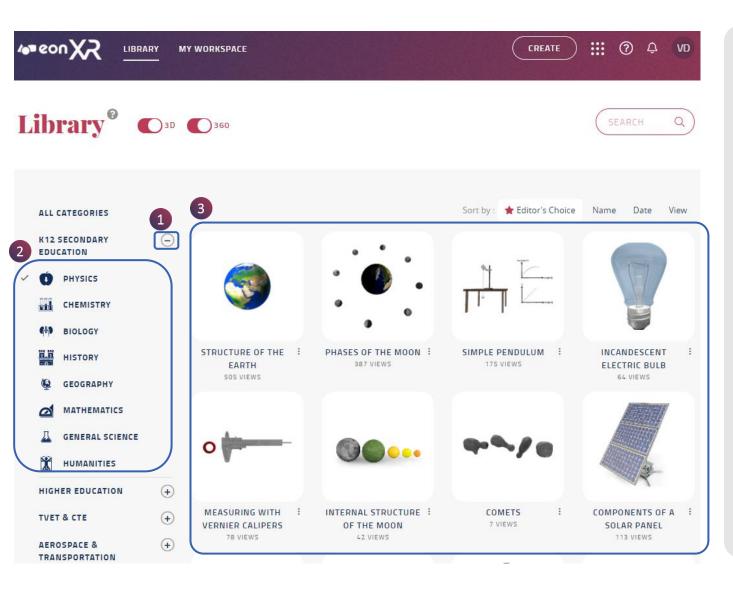




Search option enables for a particular lessons to be displayed based on the keyword entered.

- 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



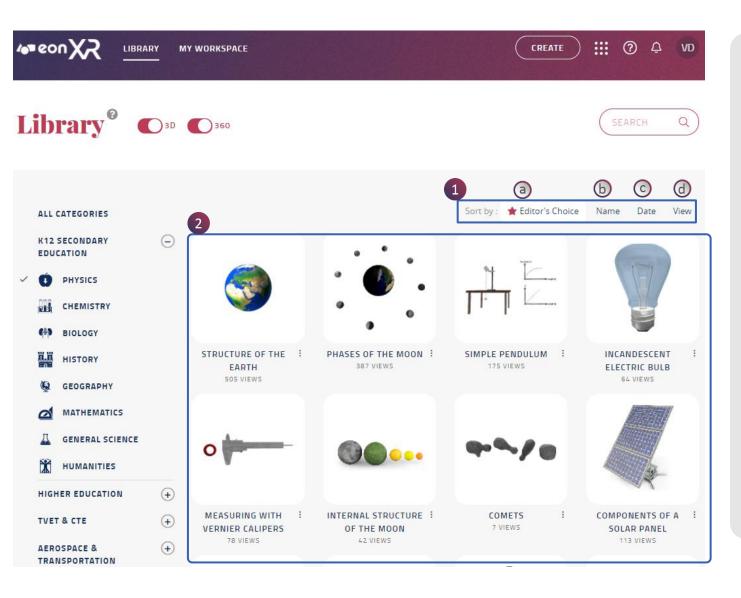


Library page hosts list of parent categories with their subcategories.

- Select a particular parent category by clicking on the **plus (+) icon** which then converts to (-) icon
- Displays list of subcategories

 Choose a particular subcategory
- 3. All lessons belonging to that subcategory will show up in the lesson area





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. Name

- c. Date
- d. View
- 2. All lessons get sorted according to the selected sort option and will show up in the Lesson Area



	CREATE III ? Q VD
	SEARCH Q
Course	Sort by: Editor's Choice Name Date View Image: Sort by: Imag

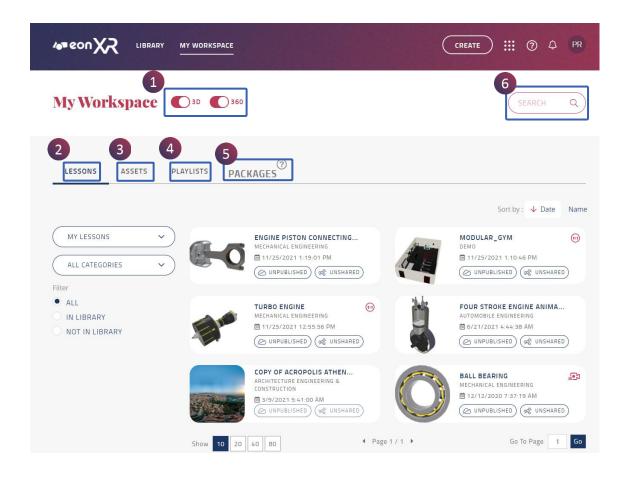
Lessons in the library page can be saved to a particular playlists. To save a particular lesson follow these instructions:

- 1. Click on the **Kebab Menu** of a particular lesson
- 2. Save to Playlist option is displayed, click on it
- 3. Save To window appears
 - a. Add to the existing playlist

OR

- b. Create new playlist by clicking on it
- c. Enter the playlist name
- d. Select create to add new playlist



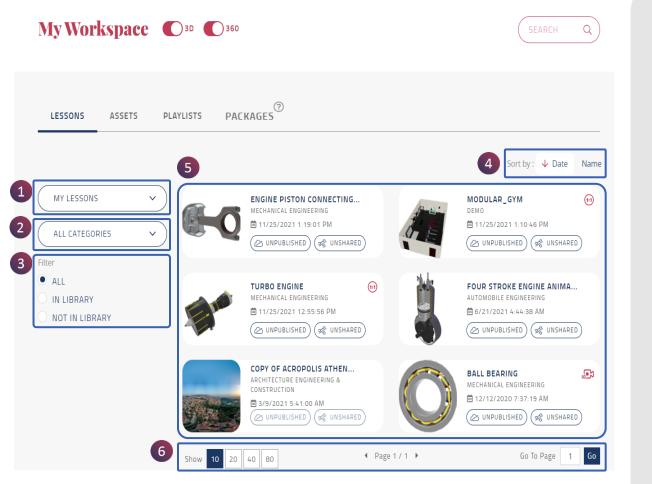


My Workspace hosts all lessons assets and playlists in the particular institute. It includes lessons and assets present or hidden from the library, authored by you and everyone.

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	Playlists	Hosts playlists with different options of filter
5	Packages	Hosts packages with create package option
6	Search	Search for a lesson or asset with a keyword



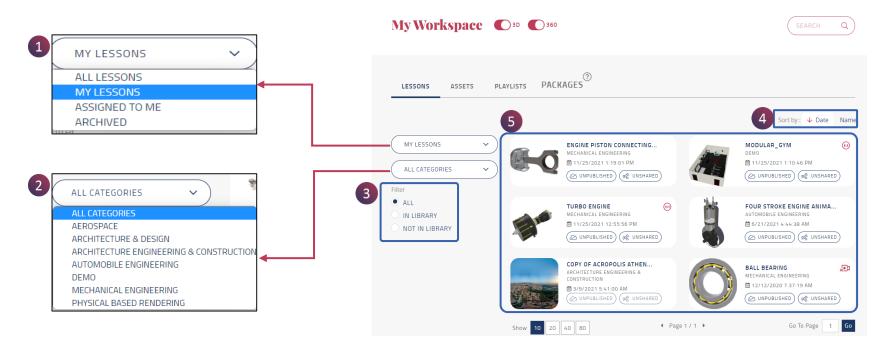


Lessons are the default activated page in My Workspace.

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	Show / Hide in Library Status filter
4	Sort
5	Lesson List
6	Lesson List Optimization Tool





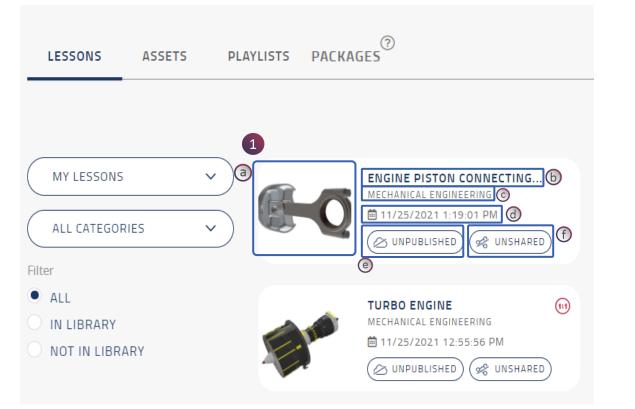
These are the following lesson filter options available:

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	Hide / Show in Library Filter	It includes all lessons, present or hidden in the library

No	Feature	Description
4	Sort	Lessons gets sorted based on date and alphabetical order (Name)
5	Lesson Area	Showcase the filtered lesson list

MY WORKSPACE > LESSONS > LESSON LIST





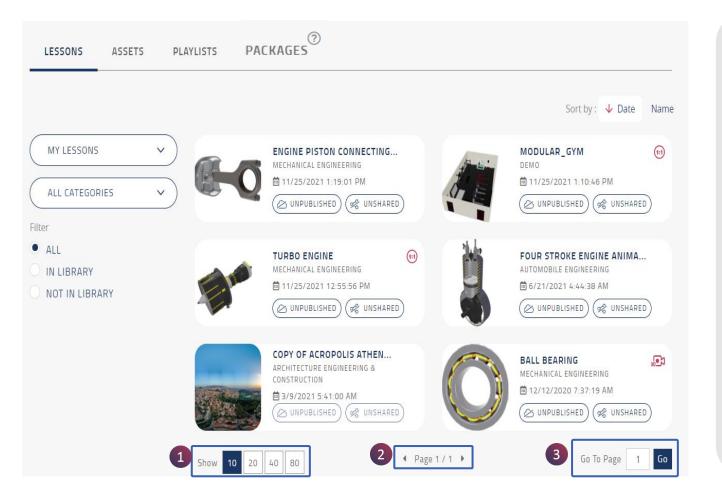
1. Once filtered, the appropriate lesson lists appear as shown. Each lesson has:

- a. Lesson Thumbnail
- b. Lesson Name
- c. Lesson Category
- d. Lesson last Edit date
- e. Show / Hide status Clicking on the icon, we can enable lesson to be shown or hidden from the library
- **f. 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

LESSONS> LIST OPTIMIZATION TOOL





Playlist / Lesson / Asset optimization tool has the following options:

1. Show – The highlighted number indicates the number of lessons that can be displayed on 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

My Workspace 🗨	30 360				SEARCH	a)
LESSONS ASSETS PL	aylists PACK	ages				
	5				4 Sort by : 🔸 Date	Name
MY ASSETS ~		TURBO ENGINE MECHANICS & ENGINEERING 11/25/2021 12:47:00 PM	(II) (C)		WORKROOM TO DELETE 11/25/2021 11:26:33 AM UNPUBLISHED	
ALL IN LIBRARY NOT IN LIBRARY	*** *	CHAIR_LIFT LAND VEHICLES & TRANSPORT 11/25/2021 5:49:00 AM	(i) (i)		MODULAR_GYM INSTRUMENTS & EQUIPMENT 11/24/2021 5:33:00 PM	
		GAMINGROOM INSTRUMENTS & EQUIPMENT ☐ 11/24/2021 5:30:00 PM	(ii) (iii)		EURO_ARENA_SOCCER_STAD INSTRUMENTS & EQUIPMENT 11/24/2021 5:21:12 PM	
	E.	GYM_TRAINER INSTRUMENTS & EQUIPMENT 11/24/2021 1:16:00 PM	(ii) (iii)	J.	STATIONARY_BIKE INSTRUMENTS & EQUIPMENT 11/24/2021 1:11:00 PM	
		SOCCER_FIELD CULTURE & ART 11/24/2021 1:09:00 PM	(1) (1)	1	ICE_AXE_DMM_REBEL INSTRUMENTS & EQUIPMENT 11/24/2021 12:49:00 PM	
6	Show 10 20	40 80	Page 1 / 2	•	Go To Page 1	Go

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	Show / Hide library Status filter
4	Sort
5	Asset List
6	Asset List Optimization Tool

MY WORKSPACE > ASSETS > FILTER

My Workspace O 3D O 360 a) (1)PACKAGES MY ASSETS \sim LESSONS ASSETS PLAYLISTS ALL ASSETS 5 4 Sort by : 🔸 Date Name MY ASSETS MY ASSETS ~ TURBO ENGINE WORKROOM ALL ASSETS [UNSUPPORTED] MECHANICS & ENGINEERING TO DELETE 🗎 11/25/2021 11:26:33 AM ₿ 11/25/2021 12:47:00 PM MY ASSETS [UNSUPPORTED] ~ ALL CATEGORIES ARCHIVED 3 ALL MODULAR_GYM 111 CHAIR_LIFT (11) IN LIBRARY AND VEHICLES & TRANSPORT MENTS & EQUIPMENT (() @ 11/25/2021 5:49:00 AM ₱ 11/24/2021 5:33:00 PM NOT IN LIBRARY GAMINGROOM ••• EURO_ARENA_SOCCER_STAD ... (2 INSTRUMENTS & EQUIPMENT ALL CATEGORIES \sim 前 11/24/2021 5:30:00 PM m 11/24/2021 5:21:12 PM ALL CATEGORIES **CULTURE & ART** GYM_TRAINER STATIONARY_BIKE 1 INSTRUMENTS & EQUIPMENT INSTRUMENTS & EQUIPMEN **INSTRUMENTS & EQUIPMENT** ■ 11/24/2021 1:16:00 PM ■ 11/24/2021 1:11:00 PM E. LAND VEHICLES & TRANSPORT **MECHANICS & ENGINEERING** SOCCER_FIELD ••• ICE_AXE_DMM_REBEL (11) MISCELLANEOUS ₿ 11/24/2021 1:09:00 PM ■ 11/24/2021 12:49:00 PM Show 10 20 40 80 Go To Page 1 Go < Page 1 / 2 ▶

These are the following asset filter options available:

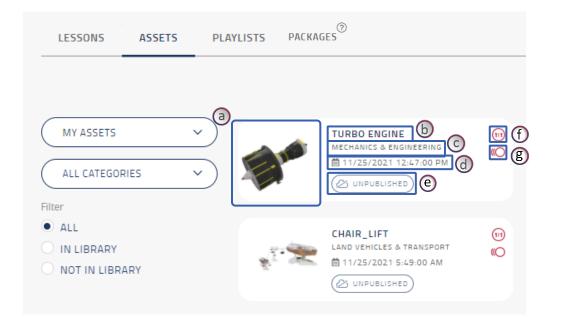
No	Feature	Description
1	Asset Author Filter	Assets can be filtered based on the author
2	Category Filter	Choose a sub category to showcase those assets
3	Hide/ Show in Library Filter	It includes all assets, present or hidden in library

No	Feature	Description
4	Sort	Assets gets sorted based on date and alphabetical order (Name)
5	Asset Area	Showcase the filtered asset list

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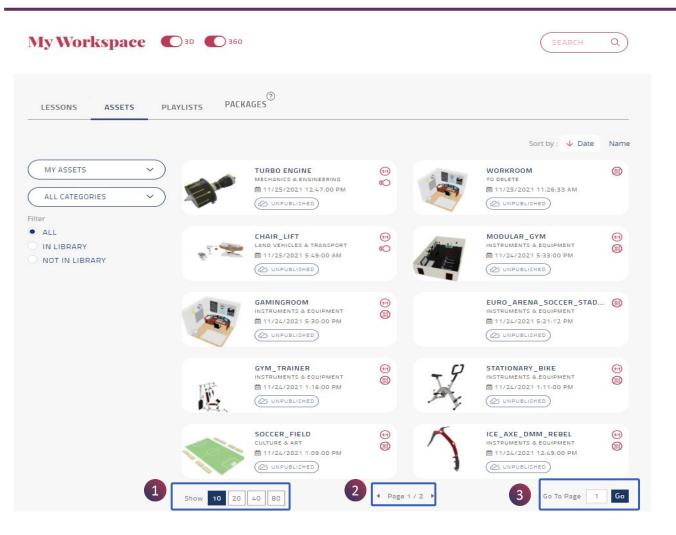
1. Once filtered, the appropriate lesson lists appear as shown. Each lesson has:

- a. Asset Thumbnail
- b. Asset Name
- c. Asset Category
- d. Asset last Edit date
- e. Share options Clicking on the icon we can share the lesson link or generate a QR code
- f. Asset has a 1:1 feature
- g. Asset has an Animation feature

Click on the particular Asset to go to their Asset page

ASSETS > LIST OPTIMIZATION TOOL





Playlist / Lesson / Asset optimization tool has the following options:

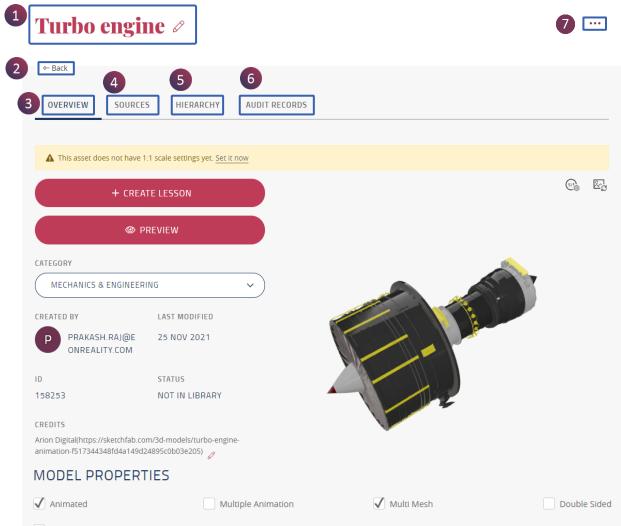
1. Show – The highlighted number indicates the number of Assets that can be displayed on a page

2. Displays the **Page** number for the Asset list

3. Go to Page – leads to a particular Asset list page







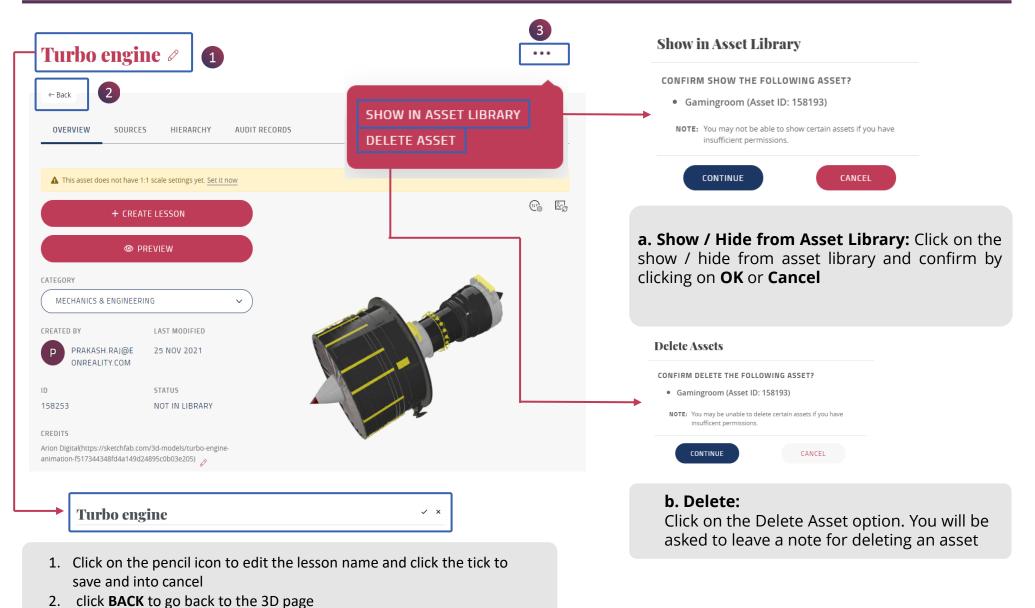
When you click on a 3D Asset, this Asset Page will open with the following options

No	Feature
1	Asset Name
2	Back: Return back to the 3D Asset page
3	Overview
4	Sources
5	Hierarchy
6	Audit Records
7	Meatball Menu

Disable Shadow

MY WORKSPACE > ASSETS > 3D ASSET PAGE





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3D ASSET PAGE> OVERVIEW



Turbo engine ... ← Back SOURCES OVERVIEW HIERARCHY AUDIT RECORDS A This asset does not have 1:1 scale settings yet. Set it now (f) 💽 🖳 関 (a) + CREATE LESSON (b) PREVIEW CATEGORY (C) MECHANICS & ENGINEERING LAST MODIFIED dPRAKASH.RAJ@E 25 NOV 2021 P ONREALITY.COM ID STATUS 158253 NOT IN LIBRARY CREDITS Arion Digital(https://sketchfab.com/3d-models/turbo-engineanimation-f517344348fd4a149d24895c0b03e205) MODEL PROPERTIES (e) Multiple Animation Multi Mesh Double Sided Animated

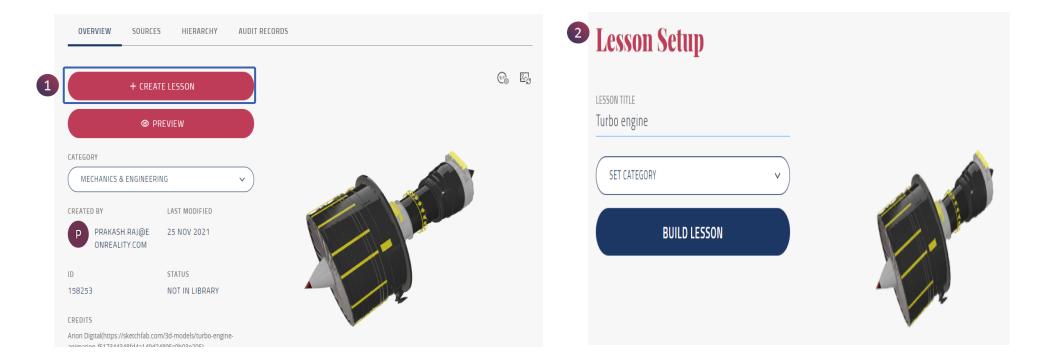
1. Overview is a default activated page in the 3D Asset page

These are the options shown in the overview

- a. Create Lesson
- b. Preview
- c. Category
- **d. Asset information** contains the information of author name, Asset ID, Last modified, Asset status, and the Author credits
- e. Model Properties
 - **Animated** Single animation in an asset
 - Multiple Animation More than single animation in an asset
 - **Multi Mesh** Common for all the assets
 - **Double sided** to render the asset as a double-sided material
- f. 1:1 settings
- g. Update Thumbnail

3D ASSET PAGE > CREATE LESSON





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

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



3D ASSET PAGE > OVERVIEW > PREVIEW

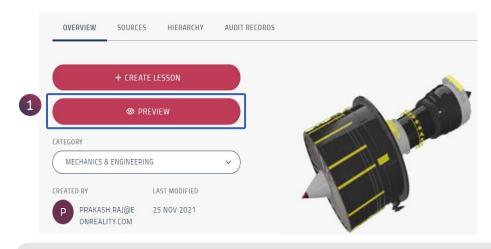
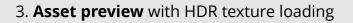


 Image: Constraint of the second se

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

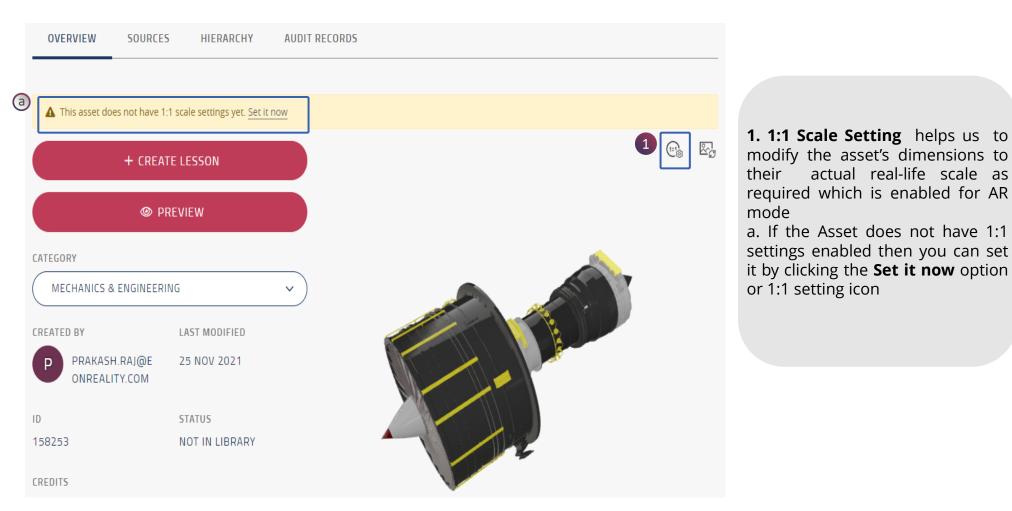




The preview page contains this option:

- a. BACK option helps to go back to the 3D Asset page
- **b. HELP** tells how to interact with the preview Asset
- c. PREVIEW ASSET
- d. LIGHTNING help to make the asset more contrast

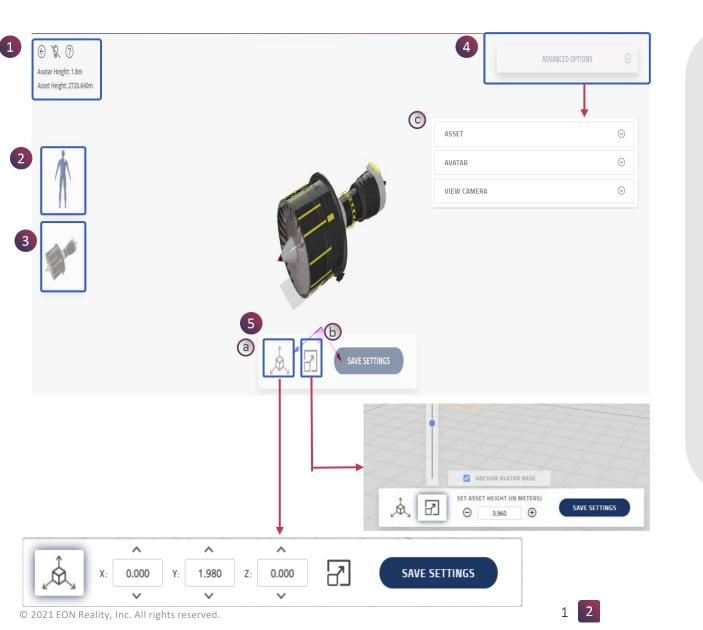




1 2

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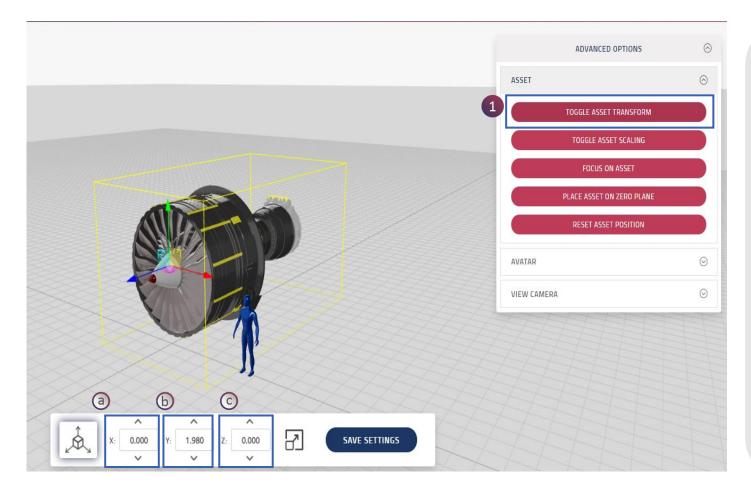


The 1:1 setting page contains this following options

No	Feature
1	Back, Lightning and Help Tool
2	Avatar
3	Asset
4	Scaling Tool a. Asset/Avatar Transform Scaling Tool b. Asset Size Scaling Tool
5	Advanced Options c. Asset, Avatar and View Camera Advanced Scaling option



1:1 SETTINGS > ASSET SCALING (1/5)



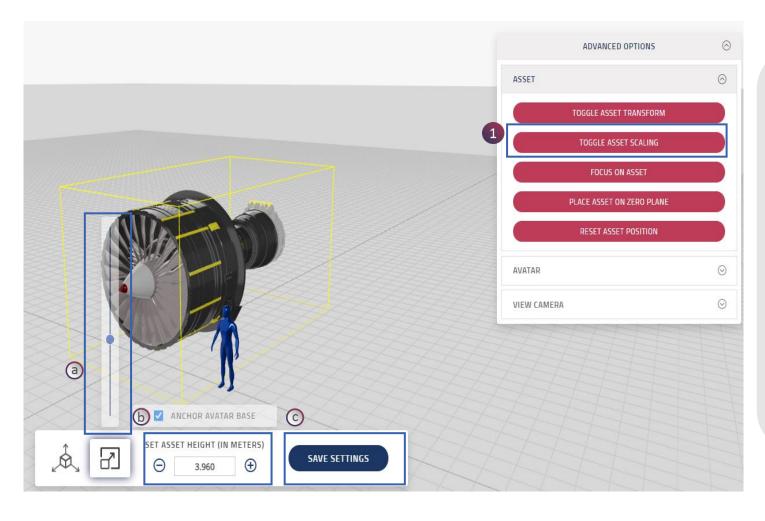
1. TOGGLE ASSET TRANSFORM

Toggle asset transform helps move the asset in X, Y, and Z direction

- a. X-Coordinate navigator is indicated by the red arrow which helps to move the asset in parallel to the plane(horizontal direction)
- b. Y-Coordinate navigator is indicated by the Green arrow which helps to move the asset upwards and downwards
- c. Z-Coordinate navigator is indicated by the Blu arrow which helps to move the asset perpendicular to the plane (Vertical direction)



1:1 SETTINGS > ASSET SCALING (2/5)

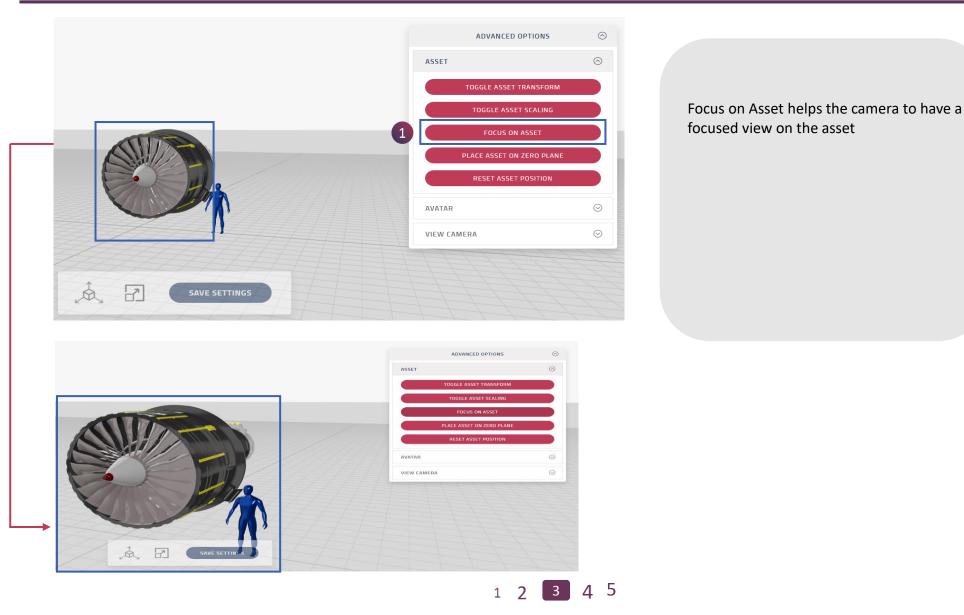


Toggle Asset Scaling helps to increase the size of the asset as required

- a. Scaling bar help increase the size of the asset as required
- b. more precise sizing is required then we can use this option
- c. Click on save settings to save the changes



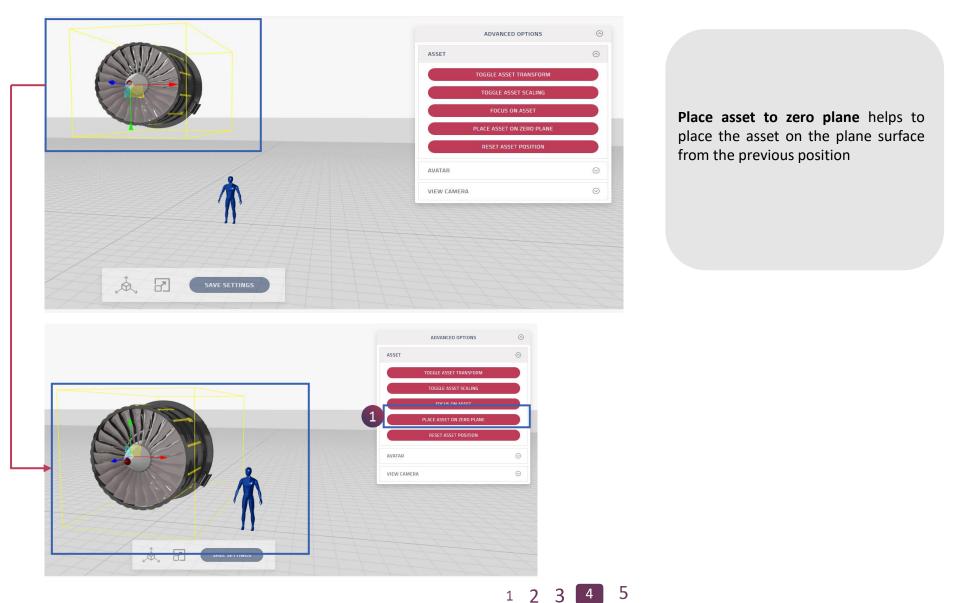
1:1 SETTINGS > ASSET SCALING (3/5)



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1:1 SETTINGS > ASSET SCALING (4/5)

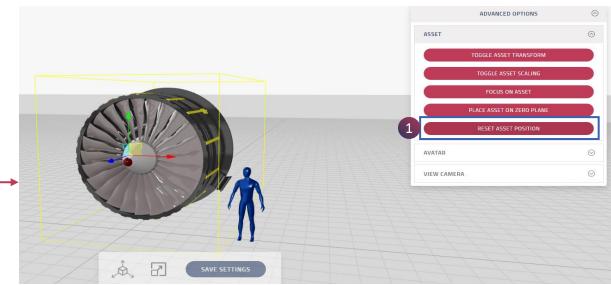




1:1 SETTINGS > ASSET SCALING (5/5)



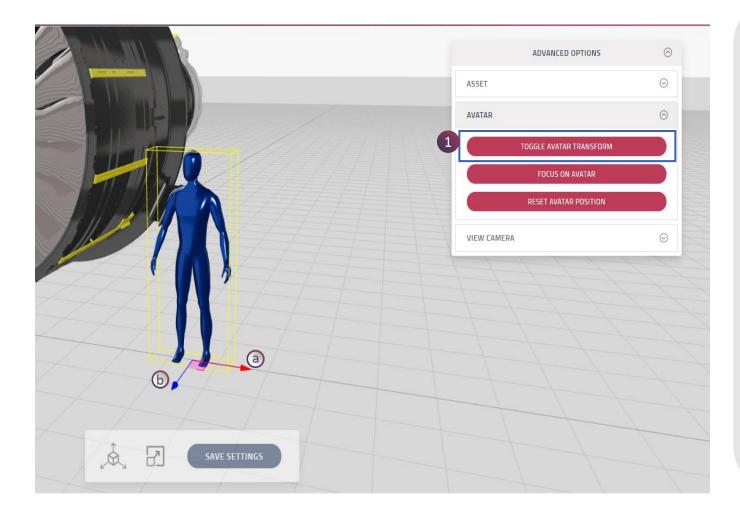
Reset asset position helps the asset to return to its original position from the previous position



1 2 3 4 5



1:1 SETTINGS > AVATAR SCALING (1/3)



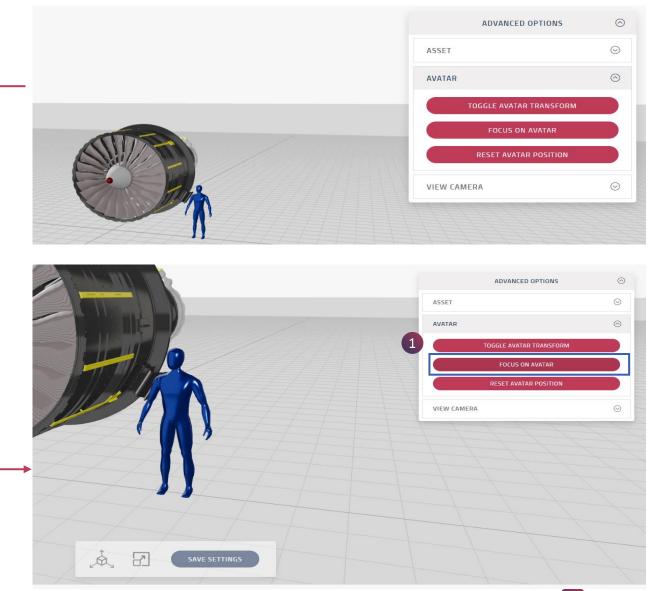
1. TOGGLE AVATAR TRANSFORM

Toggle avatar transform helps move the asset in X, Y, and Z direction

- a. X-Coordinate navigator is indicated by the red arrow which helps to move the avatar in parallel to the plane(horizontal direction)
- b. A Z-Coordinate navigator is indicated by the blue arrow which helps to move the avatar perpendicular to the plane (Vertical direction)



1:1 SETTINGS > AVATAR SCALING (2/3)

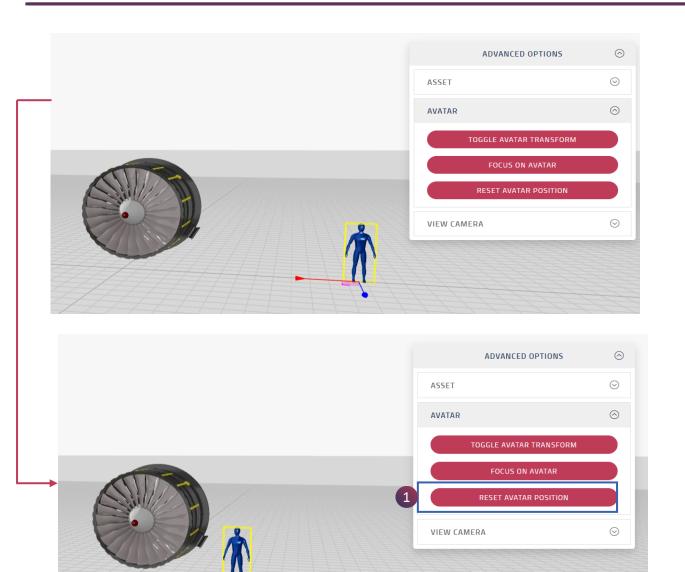


Focus on Avatar helps the camera to get a focused view on the avatar





1:1 SETTINGS > AVATAR SCALING (3/3)

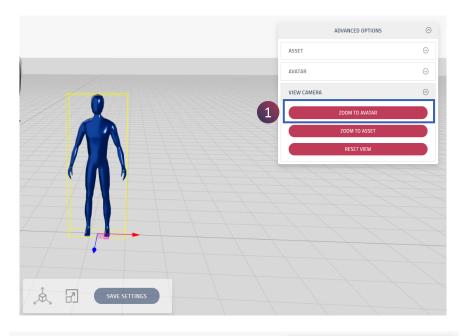


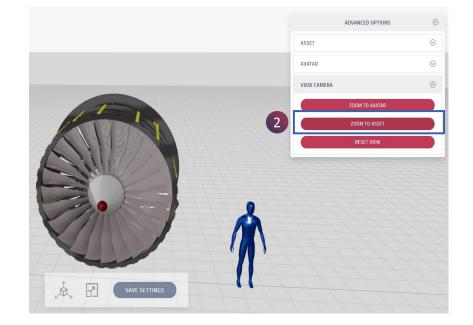
1 2 3

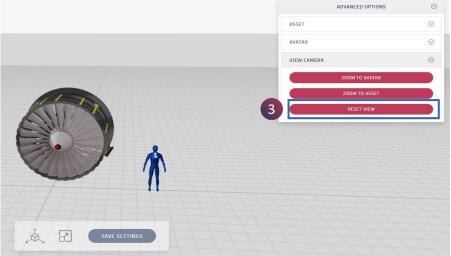
Reset asset position helps the asset to return to its original position from the previous position



1:1 SETTINGS > VIEW CAMERA







- 1. Zoom to avatar option helps to make the view camera focus only on the avatar
- 2. Zoom to Asset option helps to make the view camera focus only on the Asset
- 3. The reset view option helps to get a focused view on both asset and avatar

3D ASSET PAGE > UPDATE THUMBNAIL

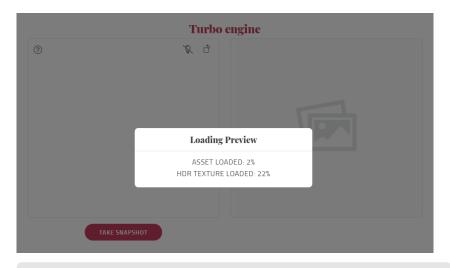




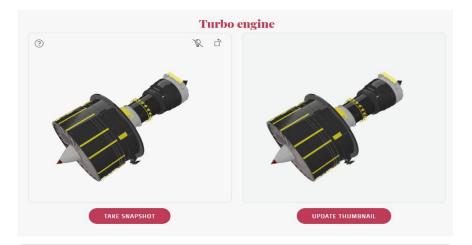
To change the Asset view click on the update thumbnail



Set the view of the model as you need and then click on **Take Snapshot**



The file is prepared and queued up for upload in the platform, once uploaded



Click on Update thumbnail

3D ASSET PAGE > SOURCES



FILE UPLOAD (MAX OF 200MB)	3D Assets can be downloaded/uploaded fi
SOURCE FILE	here:
EOP	 Download or Upload for the 3DS MAX fi Source File EOP
EMP (ANDROID)	 EMP (Android) EMP (iOS) GLTF format
EMP (IOS)	
GLB (GLTF) Last Modified: Nov 24 2021 5:19PM UserImported	



Back	1		
OVERVIEW	SOURCES	AUDIT RECORDS	
DDEL PAR			
	2	1	
		Steam Boat	3
		Upper Deck	
		Cube.035	Ø
		Cube.044	
		Cube.043	
		Cube.042	Ø

3D Asset model parts and their 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 of 30 characters can be added to model part names.



	⊶ Back	1		
	OVERVIEW SOURCES	HIERARCHY	RECORDS	
3	ASSET AUDIT RECORDS			
	DATE	EVENT NAME	USER NAME	ADDITIONAL INFORMATION
	11/25/2021 6:40:58 AM	Updating Asset	prakash.raj@eonreality.com	Asset 3D Update Name
	11/24/2021 5:25:26 PM	Updating Asset	prakash.raj@eonreality.com	Asset 3D Update Name
	11/24/2021 5:19:52 PM	Create Asset	prakash.raj@eonreality.com	Imported via Web
0	Show 10 20 40 80		d • Page 1 / 1 •	Go To Page Go

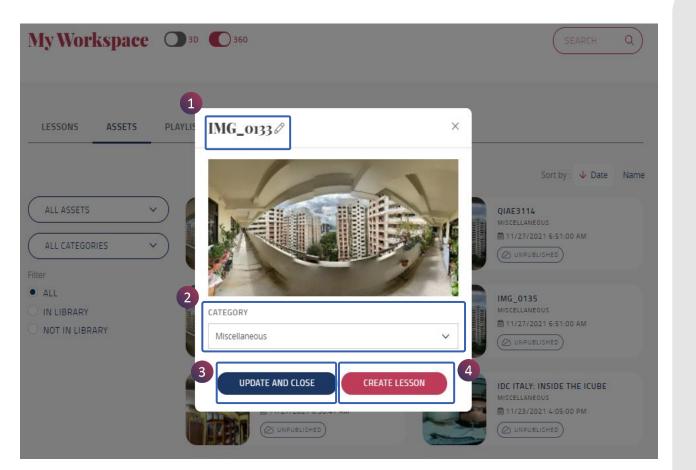
1. Audit Records captures the data on creating, uploading and modification of the asset

- a. An-List Asset audit records
- An export CSV option helps to export the list of information of the users in CSV format

List optimization tool

c. Show – The highlighted number indicates the number of audit records that can be displayed on page
d. Displays the Page number for the audit records page
e. Go to Page – leads to a particular Audit record page





When you click on a 360 Asset, this popup 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



IMG_0133 Ø



CATEGORY



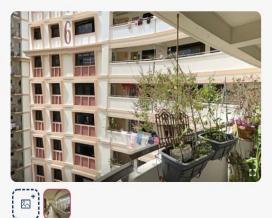
2 Lesson Setup

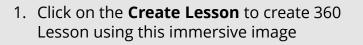
LESSON TITLE

X

SET CATEGORY

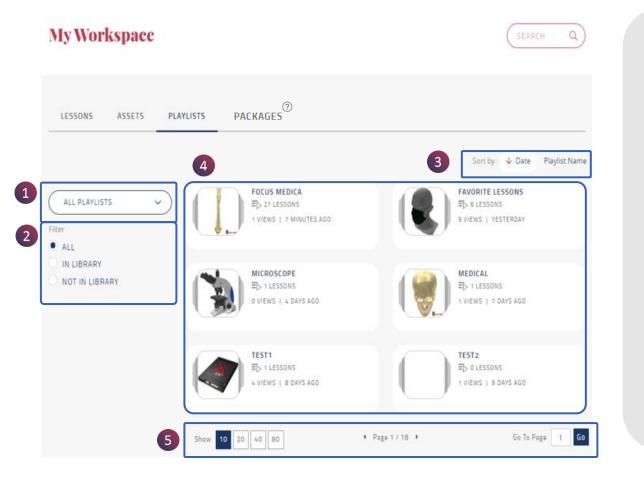
BUILD YOUR LESSON





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





My Workspace hosts **Playlists** having a combination of different 3D and 360 lessons

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

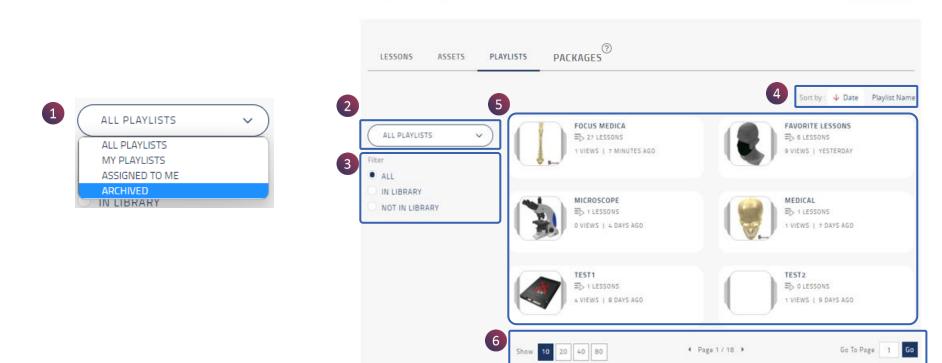
No	Feature		
1	Playlists Author Filter		
2	Hide / Show in Library filter		
3	Sort		
4	Playlist List		
5	Playlist Optimization Tool		

MY WORKSPACE > PLAYLISTS > FILTER





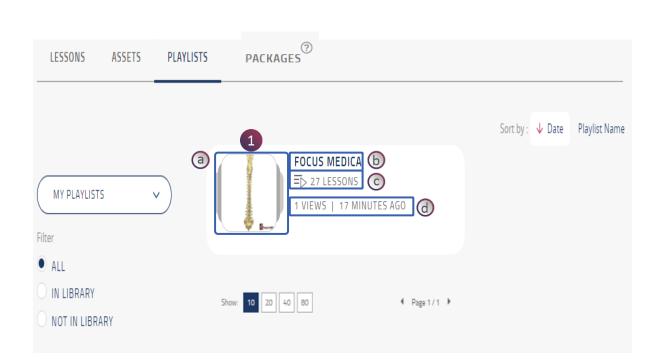




These are the following lesson filter options available:

No	Feature	Description	No	Feature	Description
1	Playlist Author Filter	Playlist can be filtered based on the author	4	Sort	Playlists gets sorted based on date and alphabetical order (Name)
2	Hide / Show in Library Filter	It includes all playlist present or hidden from the library	5	Playlist Area	Showcase the filtered playlists list
3	Filter		6	Optimization Tool	





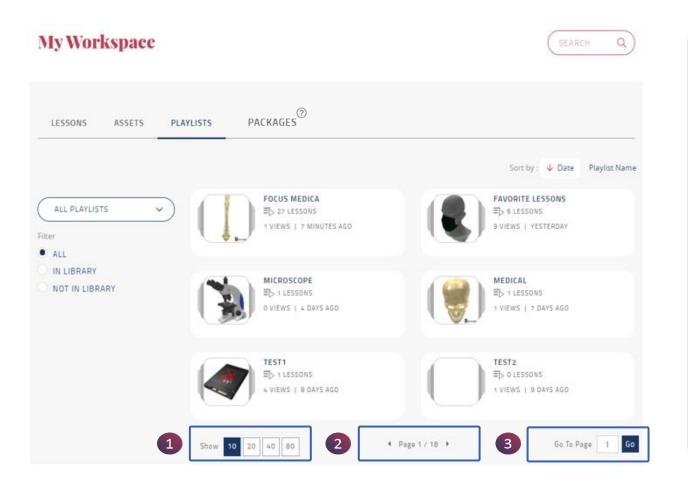
1. Once filtered, the appropriate playlists appear as shown. Each playlist has:

- a. Playlist **Thumbnail**
- b. Playlist Name
- c. Total number of Lessons
- d. Total number of Views and last edited

Click on the particular playlist to go to its particular page

PLAYLISTS > LIST OPTIMIZATION TOOL





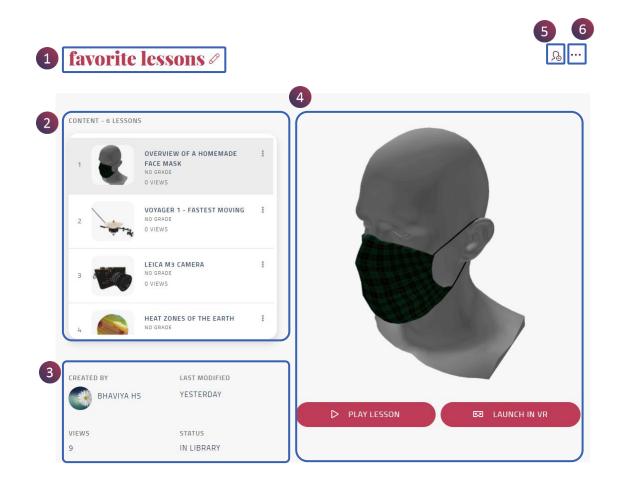
Playlist / Lesson / Asset optimization tool has the following options:

1. Show – The highlighted number indicates the number of Assets that can be displayed on a page

2. Displays the **Page** number for the Asset list

3. Go to Page – leads to a particular Asset list page





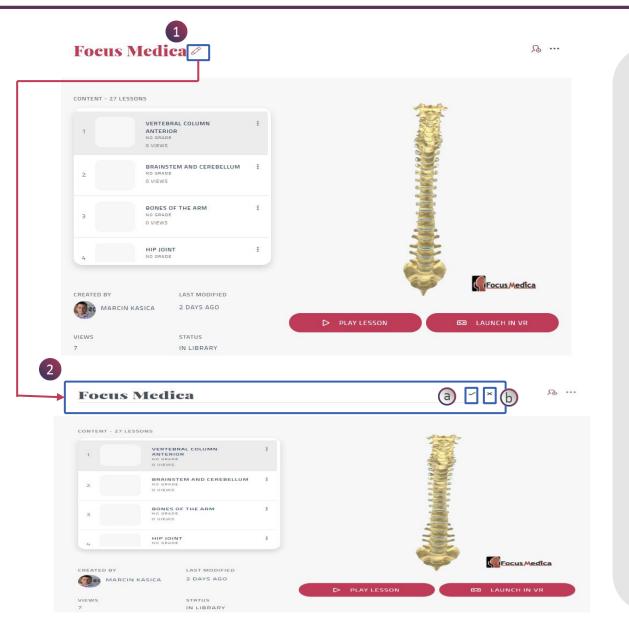
When you click on a particular playlist, this page will open with the following options:

- 1. Playlist Name
- Content It indicates number of lessons

 Lesson Particulars
- 3. Playlist Details
- 4. Chosen lesson detailsa. Lesson Thumbnailb. Play lessonc. Launch in VR
- 5. Manage Assignee
- 6. Meatball Menu

PLAYLIST PAGE > NAME





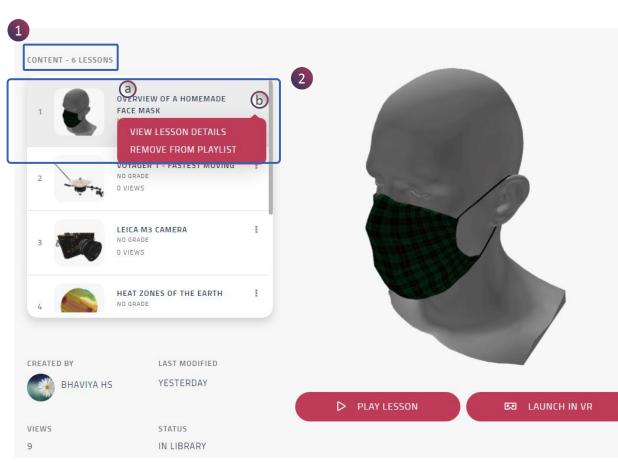
1. To **change** the **Playlist Name**, click on the **pencil icon**

- 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

PLAYLIST PAGE > CONTENT



favorite lessons 🖉



₽ ...

Content in a playlist includes all the lessons saved to it

- 1. Shows the list of lessons
- 2. Selected Lesson
 - a. Lesson Name
 - b. Kebab Menu
 - View Lesson Details Leads to the particular lesson page
 - Remove from Playlist Lesson gets removed from the playlist

NOTE: Both 3D and 360 lessons can be added to a playlist and the same lesson can also be added to different playlists

PLAYLIST PAGE > CONTENT > REORDER



favorite lessons Ø CONTENT - 6 LESSONS OVERVIEW OF A HOMEMADE FACE MASK VIEW LESSON DETAILS **REMOVE FROM PLAYLIST** VUTAUER E FASTEST NO GRADE 0 VIEWS LEICA M3 CAMERA -NO GRADE 0 VIEWS HEAT ZONES OF THE EARTH : NO GRADE CREATED BY LAST MODIFIED YESTERDAY BHAVIYA HS LAUNCH IN VR VIEWS STATUS IN LIBRARY 9

₽ ...

Content in a playlist includes all the lessons saved to it

1. Drag this icon to reorder the lesson within the playlist.

Note: Hover your mouse to see this option for every lesson in the playlist.

PLAYLIST PAGE > ASSIGN PLAYLIST



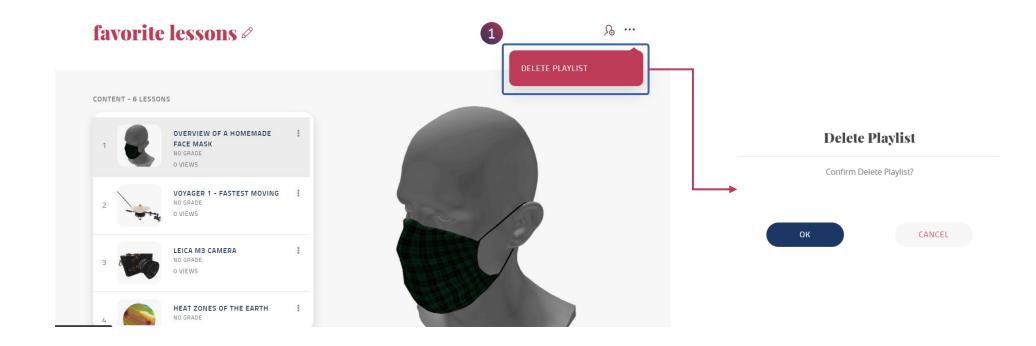
Manage Assignment		CREATE	***	?	Ŷ	2*
NAME						
Enter User Or Group Name	Q				1 So	•••
3 ASSIGNEE						
Bhaviya HS	a Edit 6					
Sridhar Reddy S	Edit					
	4 DONE					

Playlist 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 The playlist





1. Delete Playlist:

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

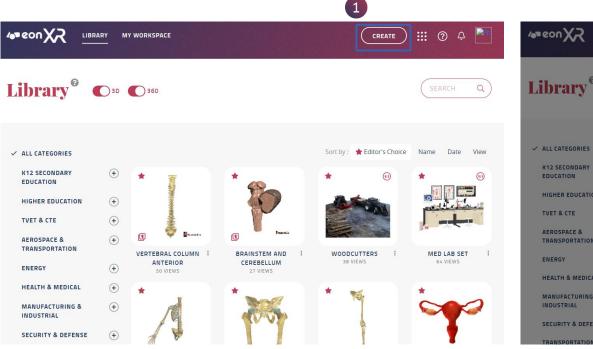


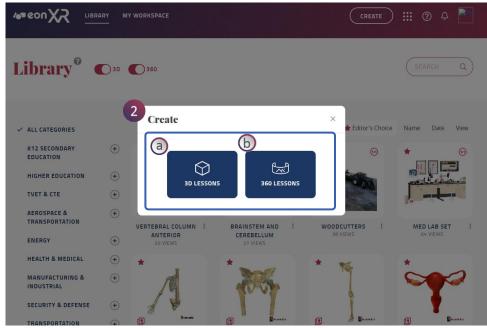
My Workspace	SEARCH Q
LESSONS ASSETS PLAYLISTS PACKAGES	
CREATE PACKAGE MY PACKAGES ALL PACKAGES MY PACKAGES ASSIGNED TO ME ARCHIVED	Sort by : Date Name NO RESULTS, PLEASE REFINE SEARCH

- 1. Help Shows the Package Creation Guide
- 2. CREATE PACKAGE Click on this button to start creating a package
- 3. Filters Use these filters to view the packages created by you or assigned to you etc.
- **4. Sort Filters** Use these filters to sort the packages list

CREATE LESSON (3D / 360)







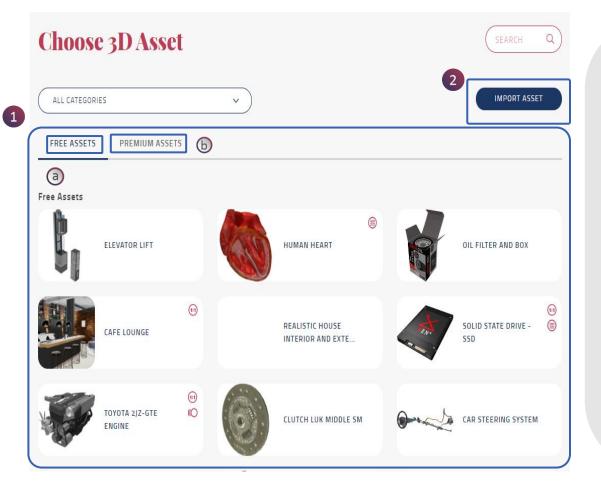
1. When you select **CREATE LESSON** You will navigate From LIBRARY to CREATE LESSON Page and will be able to create either of the two types of lessons.

2. Create Lesson:

- **a. 3D Lesson** can be created using 3D models. It is an **object-based interaction**, exploring the components and subcomponents of a model
- **b. 360 Lessons** can be created using immersive 360 Images. They are **environment-based interactions**, exploring the surrounding of 360 degree captured media

3D LESSON > CHOOSE 3D ASSET





1. When you select create **3D Lesson**, You will be navigated to the CHOOSE 3D ASSETS PAGE where you will get the assets that have been published in 2 forms

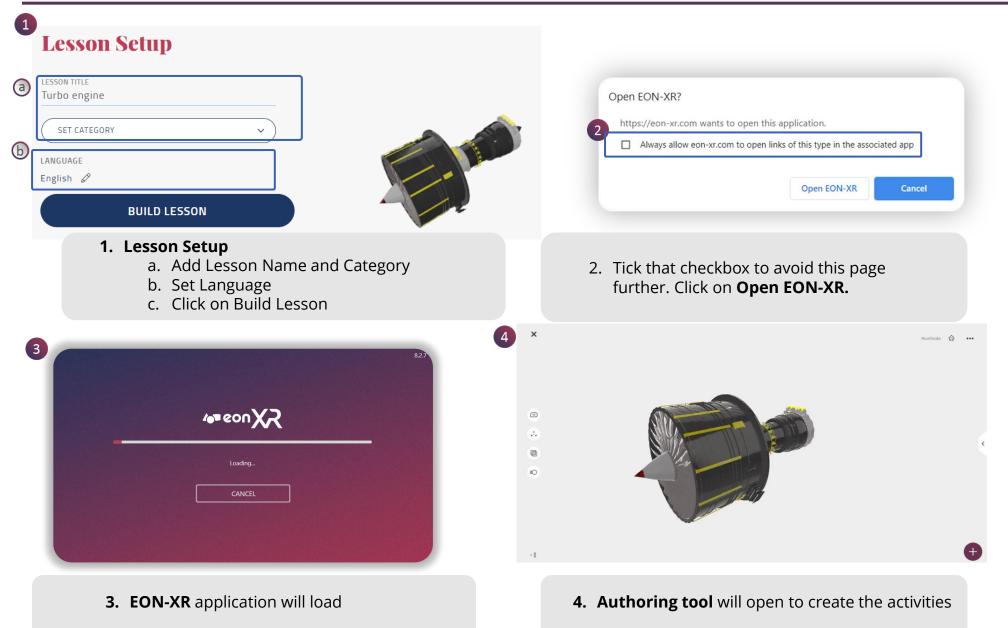
- a. Purchased Assets
- b. Free Assets

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

Lesson

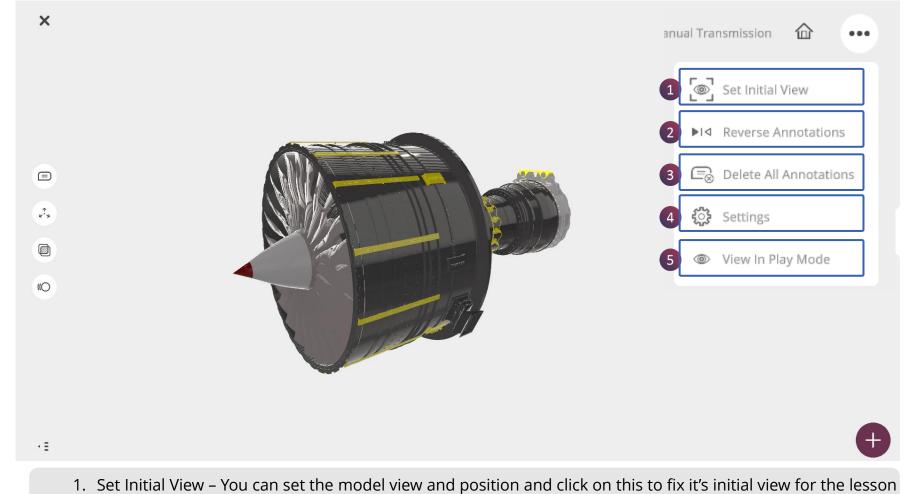
- You can also purchase the required 3D asset from the marketplace and build your own lesson
- 2. You can import your own 3D asset from your device into our platform and create lessons as required





BUILD LESSON > MEATBALL MENU

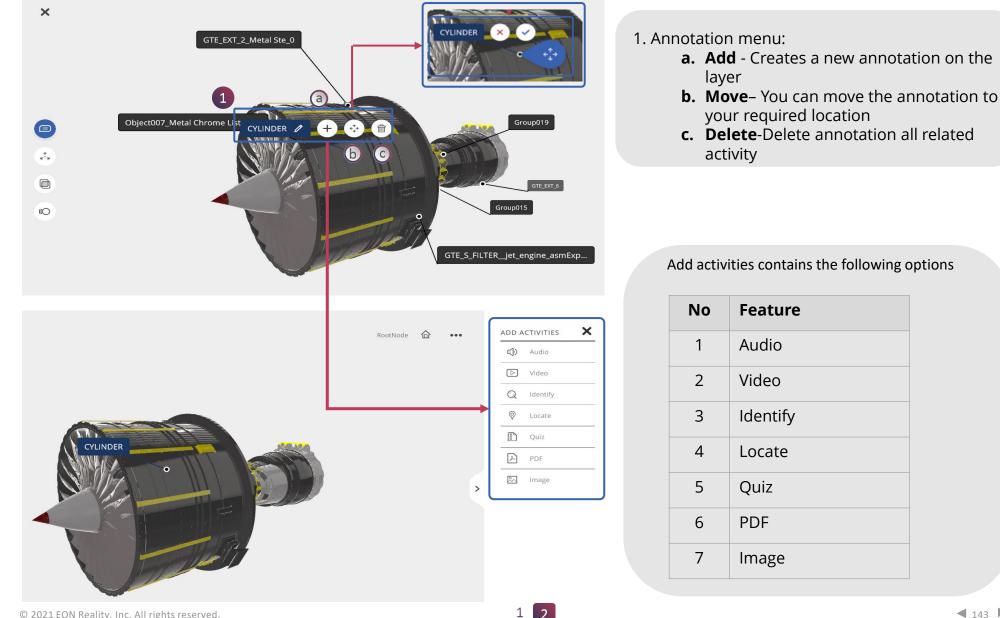




- 2. Reverse Annotations Use this to reverse the annotation arrows when they are hidden or overlapped by the
- model 3. Delete All Annotations – Use this to delete all the annotations at once
- 4. Settings Click on this to change the settings on Shadows and HDR of the 3D model.
- 5. View in Play Mode Use this to directly view the lesson in Play mode

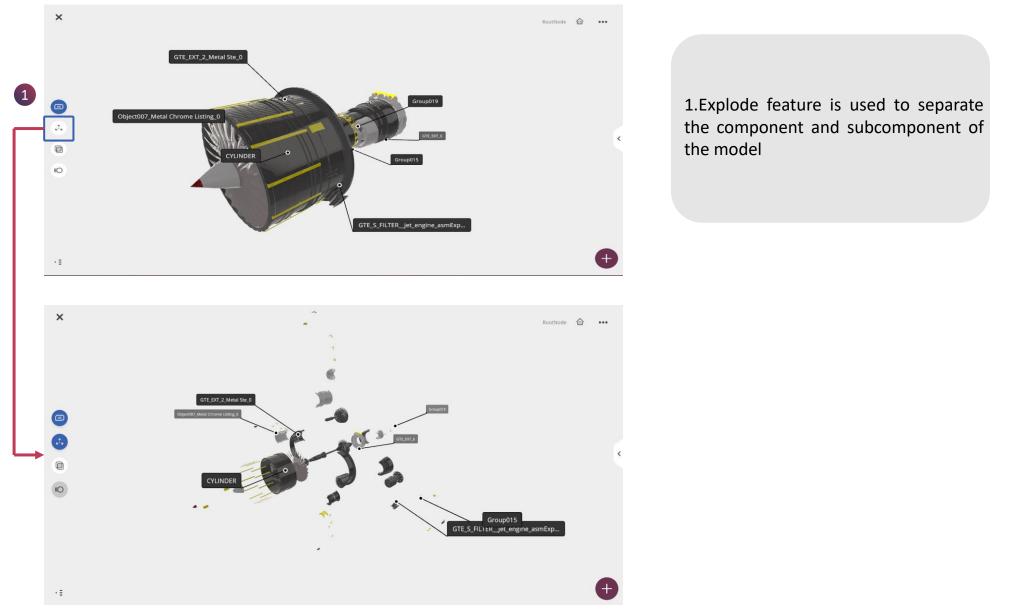
BUILD LESSON > ANNOTATIONS (2/2)





BUILD LESSON (3D) > EXPLODE





BUILD LESSON (3D) > X-RAY





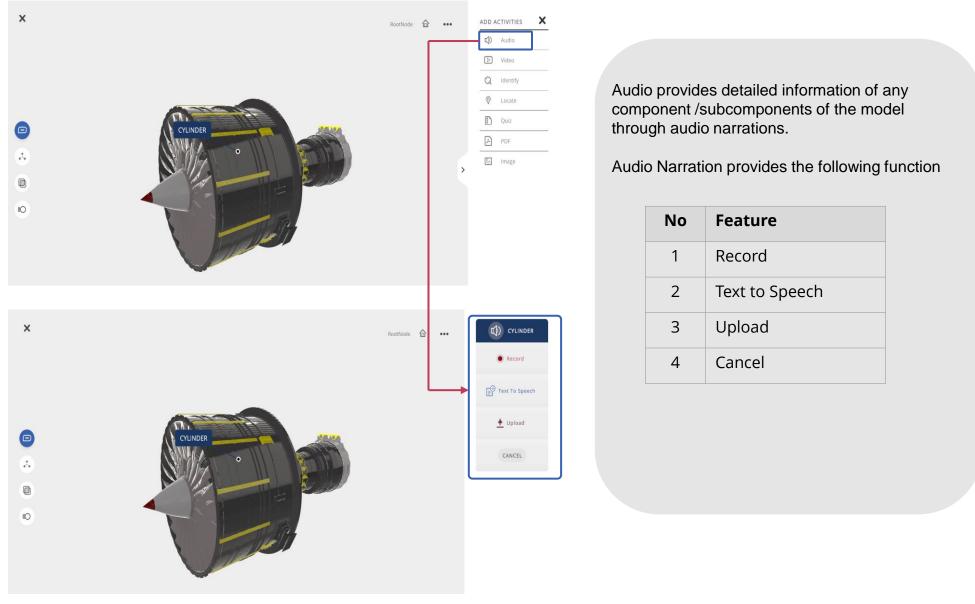
BUILD LESSON (3D) > ANNIMATION





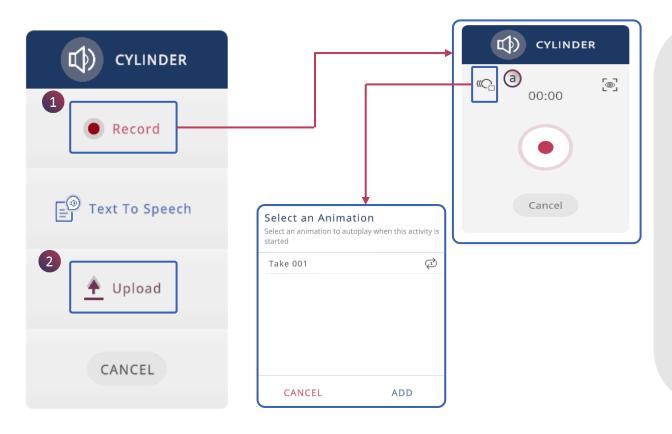
BUILD LESSON (3D) > AUDIO (1/3)





EON-XR DESKTOP USER GUIDE

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



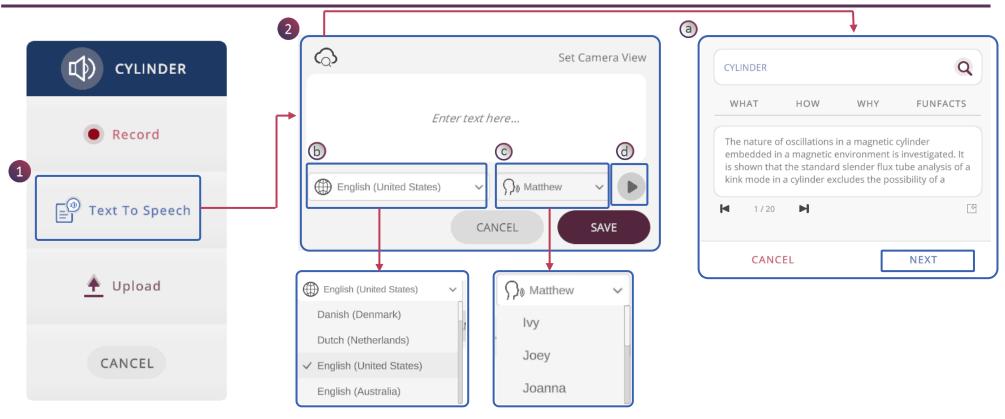
1. Click on the record option to start recording the audio live and make sure you record in a quiet environment. You can also change the view of the 3D model and click on the 3D view button to save the view.

> a. Click on the animation and then click add to select the required animation to play when the audio feature is running

2. Click on the upload feature to upload an mp3 format audio and click Save to upload

BUILD LESSON (3D) > AUDIO > (3/3)





1. Text-to-speech (TTS) is a very popular assistive technology in which a computer or Mobile reads the words on the screen out loud to the user. Click on the text to speech to access the memo card.

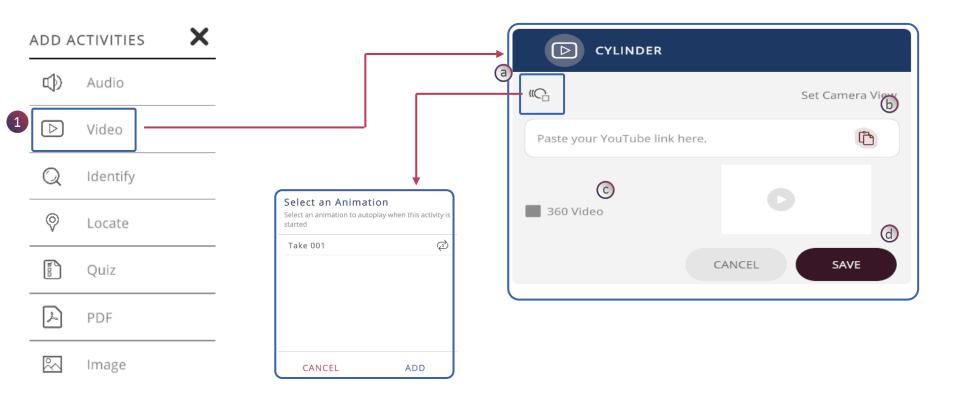
2. Memo Builder window :

- a. One-click search is enabled using the keywords What, How, Why, Fun Facts
- b. Select desired Language and Region
- c. Select Voice
- d. Click Preview to listen to the audio and click Save



BUILD LESSON (3D) > VEDIO

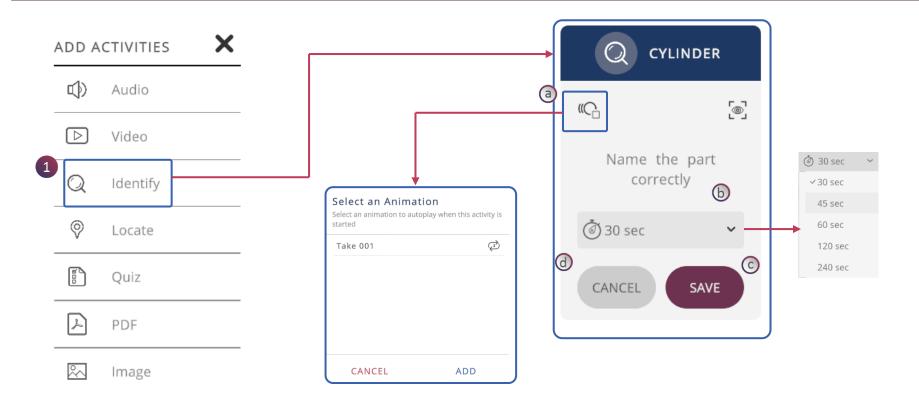




- 1. Click on the Video icon to add any supporting video related to the lesson
- a. Click on the animation and then click add to select the required animation to play when the video feature is running
- b. Paste the video URL into this field to add the video
- c. Check if it is **360** video
- d. Click **SAVE** to save the video
- e. Click CANCEL to remove

BUILD LESSON (3D) > IDENTIFY

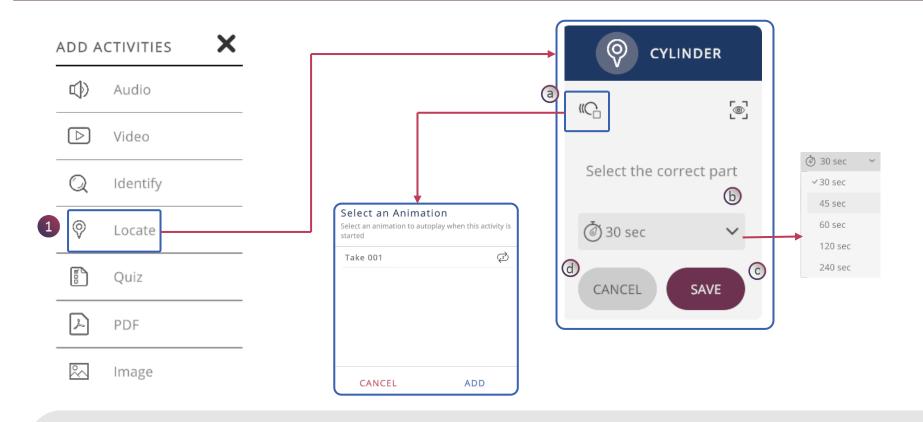




- **1. Identify** activity presents a specific part of a 3D model to identify it Double tap on the object to identify the model or part of the model.
- a. Click on the animation and then click add to select the required animation to play when the identifying Locate is running
- b. Click on the Timer icon to set the desired duration by scrolling for activity completion
- c. Click **SAVE** to save the edit
- d. Click **CANCEL** undo the edit

BUILD LESSON (3D) > LOCATE

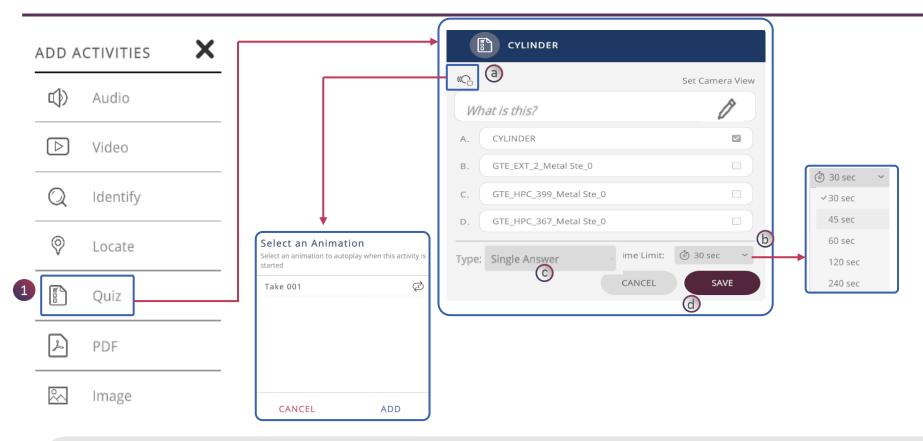




- 1. Locate activity enables one to search for a specific part of a 3D model. Click on it. Double-tap on the object to locate the model or part of the model. a. Click on the animation and then click add to select the required animation to play when the Locate activity is running
- b. Click on the **Timer** icon to set the desired duration by scrolling for activity completion
- Click **SAVE** to save the edit С.
- d. Click **CANCEL** undo the edit



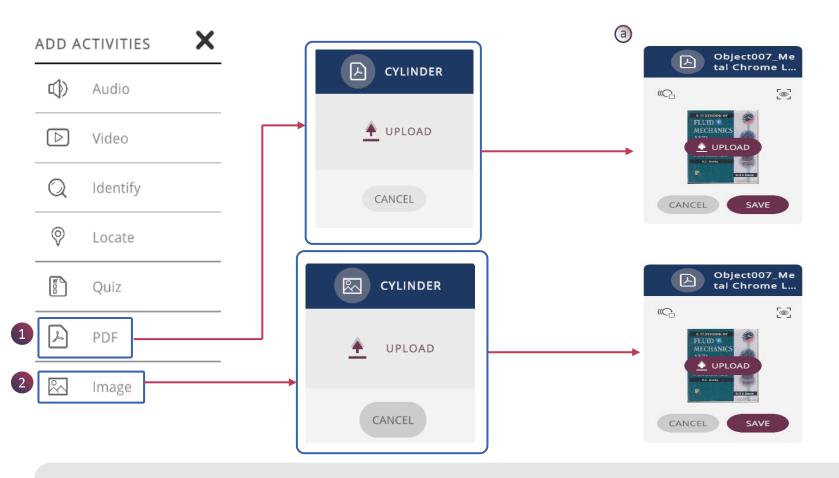
BUILD LESSON (3D) > QUIZ



- 1. Quiz activity can be created as a multi-choice /single choice question in the lesson. Default multiple-choice question is generated on the select model or model part a. Click on the animation and then click add to select the required animation to play when the Locate activity is running
- b. Click on the **Timer** icon to set the desired duration by scrolling for activity completion
- c. Select the type of guiz from here
- d. Click **SAVE** to save the changes or click **CANCEL** to undo the changes

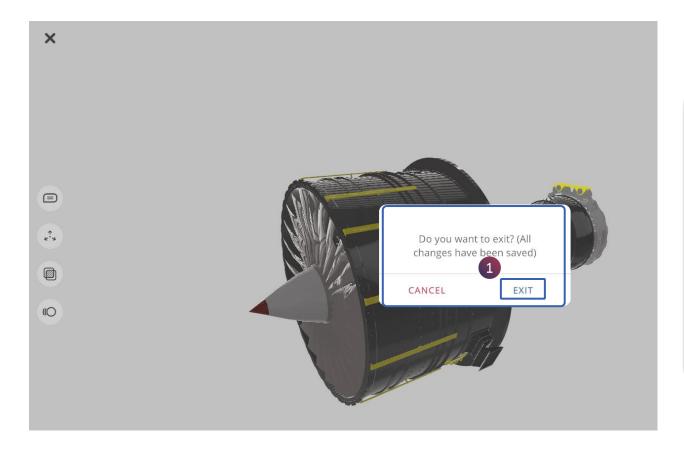
BUILD LESSON (3D) > PDF & IMAGE





- 1. Click on the PDF Activity to add a relevant **PDF document** and click **SAVE** to upload the PDF document
- 2. Click on the Image Activity to add a relevant IMAGE document and click SAVE to upload the IMAGE document
- a. Click on the animation and then click add to select the required animation to play when the Locate activity is running

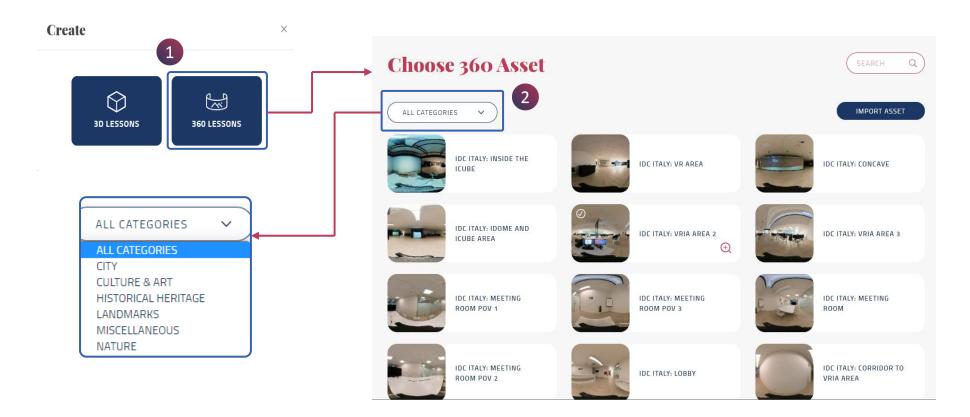




1. Click on the EXIT button to save and exit the lesson

EON-XR DESKTOP USER GUIDE

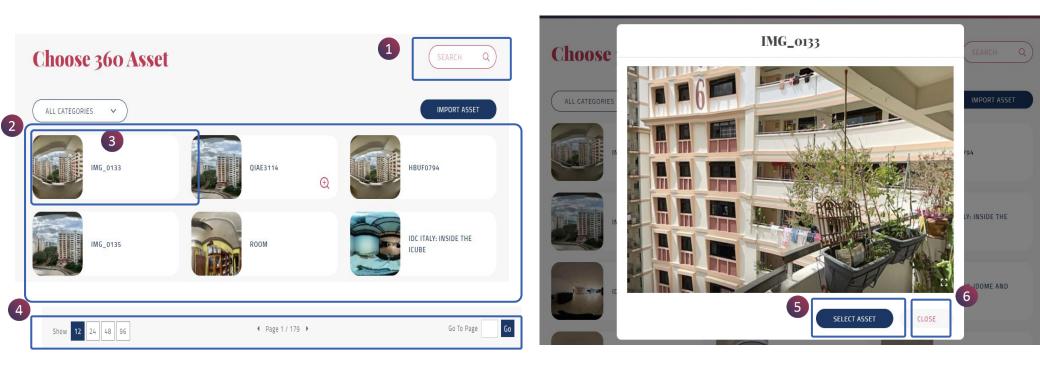




- **1. 360 Lesson** can be created using immersive 360 Images. They are **environment-based interactions**, exploring the surrounding of 360 degree captured media
- 2. Choose the relevant **Categories** from the drop-down menu for the desired 360 asset

CREATE LESSON (360) > CHOOSE 360 ASSET (2/2)





- 1. Use **Search** to get desired 360 asset
- 2. A list of 360 assets are displayed
- 3. 360 Asset
- 4. Asset optimization Tool
- 5. Select Asset
- 6. Close

CHOOSE 360 ASSET > IMPORT 360 ASSET

3

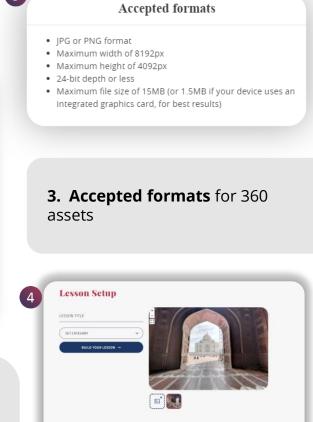




a	<u>₽</u>	
	DRAG FILES HERE OR CLICK TO BROWSE	
ccepted formats	0	
		Remov

- 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

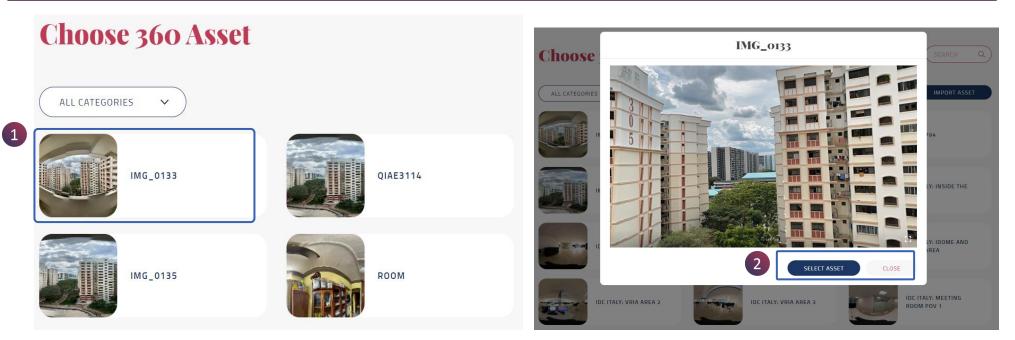
- 2. Drag / Browse the 360 asset file to upload. You will be able to preview the asset
 - a. You can Remove the added Asset
 - b. Edit Image Name
 - c. Set the Category
 - d. Click on Next

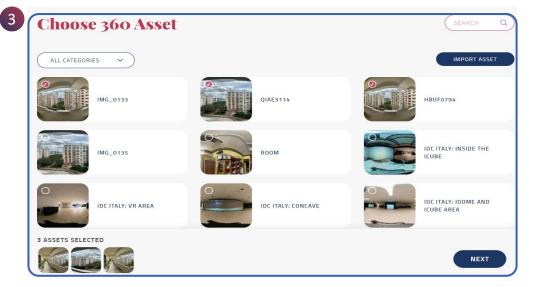


 After Uploading select Next it will take you to 360 Lesson Setup page

CREATE LESSON (360) > CHOOSE 360 ASSET





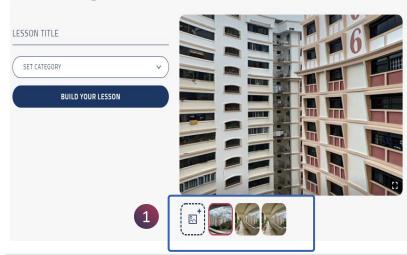


- 1. Click on the 360 Asset to create a 360 Lesson
- 2. Click SELECT ASSET
- 3. Click On **NEXT**

BUILD LESSON (360)



Lesson Setup



ADD: You can add more 360 images by clicking on the add icon

Lesson Setup



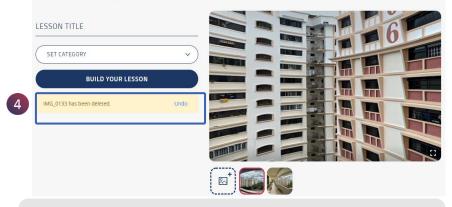
3. DELETE: You can also delete the 360 assets by dragging the image and placing it in the bin icon

Lesson Setup



SWAP: You can rearrange the series of 360 assets as required by just dragging and placing it in the required position

Lesson Setup



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

BUILD LESSON (360)

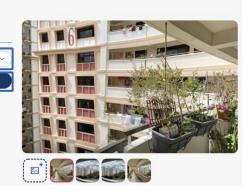


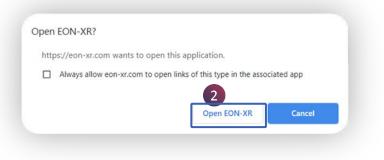


GEOGRAPHY

b

C





1. Lesson Setup:

BUILD YOUR LESSON

- a. Add Lesson Name
- b. Set Category
- c. Click on Build Your Lesson



3. EON-XR application will load

2. Click on Open EON-XR



4. Lesson will open in EDIT mode to create activities





SETTINGS	
SHADOW	
Toggle shadow casting by 3D model	
HDR	
Toggle high dynamic range lighting on 3D mode	l
CANCEL	SAVE

The 360 lesson page contains the following function

No	Feature			
1	Annotation			
2	Toggle images			
3	Add Activity			
4	Settings			

BUILD LESSON (360) > ANNOTATIONS



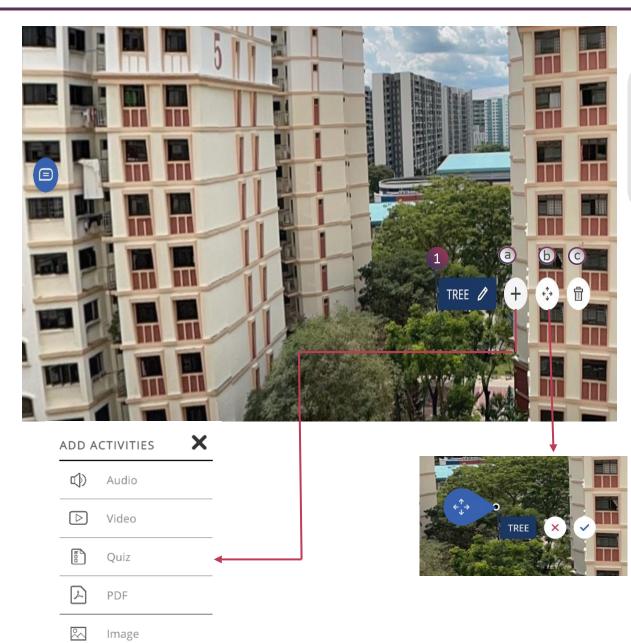


- 1. To add Annotation to your model/sub model click on the annotation icon and left click and hold to get the add label option
- 2. Click on the +LABEL to add annotation
- 3. Click **TICK** to save and **INTO** to cancel

4 eon XR

BUILD LESSON (360) > ANNOTATIONS

EON-XR DESKTOP USER GUIDE



- 1. Annotation menu:
 - **a. Add** Creates a new annotation on the layer
 - **b. Move** You can move the annotation to your clicked location
 - **c. Delete**-Delete Annotation and all related activity

Add activities contains the following options

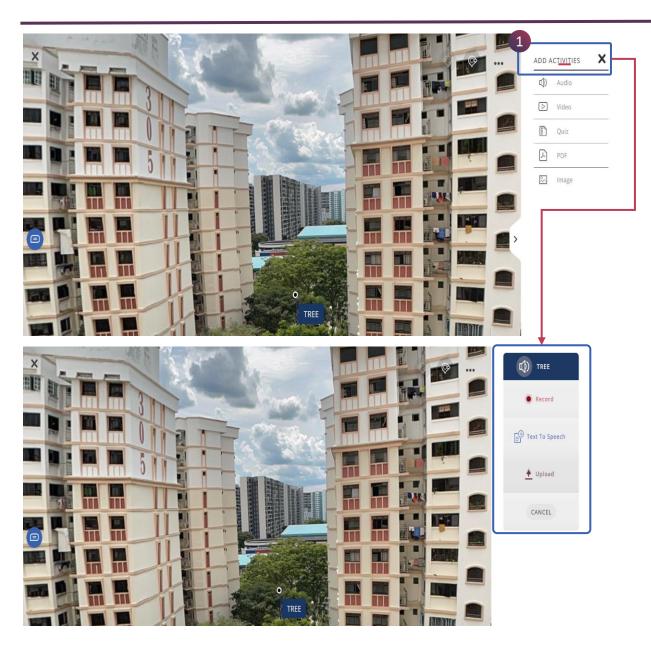
No	Feature		
1	Audio		
2	Video		
3	Quiz		
4	PDF		
5	Image		

4 eon X2

BUILD LESSON (360) > AUDIO(1/3)

EON-XR DESKTOP USER GUIDE





Audio provides detailed information of any component /subcomponents of the model through audio narrations.

Audio Narration provides the following function

No	Feature		
1	Record		
2	Text to Speech		
3	Upload		
4	Cancel		

BUILD LESSON (360) > AUDIO(2/3)



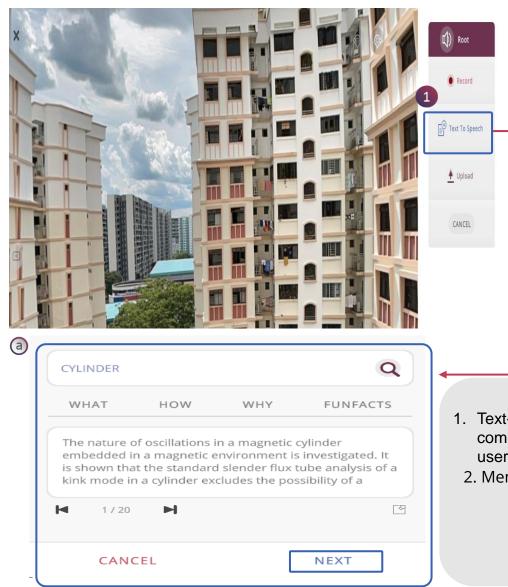
1. Click on the record option to start recording the audio live and make sure you record in a quiet environment. You can also change the view of the 3D model and click on the 3D view button to save the view.

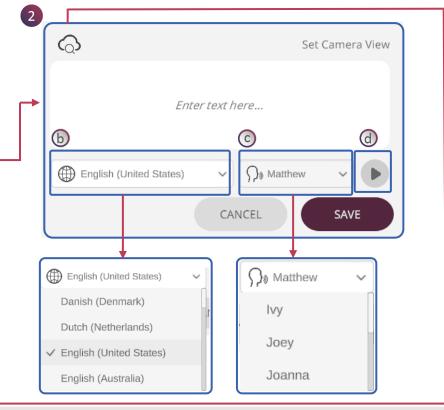
a. Click on the animation and then click add to select the required animation to play when the audio feature is running

2. Click on the upload feature to upload an mp3 format audio and click Save to upload

BUILD LESSON (360) > AUDIO (3/3)



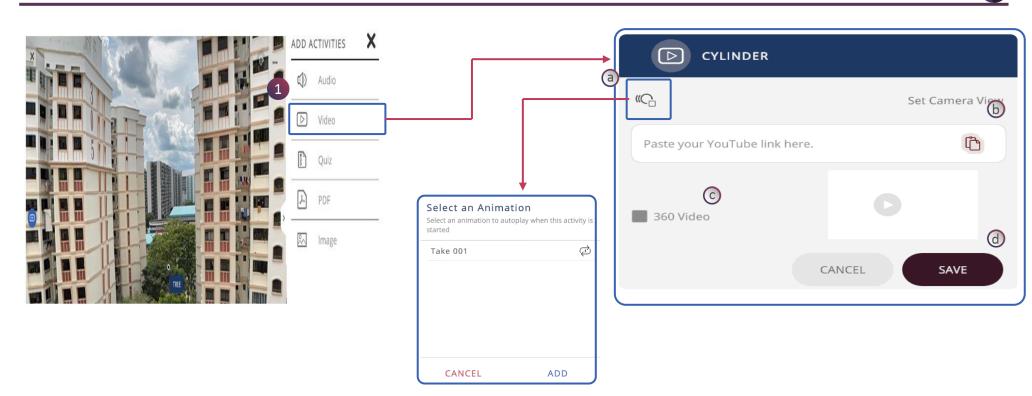




- 1. Text-to-speech (TTS) is a very popular assistive technology in which a computer or Mobile reads the words on the screen out loud to the user. Click on the text to speech to access the memo card.
- 2. Memo Builder window :
 - a. One-click search is enabled using the keywords What, How, Why, Fun Facts
 - b. Select desired Language and Region
 - c. Select Voice
 - d. Click Preview to listen to the audio and click Save

BUILD LESSON (360) > VIDEO

EON-XR DESKTOP USER GUIDE

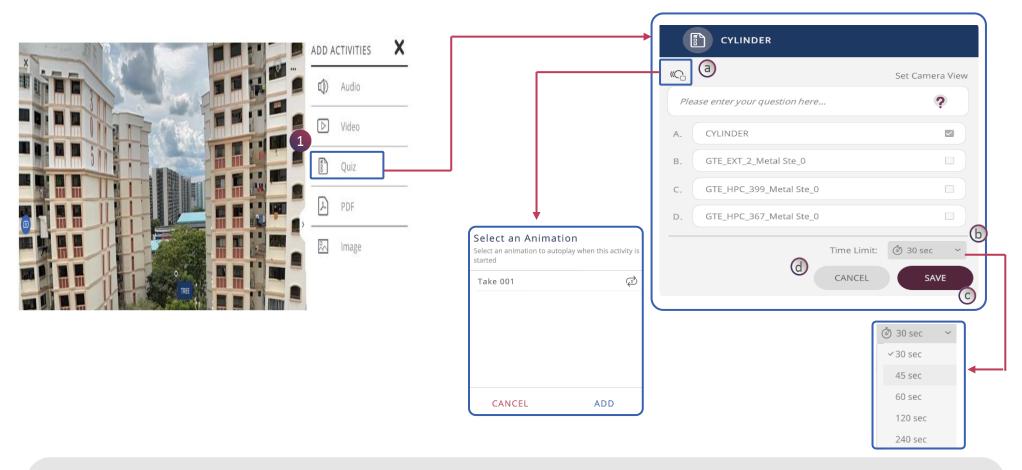


- 1. Click on the **Video** icon to add any supporting video related to the lesson
- a. Click on the animation and then click add to select the required animation to play when the video feature is running
- b. Paste the video URL into this field to add the video
- c. Check if it is 360 video
- d. Click SAVE to save the video
- e. Click CANCEL to remove

10 eon

BUILD LESSON (360) > QUIZ

EON-XR DESKTOP USER GUIDE



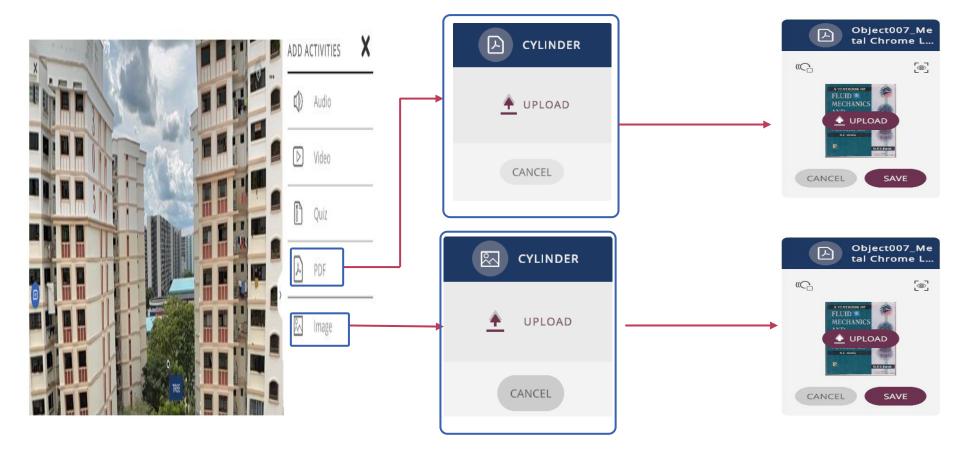
- 1. Quiz activity can be created as a multi-choice /single choice question in the lesson. Default multiple-choice question is generated on the select model or model part
 - a. Click on the animation and then click add to select the required animation to play when the Locate activity is running
 - b. Click on the Timer icon to set the desired duration by scrolling for activity completion
 - c. Click SAVE to save the edit
 - d. Click CANCEL undo the edit

100 T

4 eon XX

BUILD LESSON (360) > PDF/IMAGE





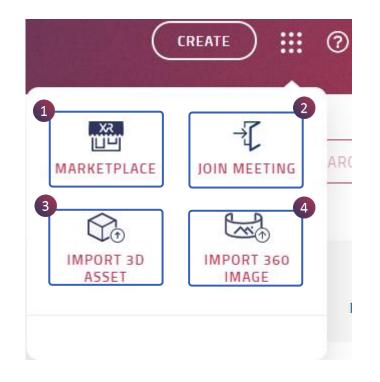
- 1. Click on the PDF Activity to add a relevant PDF document and click SAVE to upload the PDF document
- Click on the Image Activity to add a relevant IMAGE document and click SAVE to upload the IMAGE document
 a. Click on the animation and then click add to select the required animation to play when the Locate activity is running





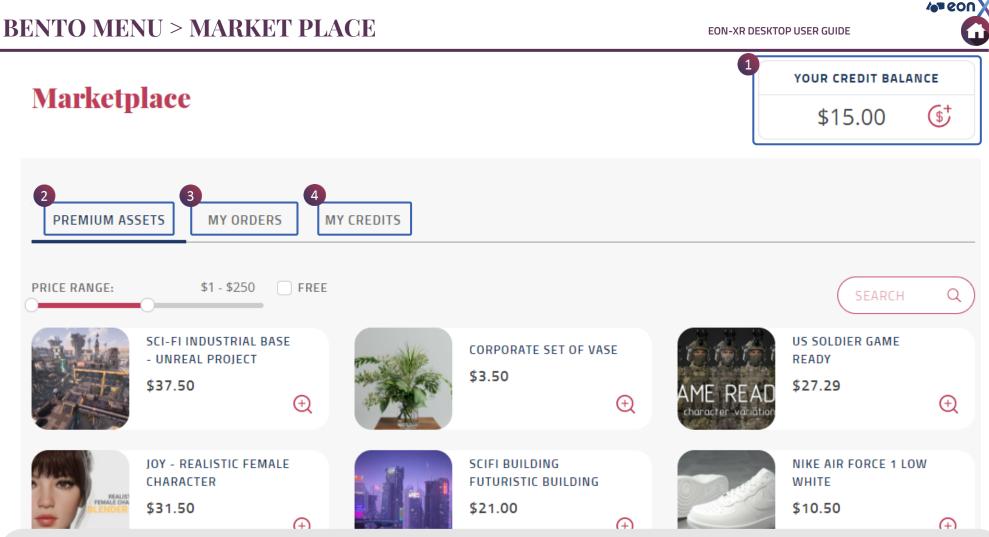
1. Click on the EXIT button to save and exit the lesson





Bento Menu [nine dots] is provided with important features of the EON-XR platform:

- 1. Marketplace
- 2. Join Meeting
- 3. Import 3D Asset
- 4. Import 360 Image



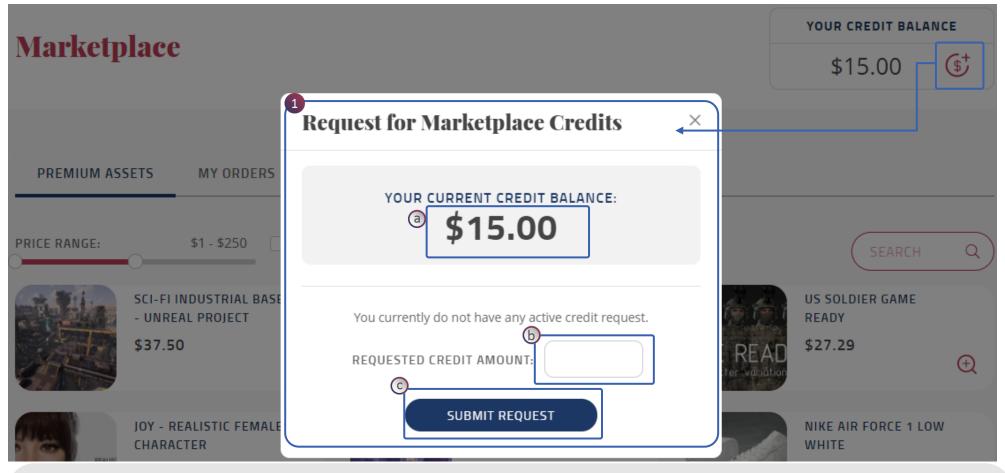
Marketplace enables the user to buy new ones from a range of listed assets. It has an unique dashboard to track their purchases or requests.

- 1. Displays your credit balance and click on the dollar icon to request for more credits
- 2. Lists Premium Assets available in the market
- 3. Dashboard to track your orders of assets
- 4. Track your credit requests here

MARKET PLACE > CREDIT REQUEST

EON-XR DESKTOP USER GUIDE



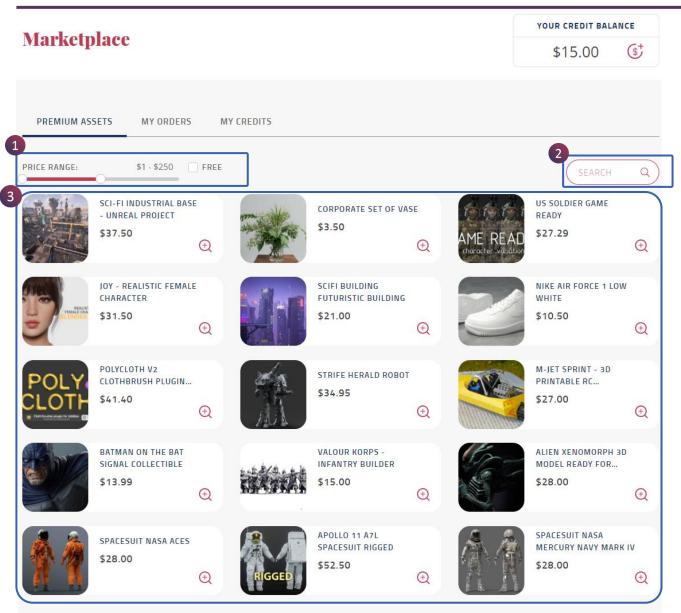


An user can requests for credits to their institution admin to make purchases in the marketplace.

- 1. Clicking on the **Credit Request** icon, request for Marketplace Credits pop up window appears:
 - a. Displays your current credit balance
 - b. Enter the amount to be credited
 - c. Click on **Submit** to make the request

MARKET PLACE > PREMIUM ASSETS





4 Page 1 ▶

Premium Assets showcases different ranges of 3D assets to choose for the user

- Price range slider the user can choose the price range from 1-1000\$ or check on for the free assets
- 2. Enter keyword in the Search to look for any specific 3D assets
- 3. Assets are displayed



					YOUR CREDIT BALANCE		
NI S	rketplace					\$15.00	(\$ ⁺
PF		1 ORDERS MY CREE	DITS				
All	a Awaiting Conversion Fee	Review Conversion Fee	C Review Alternatives	Pending Delivery	e Asset Ready		
ITE	EM	INFO		STATUS	PRICE	e	
	NO ORDERS FOUND.						
Show	5 10 20 40 80		 Page 	1/1 🕨		Go To Page	Go

Marketplace Dashboard Page showcases purchased transactions and follow up actions:

- 1. All Displays the transactions of all the assets present in different stages
 - a. Awaiting Conversion Fee
 - b. Review Conversion Fee
 - c. Review Alternatives
 - d. Pending Delivery
 - e. Asset Ready

NOTE: Once the asset purchase is ready, it has a direct link to create lesson

MY SCREDITS

This page gives you the information of the credit records.

MARKET PLACE > MY CREDITS

PREMIUM ASSETS M	1 Y ORDERS MY CREDITS		
]	
TRANSACTION DATE	TRANSACTION ID	DETAILS	CREDIT AMOUNT
09 Aug 2021, 09:49 AM	C-87-181	Credits received from Institution 181	+\$1.00
09 Aug 2021, 09:48 AM	C-86-181	Credits returned to Institution 181	-\$1.00
09 Mar 2021, 12:04 PM	C-62-52	Credits received from Institution 52	+\$2.00
09 Mar 2021, 12:02 PM	C-60-52	Credits received from Institution 52	+\$10.00
14 Aug 2020, 09:01 AM	C-22-181	Credits received from Institution 181	+\$3.00

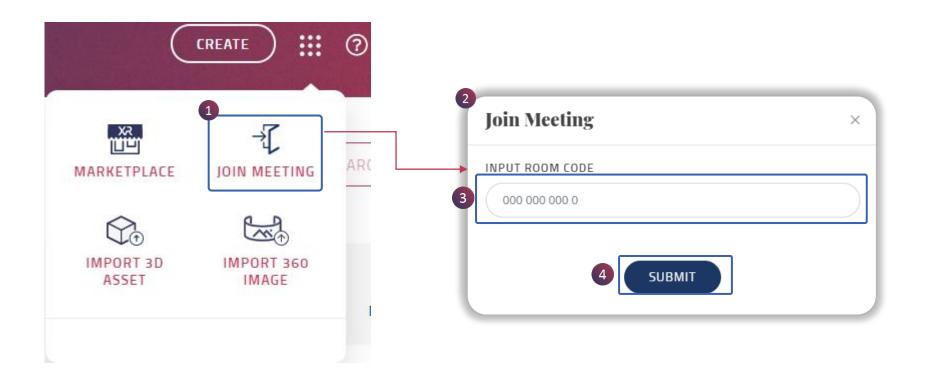
YOUR CREDIT BALANCE

\$15.00



(\$[†]

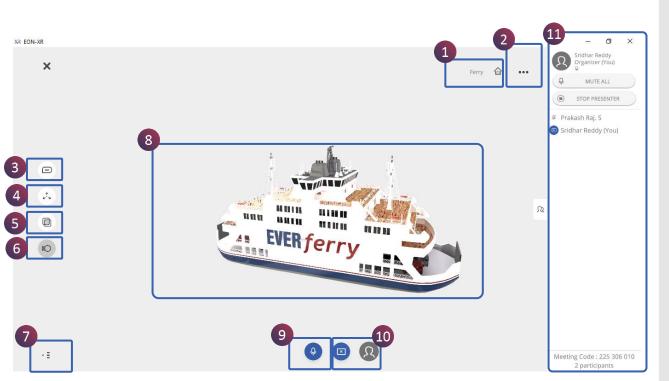




Join Meeting provides a platform for multiuser session of XR lessons.

- 1. Click on Join Meeting
- 2. Pop window appears
- 3. Enter the **code** shared by your organizer here
- 4. Click on Submit to enter the XR Meeting session





XR meeting session window opens with the following options

- Displays the organizer details
- Shows individual participant name

As a participant, you can also present.

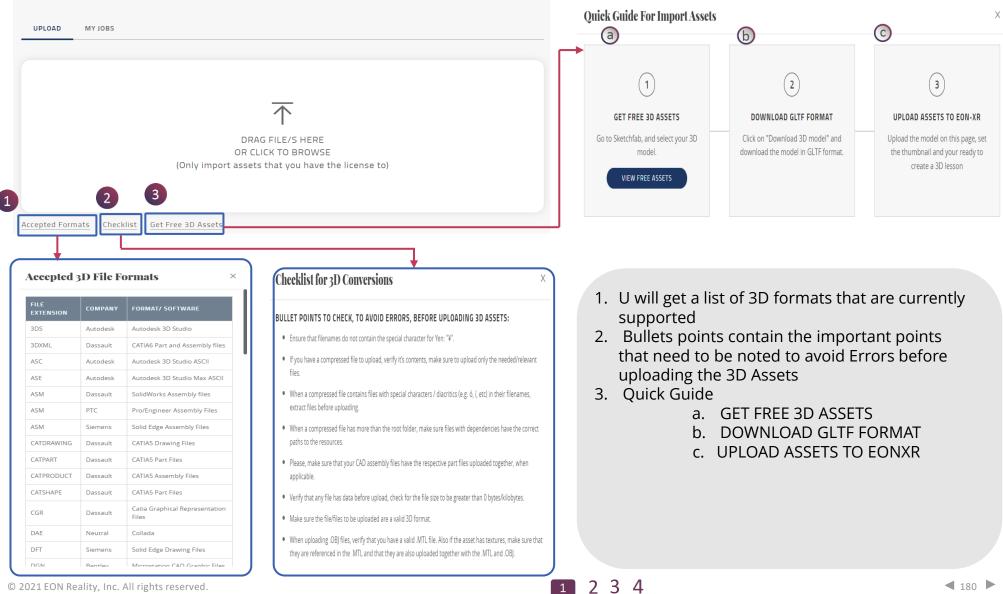
The following controls gets displayed:

- **1. Hierarchy** groups to select a child group.
- 2. Meatball menu gives reverse annotation option
- **3. Annotations** displaying labels present in the asset
- 4. Explode to disassemble the 3D asset
- 5. X-Ray to see the inner detailing
- 6. Animation if it is present
- **7. On/Off button** for a clutter-free experience
- 8. 3D asset being displayed
- 9. Audio Mute/Unmute option
- 10. Presenter icon for Start/Stop presenting
- 11. **Collapsible menu** shows organizer and participants details with Mute All and Stop Presenter options

NOTE: Dissect button is removed and always enabled for the presenter

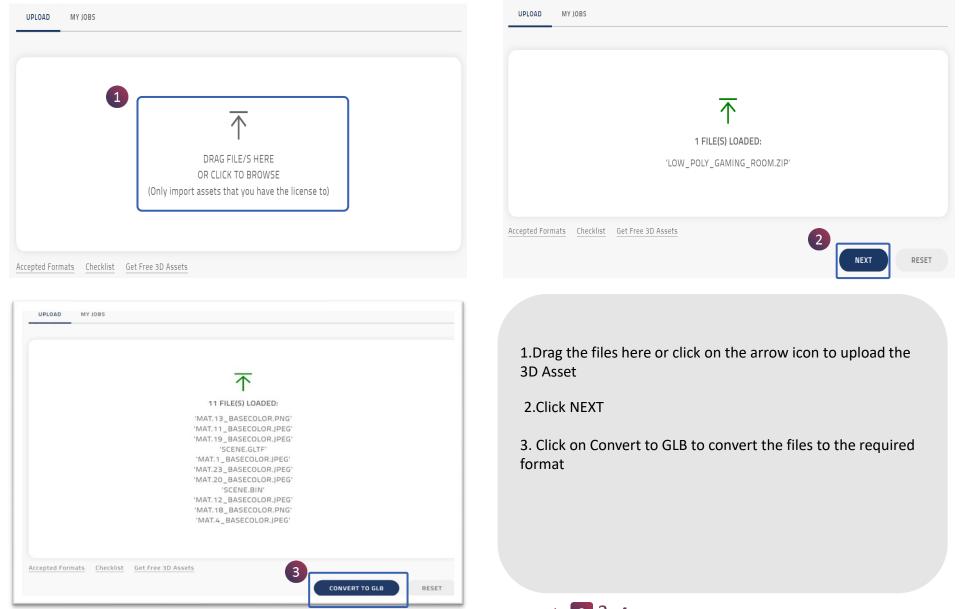
BENTO MENU > IMPORT 3D ASSET (1/7)

Import 3D Asset



BENTO MENU > IMPORT 3D ASSET (2/7)

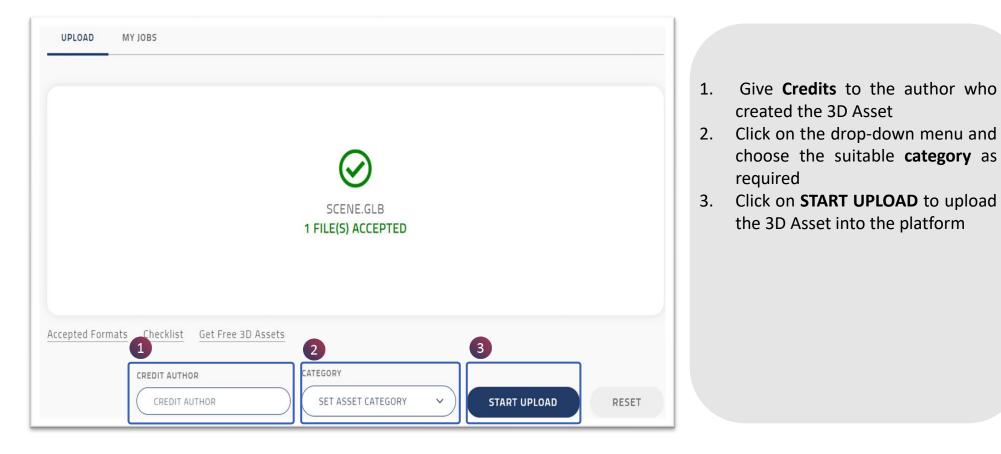




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BENTO MENU > IMPORT 3D ASSET (4/7)

All (94) Success (87) Failed (0)	In Progress (6) In Queue (0) Ca	ancelled (1)		SEARCH Q
ASSET NAME	DATE CREATED	STATUS	PROGRESS	Ê
Cabinet	18 Dec 2021, 10:23PM	Conversion Successful	SUCCESS	VIEW ASSET
Earth	18 Dec 2021, 2:29PM	Conversion Failed	FAILED	VIEW ERROR RETRY
The Charterhouse Great Chamber	14 Dec 2021, 5:51PM	Conversion Successful	SUCCESS	VIEW ASSET
upload.scan1	2 Dec 2021, 9:31PM	Pending Thumbnail		SET THUMBNAIL
upload.scan1	2 Dec 2021, 11:34AM	Conversion Successful	SUCCESS	VIEW ASSET
Show 5 10 20 40 80	Pa	age 1 of 19 🕨		Go to page Go

- 1. All the uploads and the status is visible under My Jobs
- 2. Successfully completed ones will have VIEW ASSET option
- 3. For failed uploads, you will see error message and Retry option will be provided





3D Asset Conversions

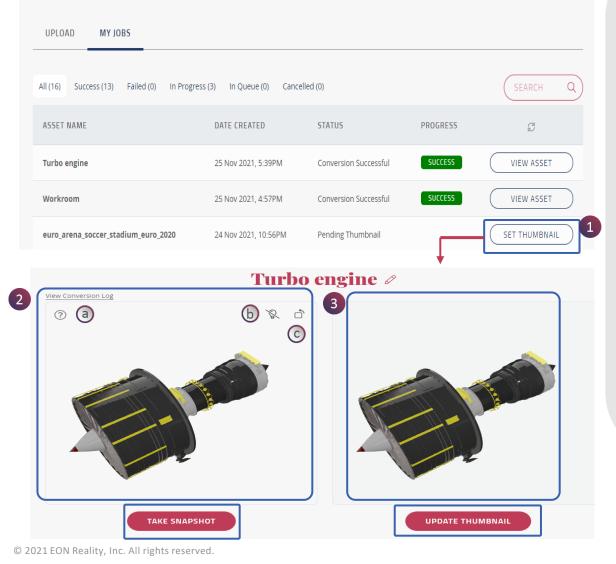


My job contains the following options

- 1. ASSET NAME: The name of the Asset
- 2. DATE CREATED: The Date when the 3D Asset was uploaded/Last modified
- **3. STATUS**: It indicates the status of the uploaded Asset such as Conversion Successful or Pending thumbnail
- 4. PROGRESS
- 5. EDIT



3D Asset Conversions



- 1. Click on **SET THUMBNAIL** to change the thumbnail of the 3D Asset
- 2. Click On **TAKE SNAPSHOT** to capture the required thumbnail

a. HELP

- b. LIGHTNING
- c. Change **Orientation** of the 3D Asset
- 3. Click on **UPDATE THUMBNAIL** To Save the change



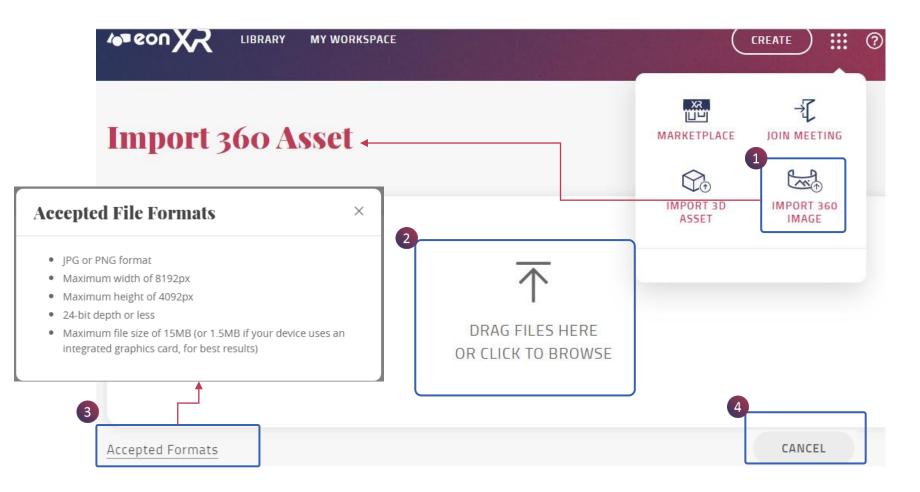
ort 3D Asse	ts			3 Turbo engine ∅	
DAD MY JOBS				← Back OVERVIEW SOURCES HIERARCHY AUDIT RECORDS	
Completed (1) In Pr	ogress (2) In Queue (0) Failed (0)	Cancelled (0)	SEARCH Q	This asset does not have 1:1 scale settings yet. <u>Set it now</u>	
ET NAME	DATE CREATED	STATUS PROGRESS		+ CREATE LESSON	
net.FBX	09 SEP 2020, 9:47AM	Setting Orientation 0%		CATEGORY MECHANICS & ENGINEERING	
FBX	08 SEP 2020, 4:3PM	Pending Thumbhail	SET THUMBNAIL	CREATED BY LAST MODIFIED P PRAKASH RAJ@E 25 NOV 2021 ONREALITY.COM	
5 10 20 40 80		Page 1 Of 1	Go To Page : Go	ID STATUS 158253 NOT IN LIBRARY	
				CREDITS Arion Digital(https://sketchfab.com/3d-models/turbo-engine-	

1. Once the thumbnail is set, the asset status is now changed to **Conversion Successful**

- 2. Click on View Asset, to see the model
- 3. Navigates to 3D Asset Page of that model

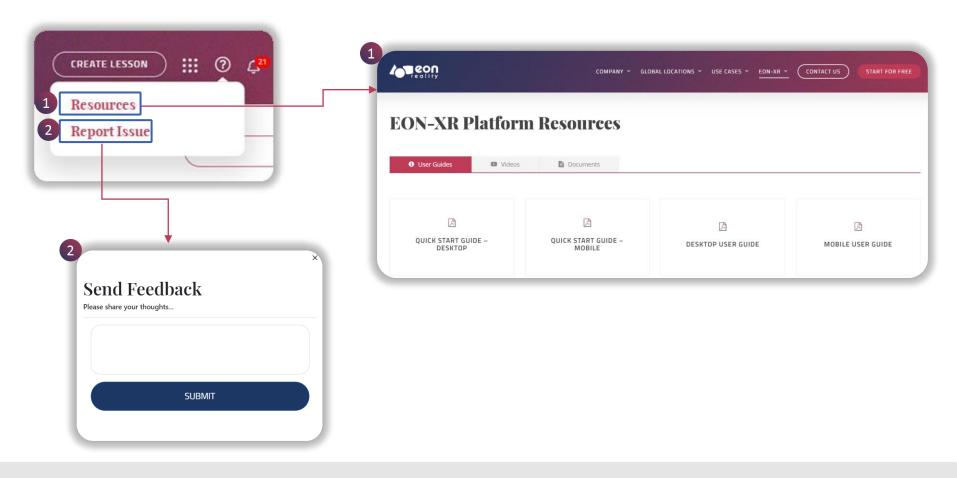
BENTO MENU > IMPORT 360 IMAGE





- 1. Click on the IMPORT 360 IMAGE
- 2. Drag the files here or click here to upload the 360 image
- 3. Click here to see the accepted formats for uploading 360 images
- 4. Click here to cancel the upload and go back



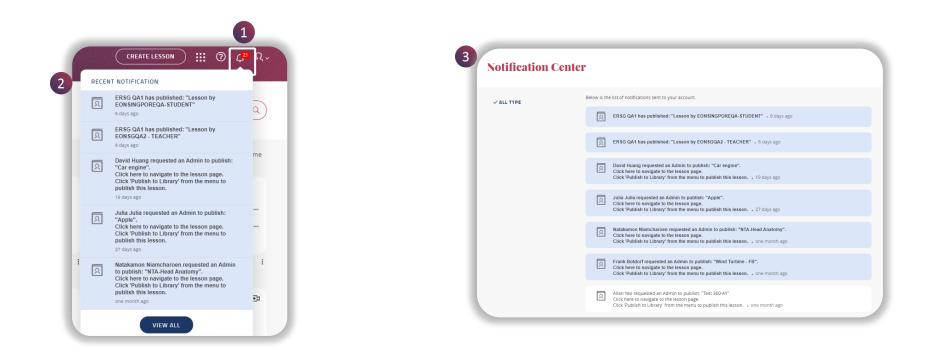


Click on the **Help** icon in the Homepage for more information of our platform

- 1. Resources It directs to useful EON-XR Platform Resources. It hosts:
 - Videos
 - User Guides
 - Related Documents

2. Report Issue – If you found any issue related to our platform you can send feedback





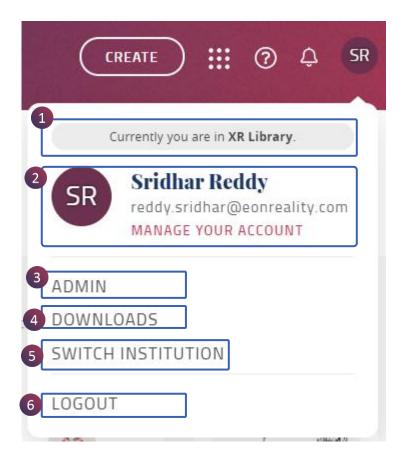
Notification Function is enabled by clicking on the Bell Icon. It displays the following

- 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



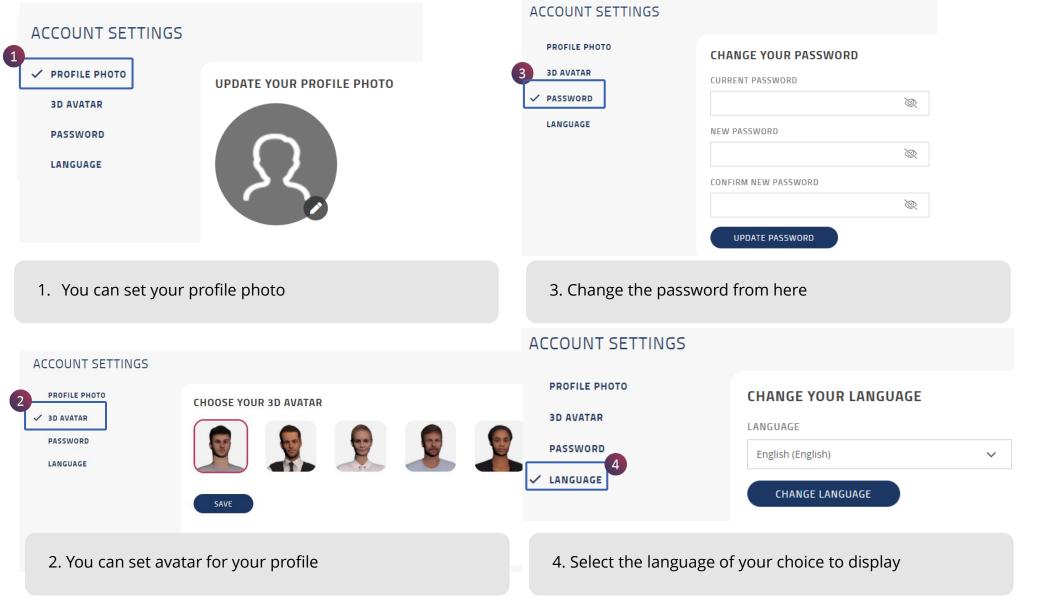


Profile Menu displays user's access to account details, institutions, downloads etc., It is a drop down menu with following features:

No	Features	Description
1	Institute	Shows your current institute
2	User Profile	Shows the user profile information
3	Admin	Admin Users can customize the institution settings, manage users and can generate reports of the institute usage
4	Downloads	Eon XR useful downloads can be accessed here
5	Switch Institute	User can access and switch between different institutions
6	Log Out	Logs out from the EON-XR platform

PROFILE MENU > MANAGE YOUR ACCOUNT

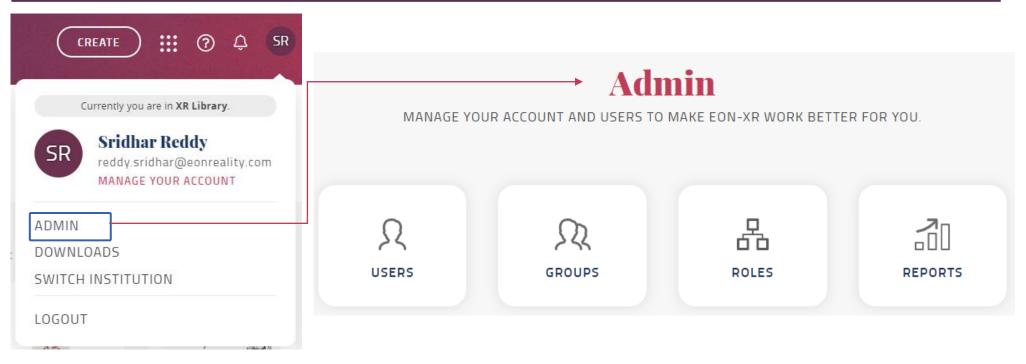




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PROFILE MENU > ADMIN





Only if an user has **Admin** rights, can find this option in the profile menu and navigates to **Admin Page**

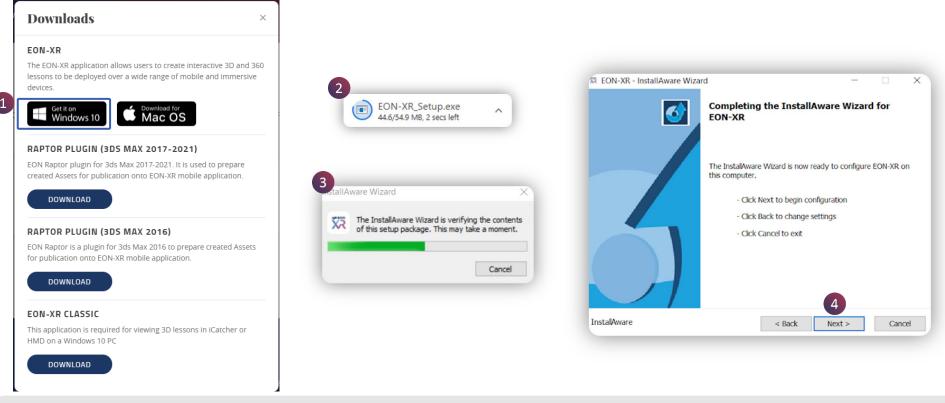
PROFILE MENU > DOWNLOADS



	Downloads	×
	EON-XR 1 The EON-XR application allows users to create interactive lessons to be deployed over a wide range of mobile and i devices. a b	
Currently you are in XR Library .	Get it on Windows 10	
SR Sridhar Reddy reddy.sridhar@eonreality.com MANAGE YOUR ACCOUNT	RAPTOR PLUGIN (3DS MAX 2017-2021) EON Raptor plugin for 3ds Max 2017-2021. It is used to p created Assets for publication onto EON-XR mobile applie DOWNLOAD	
DMIN	RAPTOR PLUGIN (3DS MAX 2016) EON Raptor is a plugin for 3ds Max 2016 to prepare creat for publication onto EON-XR mobile application.	ed Assets
DOWNLOADS	DOWNLOAD 3	
SWITCH INSTITUTION	EON-XR CLASSIC This application is required for viewing 3D lessons in iCat HMD on a Windows 10 PC	cher or
LOGOUT	DOWNLOAD 4	
A Provide A	L	

- 1. EON-XR Application for both
 - a. Windows
 - b. Mac Operating System
- 2. Raptor Plugin (3DS MAX 2017-2021)
- 3. Raptor Plugin (3DS MAX 2016)
- 4. Download the old classic version of EON-XR

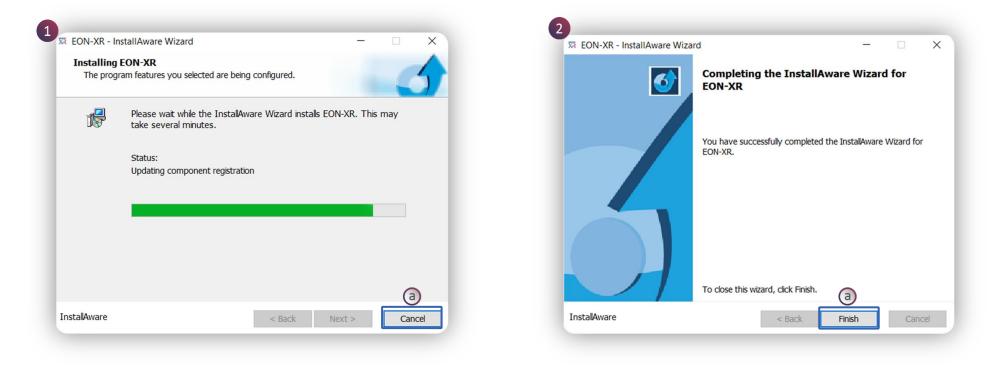




EON-XR Application Setup:

- 1. Click on Windows 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





EON-XR Application Installation:

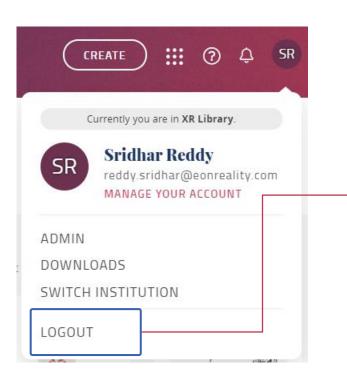
- 1. The installation process begins and may take several minutes
 - a. Cancel will stop the installation process
- 2. After successful installation, a popup window appears.
 - a. Click on Finish to complete the installation



	Currently you are in XR Library.
SR	Sridhar Reddy
	reddy.sridhar@eonreality.com MANAGE YOUR ACCOUNT
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If you have access/rights to multiple institutes, the **SWITCH INSTITUTE** dropdown menu allows you to switch between them.







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



ANNOTATION	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 You tube video
- **LOCATE** Spotting activity for evaluating learner's understanding. Allows the user to spot a model part in a 3D lesson



ΜΕΜΟ	Smaller parts of the model (3D) / parts of an image (360). Can include informative audio and YouTube 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
MEMO BUILDER	Memo builder has in built Google SERP [Search Engine Result Page] for constructing meaningful memo within a lesson supported by voice memo
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