

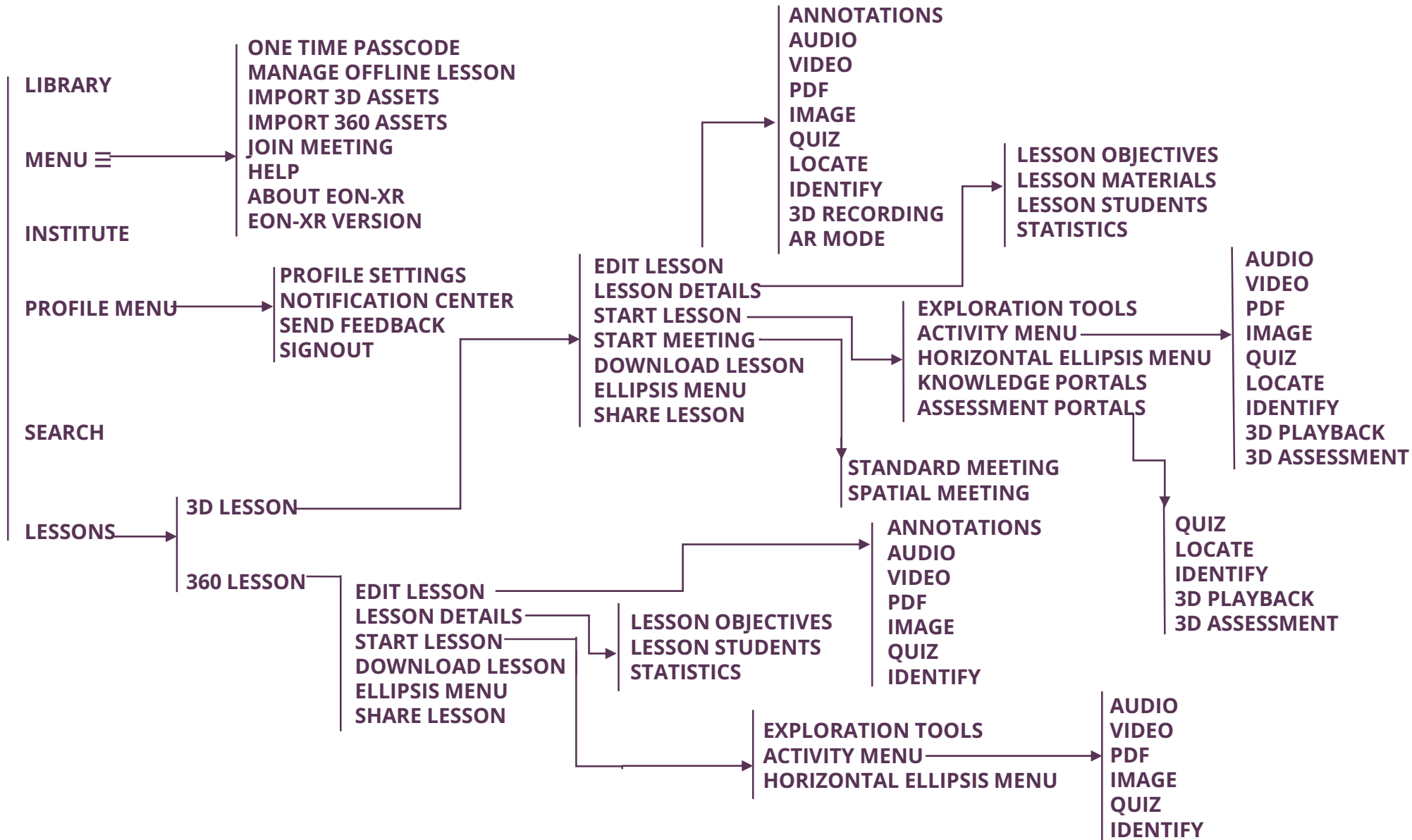


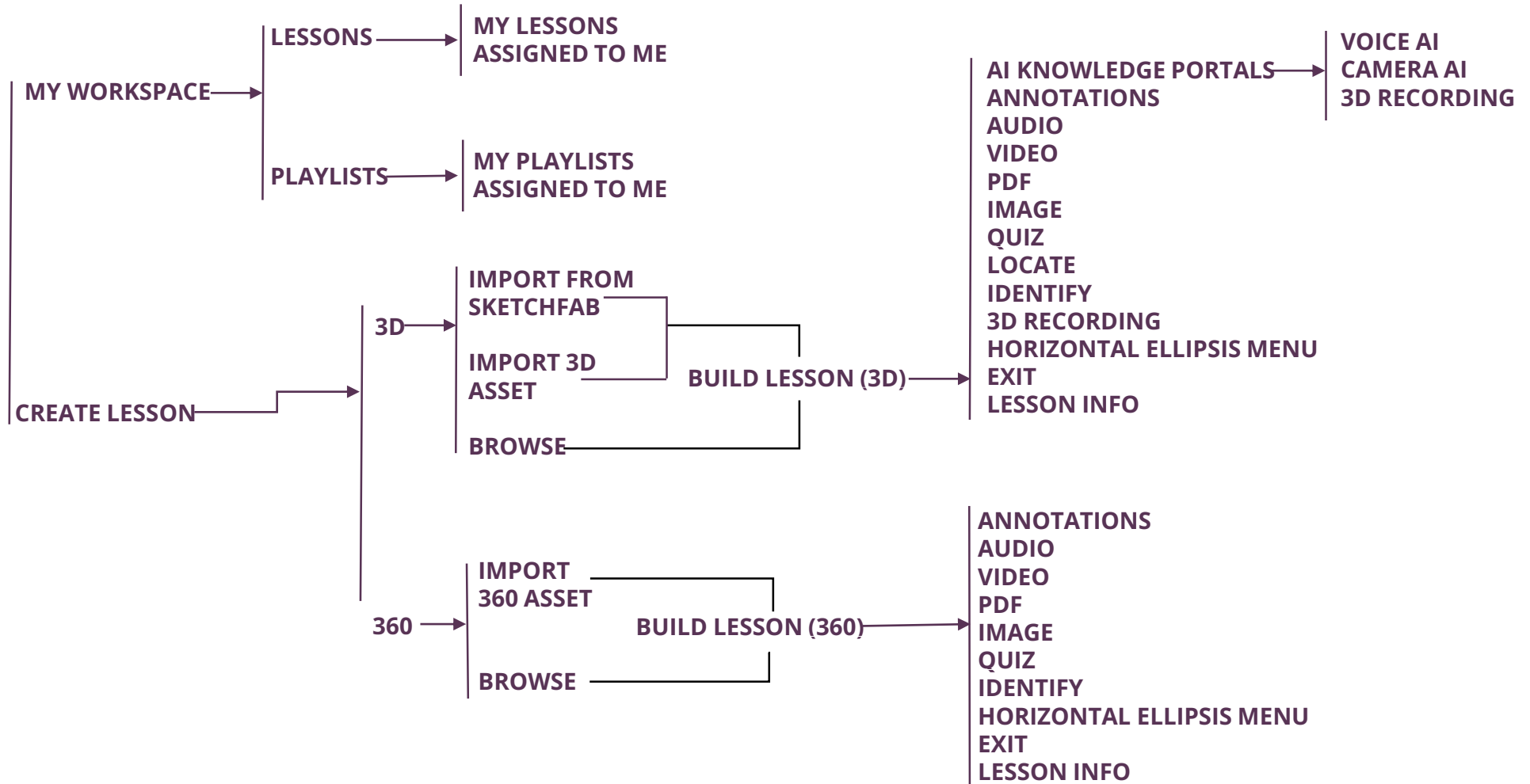
EON-XR v9.4

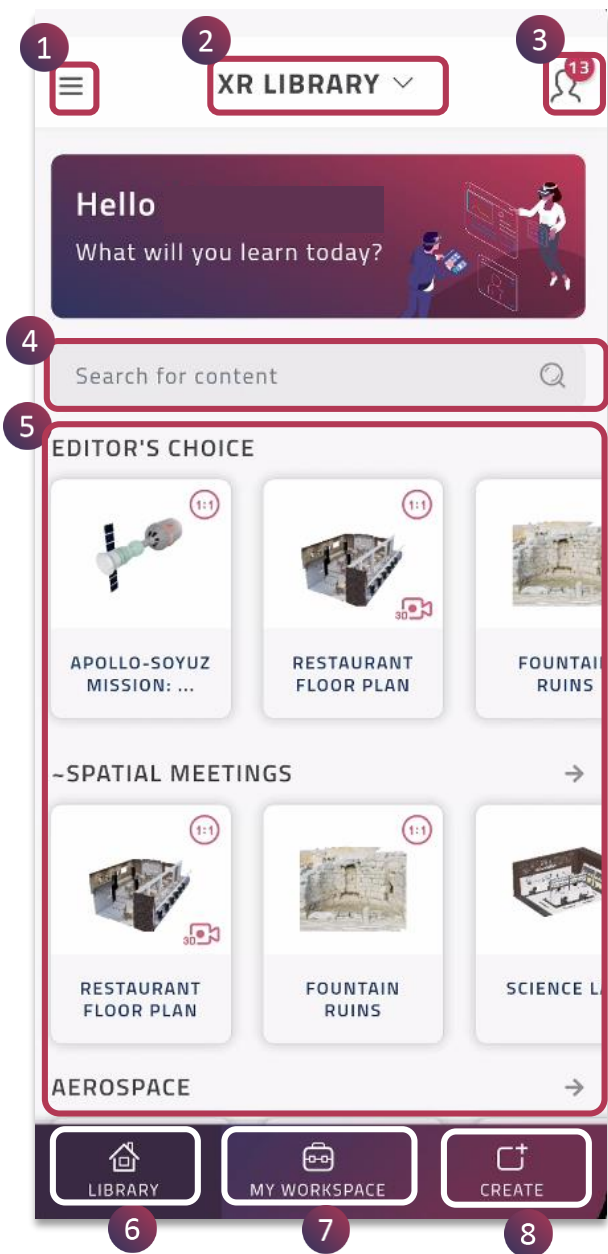
MARCH 2022

Mobile USER GUIDE




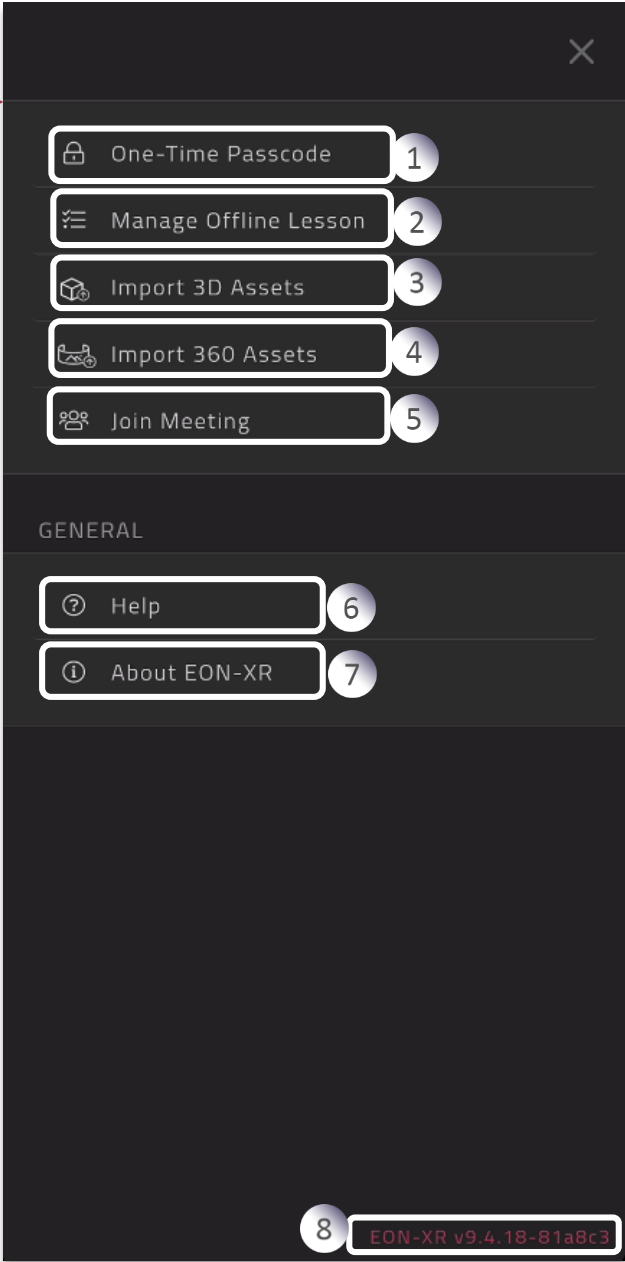
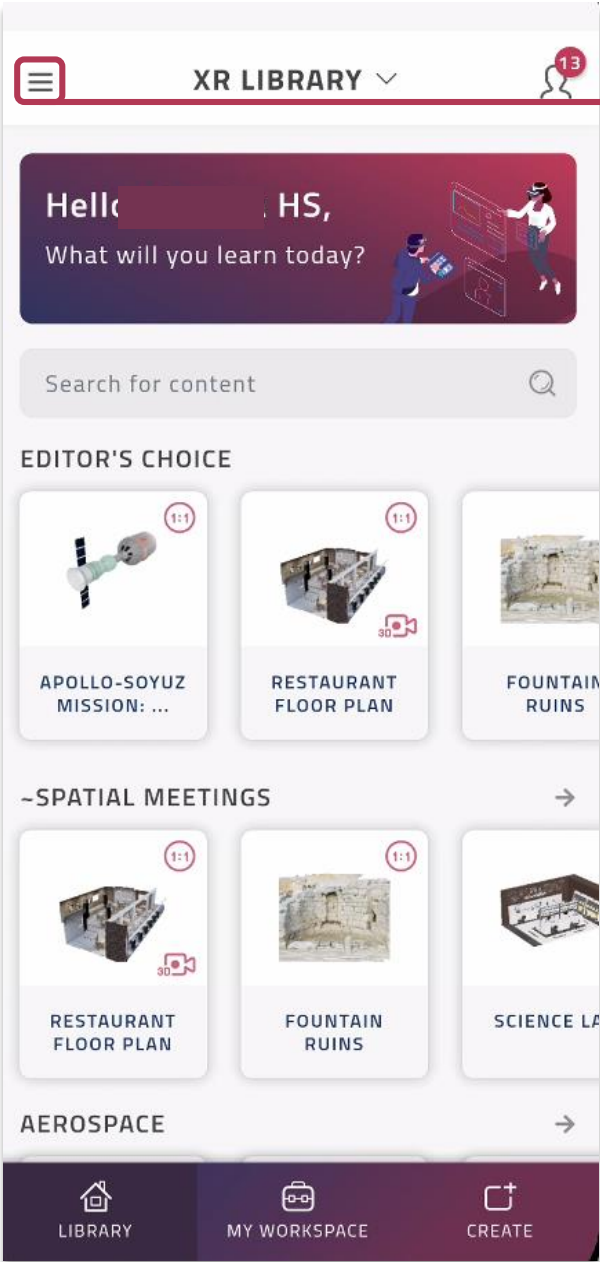






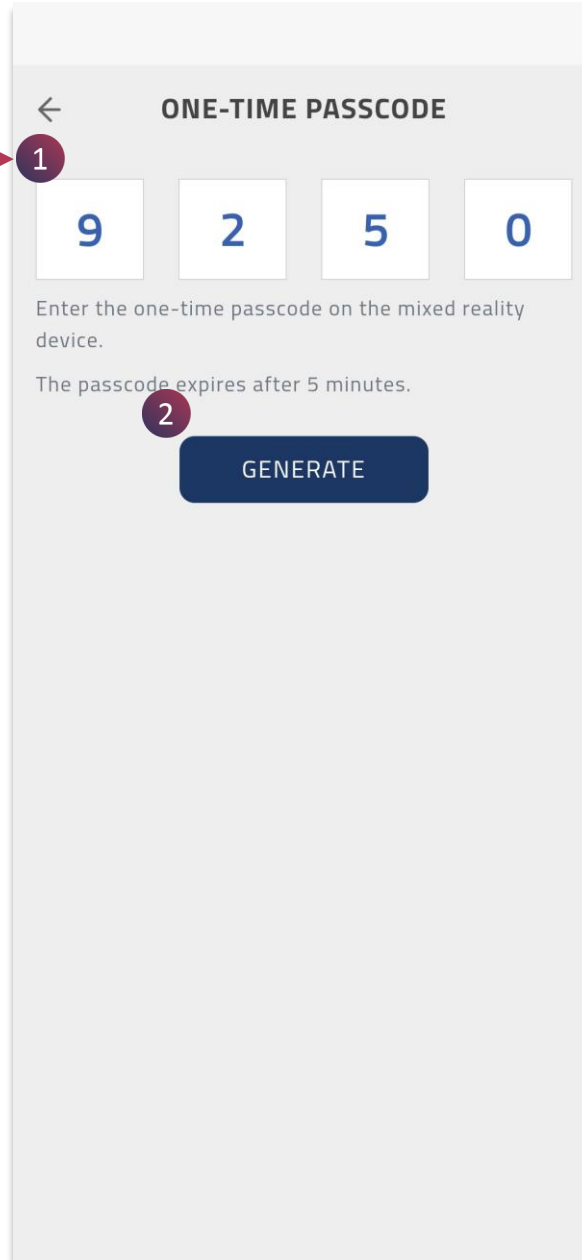
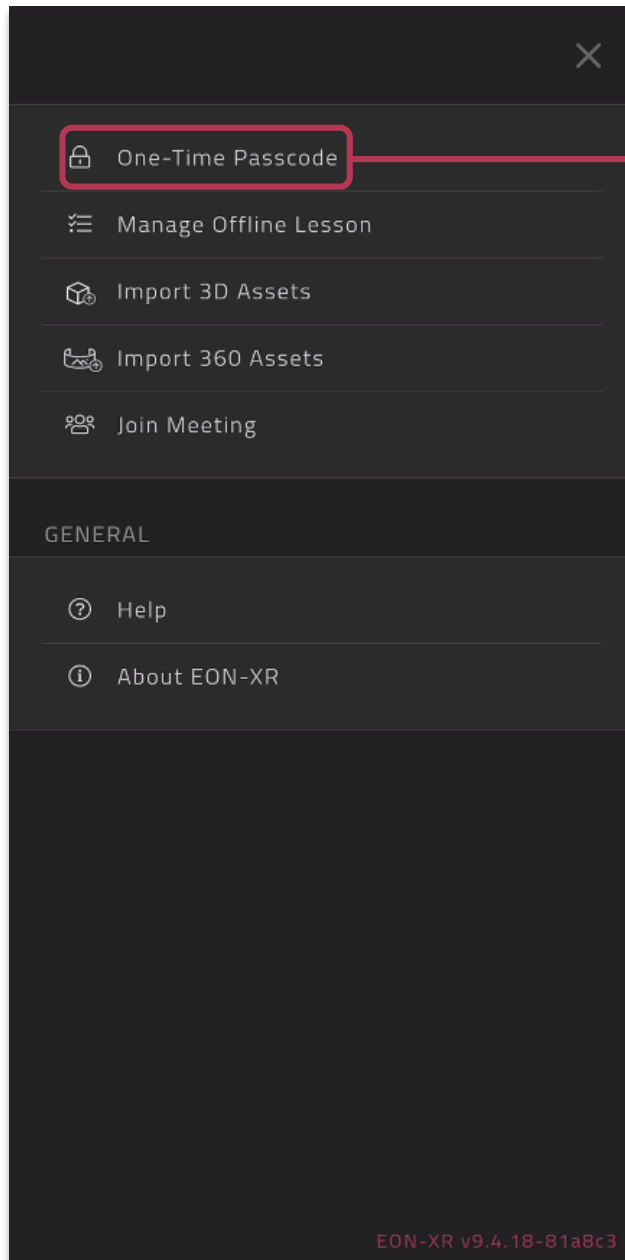
This is the **home page** after a successful login to the EON-XR mobile app.

1	Hamburger Menu	It is the expandable MENU  on the left top corner of the EON-XR app landing page
2	Institute (XR LIBRARY)	The XR LIBRARY is the default INSTITUTE of EON-XR for any paid/freemium users
3	Profile Menu	The PROFILE MENU provides your details, profile settings and related notifications
4	Search	The SEARCH bar allows the user to type in a desired keyword and fetch the relevant content from the EON-XR Library
5	Lessons	Tap on any lesson within the LIBRARY to see further details. This section includes both 3D and 360 lessons
6	Library	The LIBRARY presents a huge compilation of EON-XR Lessons mapped to different categories
7	My Workspace	MY WORKSPACE is your personalized dashboard within the EON-XR app
8	Create	CREATE feature helps you to create 3D and 360 XR experiences



The **Hamburger Menu** presents the following options.

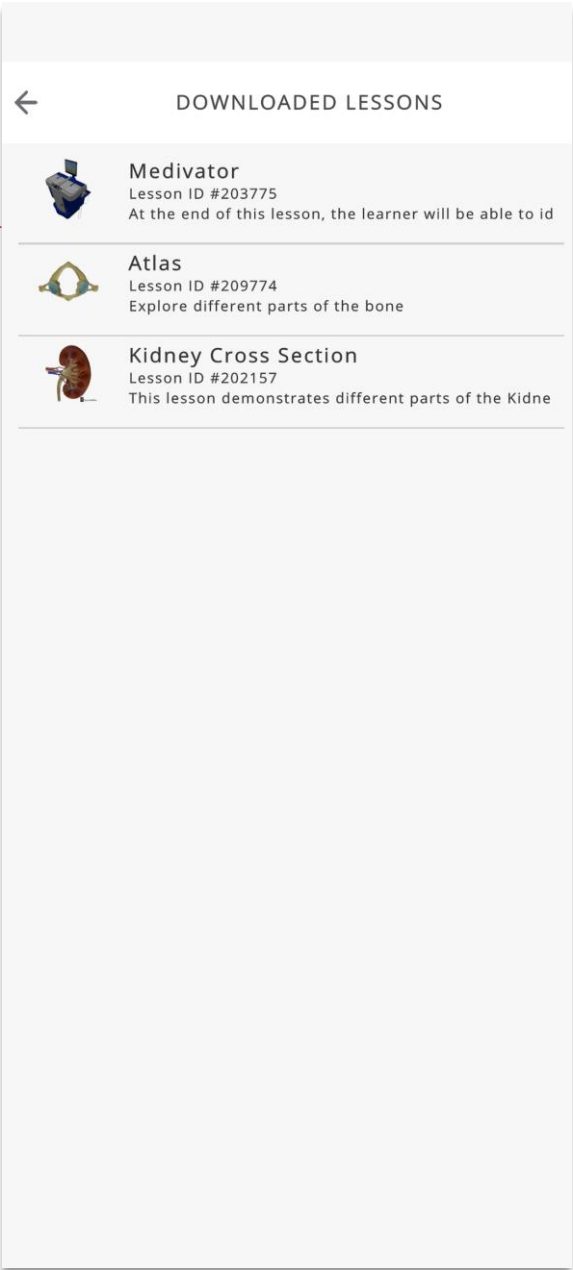
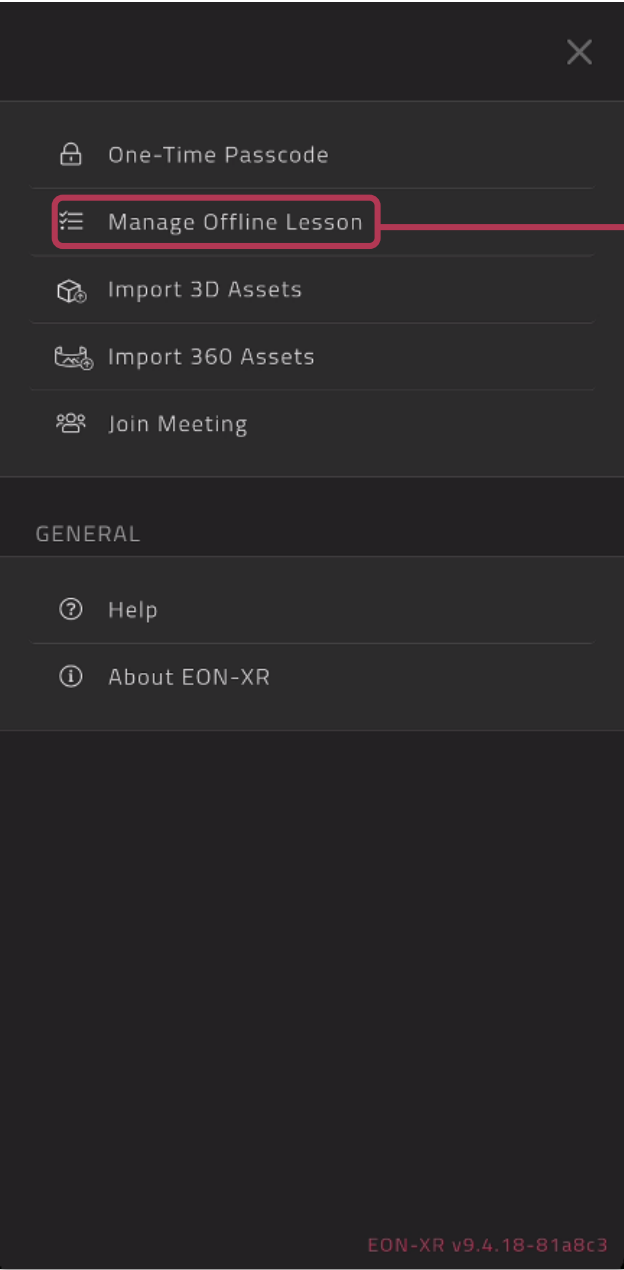
1	One-Time Passcode	To pair with your MR/VR/HMD device.
2	Manage Offline Lesson	Access downloaded lessons even in the offline mode.
3	Import 3D Assets	Upload 3D files to the platform
4	Import 360 Assets	Upload 360 images to the platform
5	Join Meeting	Tap on this to join a multi user session.
6	Help	Access user guide from Help to know more about EON-XR platform.
7	About EON-XR	Overview of EON-XR platform, Terms of Use and Privacy Policy.
8	EON-XR Version	Indicates current version of the EON-XR app.



1. Access **One-time passcode** to pair EON-XR app with your Mixed Reality, Virtual Reality and Head Mounted Device.

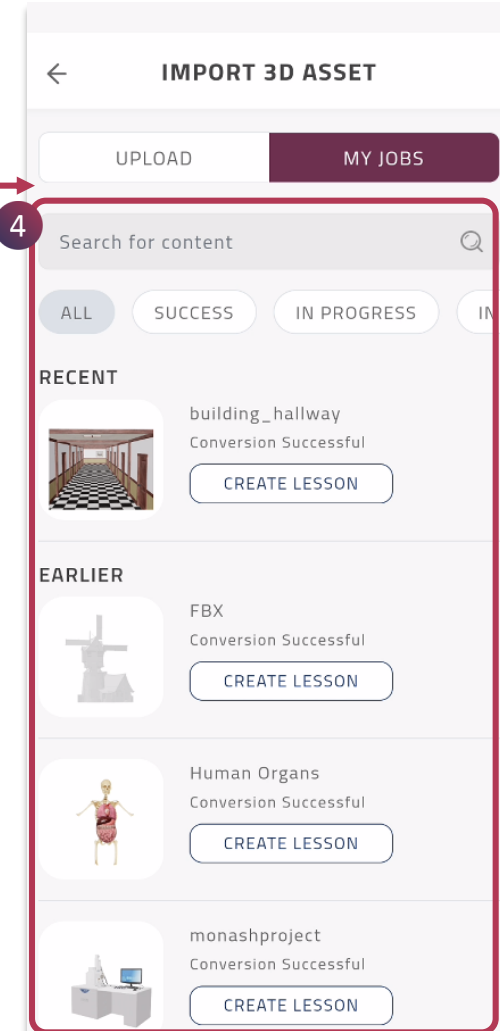
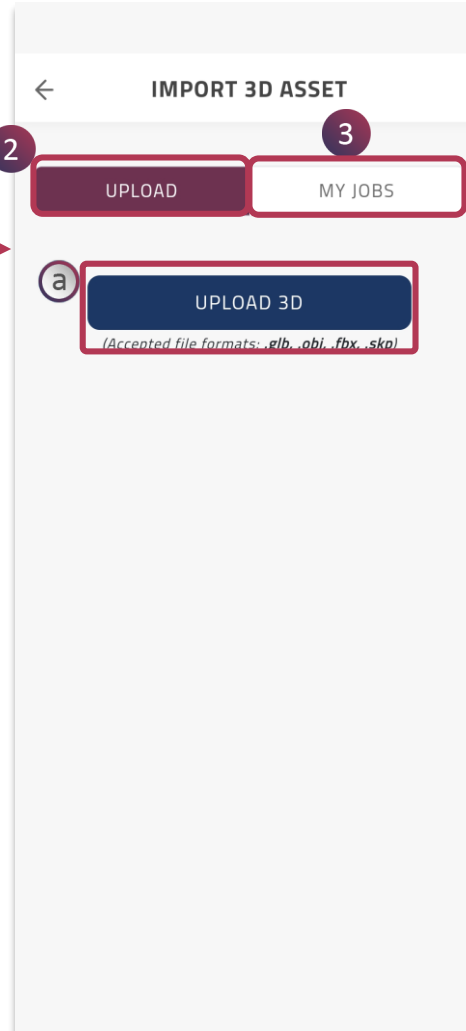
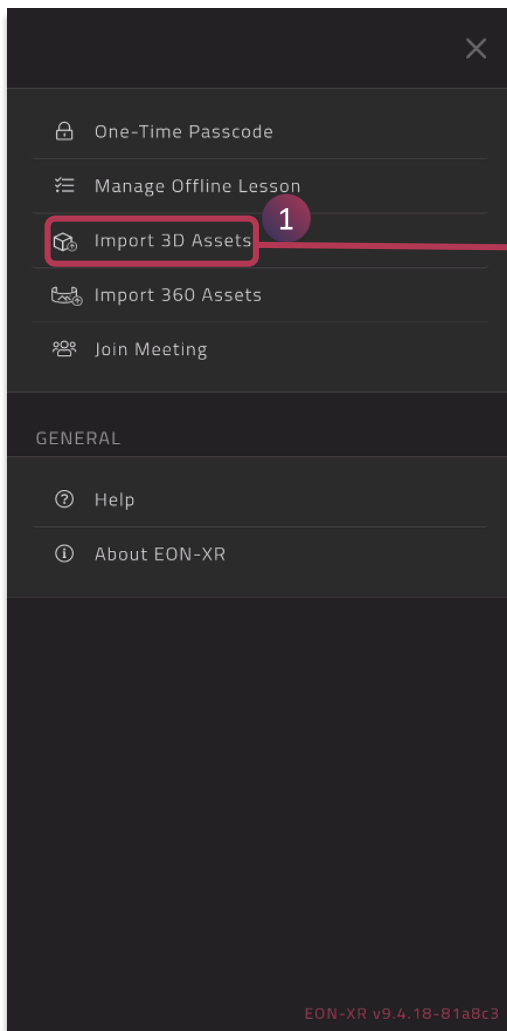
Note: The passcode expires after 5 minutes.

2. You may use **Generate** button to get a new passcode.

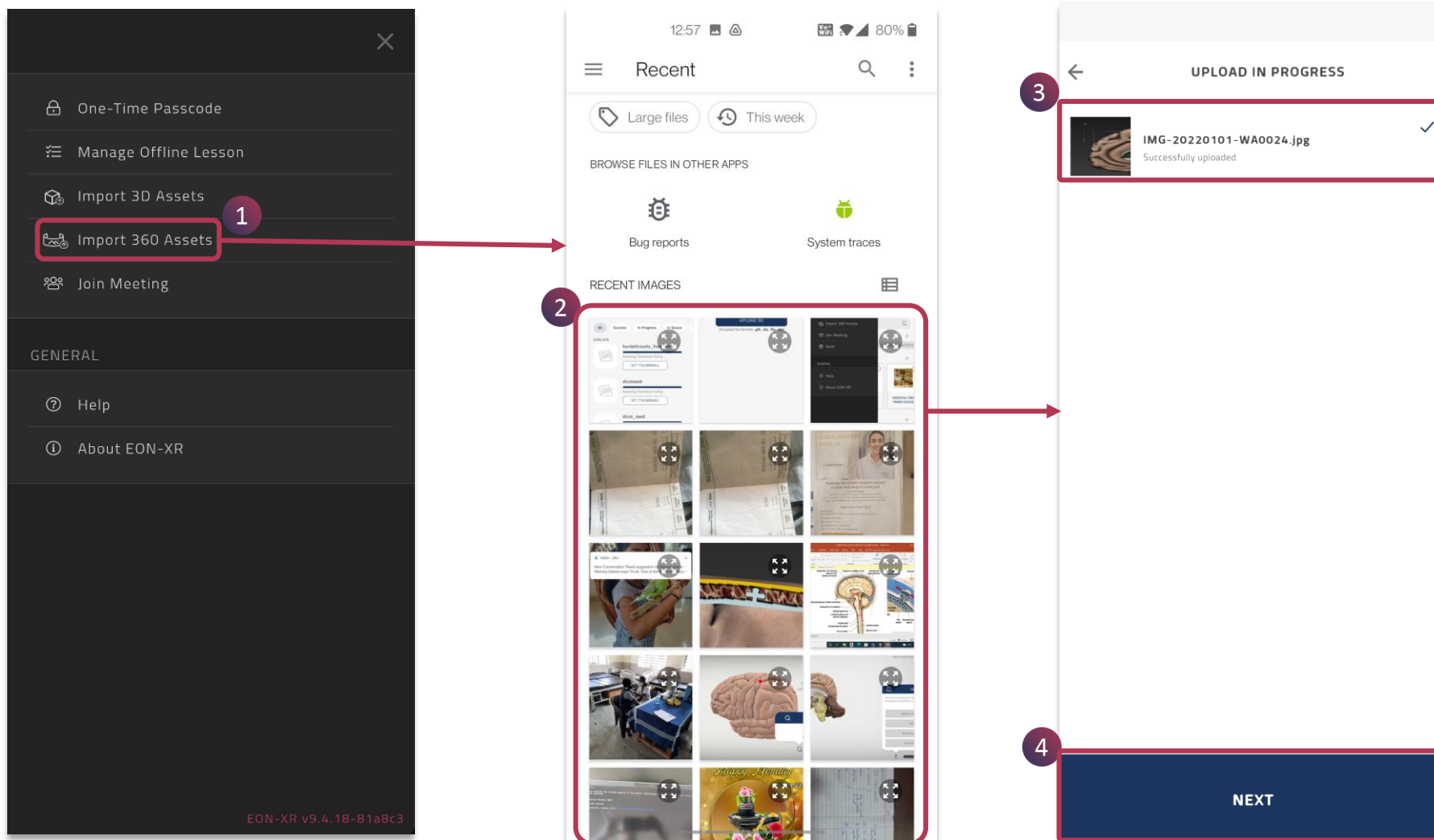


All the downloaded lessons are available here. Access them even in the offline mode.

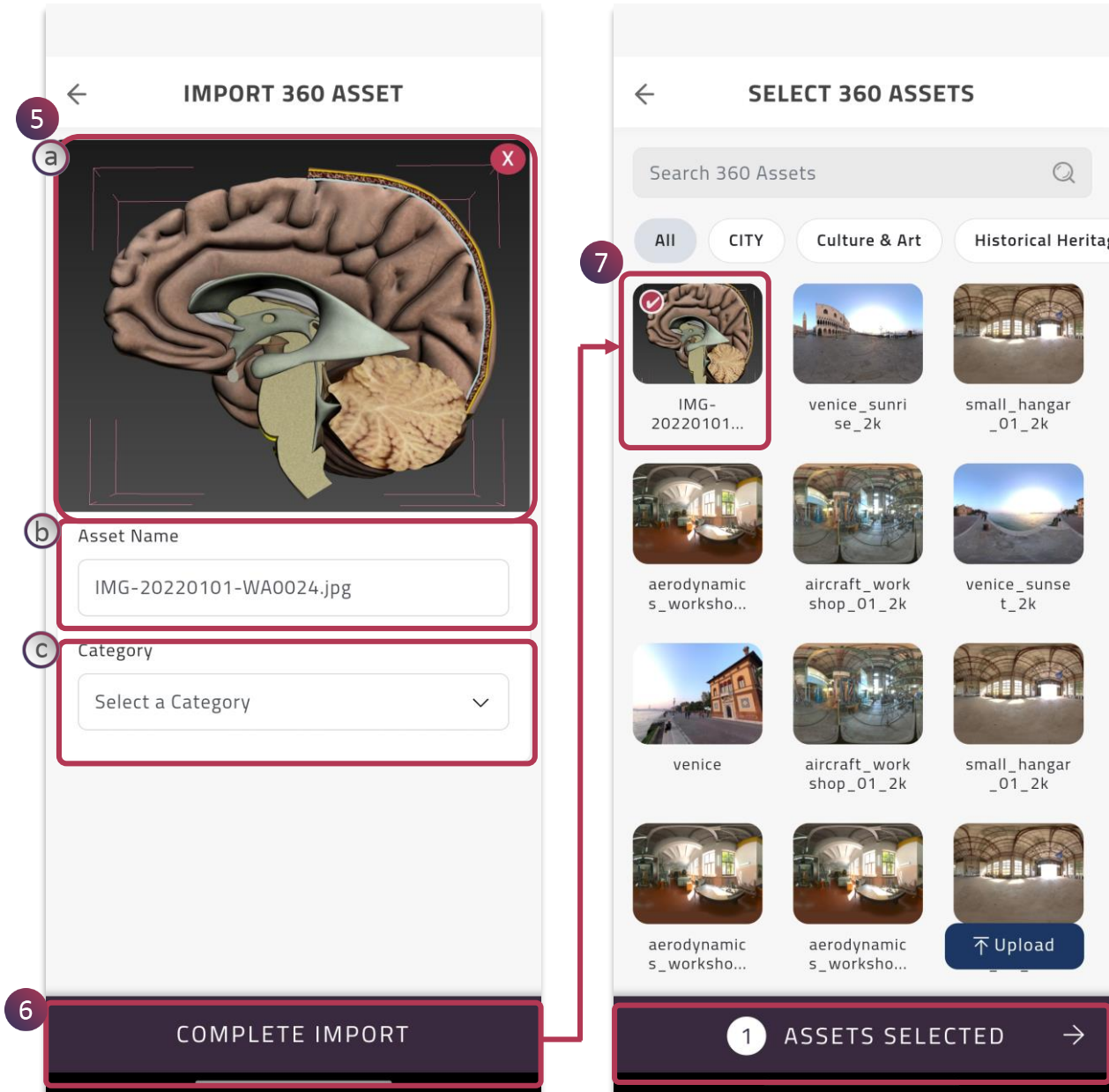
You may tap on a lesson to explore it further.



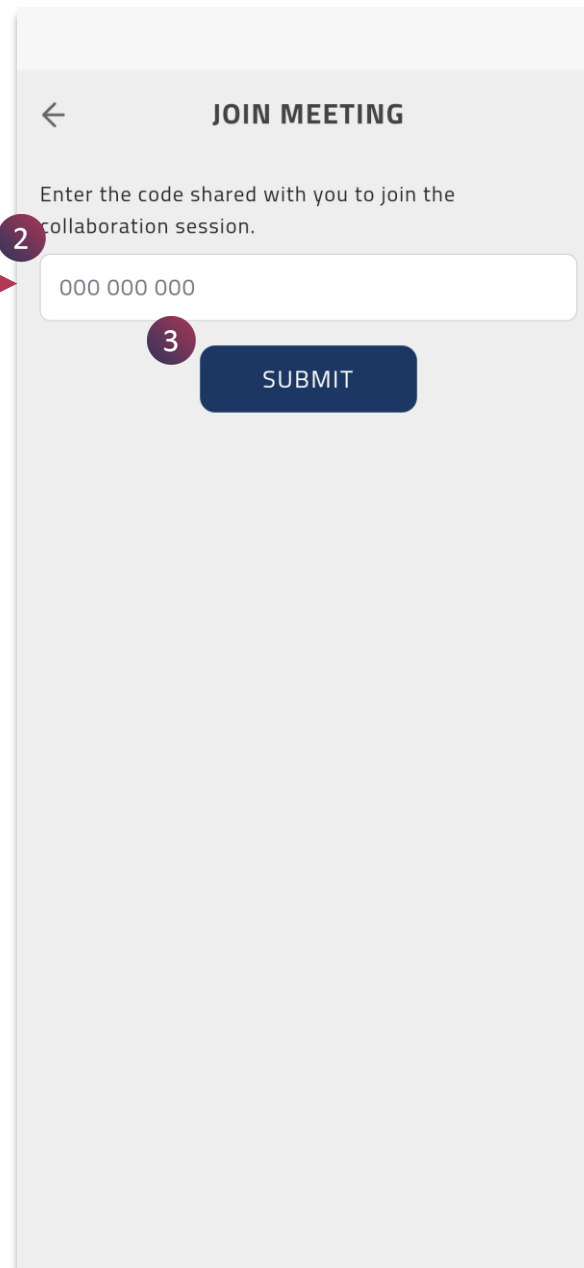
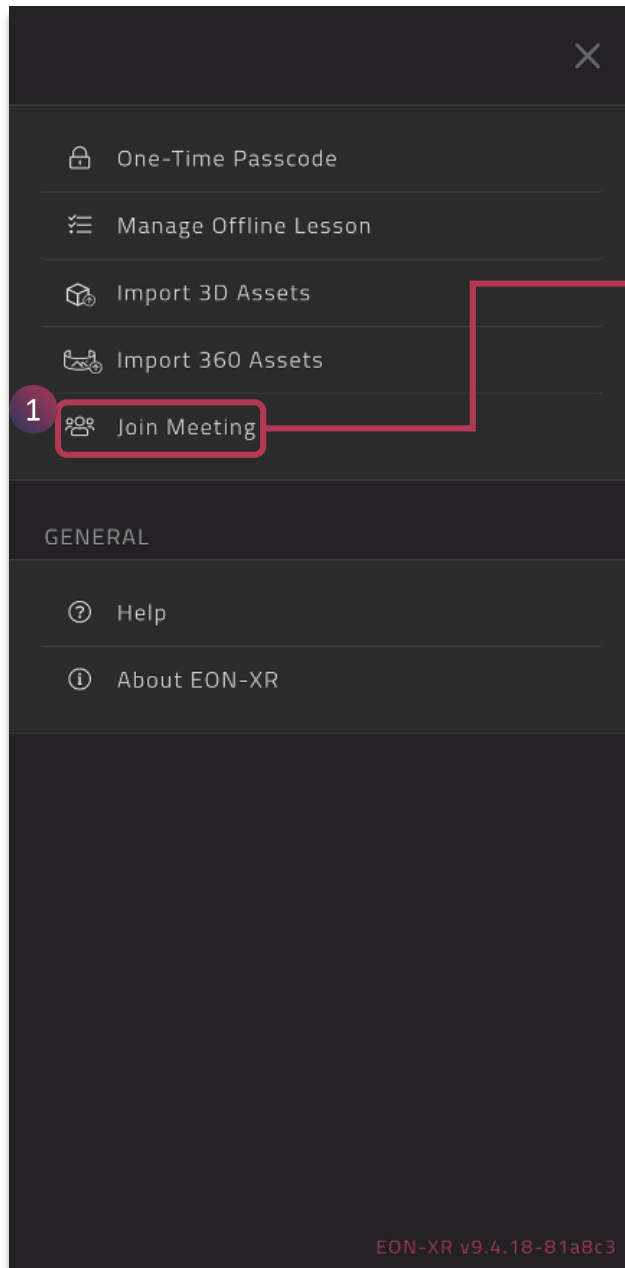
1. Tap on **Import 3D Assets** to navigate to the Import 3D Asset page
2. You can **Upload** desired 3D model,
 - a. Tap on **UPLOAD 3D** to choose the 3D file and import it into the platform
3. Tap on **MY JOBS**, to view the status of the asset upload
4. Status of all the uploaded 3D assets are shown, you can tap on **CREATE LESSON** to create a 3D lesson



1. Tap on **Import 360 Assets** to upload 360 images from your phone
2. Choose relevant **360 image(s)** from your phone to upload into the platform
3. The chosen 360 image upload progress can be seen
4. Tap on **NEXT** to add details and upload the image



5. The details for the 360 image can be added
 - a. Thumbnail of the 360 image
 - b. Edit 360 asset name
 - c. Choose relevant category from the drop down menu
6. Tap on **Complete Import** to upload
7. The uploaded 360 image can be used to create 360 experiences



1. Tap to join a multi user session, using **Join Meeting**. These are immersive meeting which connects people anytime anywhere.
2. Enter the session code as shared by the organizer of the meet.
3. Tap on the **Submit** button to join the EON-XR meeting.



🔒 One-Time Passcode

📋 Manage Offline Lesson

📦 Import 3D Assets

📷 Import 360 Assets

👤 Join Meeting

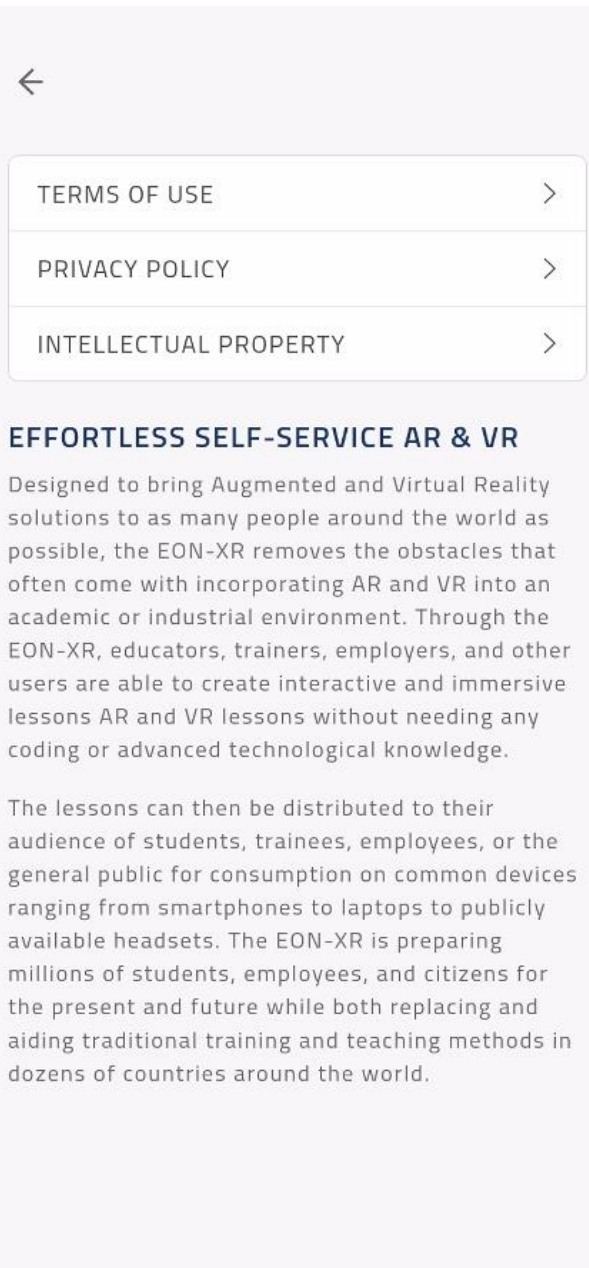
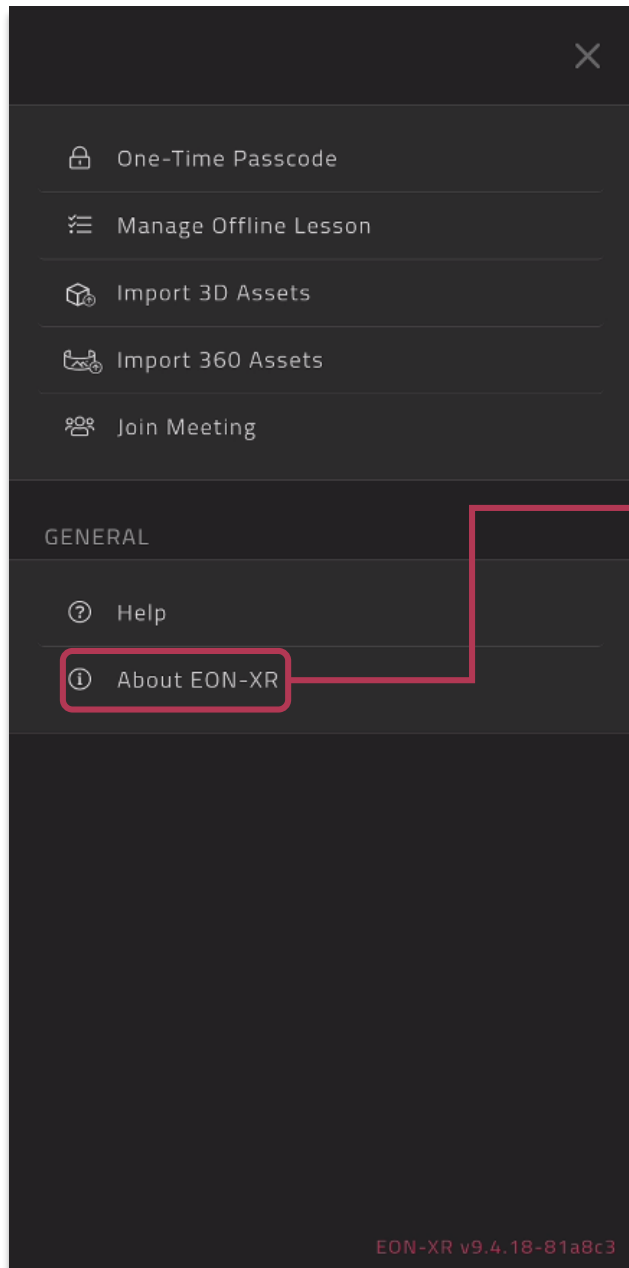
GENERAL

❓ Help

ℹ About EON-XR

EON-XR v9.4.18-81a8c3

Help option lets you redirect to the mobile user guide to have a quick reference and know more about the EON-XR platform.



About EON-XR provides you with the overview of the platform, **Terms of Use** and **Privacy Policy**.



🔒 One-Time Passcode

📋 Manage Offline Lesson

📦 Import 3D Assets

📷 Import 360 Assets

👤 Join Meeting

GENERAL

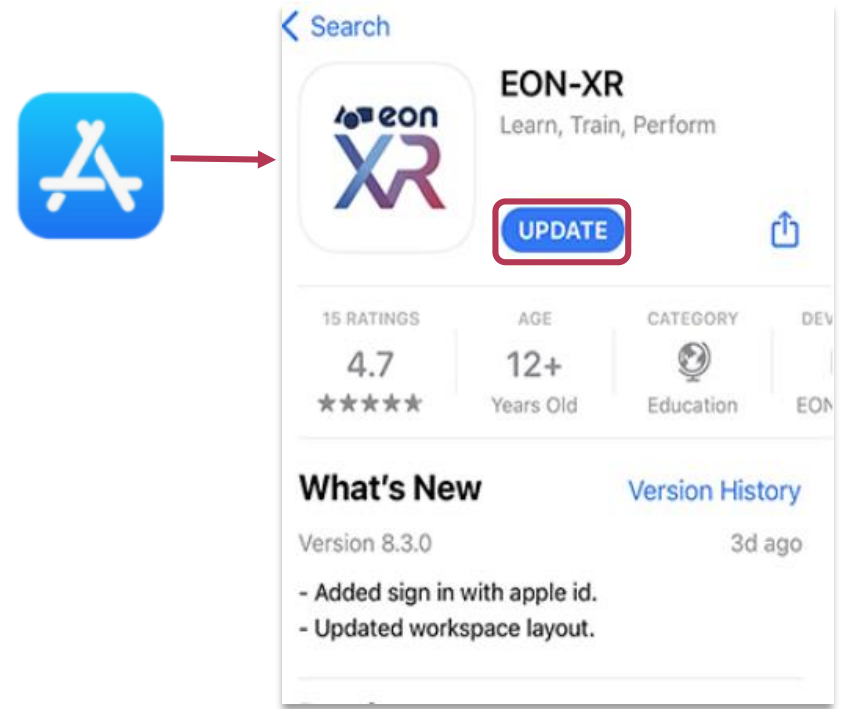
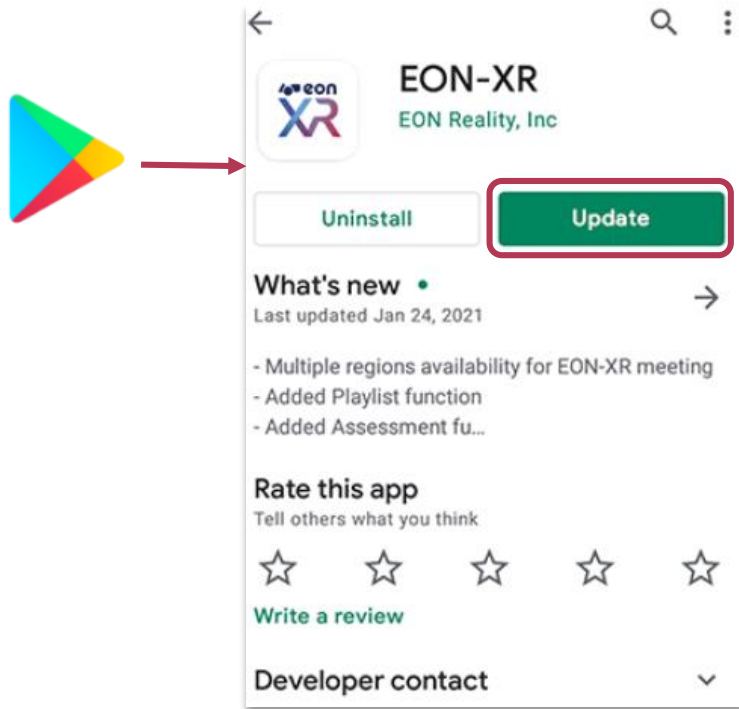
❓ Help

ℹ About EON-XR

EON-XR v9.4.18-81a8c3

The current version of the EON-XR app is shown here.

Always use the latest version and update the app regularly to access the new features of the EON-XR platform.

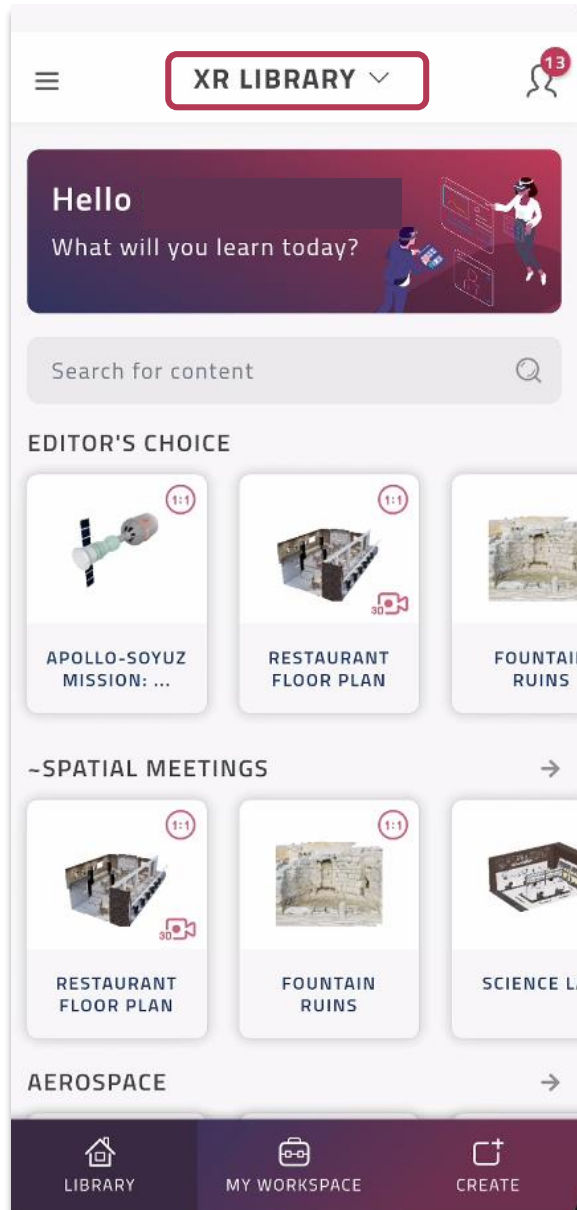


UPDATE EON-XR FOR ANDROID

Go to Play Store > Type EON-XR > Update

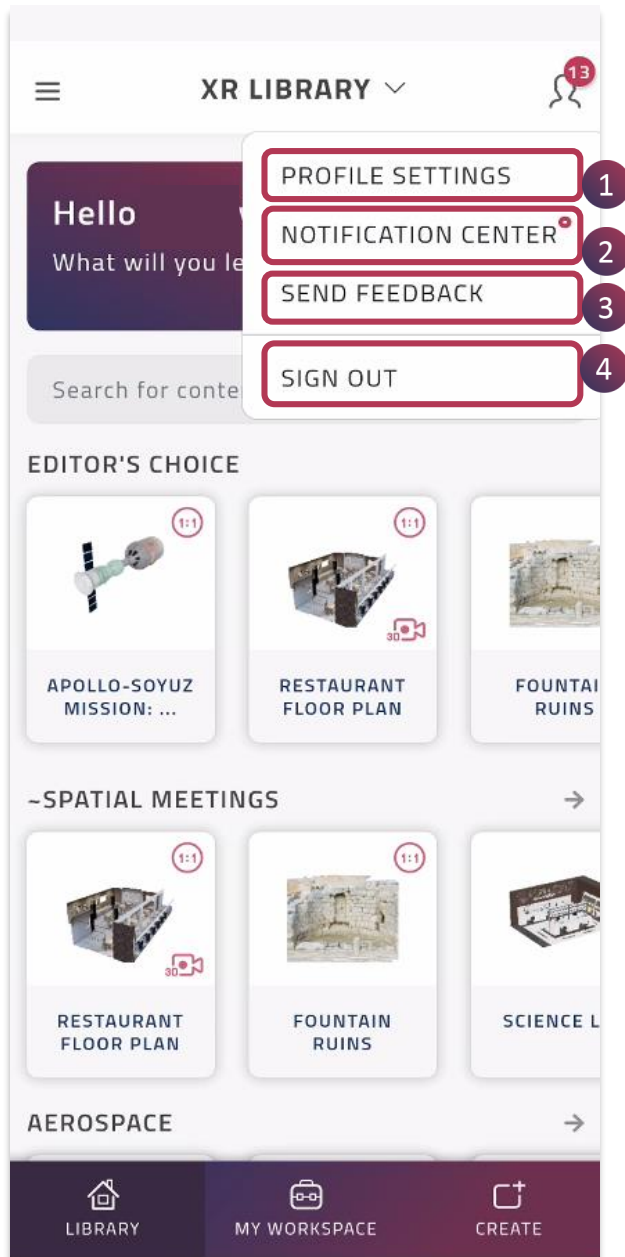
UPDATE EON-XR FOR IOS

Go to App Store > Type EON-XR > Update



1. An Institute is an entity on EON-XR platform which is created for an organization (education institute or enterprise customer). The **XR LIBRARY** is the **default INSTITUTE** of EON-XR for any paid/freemium users
2. You may switch between the assigned institutes by tapping on the institute name.

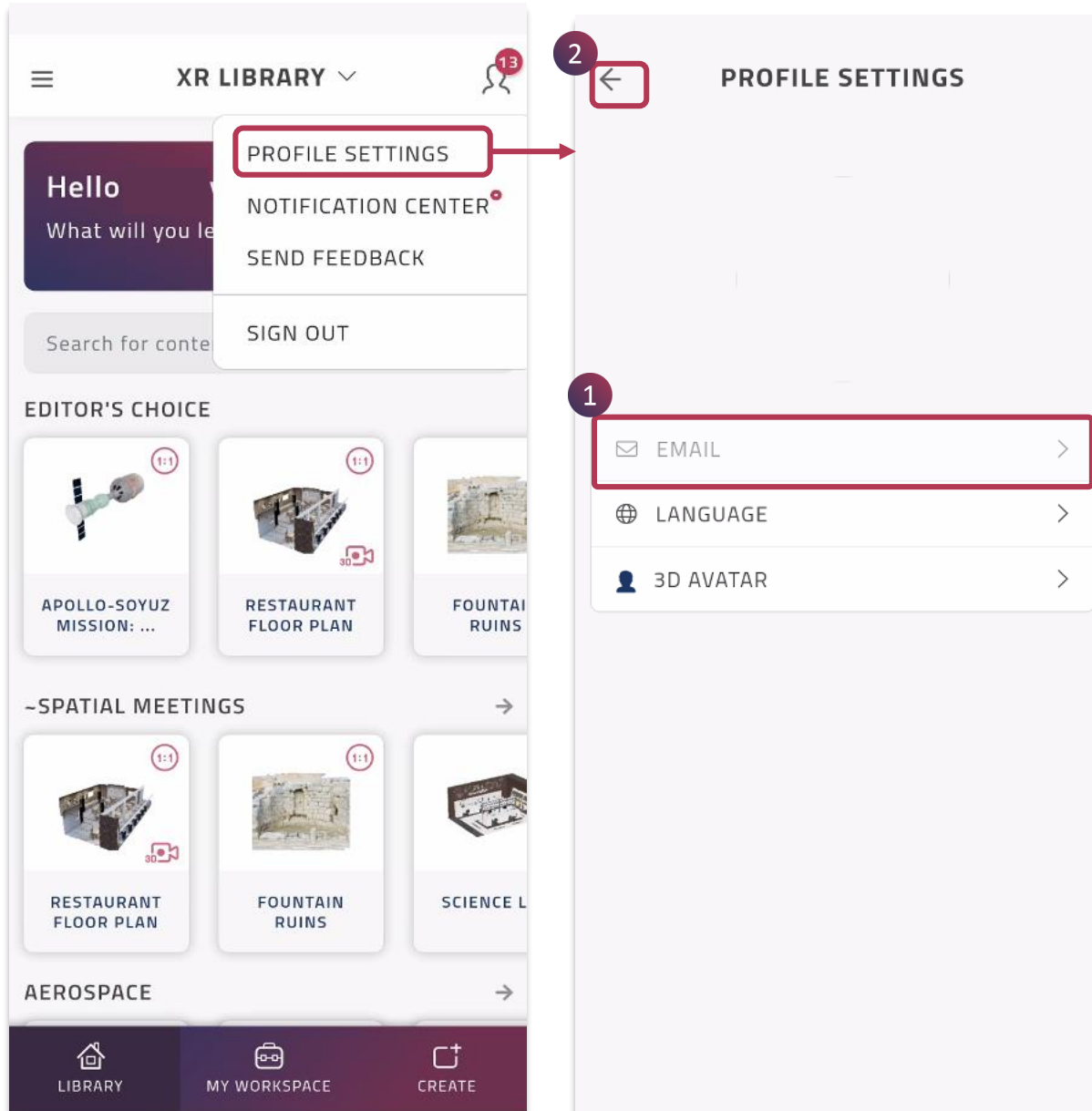
NOTE: This option is enabled only when you have access to multiple institutes.



The Profile Menu displays the user's name and profile picture. The human icon dropdown menu on the top right corner of the EON-XR app homepage represents the **Profile Menu**.

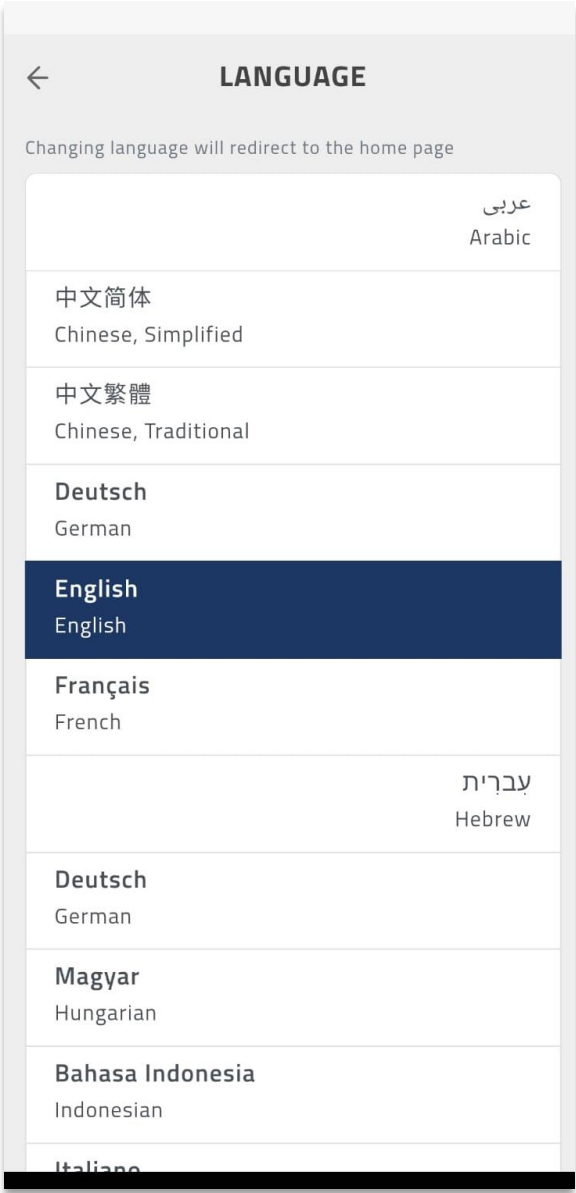
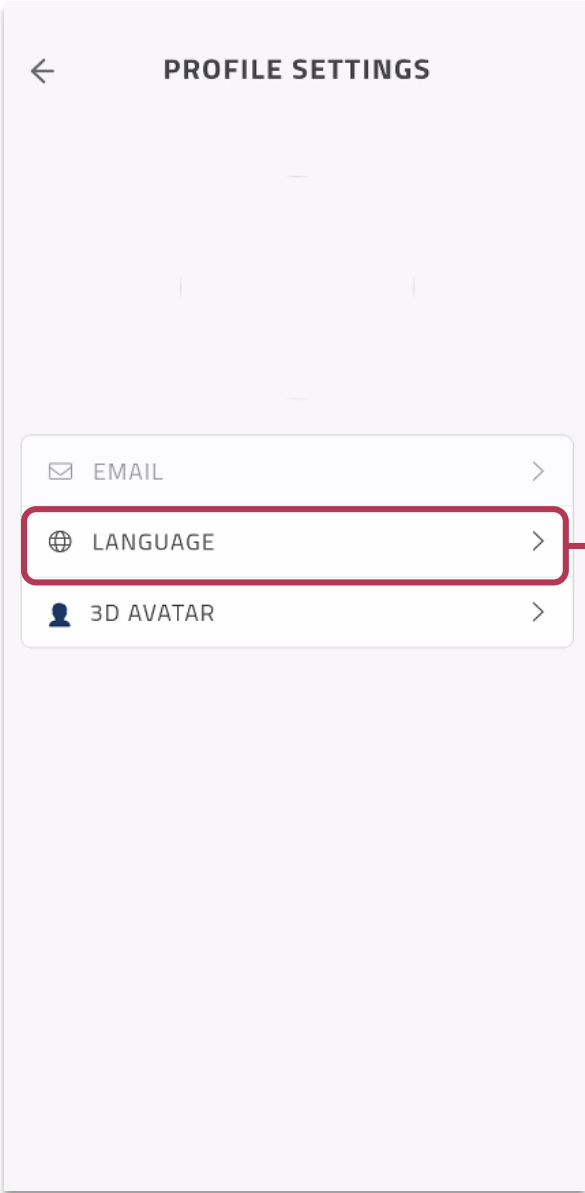
On tapping this icon, you will see the following options:

1. **Profile Settings:** To view your profile details
2. **Notification Center:** To check your notifications
3. **Send Feedback:** To send feedback to the EON-XR Helpdesk
4. **Sign Out:** To sign out of the account.



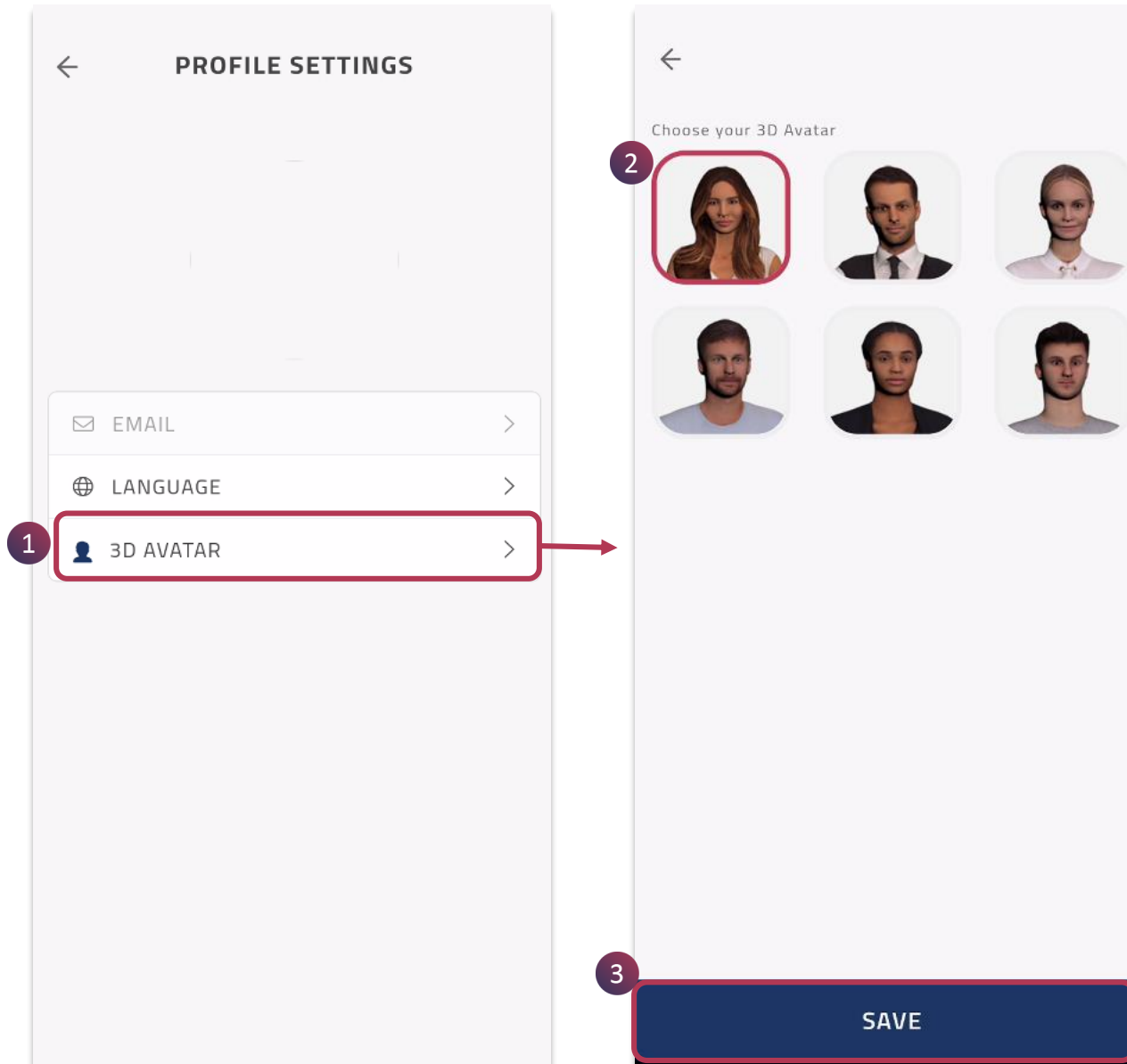
Tap on **Profile Settings** to view profile details and to change some **profile settings** such as language and 3D Avatar.

1. Your registered email id can be seen here. These are admin rights, please contact your administrator for any changes
2. Tap this back icon to close profile settings and go back to home page



You can change your preferred language using this option from the available languages.

- Arabic
- Chinese Simplified
- Chinese, Traditional
- German
- English
- French
- Hebrew
- Hungarian
- Indonesian
- Italian
- Japanese
- Portuguese
- Romanian
- Russian
- Spanish
- Thai
- Vietnamese

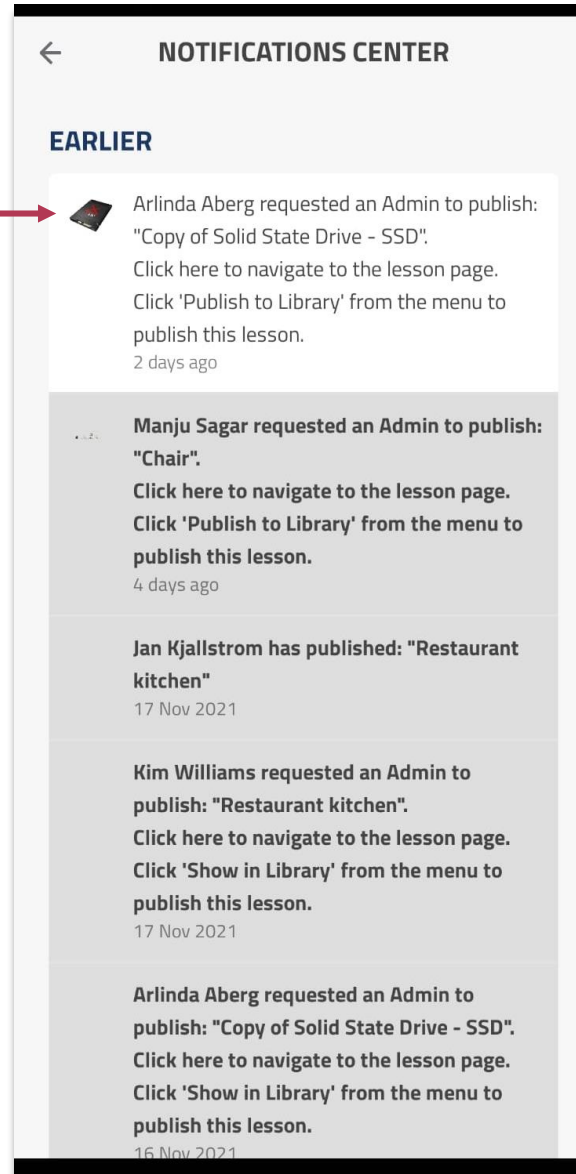
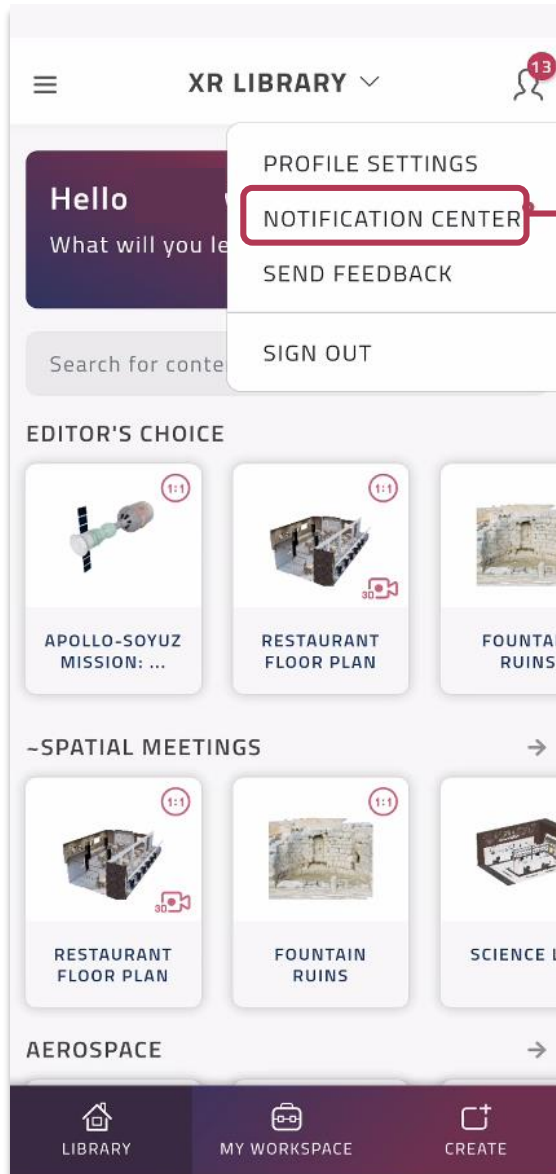


You can change your preferred 3D Avatar from the available options.

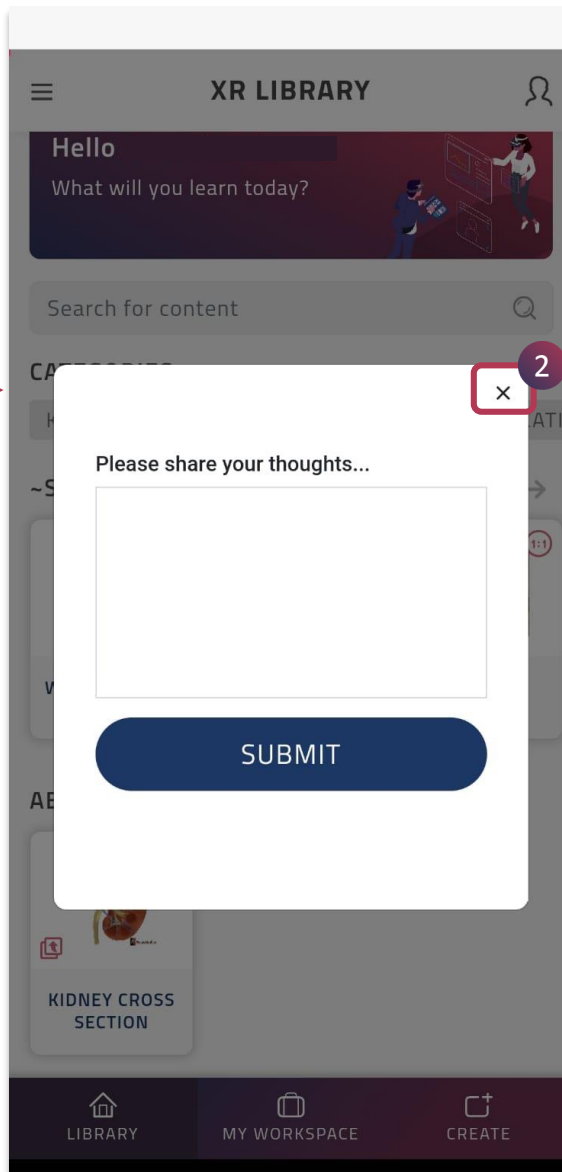
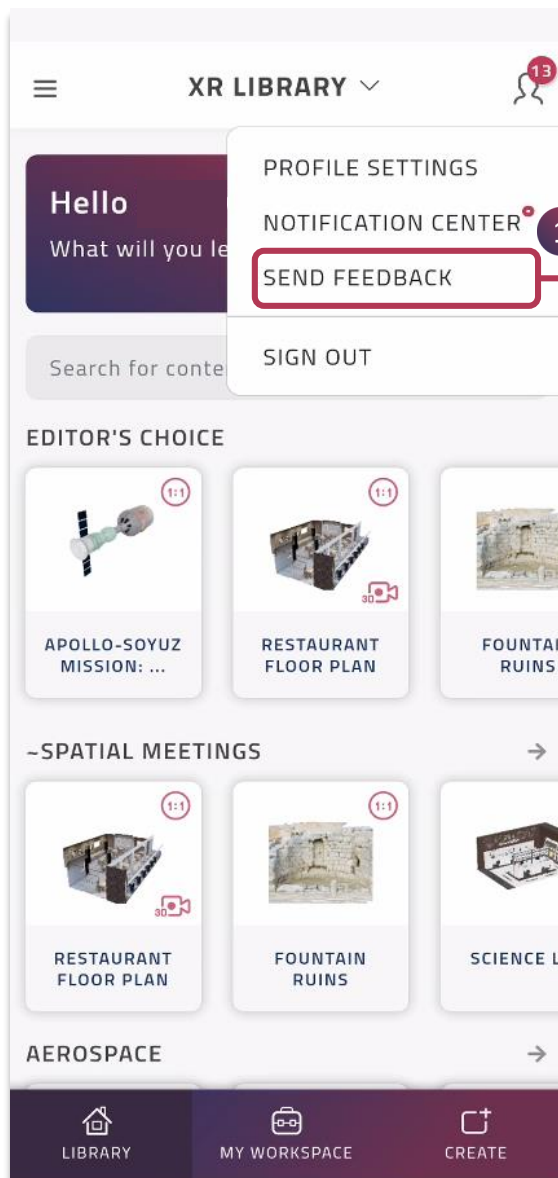
1. Tap on the **3D Avatar** to choose a particular digital avatar
2. Tap on the desired **Avatar**
3. Tap on **Save** to set it

NOTE: When the avatar is set here, you will not be prompted to select an avatar when starting spatial meeting.

Even the Playback of the 3D recording will also load in the selected 3D avatar.



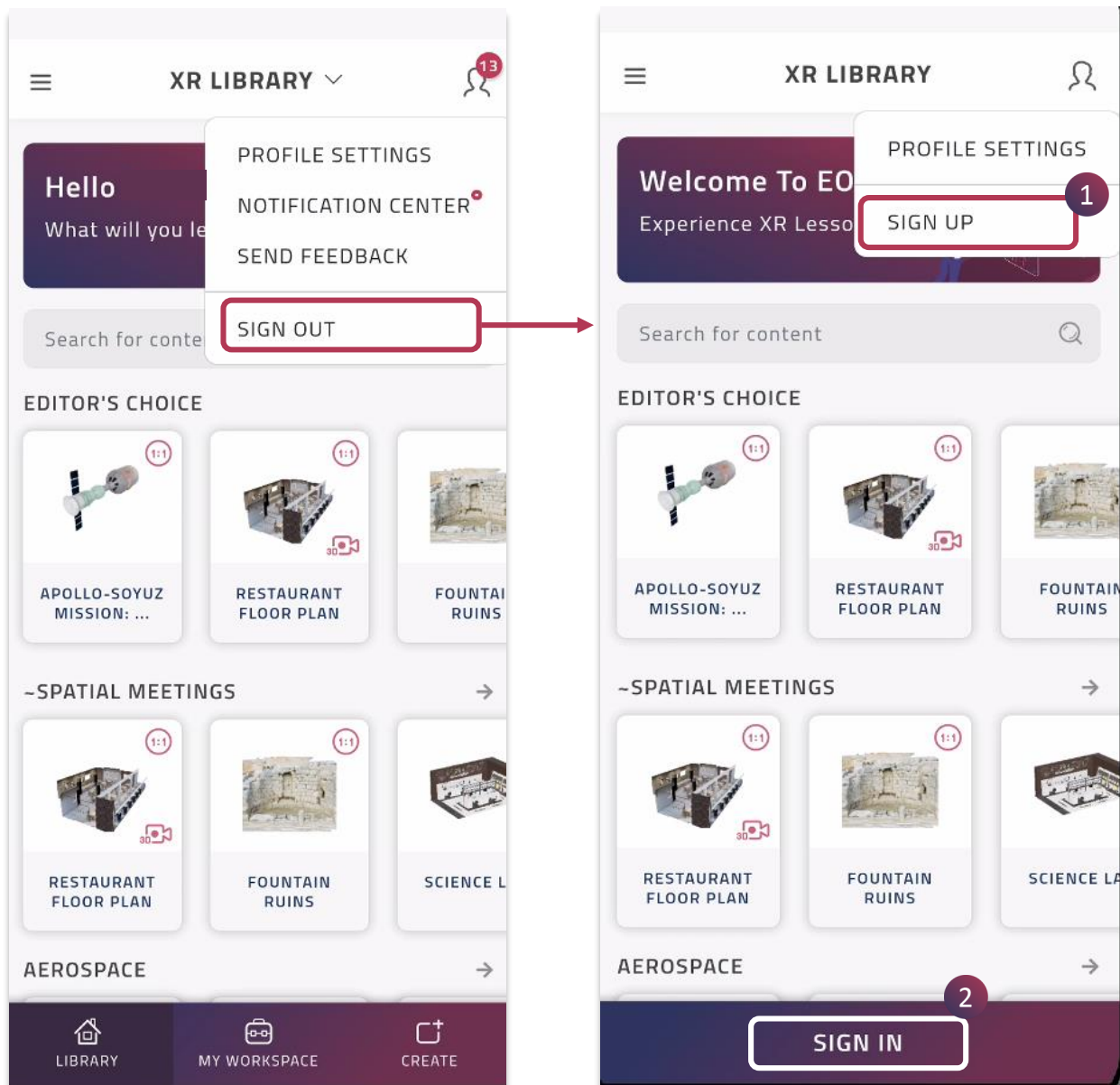
Notification Center shows you ALL updates of your EON-XR app. This includes Lessons assigned to you, Publishing requests; Version updates of the app, etc.



Send Feedback option will open a small popup page to share your feedback about any feature of the EON-XR app. You can share your feedback for improving an existing asset/lesson; for reporting an issue/bug or for requesting new features that you wish to see in EON-XR.

1. To send feedback to the EON-XR Helpdesk, simply tap on **Send Feedback**, write your message and tap on **SUBMIT** button
2. Use this **close button** to cancel

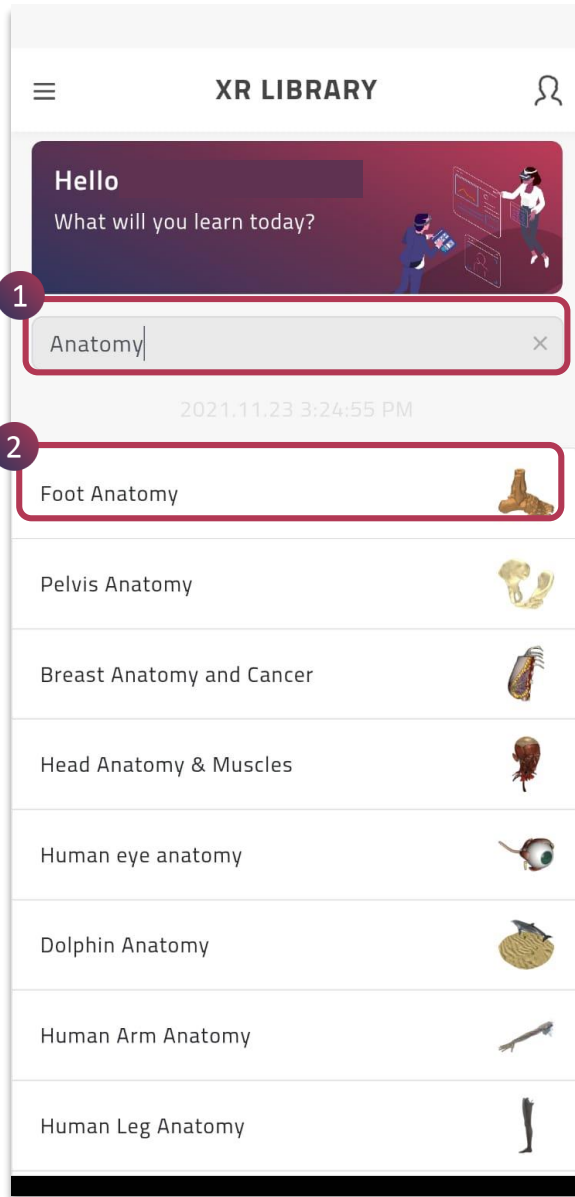
Your feedback will be shared with the EON Helpdesk team and you will hear from us soon.



This Sign out option let's you sign out from your account and sign in with a different account.

The **SIGN OUT** option will allow the user to sign out of the existing account and sign in with the same account again or with a different account.

1. To sign up with a **different account**, tap on **SIGN UP** option available in the profile menu icon
2. To sign in with the **same account** again, tap on the **SIGN IN** option available below the EON-XR home page



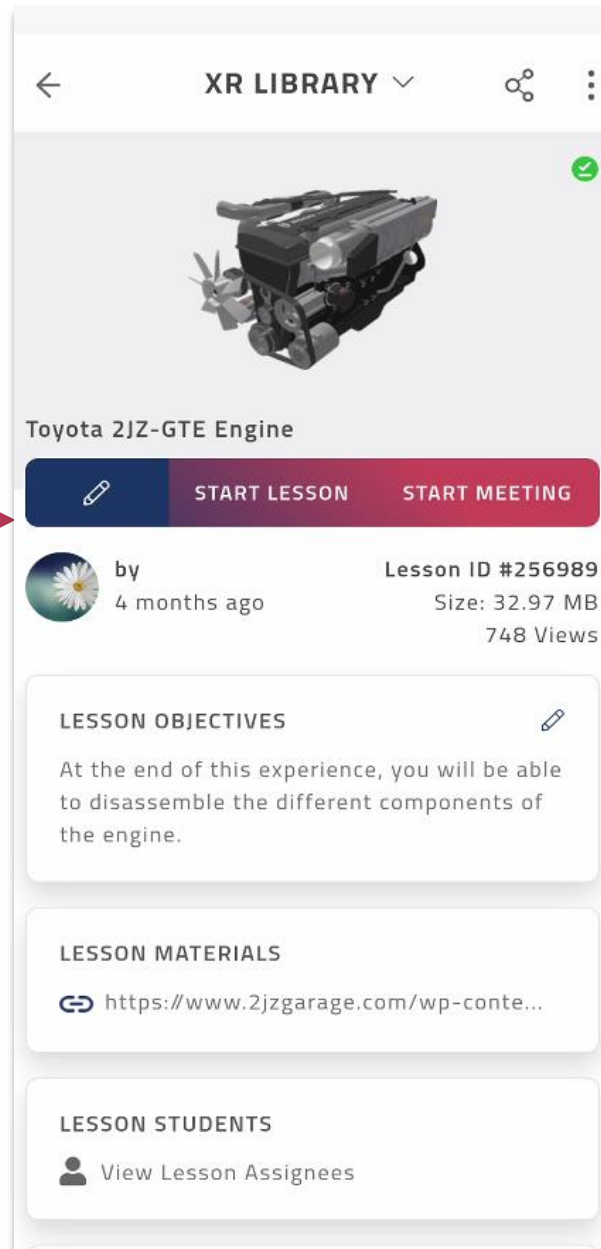
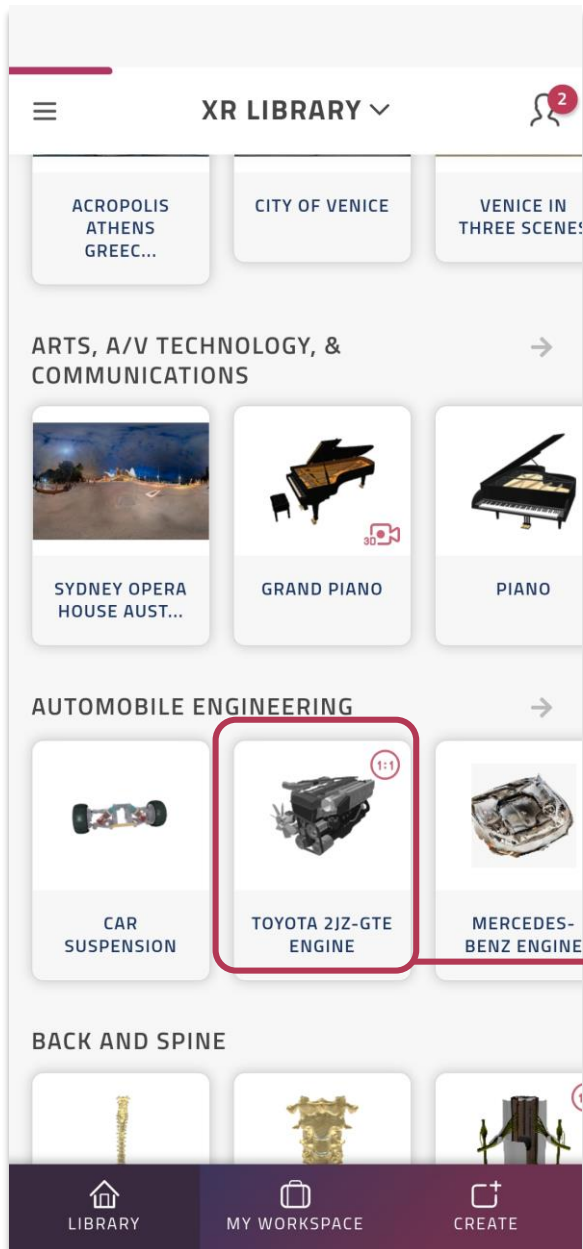
1. You can use the search function to find your desired lesson
2. You can tap on the lesson of your choice to view it



All the published lessons are visible in the library. They are mapped to a particular category / sub-category.

There are two kinds of lessons:

1. 360 lesson
2. 3D lesson



A **3D lesson** is an object-based interaction, exploring the components and subcomponents of a 3D model.

Each 3D lesson in the library leads to its respective Lesson Page.

Tap on the desired 3D lesson to view and experience it.



8

←

XR LIBRARY ▾

7

6

5

3

Toyota 2JZ-GTE Engine

4

1

2

START LESSON

START MEETING

by

6 days ago

Lesson ID #256989

Size: 32.97 MB

748 Views

LESSON OBJECTIVES

At the end of this experience, you will be able to disassemble the different components of the engine.

LESSON MATERIALS

<https://www.2jzgarage.com/wp-content/...>

LESSON STUDENTS

View Lesson Assignees

STATISTICS

1	Edit Lesson	Edit lesson enables you to make changes in the lesson anytime
2	View / Edit Lesson Details	Provides you relevant information about the lesson
3	Start Lesson	Explore the lesson in different realities
4	Start Meeting	Connect with your collaborators remotely anytime and anywhere.
5	Download	Download the lesson and access it offline. The downloaded lessons can be viewed in <u>MANAGE OFFLINE LESSON</u> .
6	Ellipsis Menu :	Tap on the ellipsis menu : to show / hide the lesson from library, edit lesson info and report issue
7	Share	The lesson can be shared with others
8	Back	Navigates to the library section of the EON-XR app



XR LIBRARY

1
Toyota 2JZ-GTE Engine

START LESSON
START MEETING

by
6 days ago

Lesson ID #256989
Size: 32.97 MB
748 Views

LESSON OBJECTIVES

At the end of this experience, you will be able to disassemble the different components of the engine.

LESSON MATERIALS

<https://www.2jzgarage.com/wp-content/...>

LESSON STUDENTS

View Lesson Assignees

STATISTICS

3
X

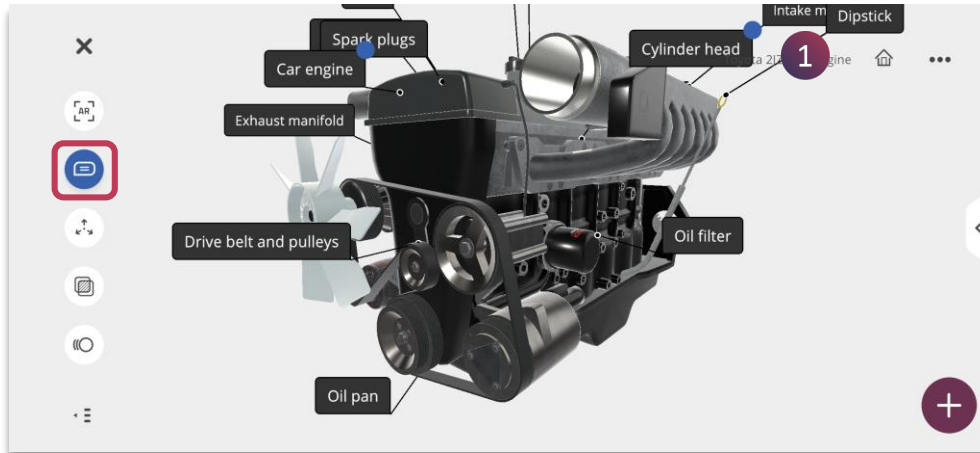
Toyota 2JZ-GTE Engine

2
>

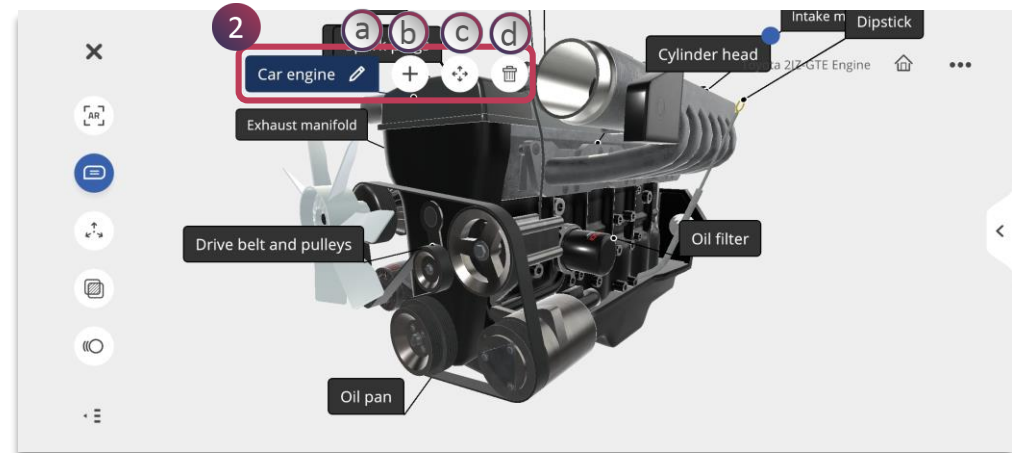
1. Toyota 2JZ-GTE Engine
2. Toyota 2JZ-GTE Engine
3. Toyota 2JZ-GTE Engine
4. Intake manifold
5. Exhaust manifold
6. Exhaust manifold
7. Cylinder block

1. Tap on the pencil icon to **edit** the **lesson**, it will open in the **EDIT** mode
2. The lesson authoring tool opens for you to make edits in the lesson. You can change the existing activities, by tapping on the accordion menu to view the activity panel and as well use various exploration tools provided in the application
3. You can tap on the exit button to close the lesson and all the activities gets autosaved

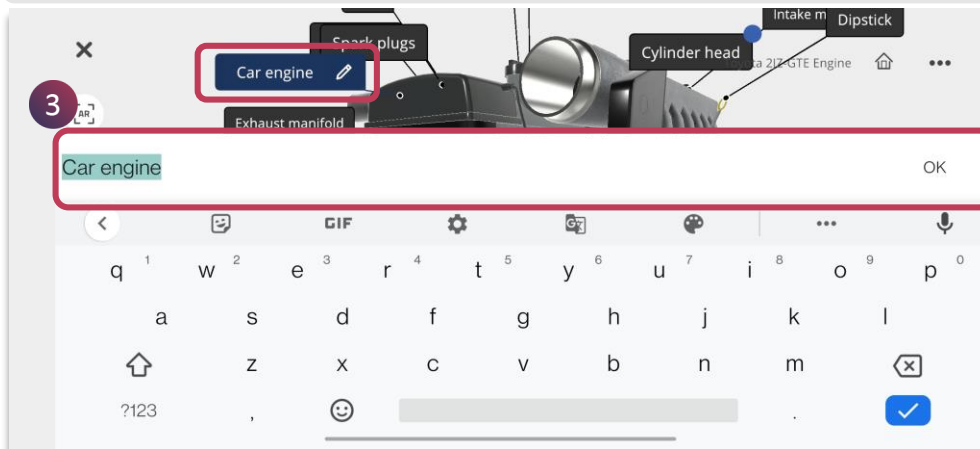
NOTE: Only if you have appropriate Merged XR licenses, the edit mode will open directly in AR mode with access to AI knowledge portals, otherwise it will be always in the touch mode.



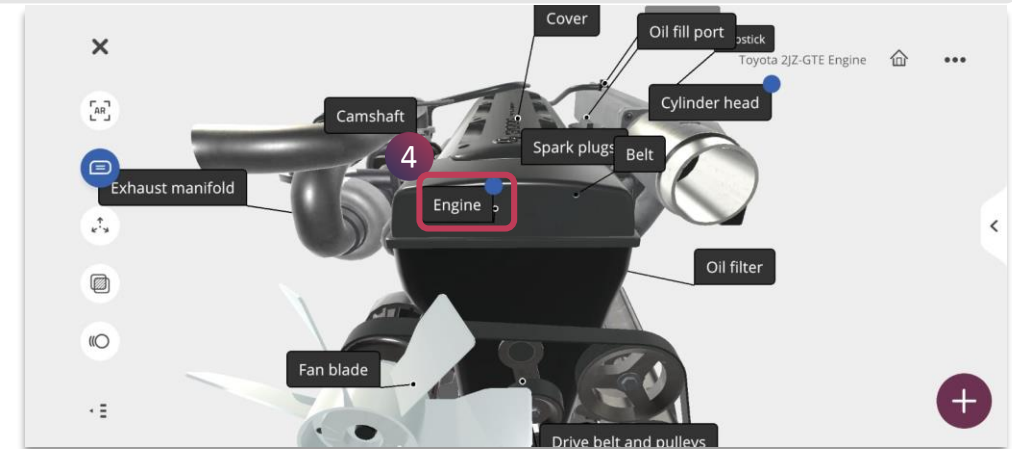
1. To edit an annotation, tap on the **Annotation** button



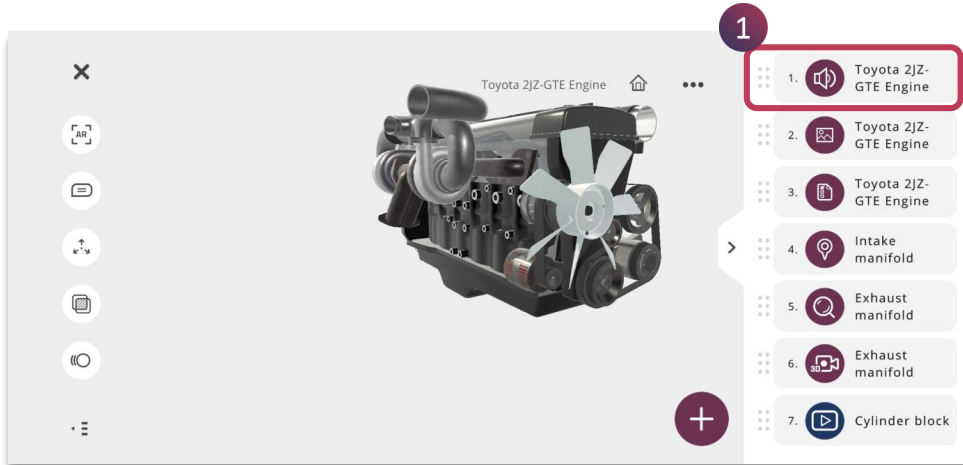
2. Tap the particular annotation name, to make changes:
- a. **Pencil icon** – To edit name
 - b. **Activity icon** - To add new activity to the annotation
 - c. **Navigation icon** - To move annotation to different location
 - d. **Bin icon** – To delete the annotation completely



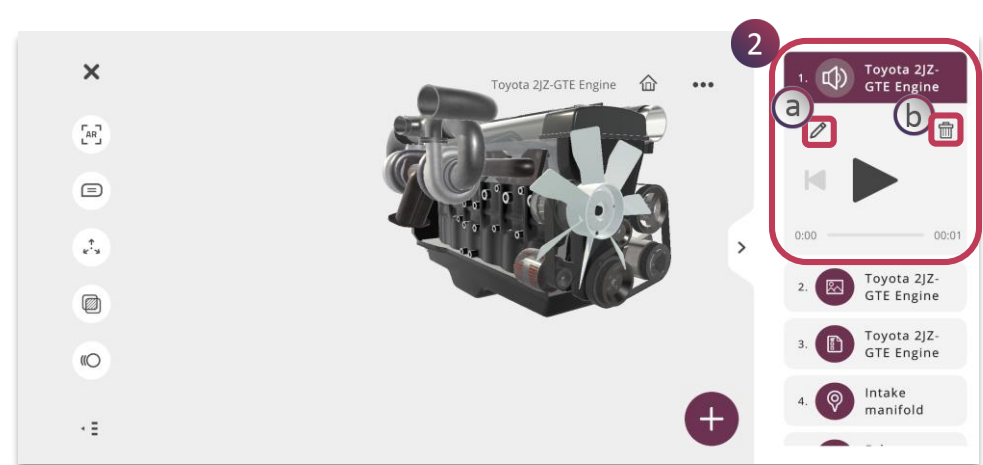
3. Make the required changes and tap on **OK** to save it



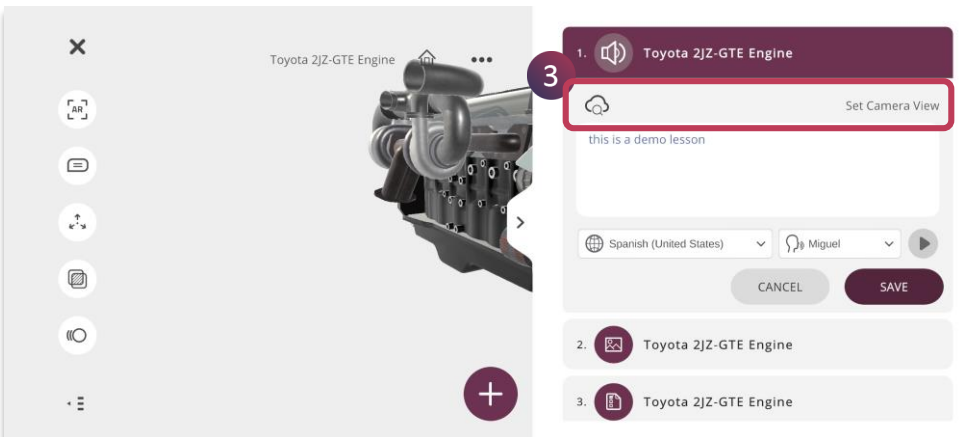
4. The edited annotation name appears



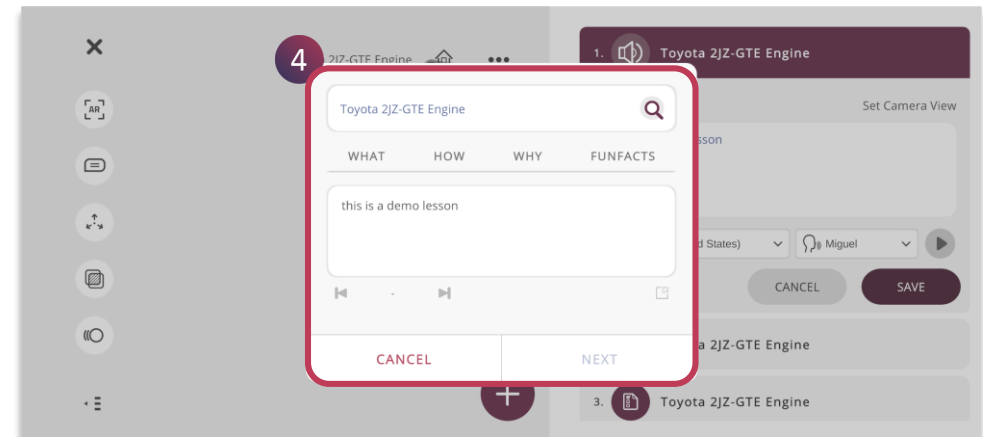
1. Tap on a particular **Audio** from the activity panel to make edits



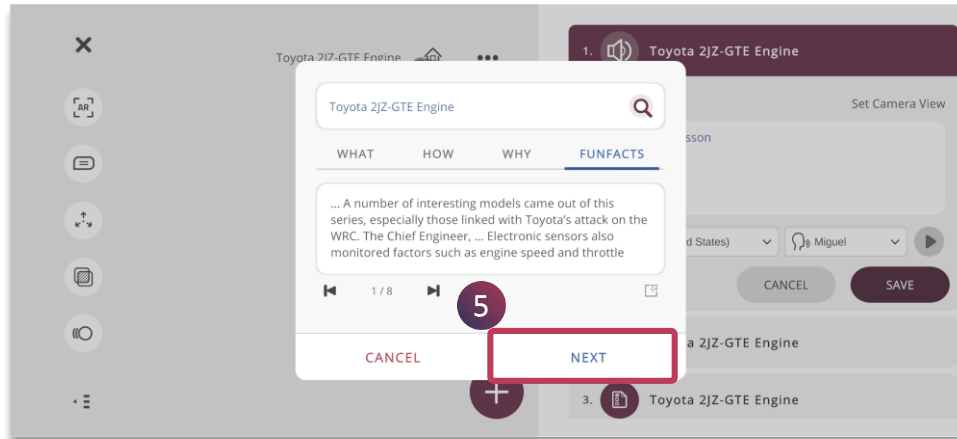
2. The following options are presented, you can play the audio to listen or use the following to make changes:
 - a. **Pencil icon** – To edit the audio
 - b. **Bin icon** – To delete the audio completely



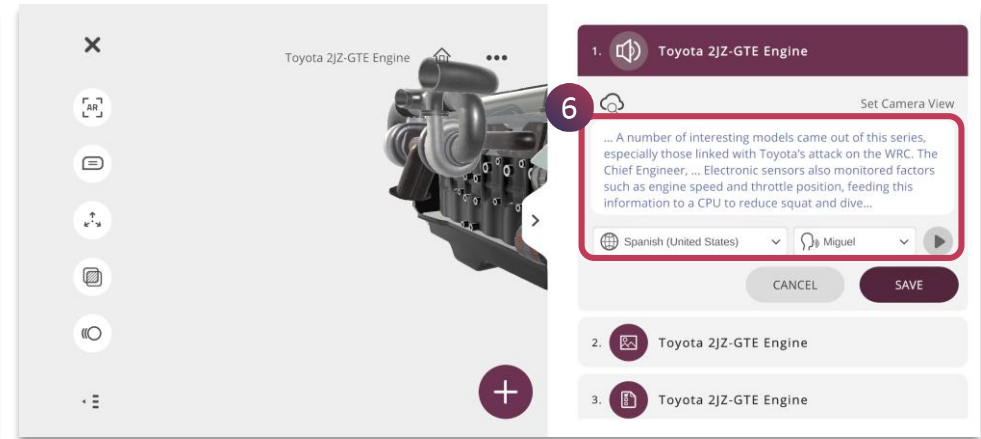
3. You can use the one click search and add relevant content. Also set the camera view of the 3D model for this audio



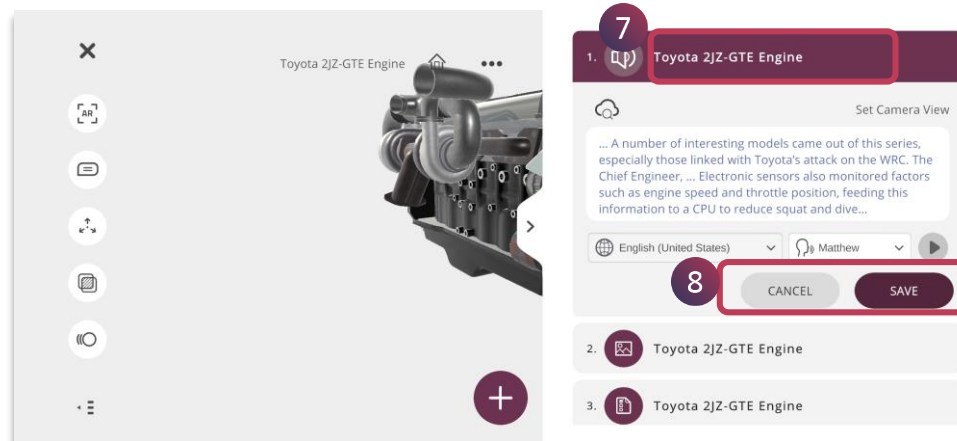
4. One click search is enabled using the keywords What, How, Why and Fun Facts



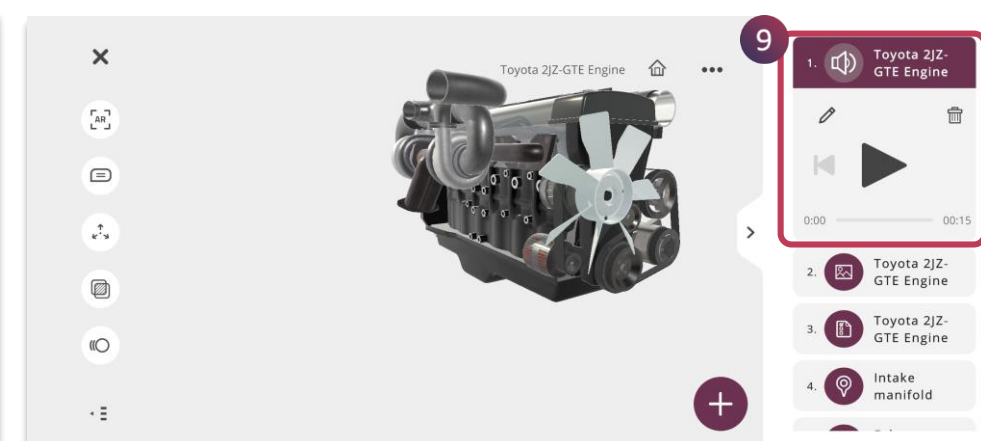
5. Tap on **Next**, once relevant content is searched or edited



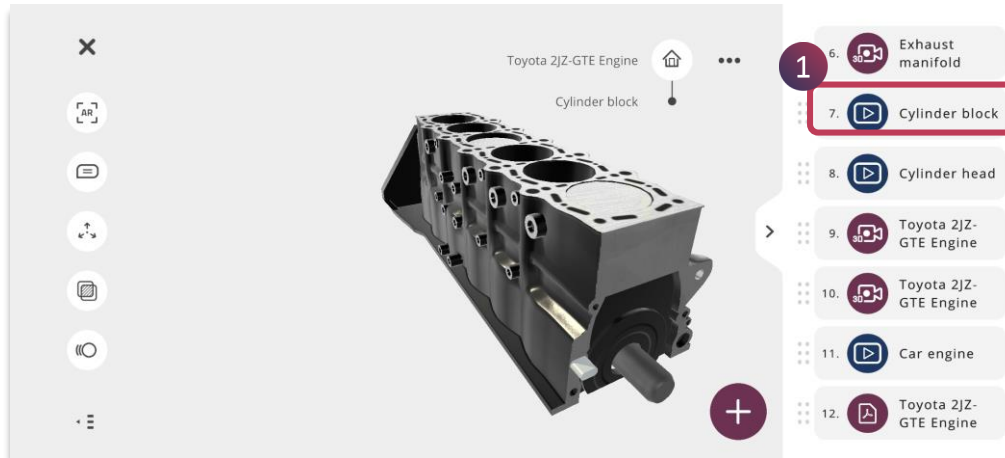
6. The edited text appears and you can choose relevant **Language** and **Voice** to convert it to appropriate speech



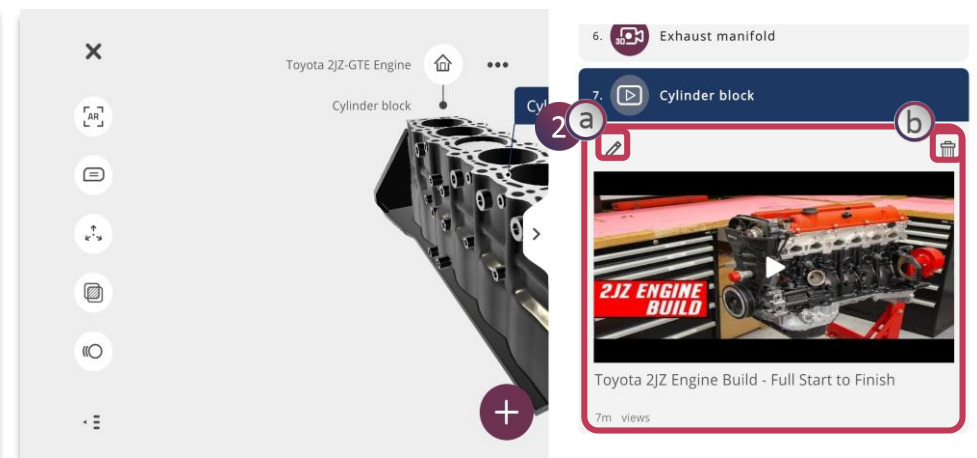
7. Double tap on the **Activity Name** to rename it, if required
8. Tap on **Save** to make the changes or **Cancel** to retain the previous setting



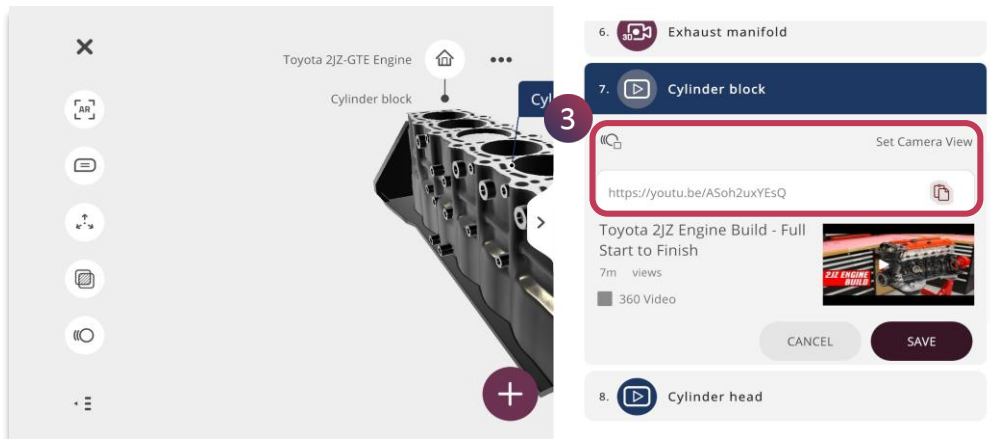
9. The audio is updated with the changes made



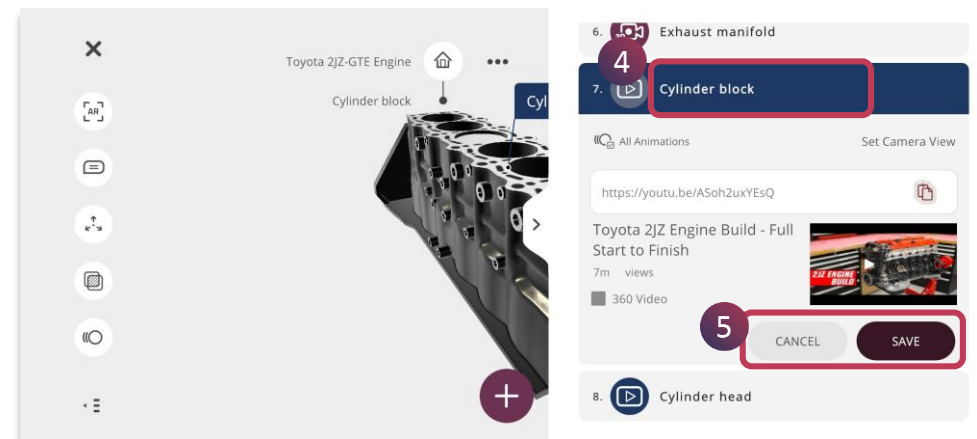
1. Tap on a particular **Video** from the activity panel to make edits



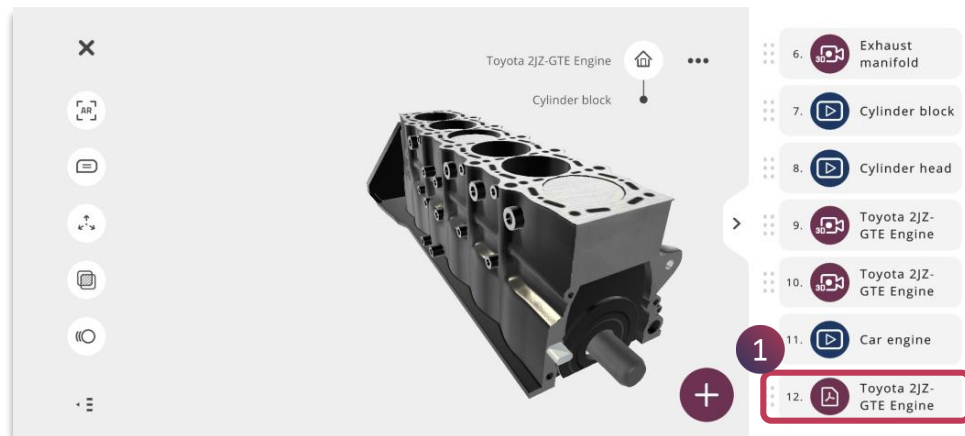
2. The following options are presented, you can play the video or use the following to make changes:
 - a. **Pencil icon** – To edit the video
 - b. **Bin icon** – To delete the video completely



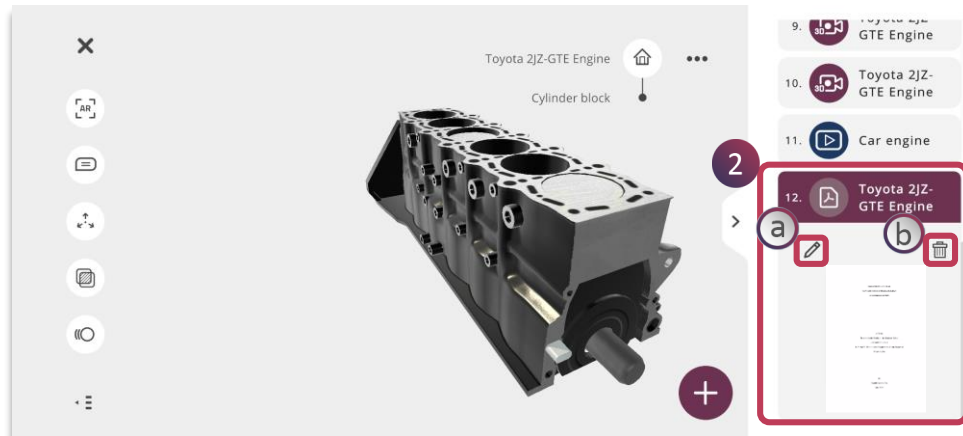
3. You can also enable animation to play when video is played, edit the video link if required and as well set the camera view



4. Double tap on the **Activity Name** to rename it, if required
5. Tap on **Save** to make the changes or **Cancel** to retain previous settings



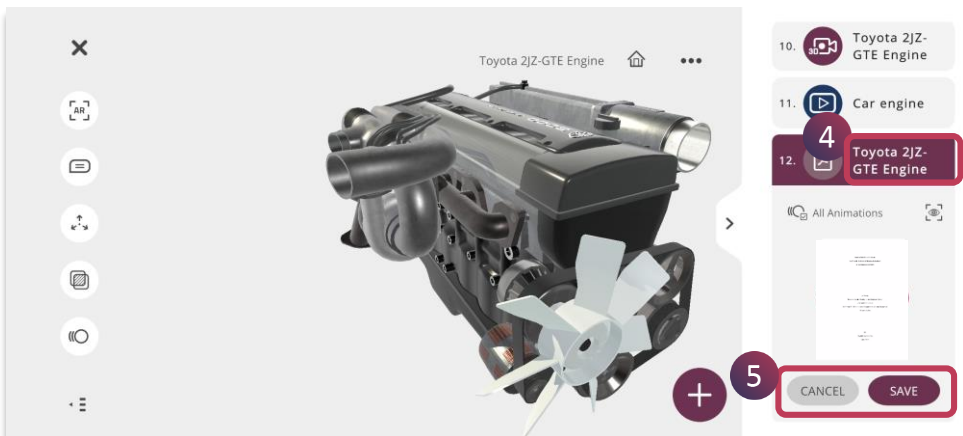
1. Tap on a particular **PDF** from the activity panel to make changes



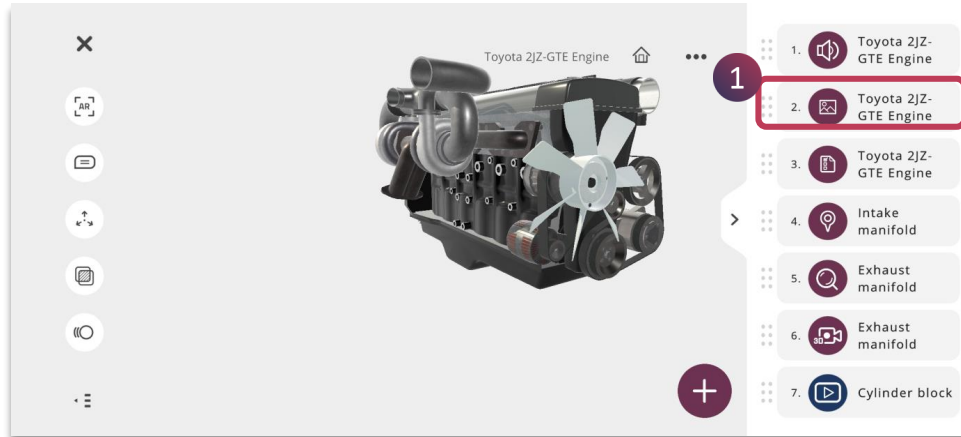
2. The following options are presented, you can view the pdf or use the following to make changes:
 - a. **Pencil icon** – To upload new pdf and make changes
 - b. **Bin icon** – To delete the pdf completely



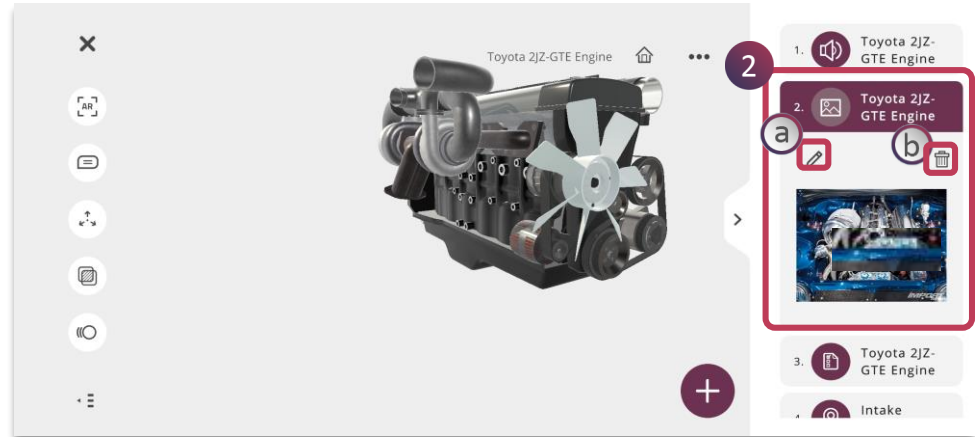
3. You can also enable animation to play when pdf is viewed, upload new pdf if required and as well set the camera view



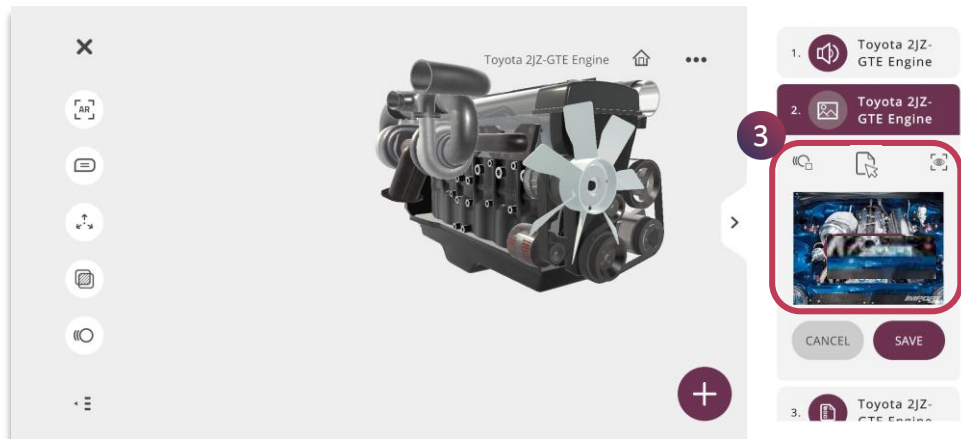
4. Double tap on the **Activity Name** to rename it, if required
5. Tap on **Save** to make the changes or **Cancel** to retain previous settings



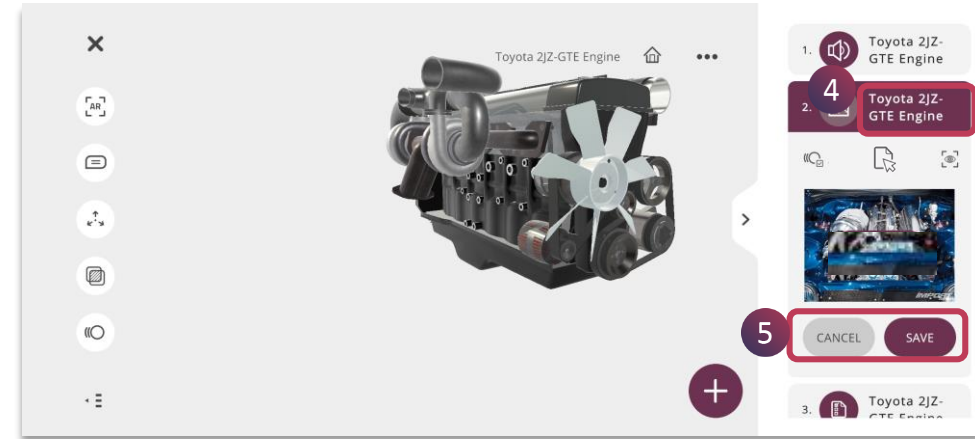
1. Tap on a particular **Image** from the activity panel to make changes



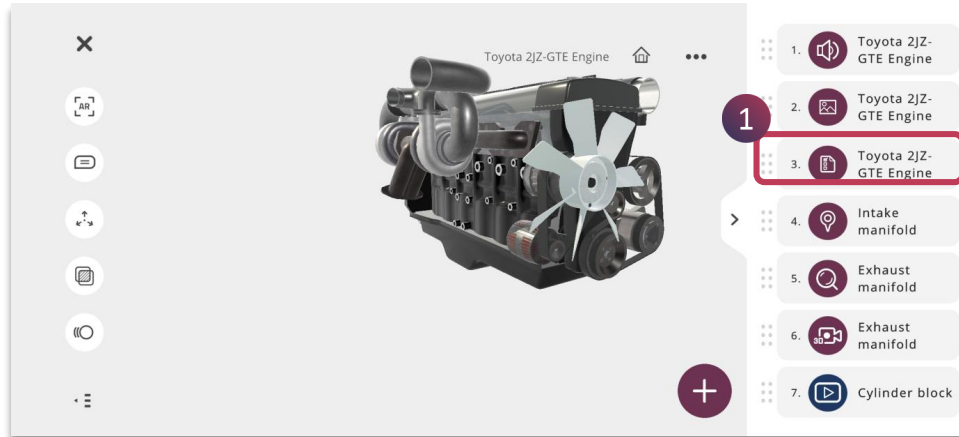
2. The following options are presented, you can view the image or use the following to make changes:
 - a. **Pencil icon** – To upload new image and make changes
 - b. **Bin icon** – To delete the image completely



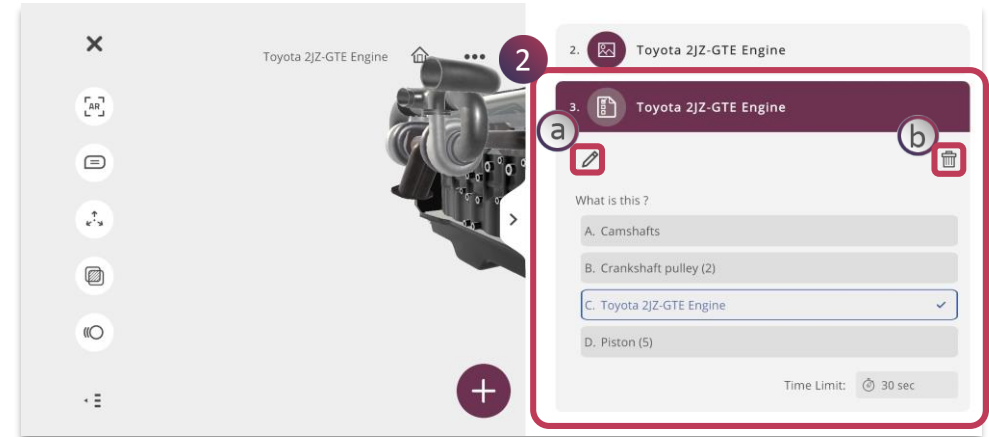
3. You can also enable animation to play when image is viewed, upload new image if required and as well set the camera view



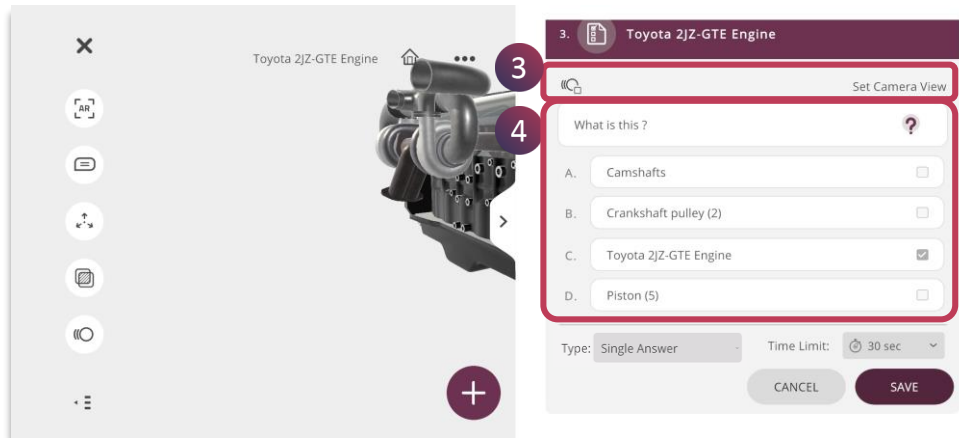
4. Double tap on the **Activity Name** to rename it, if required
5. Tap on **Save** to make the changes or **Cancel** to retain previous settings



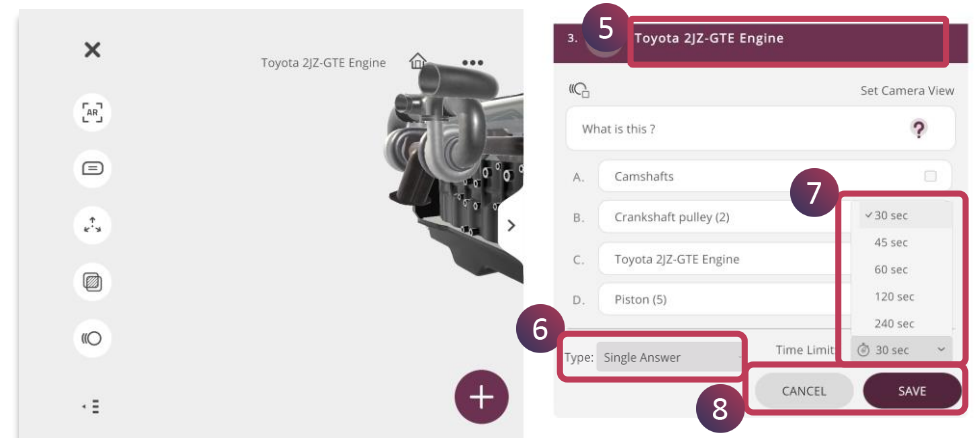
1. Tap on a particular **Quiz** from the activity panel to make changes



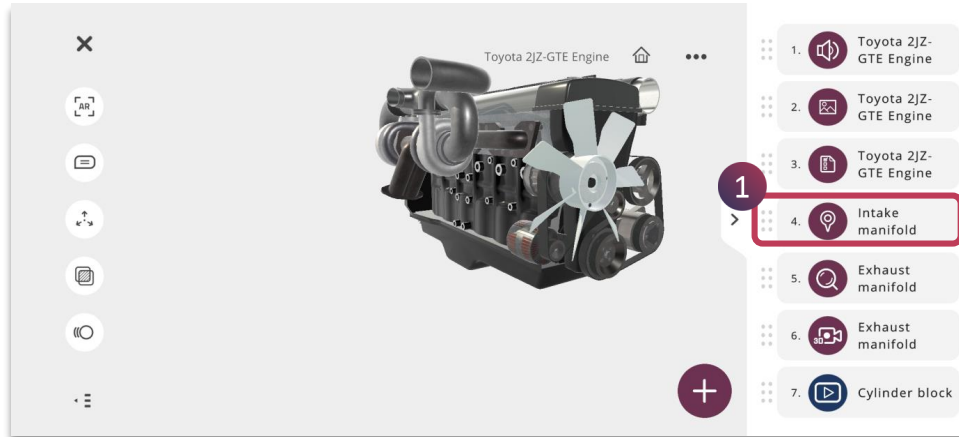
2. The following options are presented, you can view the quiz or use the following to make changes:
 a. **Pencil icon** – To edit the quiz question and answer
 b. **Bin icon** – To delete the quiz completely



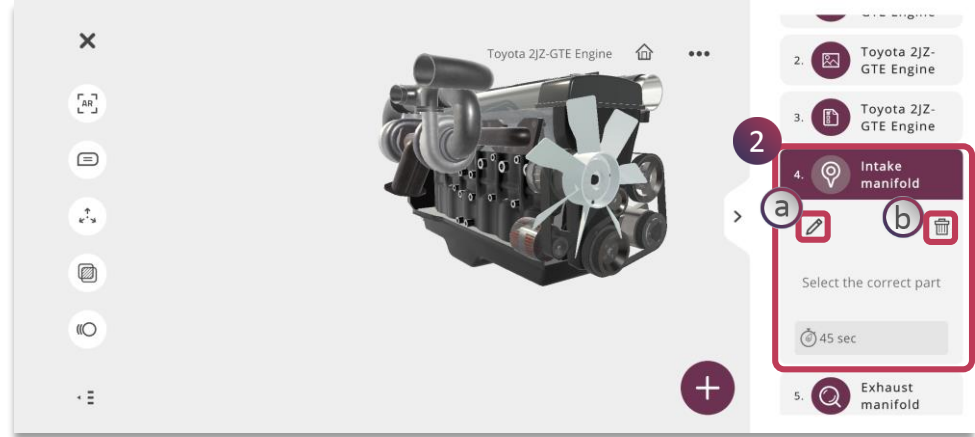
3. You can also enable animation to play when quiz activity is attempted and as well set the camera view
 4. Edit the question stem and answers as required



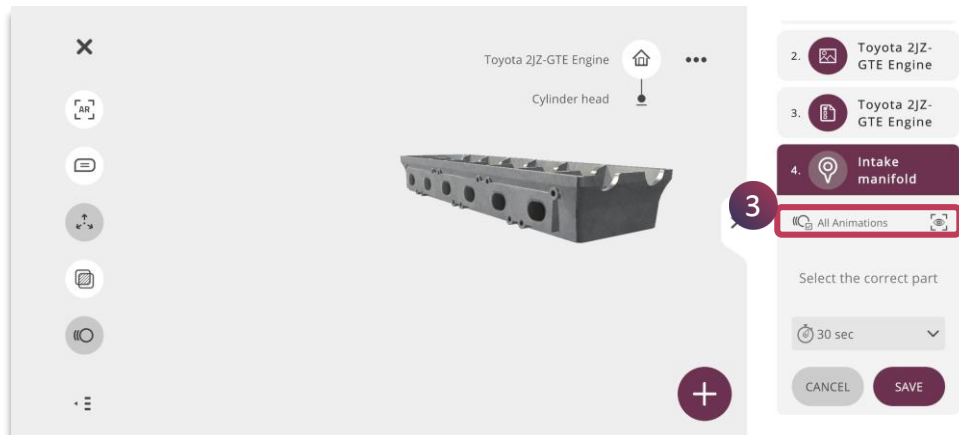
5. Double tap on the **Activity Name** to rename it, if required
 6. Choose Single Answer / Multiple Answer
 7. Set the timer accordingly
 8. Tap on **Save** to make the changes or **Cancel**



1. Tap on a particular **Locate** activity from the activity panel to make changes



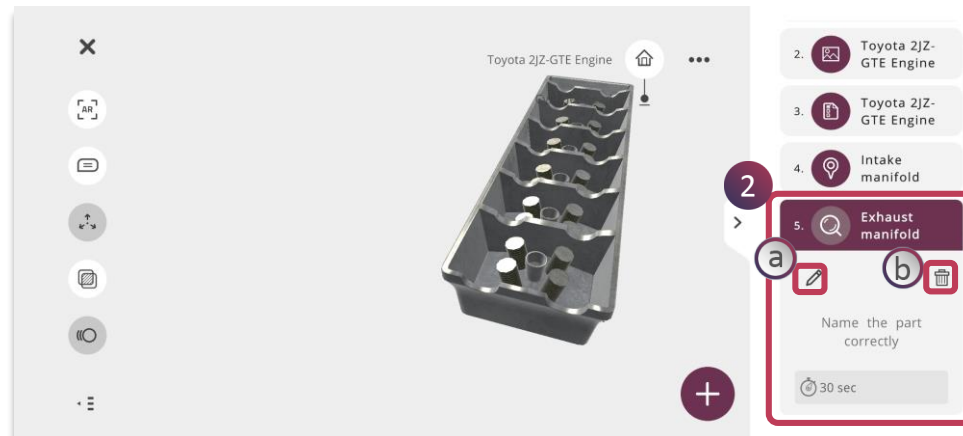
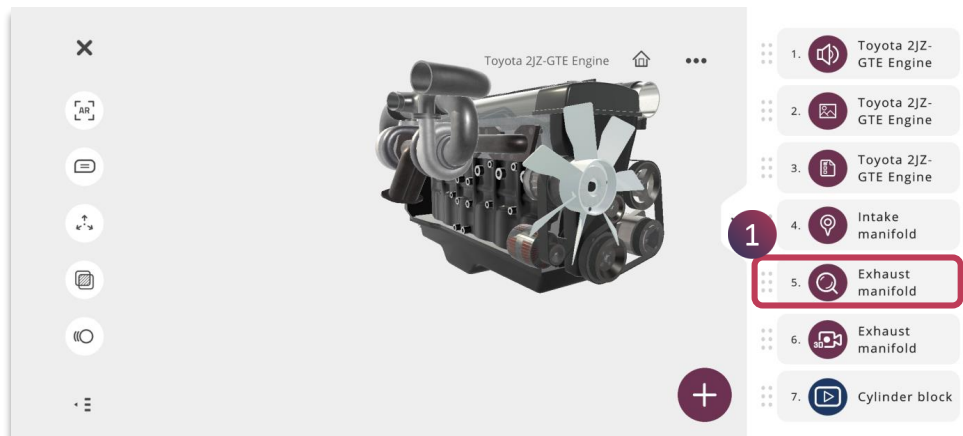
2. The following options are presented, you can use the following to make changes:
 - a. **Pencil icon** – To edit the locate component of the model
 - b. **Bin icon** – To delete the locate activity completely



3. You can also enable animation to play when locate activity is attempted and as well set the camera view

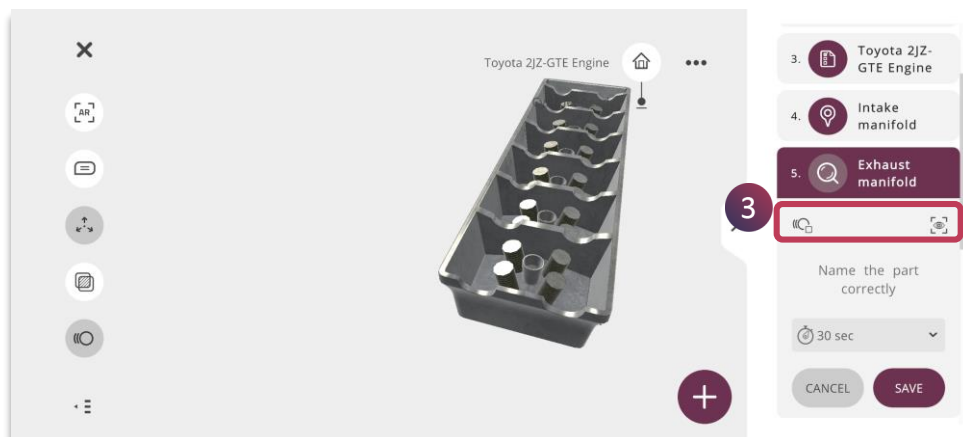


4. Double tap on the **Activity Name** to rename it, if required
5. Set the timer accordingly
6. Tap on **Save** to make the changes or **Cancel** to retain previous settings

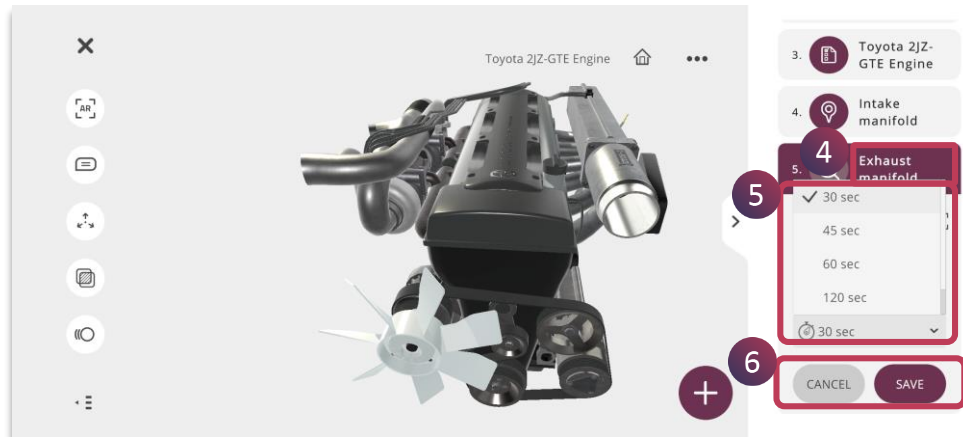


1. Tap on a particular **Identify** activity from the activity panel to make changes

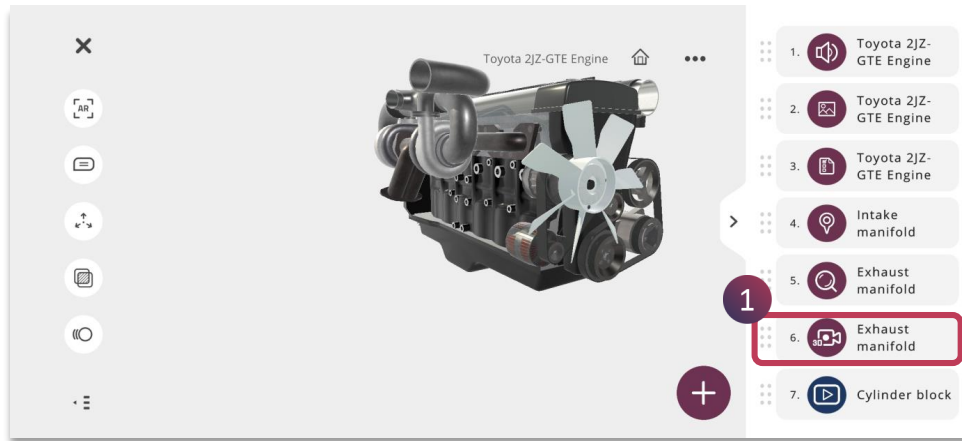
2. The following options are presented, you can use the following to make changes:
 a. **Pencil icon** – To edit the identify component of the model
 b. **Bin icon** – To delete the identify activity completely



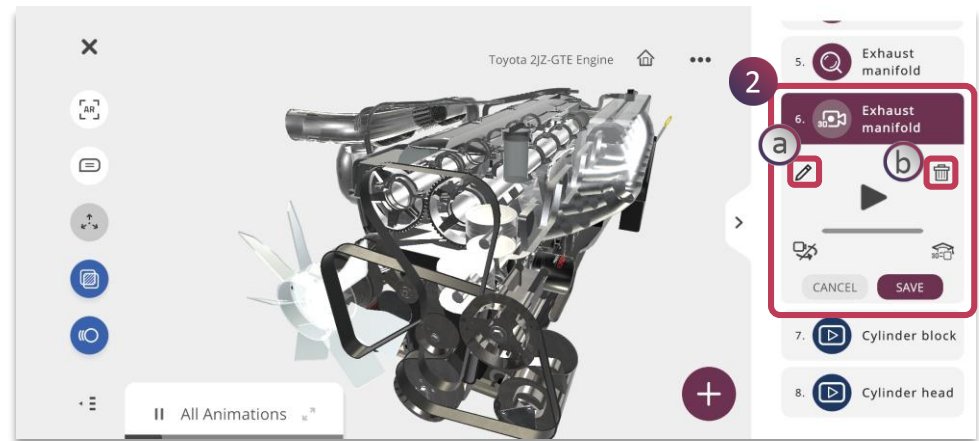
3. You can also enable animation to play when identify activity is attempted and as well set the camera view



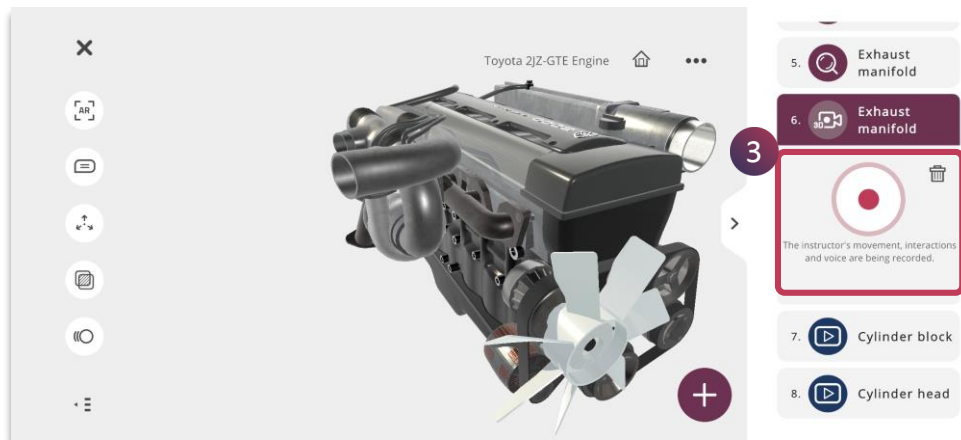
4. Double tap on the **Activity Name** to rename it, if required
 5. Set the timer accordingly
 6. Tap on **Save** to make the changes or **Cancel** to retain previous settings



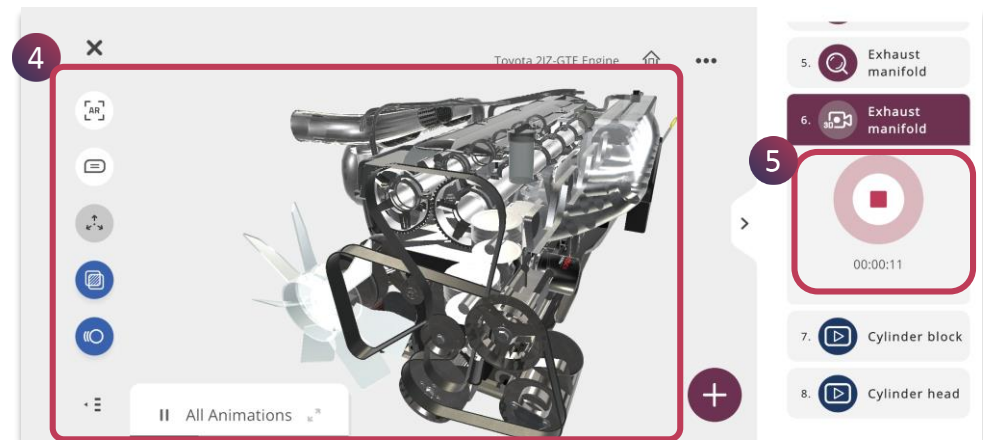
1. Tap on a particular **3D Recording** activity from the activity panel to make changes



2. The following options are presented, you can play ► the recording to view or use the following to make changes:
 - a. **Pencil icon** – To completely rerecord
 - b. **Bin icon** – To delete the recording completely



3. You can now tap on the **Record** button to start the recording



4. All the interactions with the model gets recorded along with your voice over
5. You can stop the recording by tapping on the **Stop** button

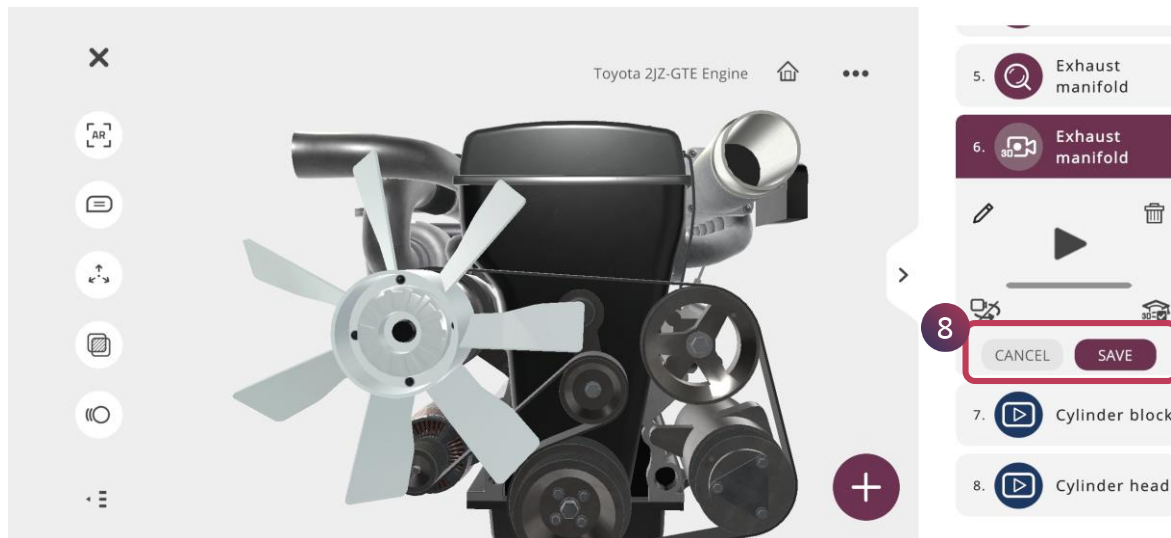


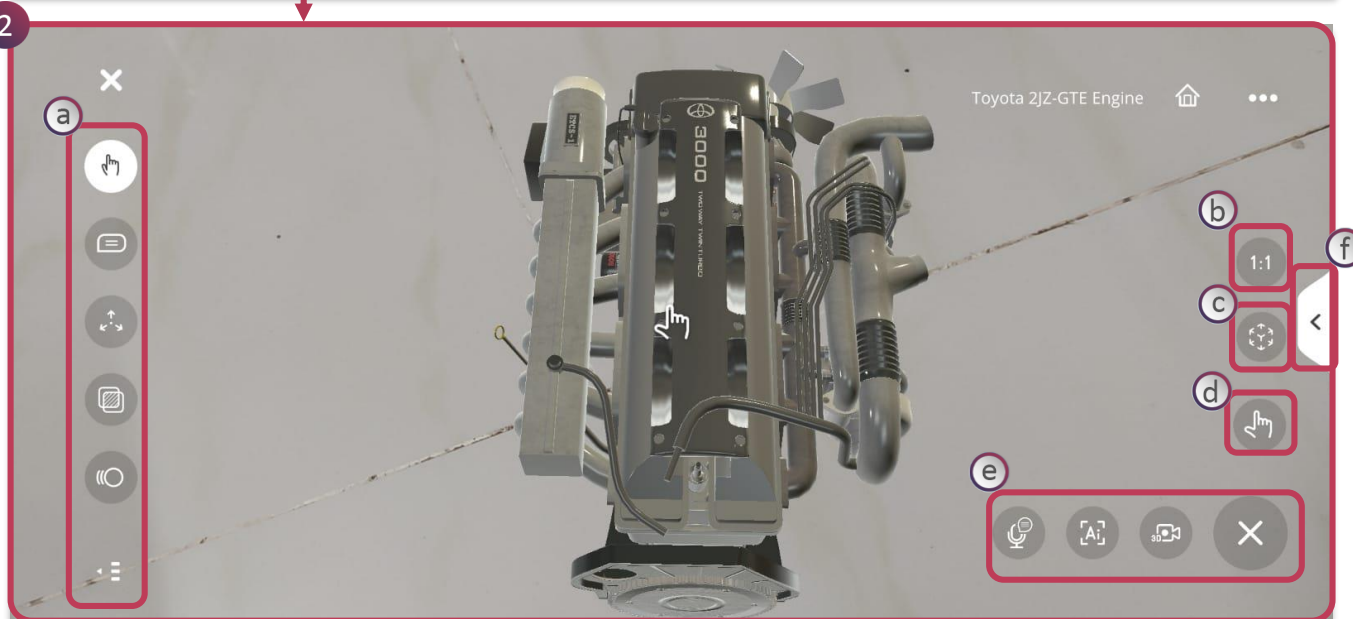
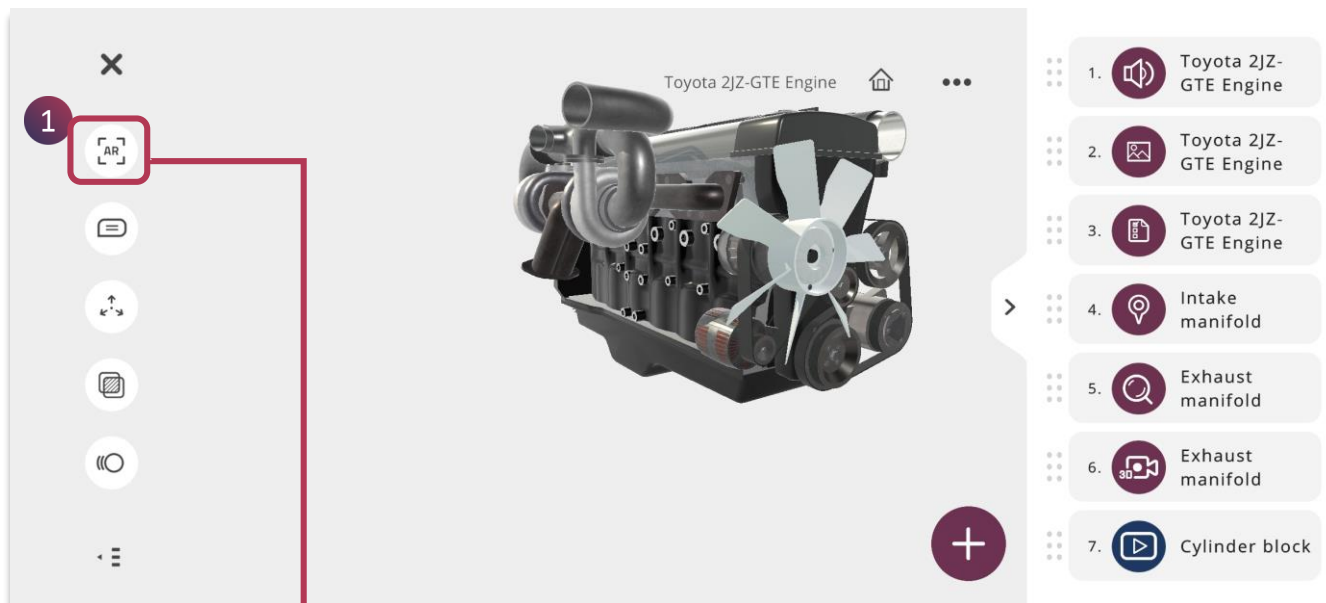
6. Double tap on the **Activity Name** to rename it, if required

To enable the **3D Assessment**,

7. Tap on the **3D Assessment** button, this will allow your learners to imitate the steps provided in the 3D Recording and feedback is given accordingly

8. Tap on **Save** to make changes and **Cancel** to retain to previous settings





1. Tap on the AR button to edit in the AR mode.

2. The 3D model opens in the AR mode for you to add activities using the AI knowledge portals.

a. **Exploration Tools** – Touch Mode, Annotations, Explode, X-ray, Animation and clutter free experience

b. View the 3D model in **1:1** scale

c. Place the 3D model in different position

d. Interact with the 3D model


e. Access **AI Knowledge portals** - Voice AI, Camera AI and 3D Recording to start inserting knowledge

f. Access the accordion menu to view the added activities

NOTE: The AR mode will be active only when you have appropriate Merged XR licenses.




XR LIBRARY



Toyota 2JZ-GTE Engine

START LESSONSTART MEETING

1



6 days ago

Lesson ID #256989
453 Views
Size: 32.97 MB

2

LESSON OBJECTIVES

At the end of this experience, you will be able to disassemble the different components of the engine.


3

LESSON MATERIALS

<https://www.2jzgarage.com/wp-content/...>

4

LESSON STUDENTS

 View Lesson Assignees

5

STATISTICS

Lesson Details of a lesson provides you with the following information:

1	Lesson Author	Provides you with the details of the lesson author, lesson ID, size of the lesson and number of views
2	Lesson Objectives	Brief description about the lesson
3	Lesson Materials	Additional learning materials pertaining to the lesson
4	Lesson Students	Lesson can be assigned to student(s)
5	Statistics	Provides you data with respect to lesson usage



The screenshot displays the EON-XR Lesson Details interface. On the left, the 'XR LIBRARY' section shows a lesson titled 'Toyota 2JZ-GTE Engine' with a 3D engine model. Below the title, there are buttons for 'START LESSON' and 'START MEETING'. A circular profile picture and the text '6 days ago' are visible. The lesson details include 'Lesson ID #256989', '453 Views', and 'Size: 32.97 MB'. The 'LESSON OBJECTIVES' section contains the text: 'At the end of this experience, you will be able to disassemble the different components of the engine.' A red circle with the number '1' and an edit icon points to this section. Below it is the 'LESSON MATERIALS' section with a link to 'https://www.2jzgarage.com/wp-content/...'. The 'LESSON STUDENTS' section has a button 'View Lesson Assignees'. The 'STATISTICS' section is at the bottom. On the right, the 'LESSON INFO' page is shown, with a red circle and the number '2' pointing to the 'LESSON OBJECTIVES' field, which contains the same text as the left page. A red circle with the number '3' points to the 'SAVE' button at the bottom of the 'LESSON INFO' page.

XR LIBRARY ▾

Toyota 2JZ-GTE Engine

START LESSON START MEETING

6 days ago

Lesson ID #256989
453 Views
Size: 32.97 MB

LESSON OBJECTIVES

At the end of this experience, you will be able to disassemble the different components of the engine.

LESSON MATERIALS

<https://www.2jzgarage.com/wp-content/...>

LESSON STUDENTS

View Lesson Assignees

STATISTICS

LESSON INFO

LESSON NAME

Toyota 2JZ-GTE Engine

CATEGORY

Automobile Engineering ▾

LESSON OBJECTIVES

At the end of this experience, you will be able to disassemble the different components of the engine.

SAVE

Lesson Objective provides the intended outcome for learners once they complete the EON-XR lesson.




An ideal way to write your Lesson objective is to follow the writing standards and action verbs picked from the Bloom's Taxonomy.



To edit the Lesson Objective:

1. Tap on the Edit option to navigate to the **Lesson Info** page
2. Edit (type) the **Lesson Objective**, if required you can even edit **Lesson Name** and **Category**
3. Tap on **SAVE** to make the changes


NOTE: The option to edit is visible for lessons that you have created only. If you have appropriate rights enabled in the platform, then it is visible for other users' lessons as well.





 XR LIBRARY  





Toyota 2JZ-GTE Engine

 START LESSON START MEETING

 6 days ago Lesson ID #256989
453 Views
Size: 32.97 MB

LESSON OBJECTIVES 
At the end of this experience, you will be able to disassemble the different components of the engine.

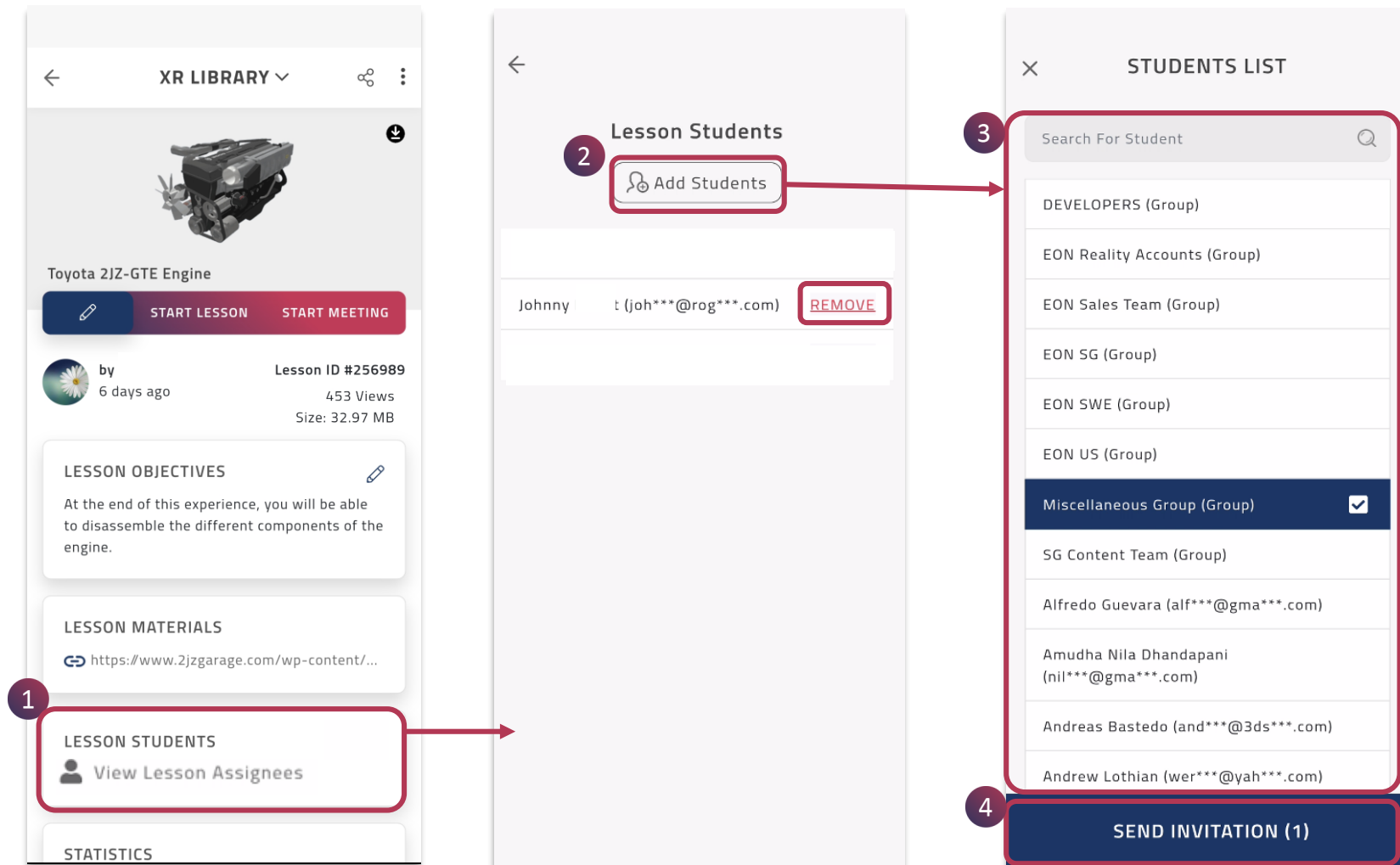
LESSON MATERIALS
 <https://www.2jzgarage.com/wp-content/...>

LESSON STUDENTS
 View Lesson Assignees

STATISTICS

LESSON MATERIALS are additional learning materials pertaining to the same concept as the lesson. This is to support your learners in the process of learning.

They are provided as external online links such as worksheets, labelled diagrams, images, articles, etc. You may tap on the link to view the lesson material online.



1. Assign a particular lesson, by tapping on the Lesson Students section
2. You can **Add Students** or **Remove** them accordingly, tap on Add Students to assign the lesson
3. Search for a student and select them just by tapping
4. Tap on **Send Invitation** to assign this lesson to them



The image shows a three-step navigation process in the XR Library app:

- Step 1:** In the **XR LIBRARY** screen, tap on **STATISTICS** (labeled 1) to view lesson usage data.
- Step 2:** In the **Statistics** screen, tap on a particular attempt (labeled 2) to view its details.
- Step 3:** In the **ATTEMPT #44** screen, the activity details are shown.
- Step 4:** Tap on the **Exit** button (labeled 4) to navigate back to the main page.

Statistics Table:

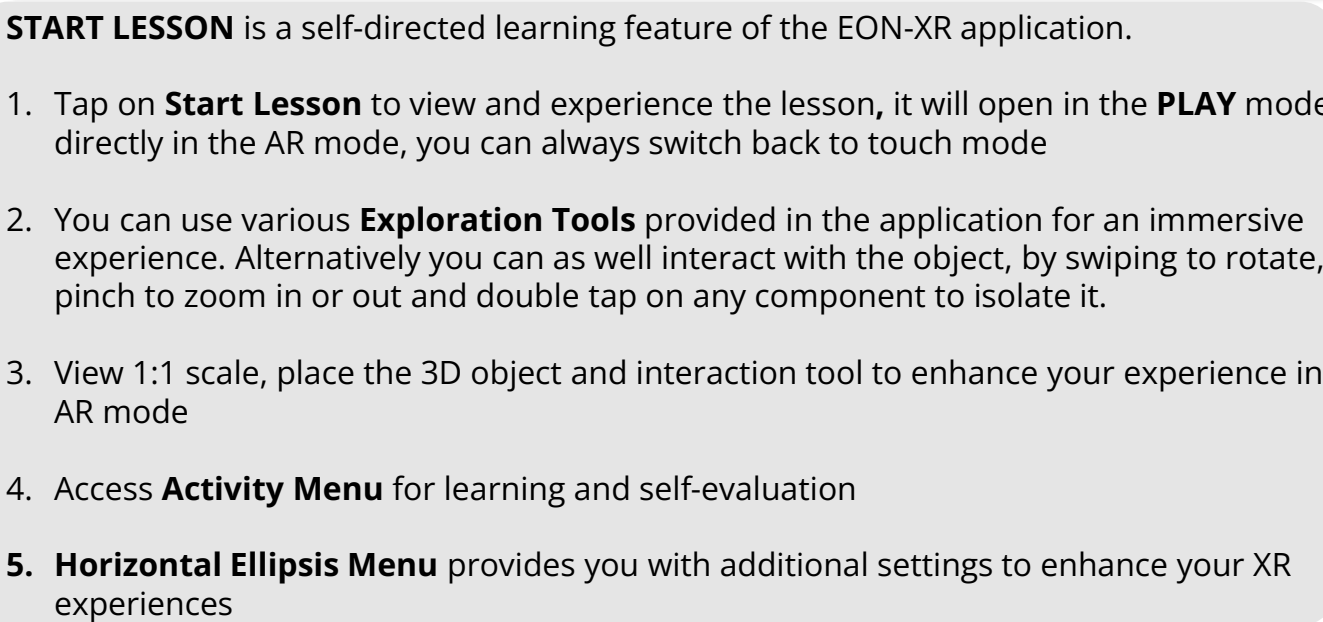
#	DURATION	SCORE	STATUS
48	14:06	N/A	🕒 >
47	07:42	80%	🕒 >
46	00:44	N/A	🕒 >
45	00:45	N/A	🕒 >
44	00:40	N/A	🕒 >

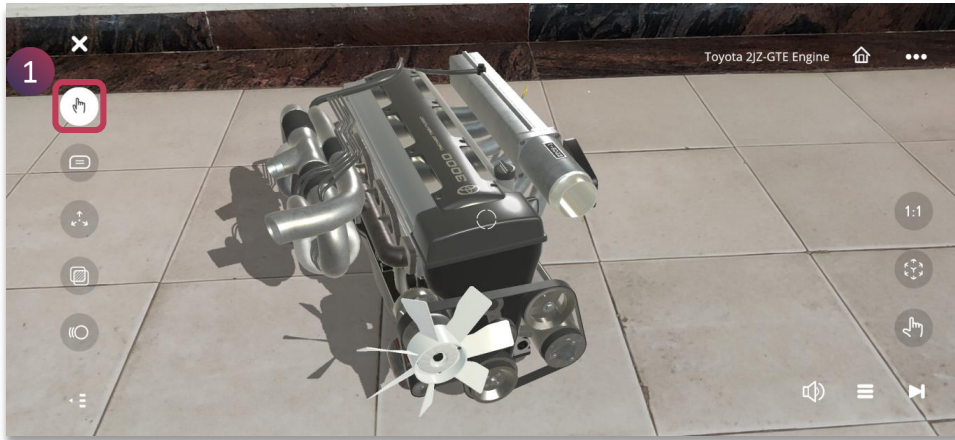
ATTEMPT #44 Table:

#	ACTIVITY	DURATION
10/3/2022, 11:40:08 AM	View	00:40

1. Tap on **View Lesson Statistics** to view the lesson usage data
2. The statistics of all the attempts made by the user(s) is shown, tap on a particular attempt
3. The scores of the activities attempted by a particular user is shown
4. Tap on **Exit** button to navigate back to the main page

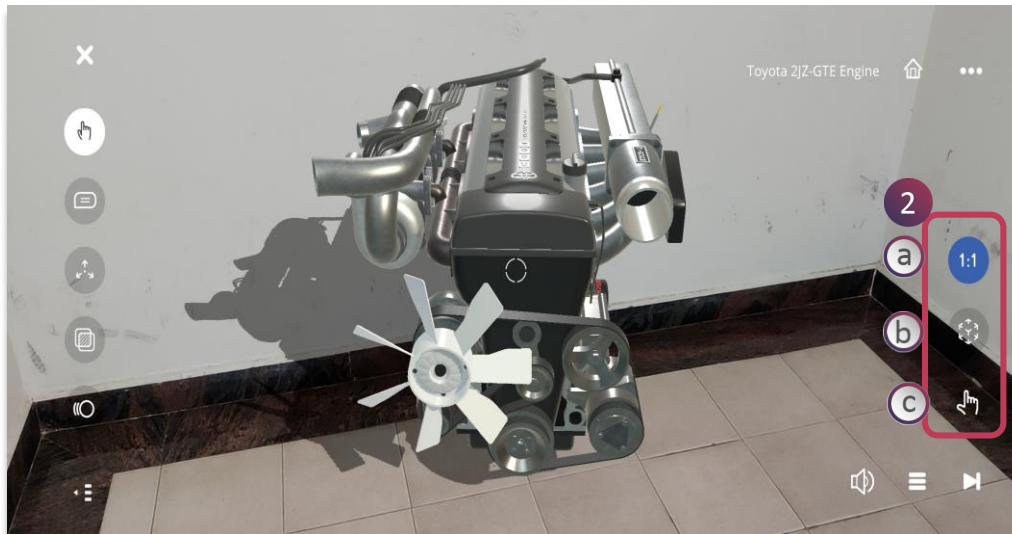
2022 EON Reality. All rights reserved.





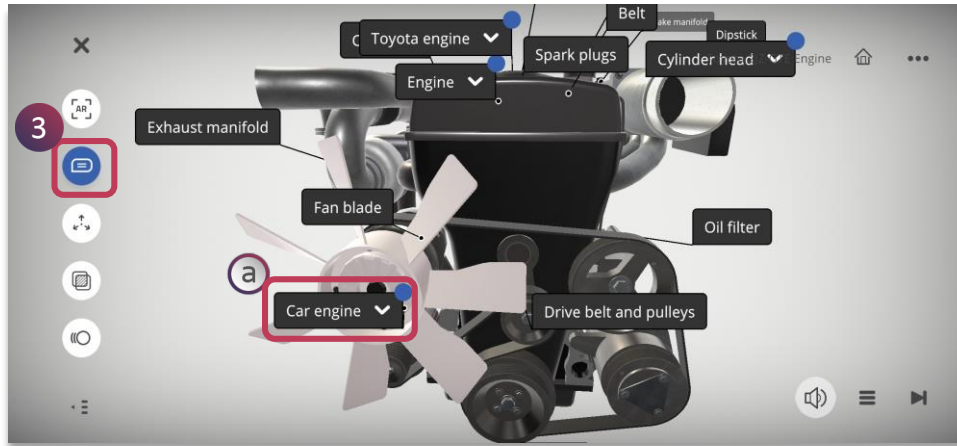
1. Viewing Modes [Different Realities]

Seamlessly switch between **AR Mode** and **Touch Mode** just by tapping on the **AR/Touch** button



2. The AR Mode has additional features on the bottom right corner which include:

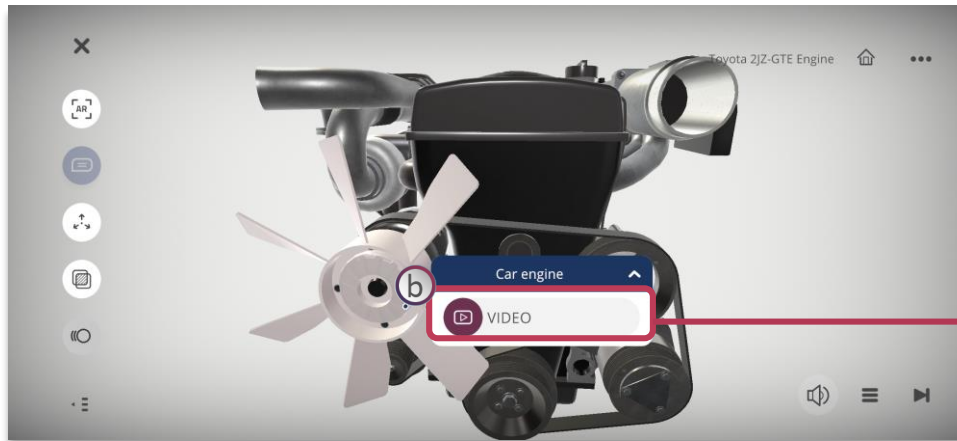
- a. **1:1 Button** - Tap on it to view the model in actual size. It automatically scales up in AR mode
- b. **Box Button** - Tap on it to place the 3D model on a level surface
- c. **Hand Button** - Tap on it to interact with the 3D model in AR mode



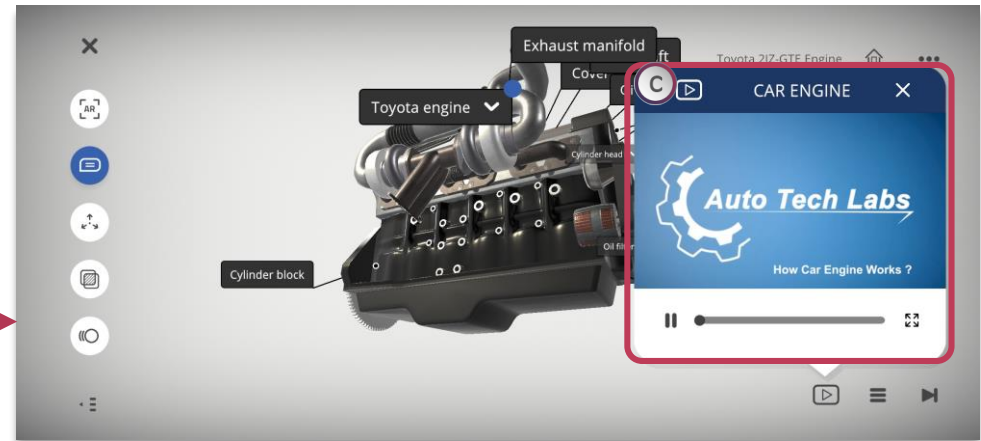
3. See The Labels

Tap on the **Annotation** button to view the labels attached to each component and subcomponent

- a. The video attached to a component will be highlighted as a **Blue Dot** on the annotation as depicted, just tap on it to access it



- b. Tap on the **Video** component attached to the annotation to view it



- c. The **Video** plays providing you with the required immersiveness



4. Unassemble The Model

Tap on the Explode button to separate the components and subcomponents of the model



5. View In X-Ray

Tap on the X-Ray button to view the inner details of the model



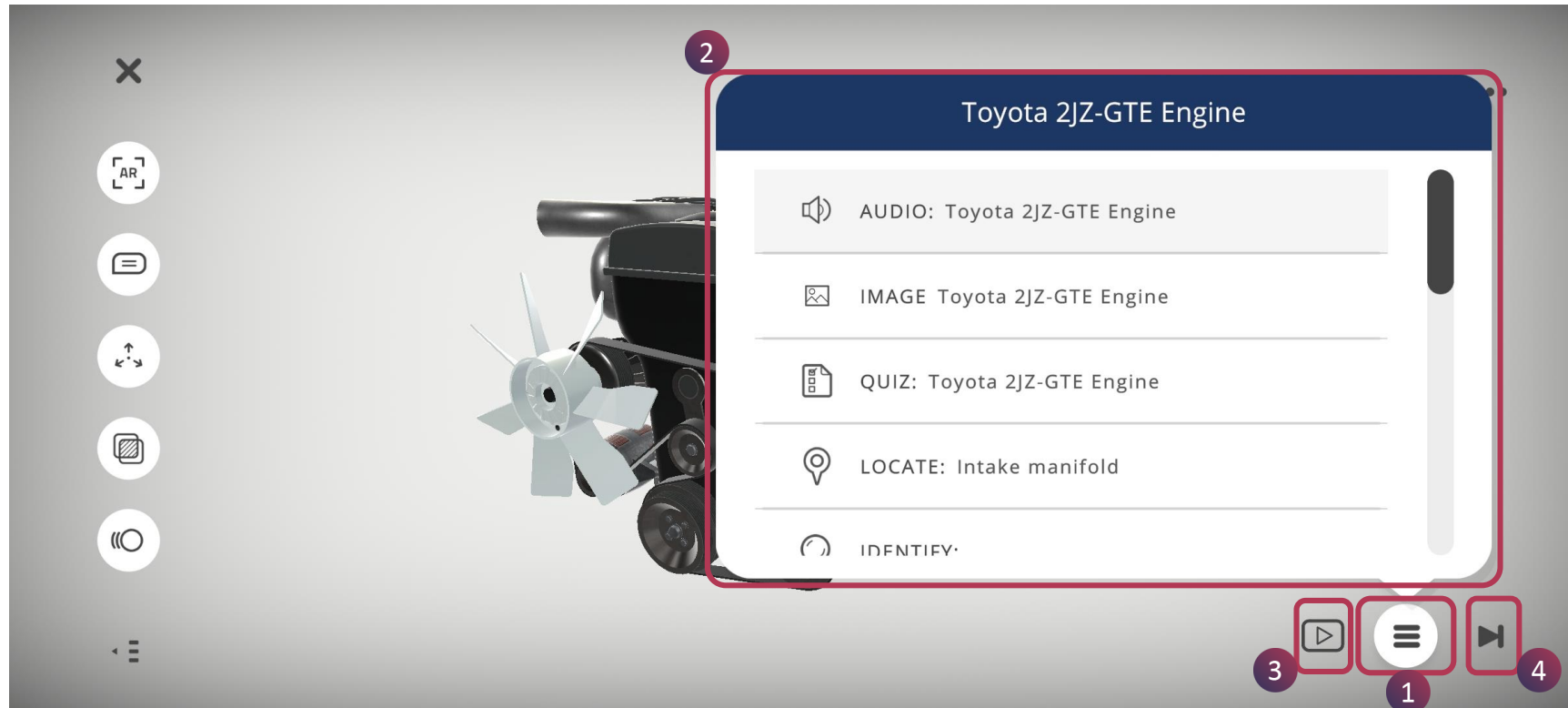
6. Animate The Model

Tap on Animation button to view the animation related to the model. It displays animation sequences if any, tap on it accordingly to view it





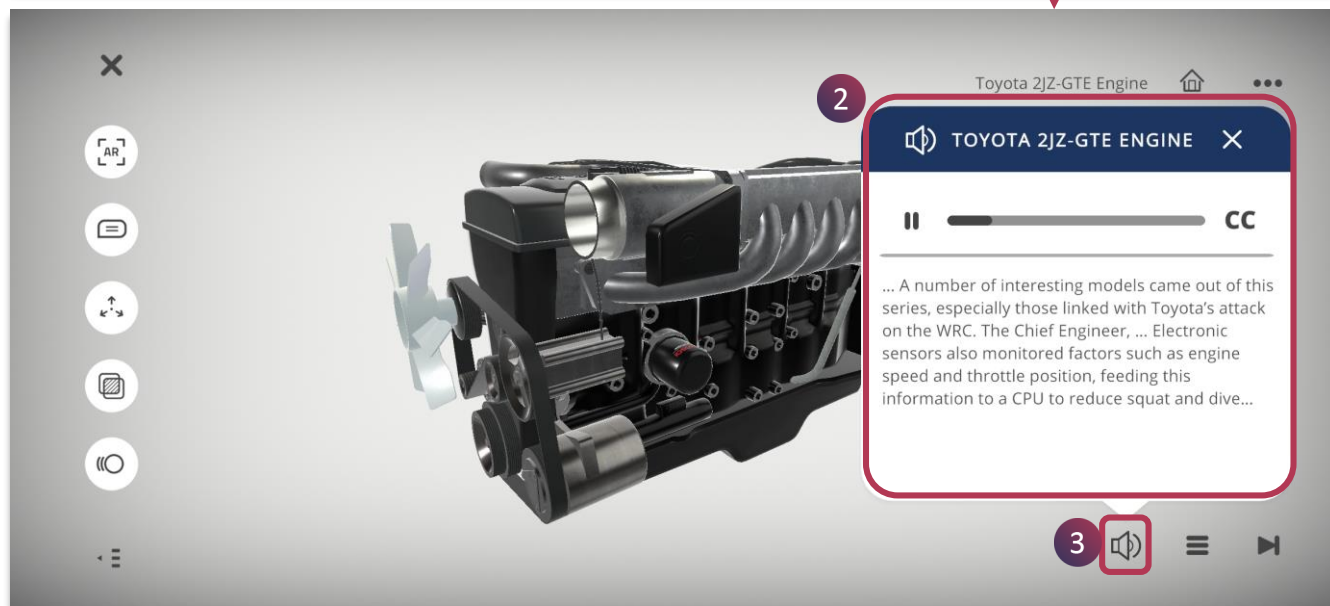
7. Clutter Free Experience

Tap on the On/Off button to have a clutter free experience while manipulating the model



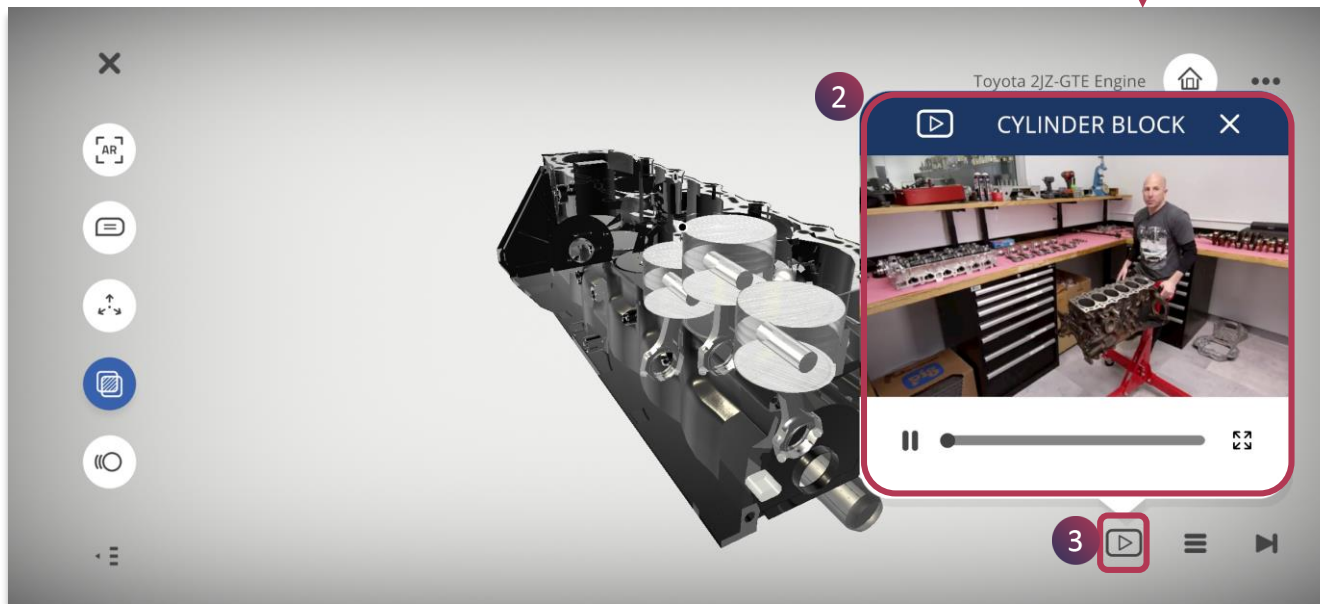
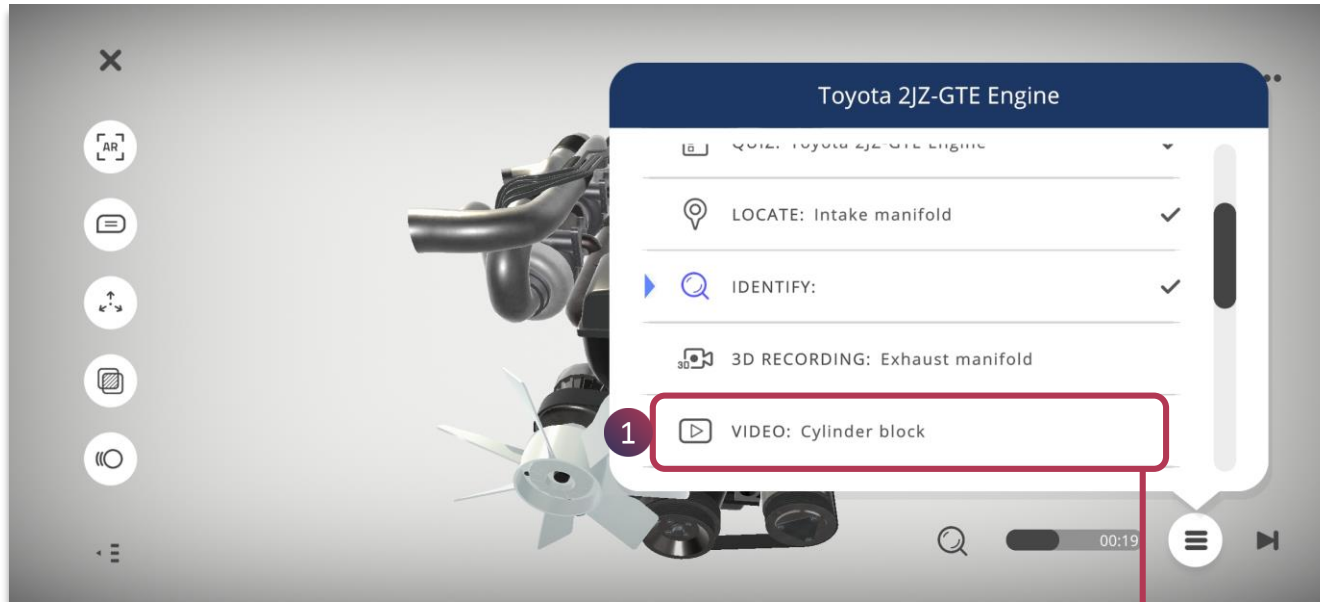
Explore lesson activities using the **Activity Menu**. It presents the list of activities, giving you an overview of the entire lesson. Each section in the menu focuses on the overall concept or a particular component of the model and contains different knowledge portals for a through understanding.

1. Tap on the **Activity Menu** to view all the activities present in the model
2. Different types of activities such as **Audio, Video, PDF, Image, 3D Recording, Quiz, Locate and Identify** can be selected from here
3. Indicates the type of activity selected,  in this case it is video
4. Tap on Forward  button to go to the next section of the lesson



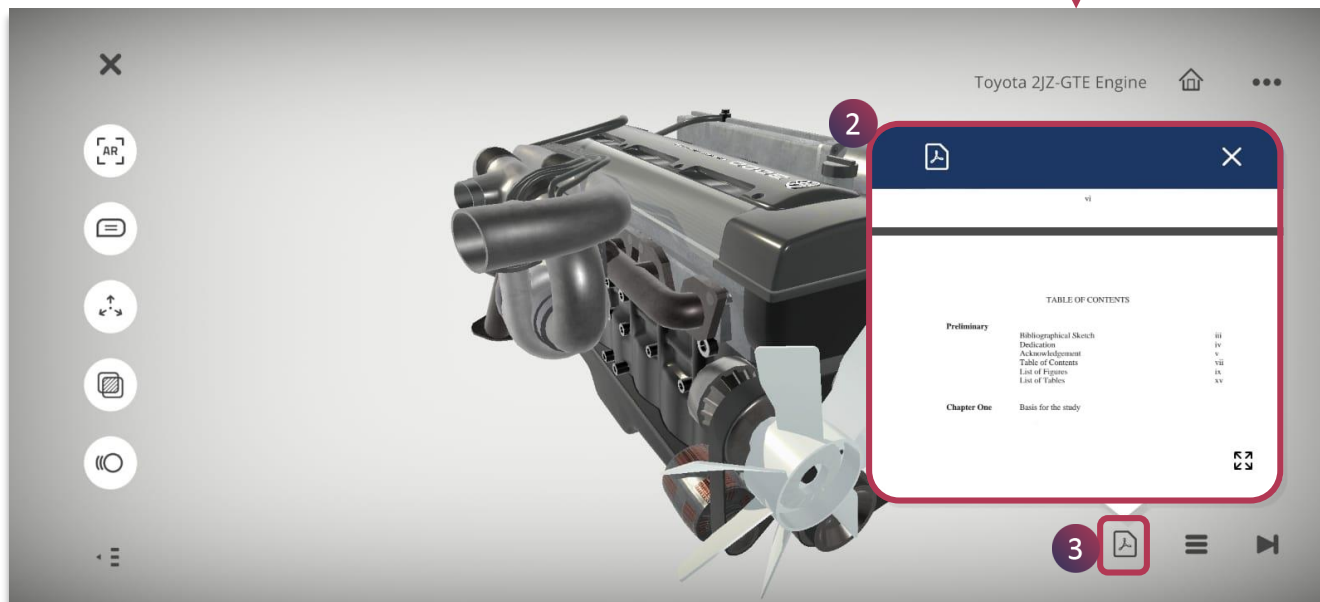
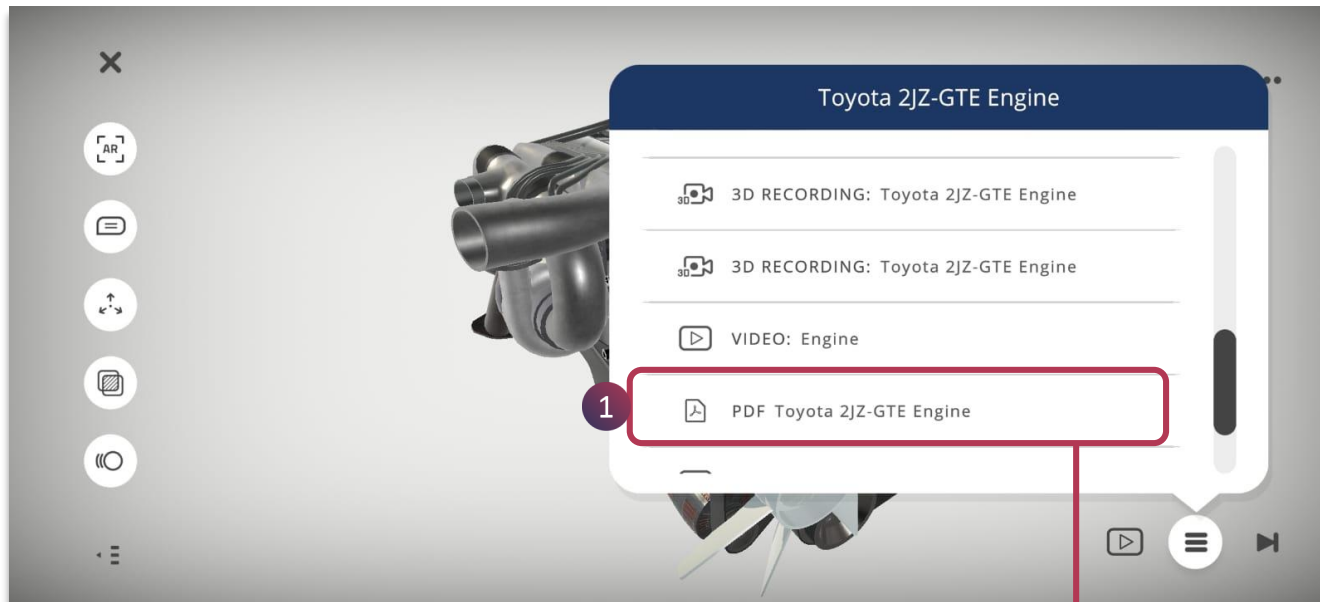
You can access audio narration of a component or a concept in the lesson by:

1. Tapping on the **Audio** activity from the menu of activities
2. The Audio is played and you can also view the captions of the narration
3. To hide the audio tab, just tap on the **audio button** and access it whenever required



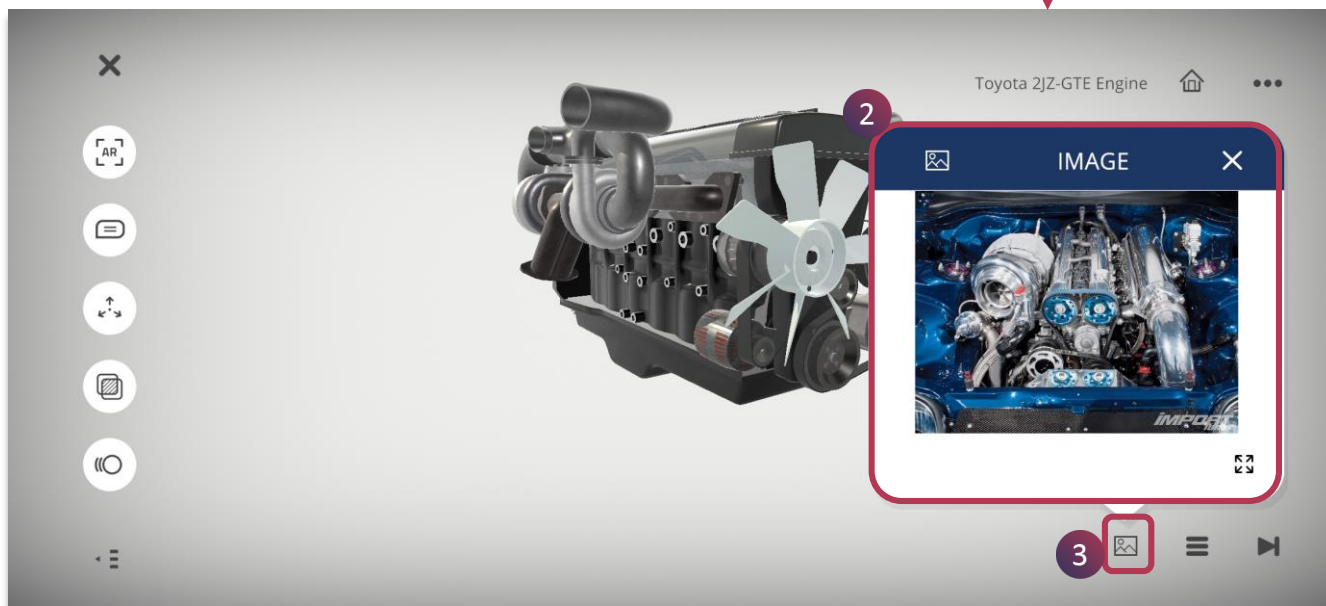
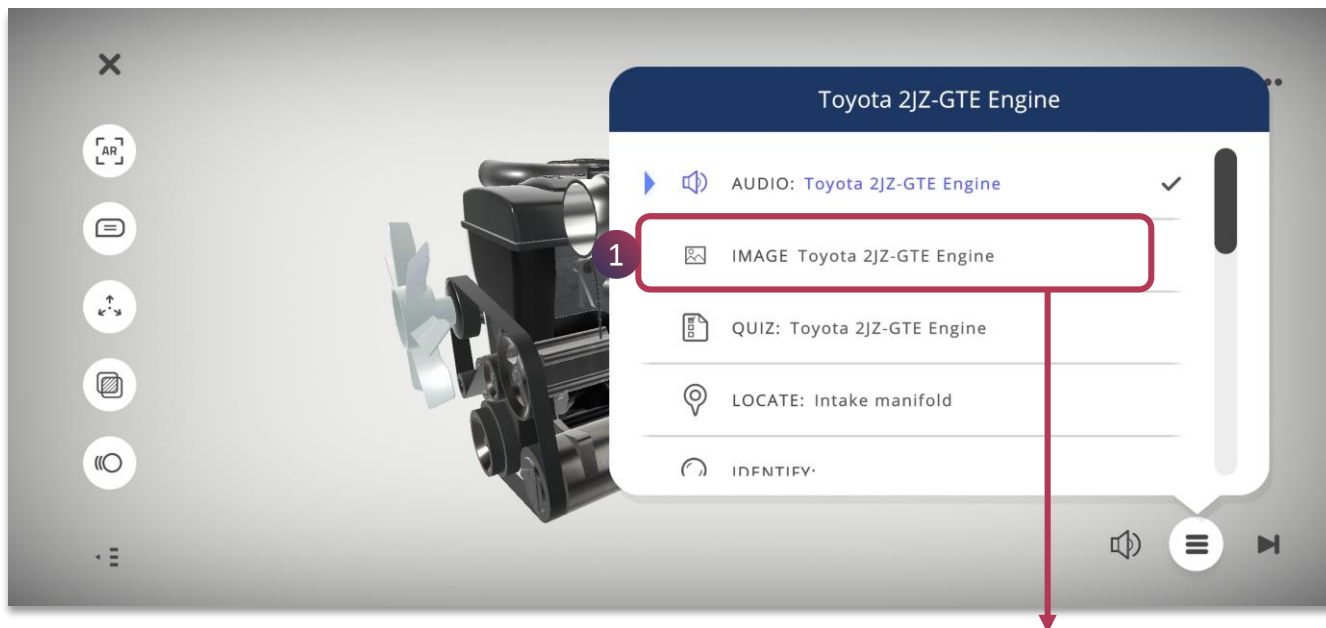
You can access video embedded within the lesson by:

1. Tapping on the **Video** activity from the menu of activities
2. The Video is shown, you can play , pause and also view it full screen
3. To hide the video, just tap on the **video button** and access it whenever required



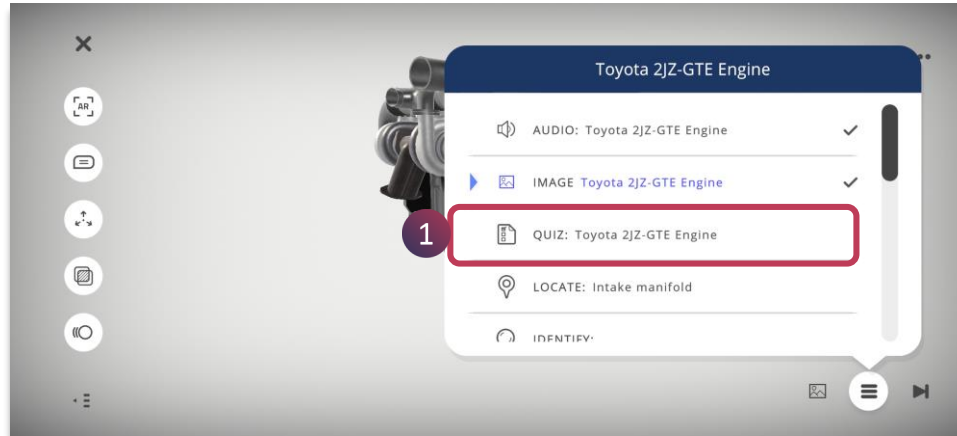
You can access PDF embedded within the lesson by:

1. Tapping on the **PDF** activity from the menu of activities
2. The PDF is displayed, you can scroll down for all the pages and also view it full screen
3. To hide the PDF, just tap on the **PDF button** and access it whenever required



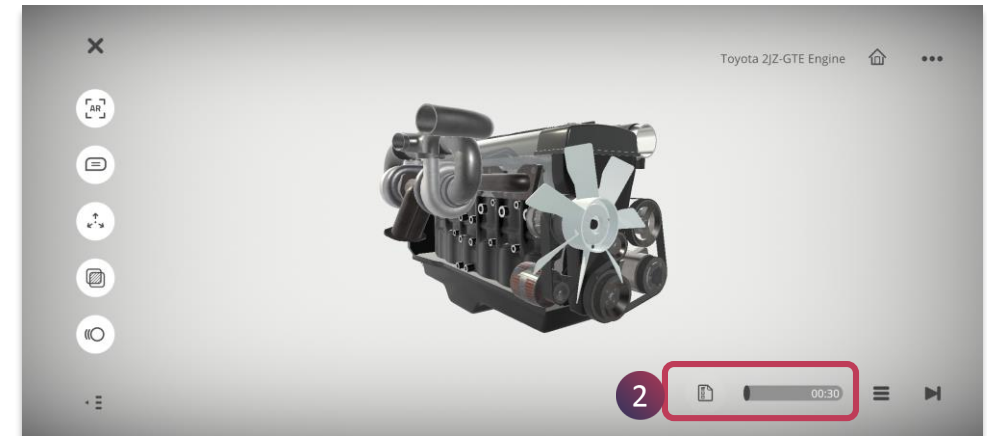
You can access image embedded within the lesson by:

1. Tapping on the **Image** activity from the menu of activities
2. The image is displayed, you can also view it full screen
3. To hide the image, just tap on the **Image button** and access it whenever required

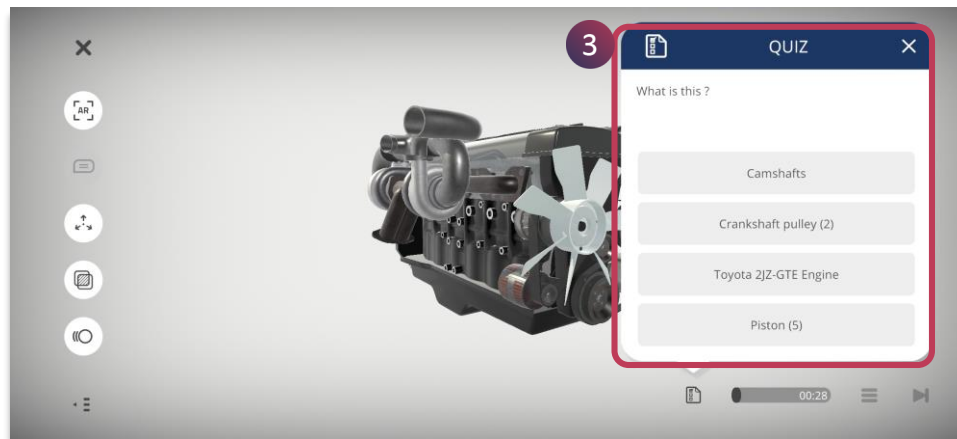


Quiz activity is a multiple choice question having four options with a correct answer.

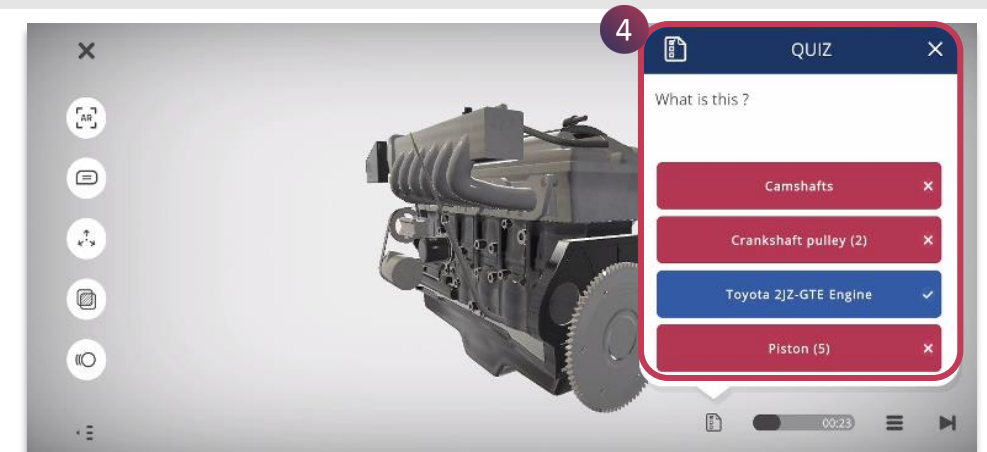
1. Tap **Quiz** from the menu of activities



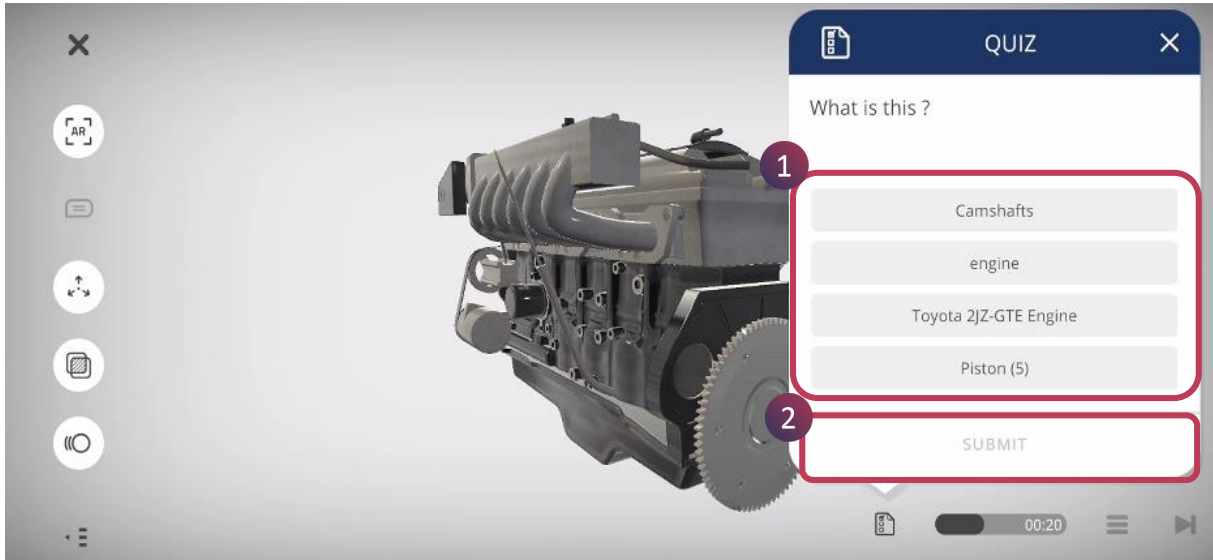
2. Tap on the **Quiz icon** to do the activity, the timer starts for the set time



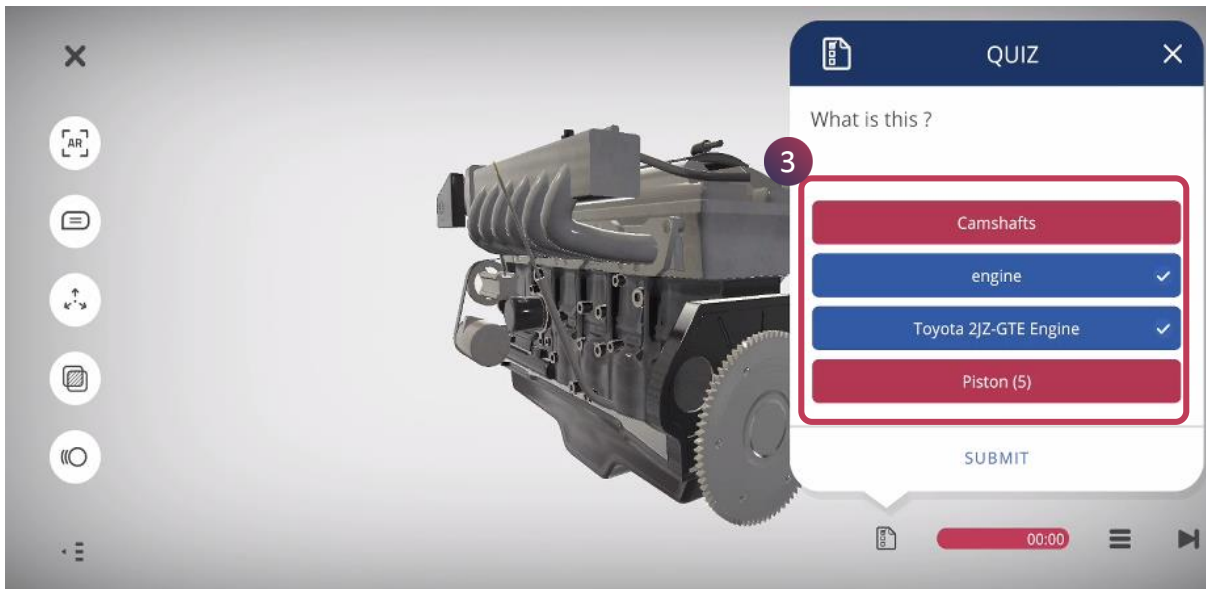
3. You need to tap on the option, within the set time for a single answer type question



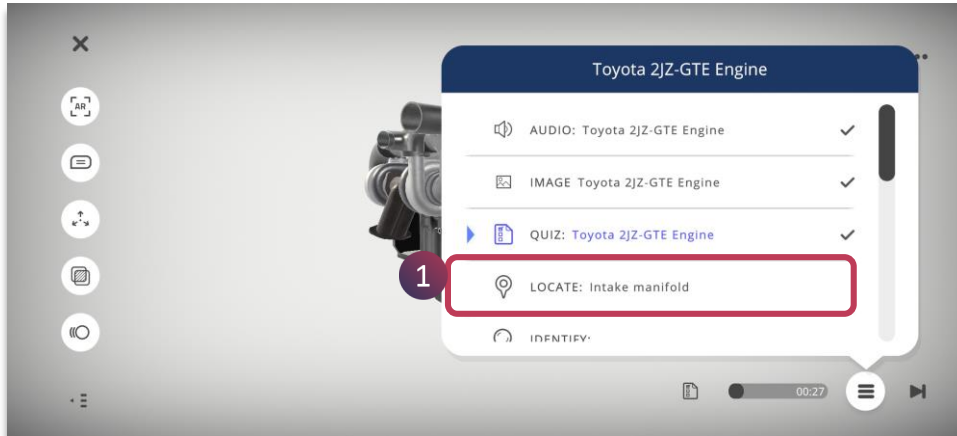
4. The feedback is given immediately for self evaluation in the case of a single answer type of quiz, if incorrect further attempts are provided till the correct option is chosen



1. For a multiple answer type question, you can select multiple answers from the given options
2. Tap on Submit, to check within the set timer

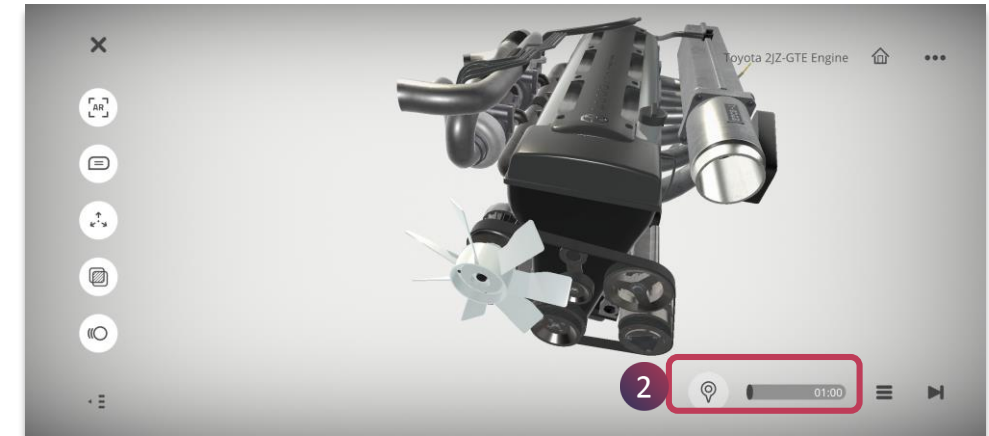


3. The feedback is given immediately for self evaluation, the correct and incorrect answers are depicted shown

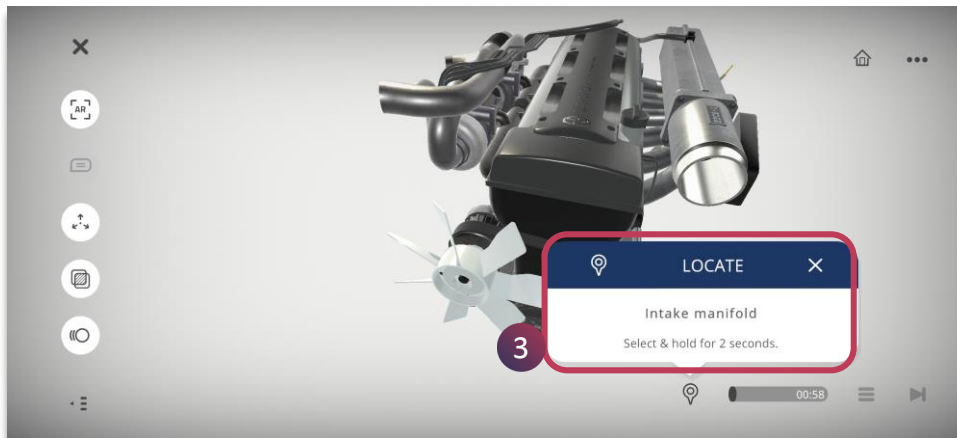


Locate activity needs you to choose the correct model component from the disassembled 3D model.

1. Tap **Locate** from the menu of activities



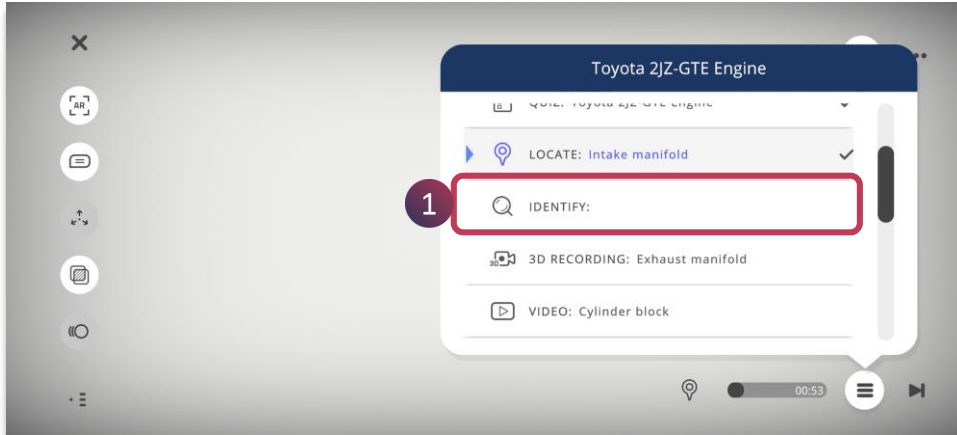
2. Tap on the **Locate icon** to do the activity, the timer starts for the set time



3. You need to select and hold the component in the 3D model within the set time if it has multiple parts. If it is a single mesh model, then spheres are used for selecting the object

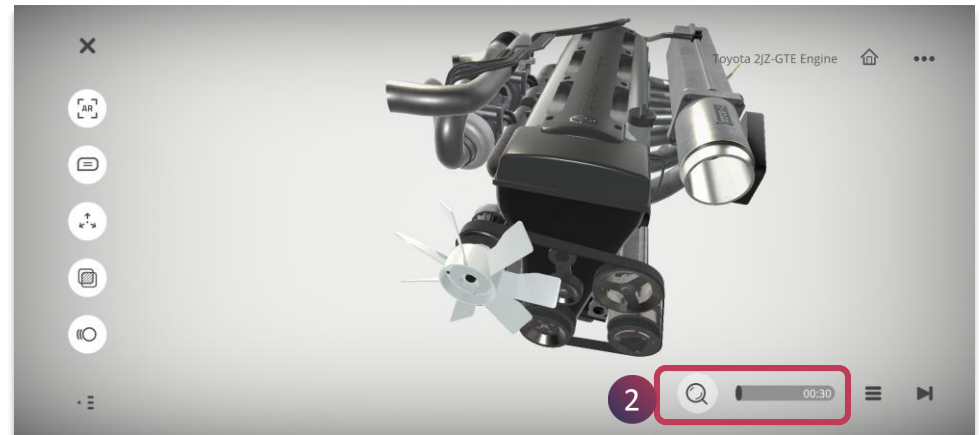


4. The feedback is given immediately for self evaluation, if incorrect further attempts are provided till the set timer

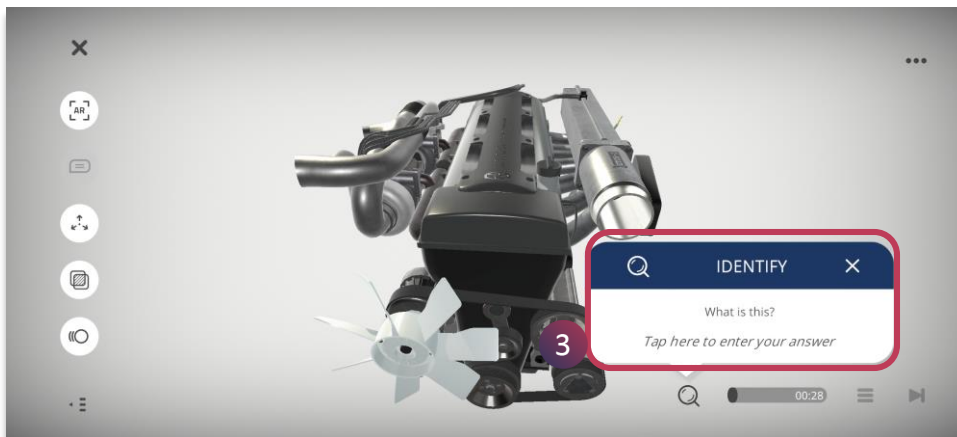


Identify activity needs you to correctly identify the model component which is shown.

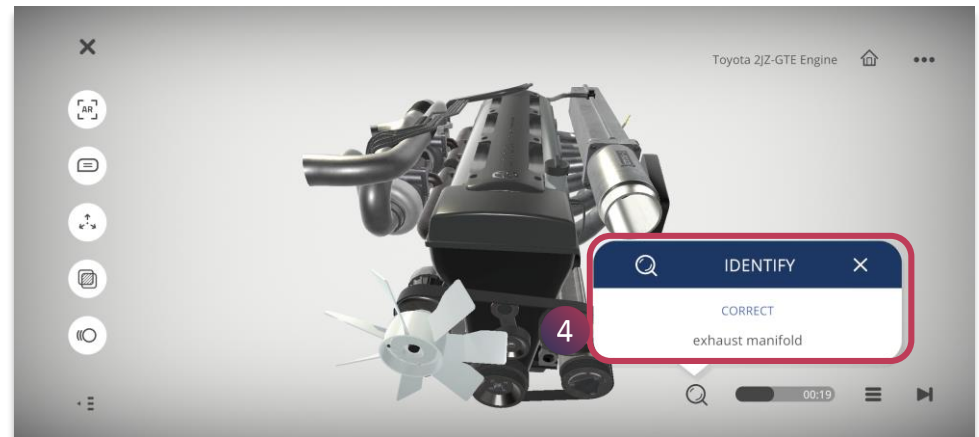
1. Tap **Identify** from the menu of activities



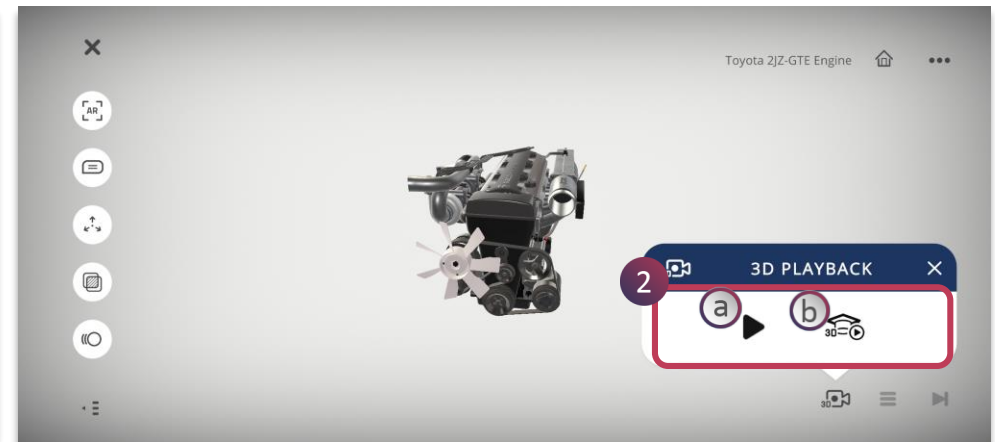
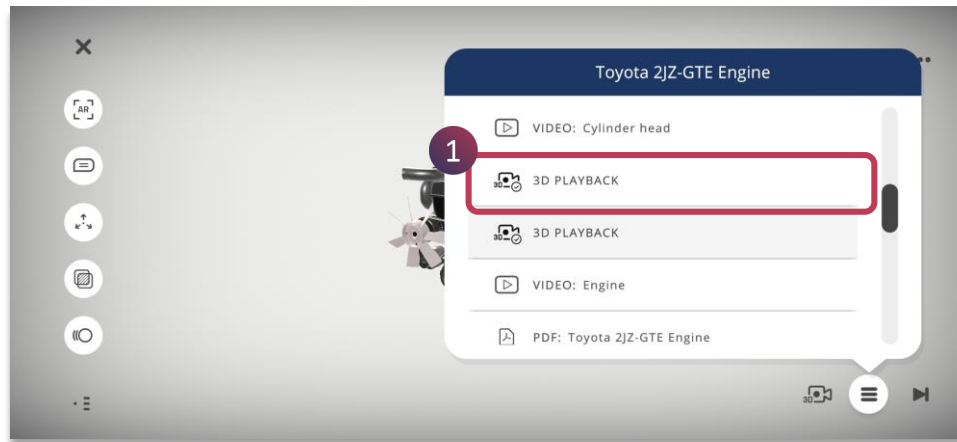
2. Tap on the **Identify icon** to do the activity, the timer starts for the set time



3. You need to enter the component name of the 3D model, within the set time



4. The feedback is given immediately for self evaluation, if incorrect further attempts are provided till the set timer

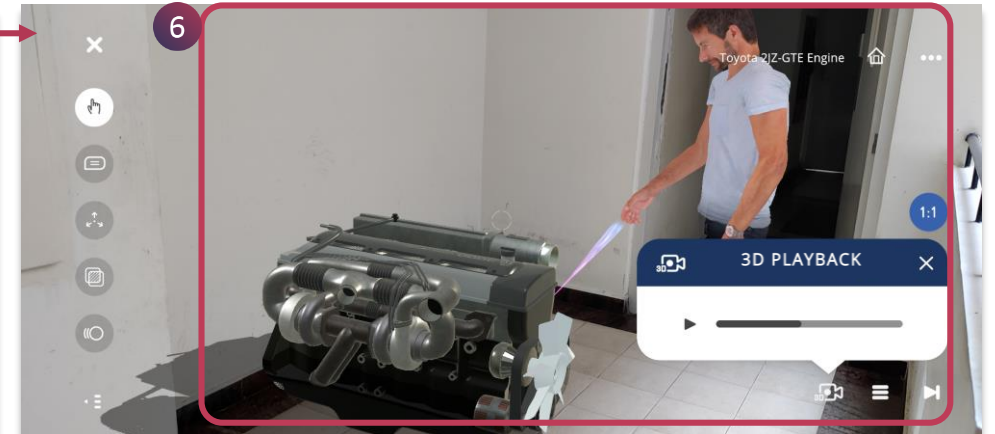
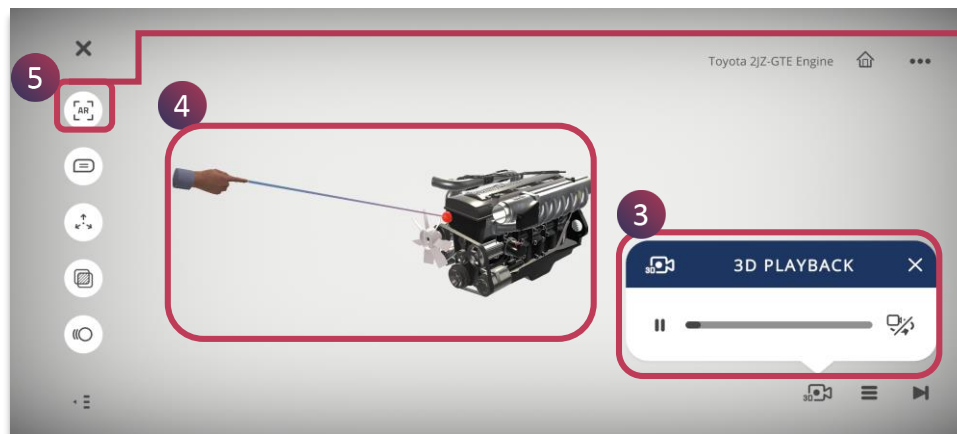


3D Playback is the audiovisual animation created by the author of the lesson.

1. Tap on the **3D Playback** activity from the activity menu

2. **3D Playback** will present you the following options:

- Tap on **Play** button to view the 3D Recording of the lesson author
- Tap on **3D Assessment** button to perform the steps shown in the recording and get feedback accordingly



3. Tap on the **Play/Pause** button to start/pause the recorded AV session of the lesson

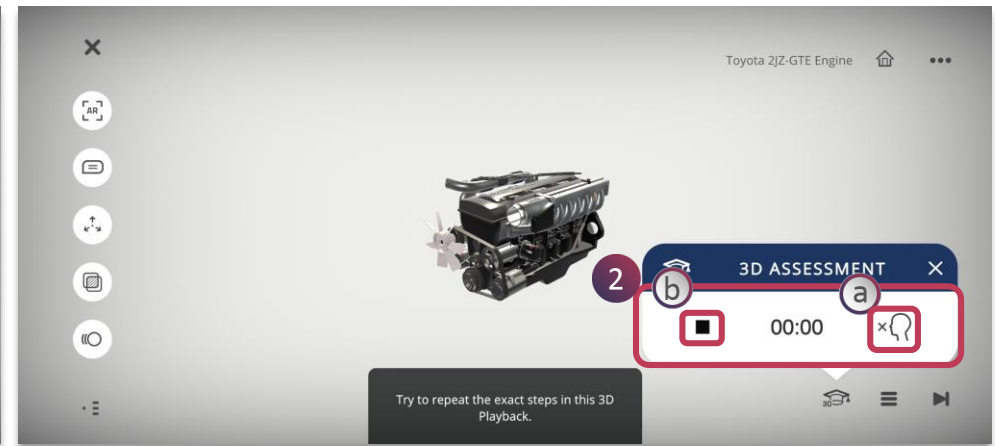
4. The hand icon points to the particular key element of the model as intended by the creator of the lesson

5. Seamlessly switch to the AR Mode

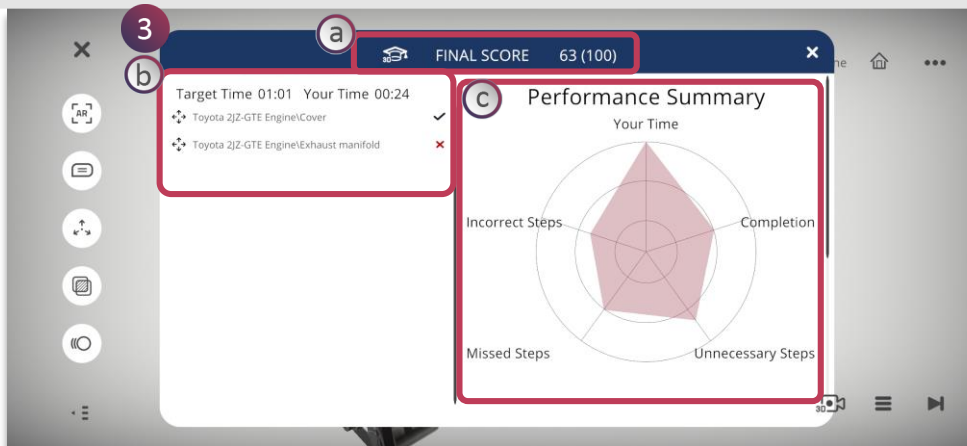
6. Digital Avatar Guided Instructions are enabled in the AR mode with the voice over as recorded by the creator of the lesson



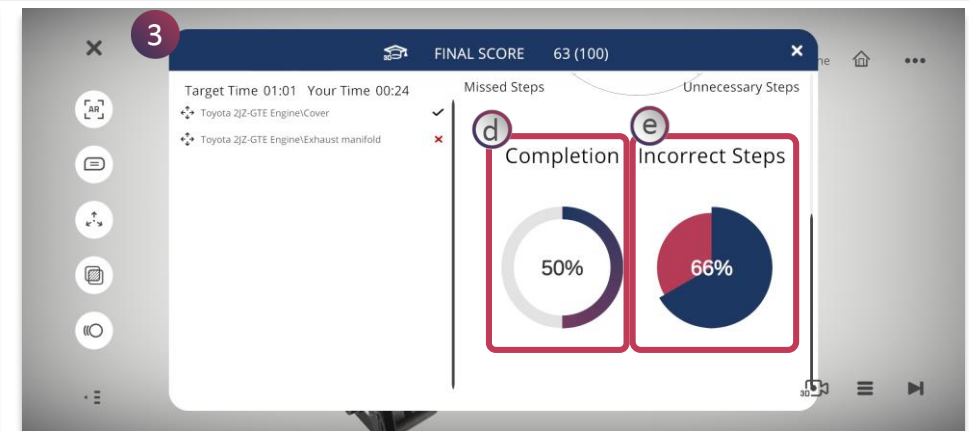
1. Tap on the **3D Assessment** button from the 3D Playback activity



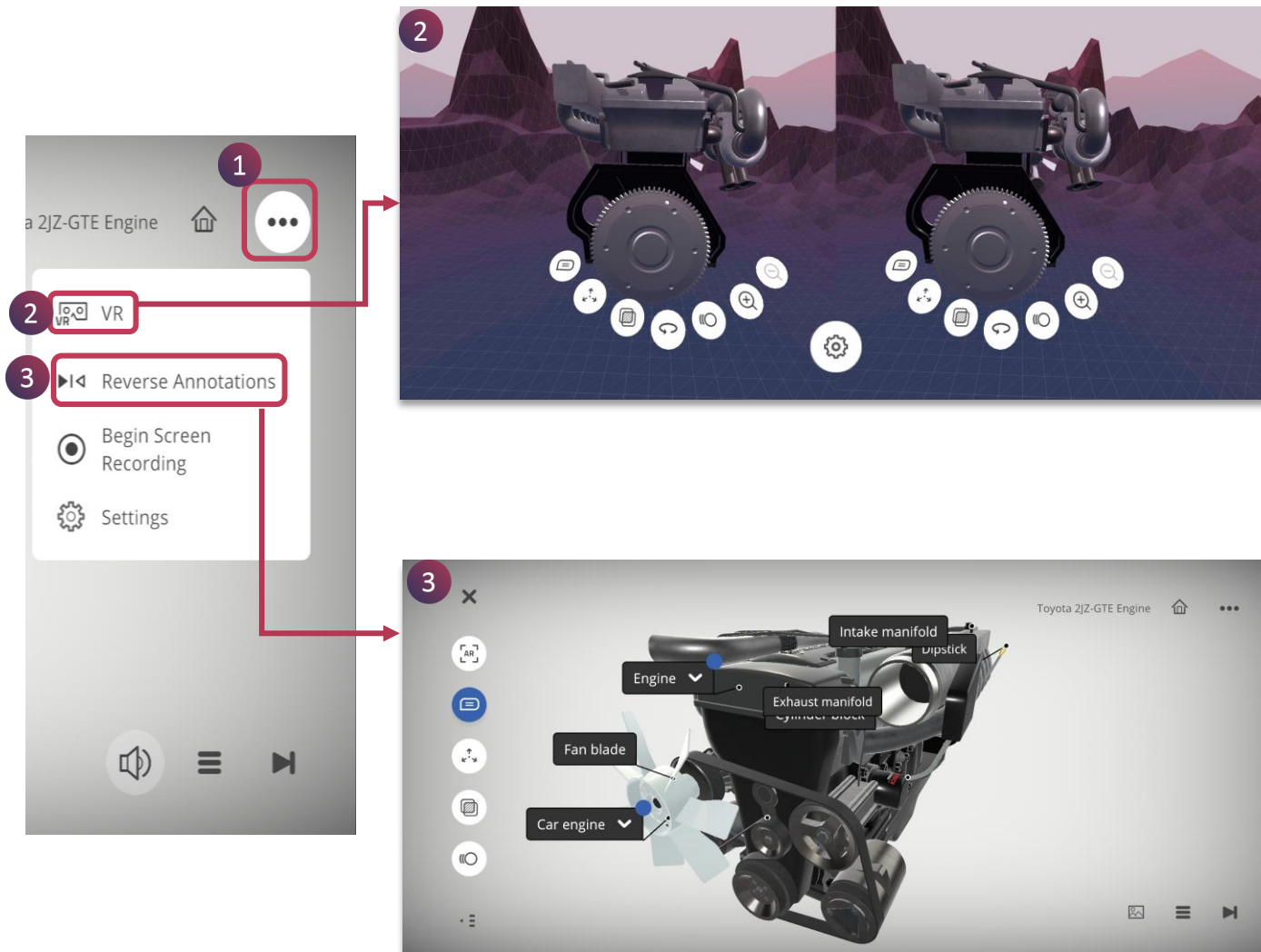
2. You need to repeat exact steps as demonstrated in **3D Playback** of the multi-mesh models
 - a. Tap on **Audio** button to listen to the voice over of the recording
 - b. Tap on **Stop** button to get performance feedback accordingly



3. The 3D assessment performance summary is shown:
 - a. Final Scores of the completed task
 - b. Displays procedural steps which had to be followed
 - c. Graph depicting the performance related to the task

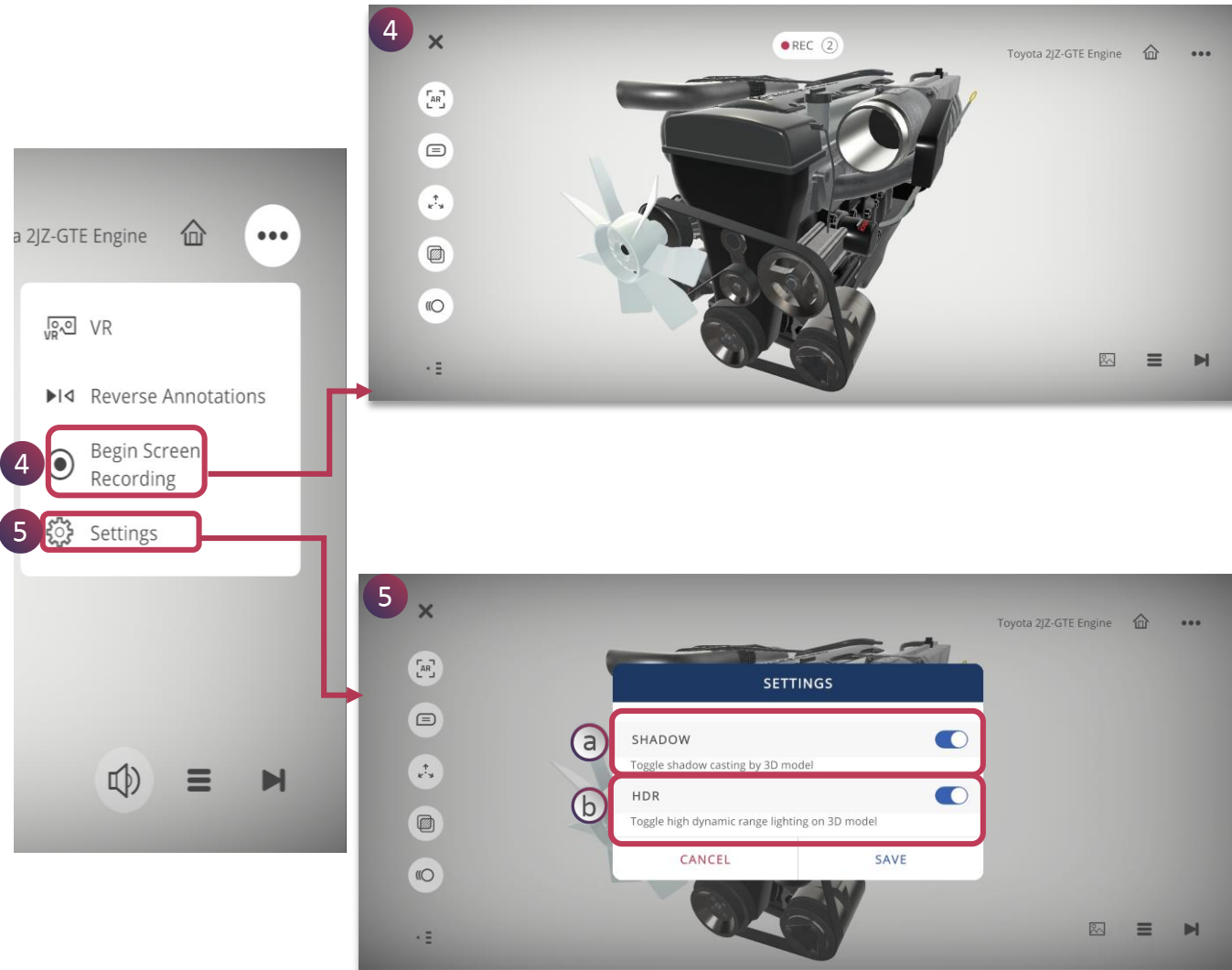


- d. Completion status
- e. Percentage of incorrect steps



Horizontal Ellipsis Menu provides you with additional settings for you to experience holistically

1. Tap on the **Horizontal Ellipsis Menu** to access different features
2. Tap on **VR** to enable to view the lesson through Mobile VR headset for complete immersiveness
3. Tap on **Reverse Annotations** to enable different view of the annotations on the model



4. Tap **Begin Screen Recording** to completely capture the exploration of the 3D model

5. Tap on **Settings** to enable these features:

a. **Shadow** – To cast shadow of the 3D model

b. **HDR** – To enhance high dynamic range lighting on 3D model

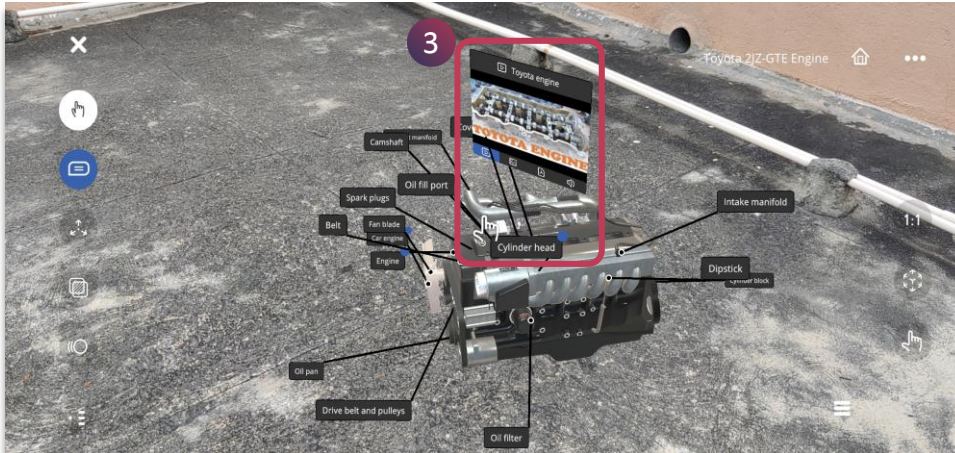
You can tap on Save to make the changes



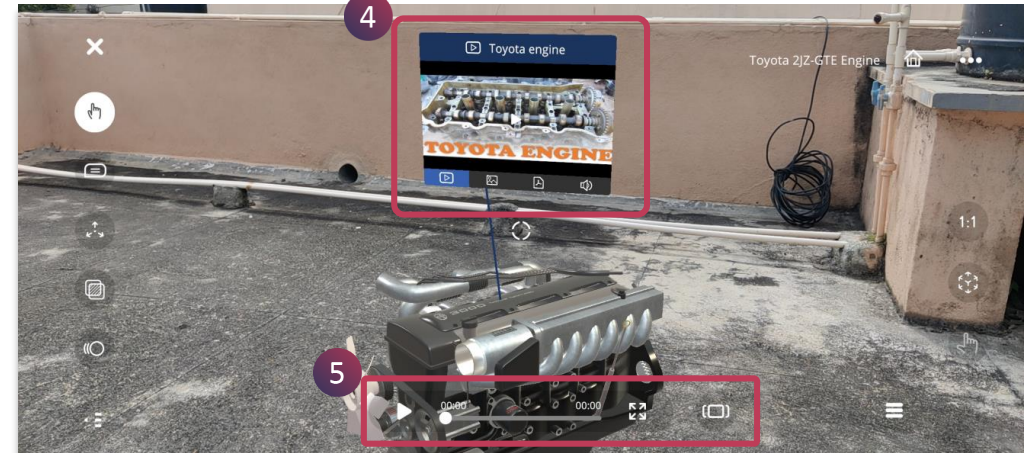
1. Tap on the **AR mode** to experience the immersive floating knowledge portals



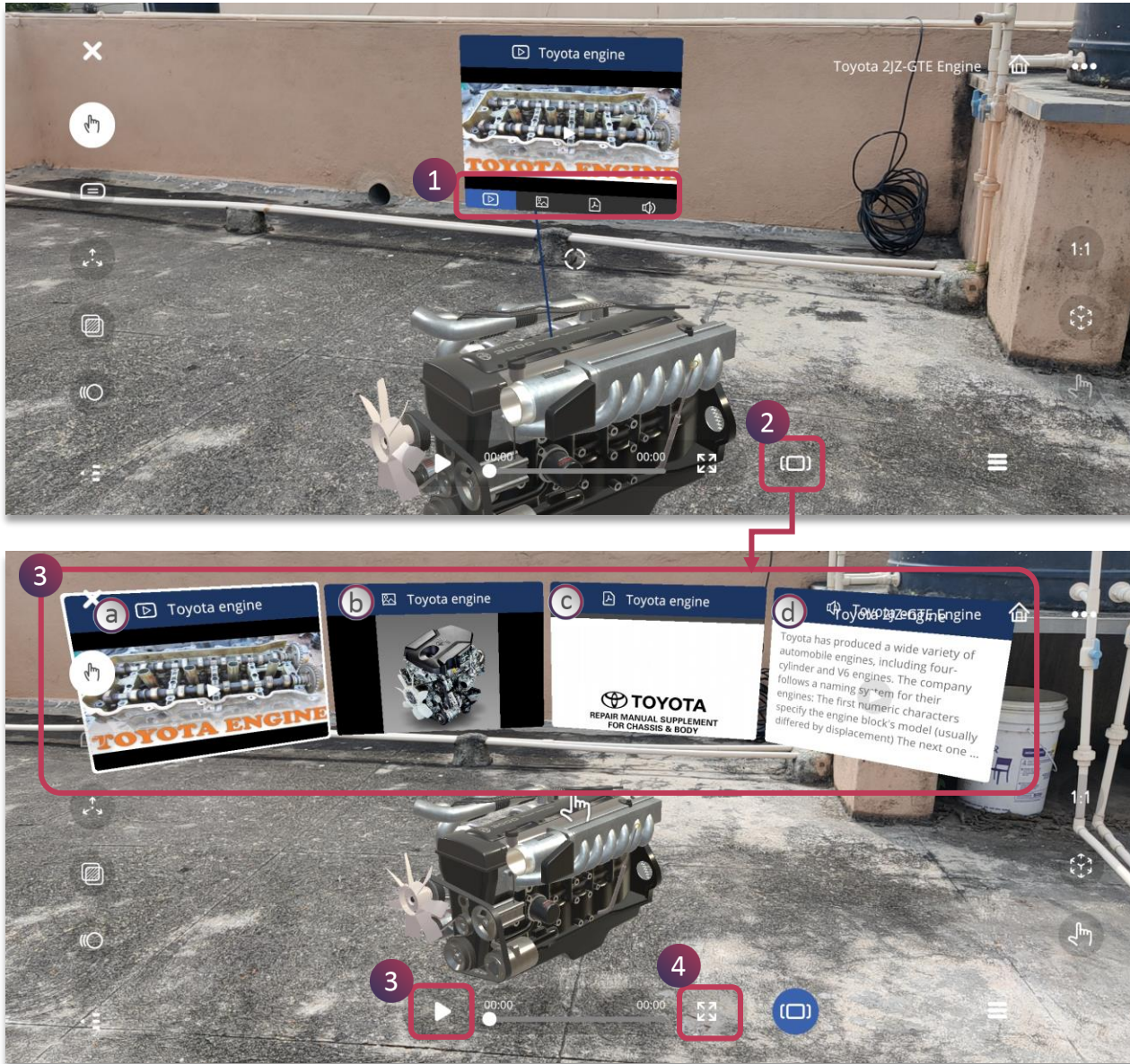
2. Tap on the **Annotation** button, to view the knowledge portals associated with different annotations



3. Tap on the annotation having a blue dot, which indicates the presence of knowledge portals



4. 3D Knowledge portals floating in space in AR mode can be seen
5. Media control bar appears to provide more controls of the knowledge portal



Several media activities, such as **Audio, Video, PDF and Image** associated with an annotation will show up as tabs on the Knowledge portal.

1. Tap on a particular tab to go to that particular media type and playback the media by tapping on the portal screen.

2. **Carousel option** – Tap on the Carousel button to view all the media activities at once. This can be seen only if there are more than one media activity

3. Tap on the particular media / play button to play / view them

a. Video	c. PDF
b. Image	d. Audio

4. Tap on the expandable option to view them in the full screen

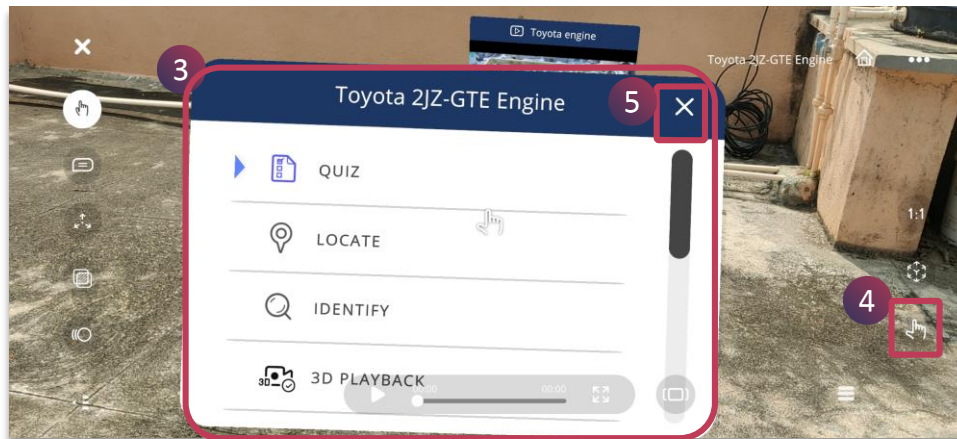
NOTE: If an activity is not associated with an annotation, i.e. a global activity, you will not be able to access this in AR mode in the Knowledge Portals.



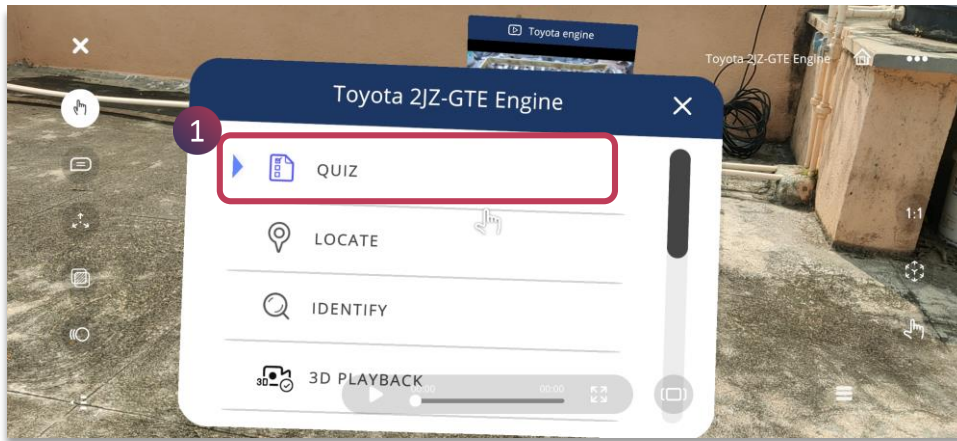
1. Tap on the **AR mode** to access the assessment portals



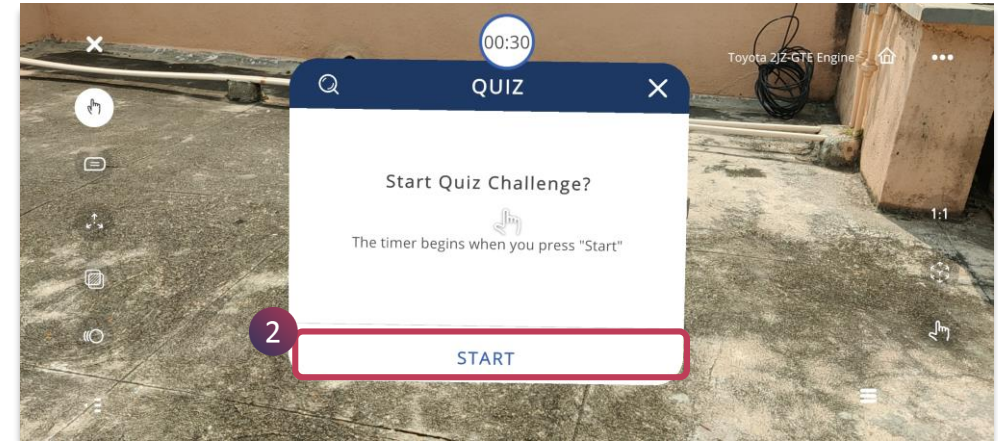
2. Tap on the **Activity Menu**, to view the assessment portals present in the experience



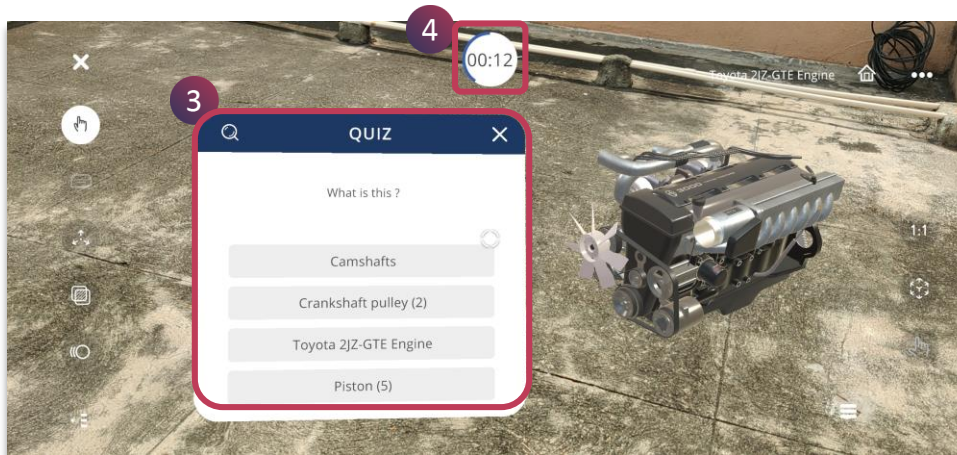
3. 3D Assessment portal is shown, you can select an option from the assessment list panel
 - a. Quiz
 - b. Locate
 - c. Identify
 - d. 3D Playback
4. Move the assessment panels by selecting the grab icon , which appears when you hover the header.
5. Tap on the cross mark **X** to exit the assessment panel



1. Tap on the **Quiz** option from the assessment list panel

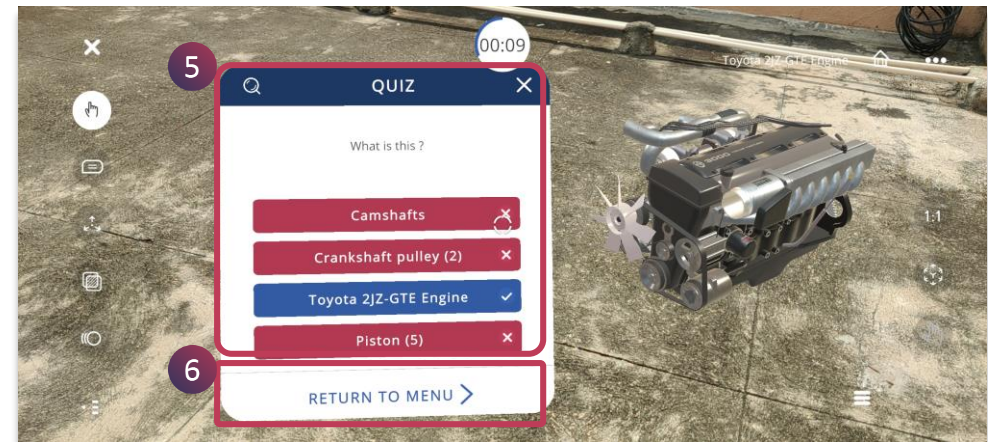


2. Tap on **START** to begin the Quiz challenge



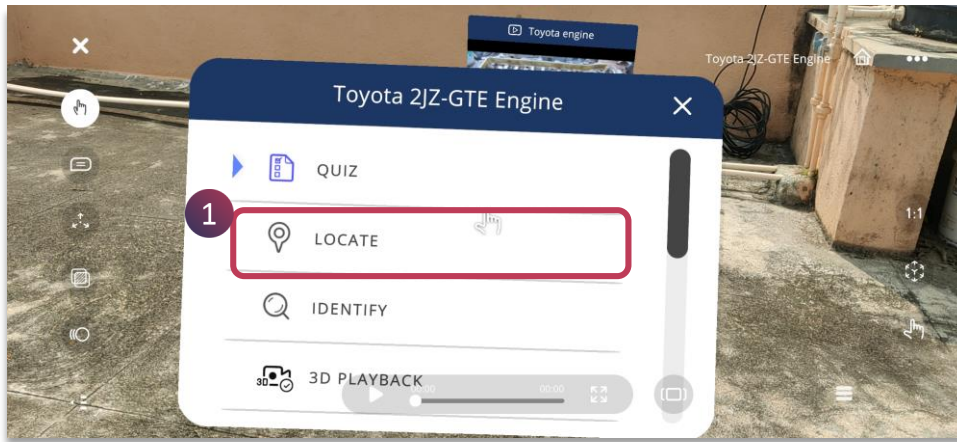
3. The quiz question along with options are shown as a floating panel for you to attempt, tap on the particular option.

4. The timer is also shown

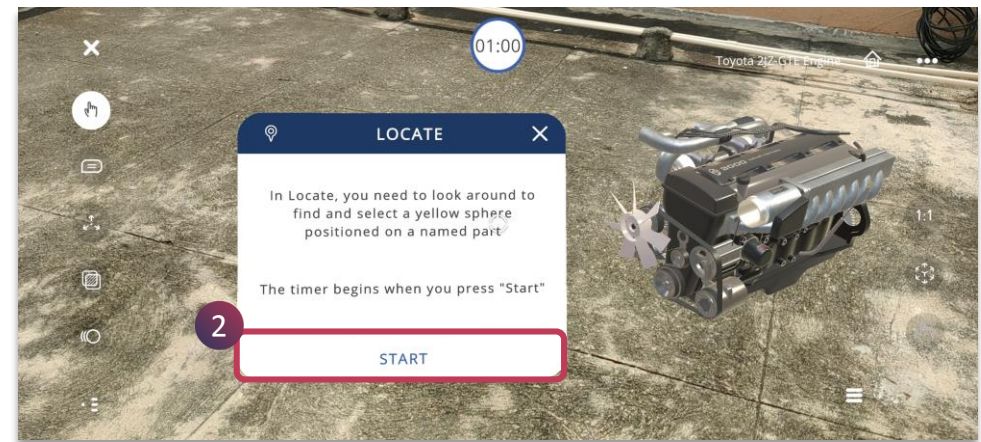


5. The feedback is given immediately for self evaluation, if incorrect further attempts are provided till the correct option is chosen

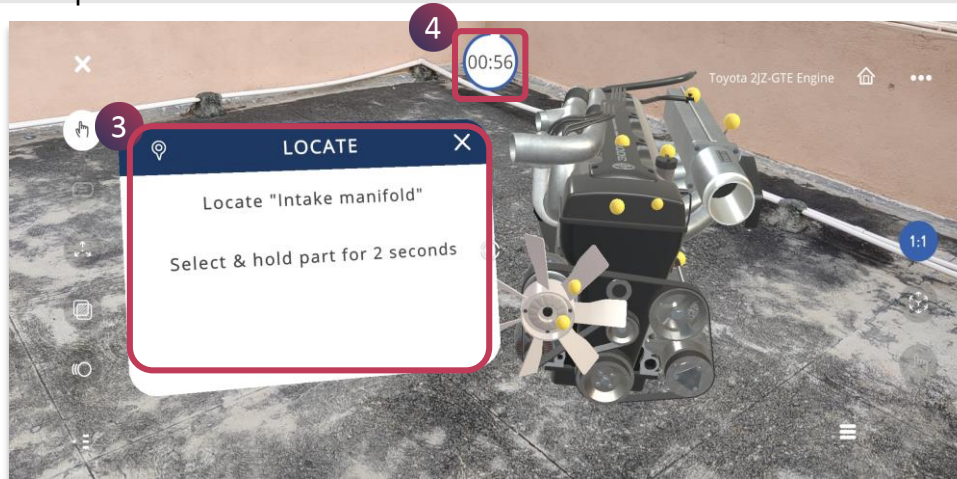
6. Tap on **RETURN TO MENU** to go back to the assessment list panel



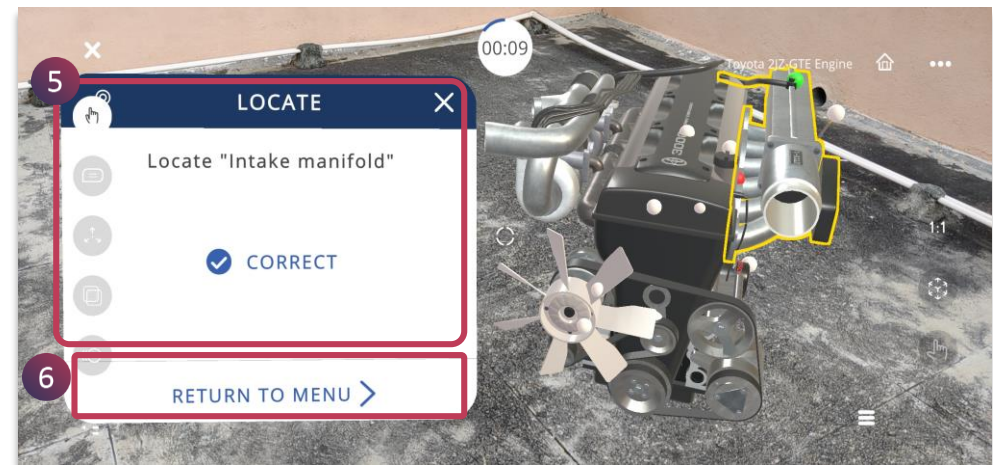
1. Tap on the **Locate** option from the assessment list panel



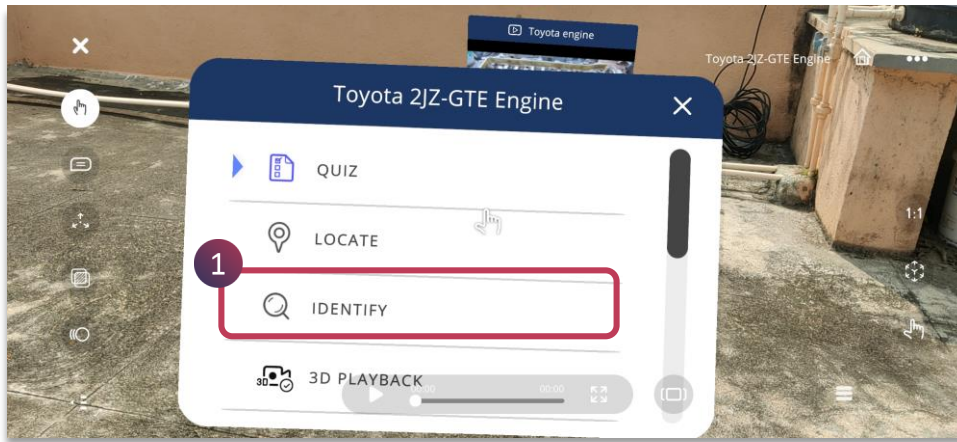
2. Tap on **START** to begin the locate challenge



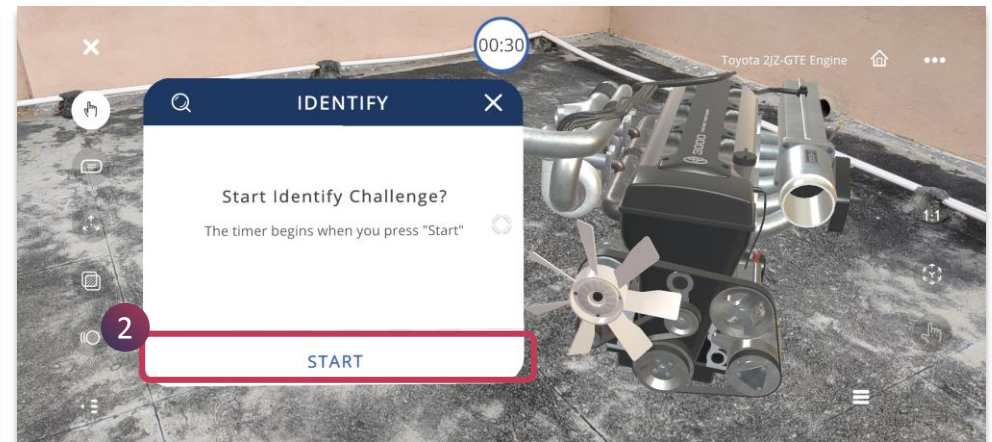
3. Select one of the pulsing yellow spheres and hold for 2 seconds using the grab icon within the set time.
4. The timer is also shown



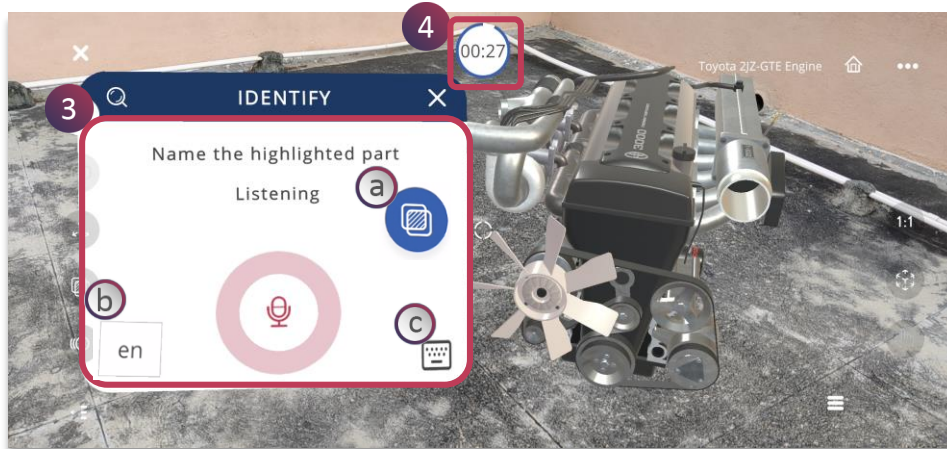
5. The feedback is given immediately for self evaluation and you have two more attempts provided till the set timer, if incorrect
6. Tap on **RETURN TO MENU** to go back to the assessment list panel



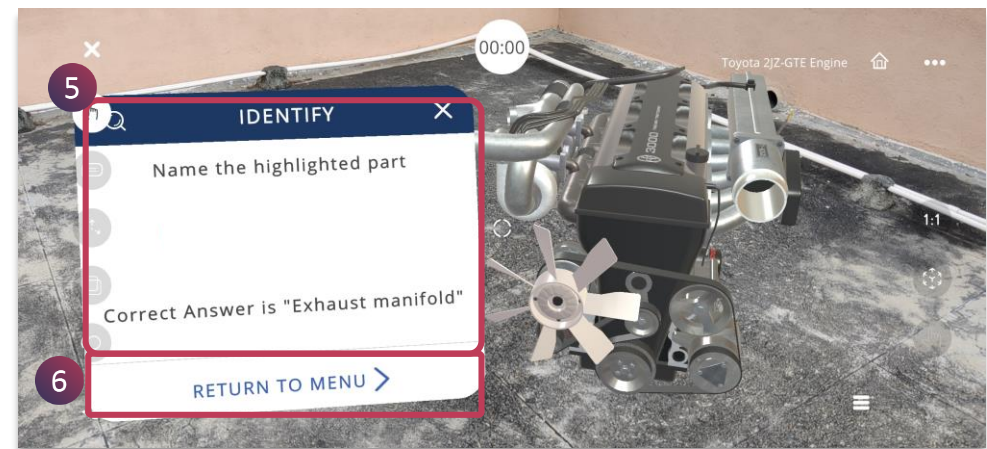
1. Tap on the **Identify** option from the assessment list panel



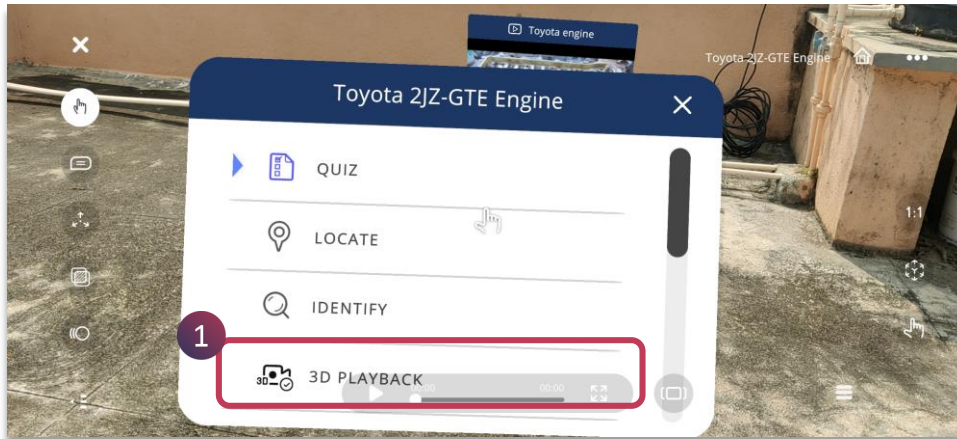
2. Tap on **START** to begin the Identify challenge



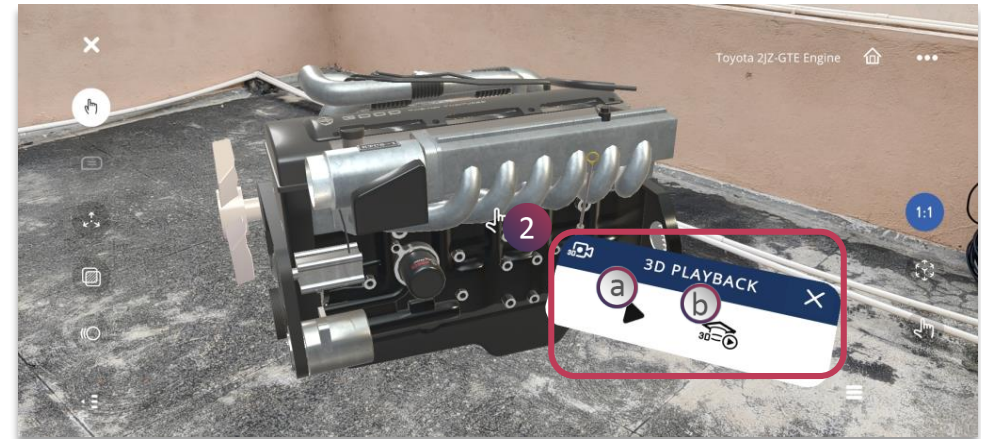
3. You can use voice recognition for the highlighted part or key in the text of the component to be identified within the set timer.
 - a. The entire model will be transparent except for the targeted part.
 - b. The voice recognition language
 - c. Keyboard to type in the text
4. The timer is also shown



5. The feedback is given immediately for self evaluation and you have two more attempts provided till the set timer, if incorrect
6. Tap on **RETURN TO MENU** to go back to the assessment list panel



1. Tap on the **3D Playback** option from the assessment list panel



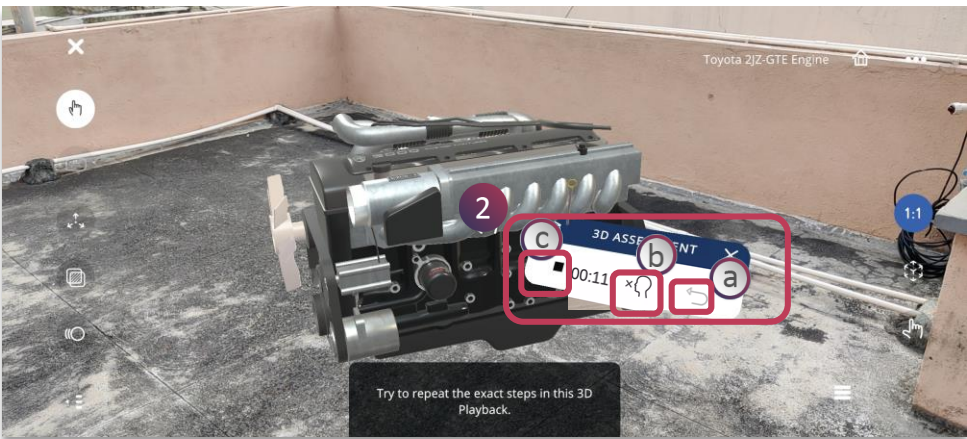
2. **3D Playback** will present you the following options:
 - a. Tap on **Play** button to view the 3D Recording of the lesson author
 - b. Tap on **3D Assessment** button to perform the steps shown in the recording and get feedback accordingly



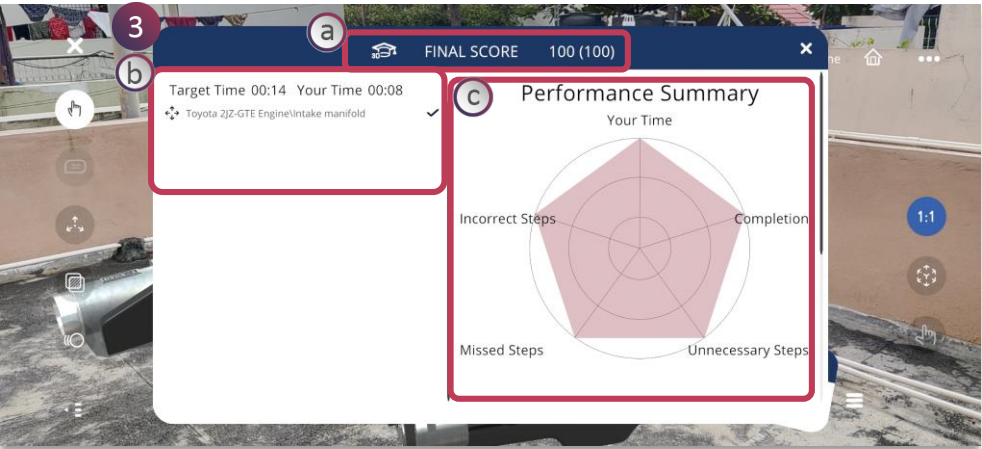
3. Activate the **1:1** setting to view the avatar guided instructions
4. Digital Avatar Guided Instructions are enabled with the voice over as recorded by the creator of the lesson
5. Tap on the **Play/Pause** button to start/pause the recorded AV session of the lesson



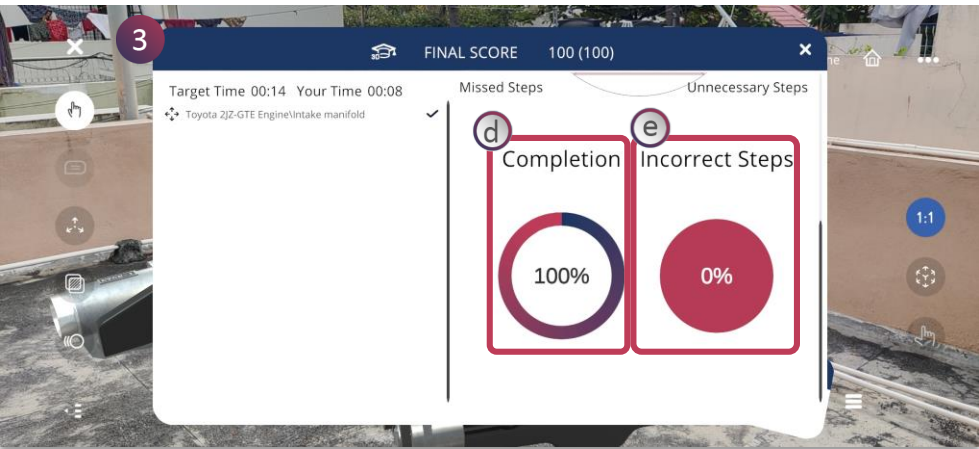
1. Tap on the **3D Assessment button** from the 3D Playback activity



2. You need to repeat exact steps as demonstrated in 3D playback
- a. Tap on **Undo** button to remove the last step, if required.
 - b. Tap on **Audio** button to listen to the voice over of the recording
 - c. Tap on **Stop button** to get performance feedback



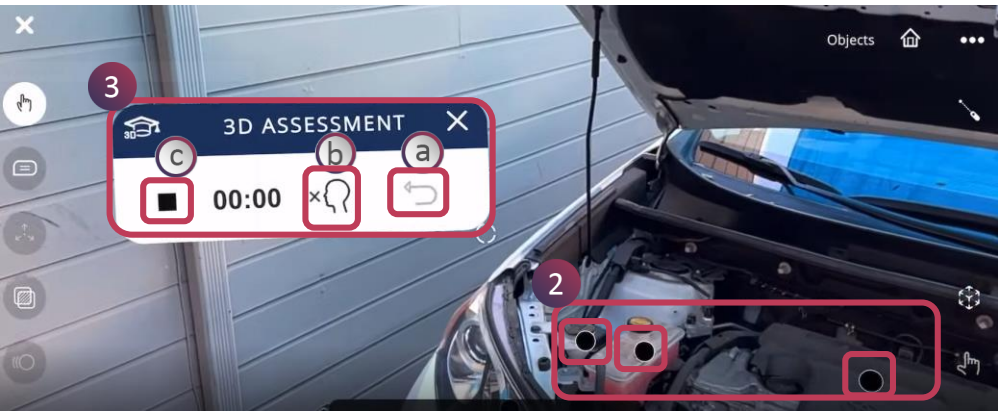
3. The 3D assessment performance summary is shown:
- a. Final Scores of the completed task
 - b. Displays procedural steps which had to be followed
 - c. Graph depicting the performance related to the task



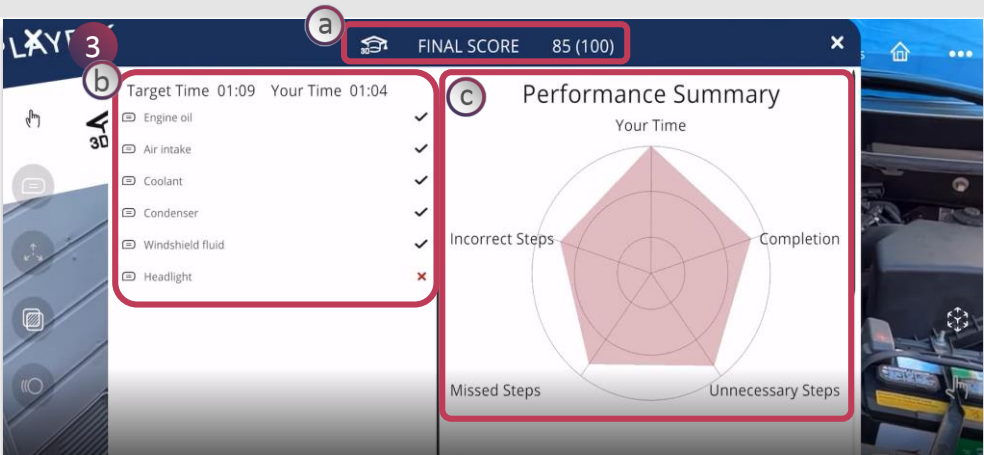
- d. Completion status
- e. Percentage of incorrect steps



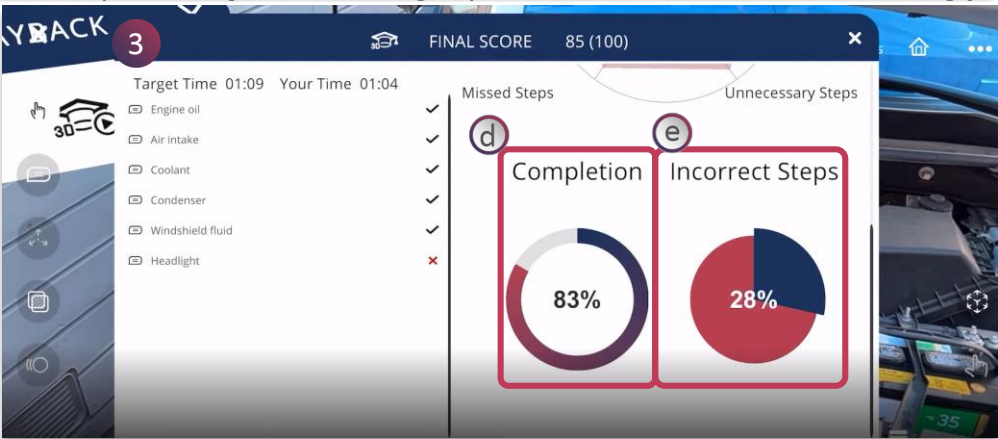
1. For a single mesh model, tap on the **3D Assessment button** from the 3D Playback activity



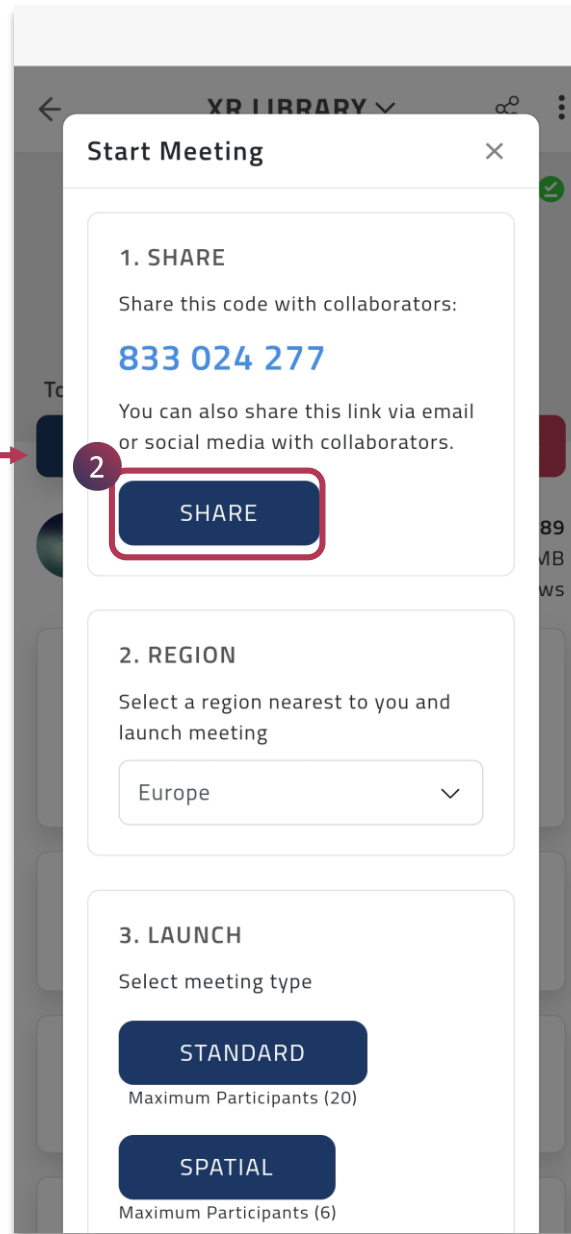
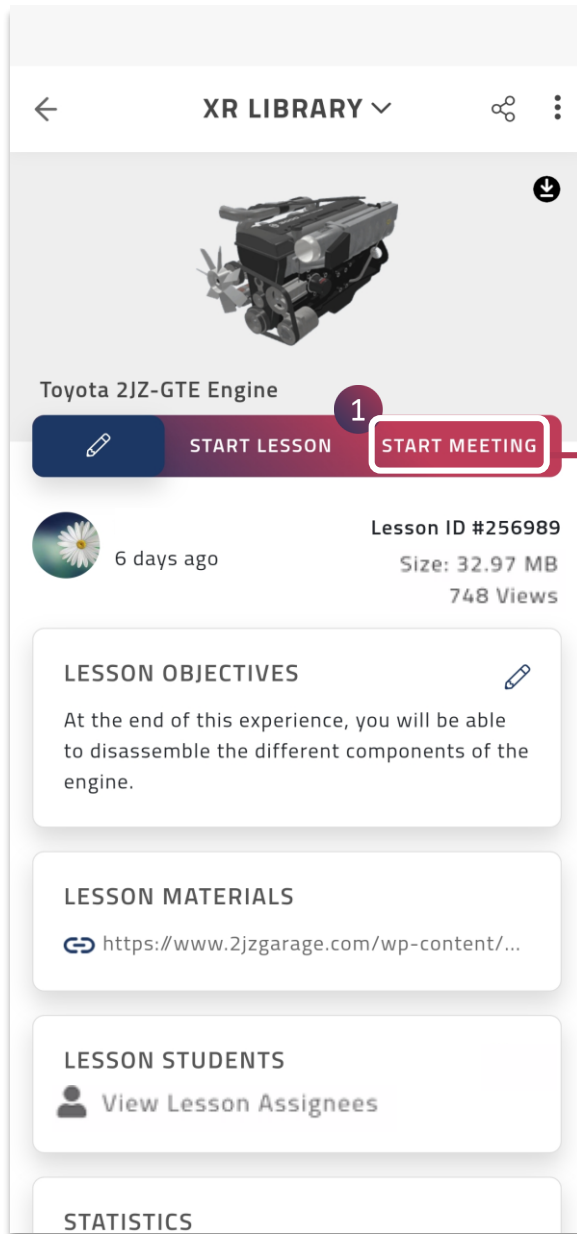
2. Notice the black points appearing on the single mesh model, use the grab icon to point and focus for few seconds
3. You need to repeat exact points as demonstrated in 3D playback
- a. Tap on **Undo** button to remove the last step, if required.
 - b. Tap on **Audio** button to listen to the voice over of the recording
 - c. Tap on **Stop button** to get performance feedback accordingly



3. The 3D assessment performance summary is shown:
- a. Final Scores of the completed task
 - b. Displays procedural steps which had to be followed
 - c. Graph depicting the performance related to the task



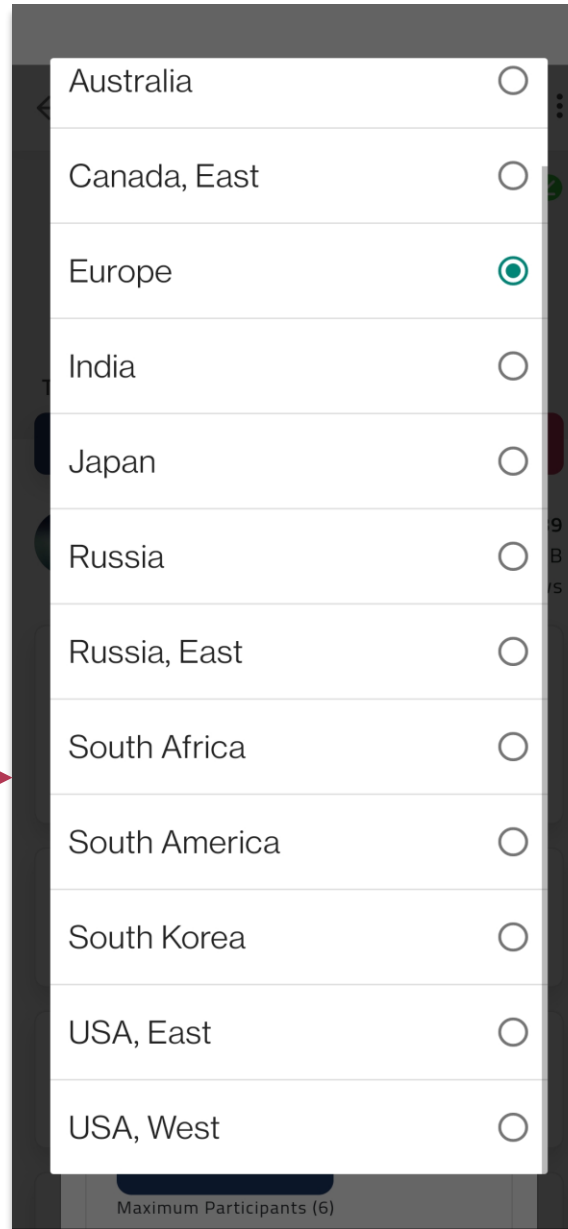
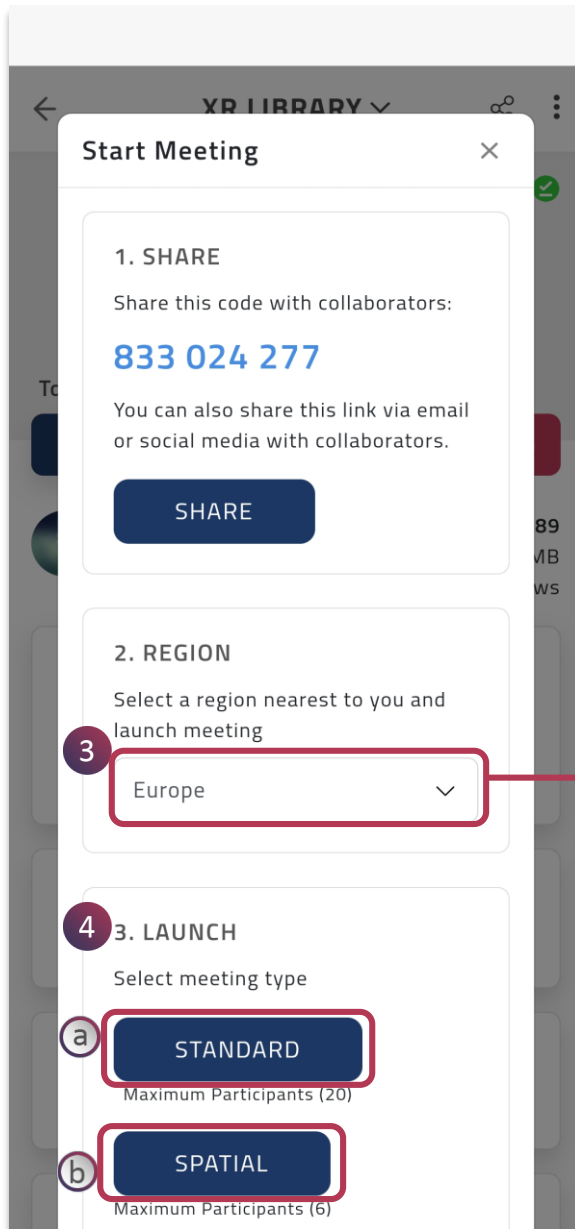
- d. Completion status
- e. Percentage of incorrect steps



Start Meeting allows you to have a collaborative **Multi-User XR Meeting Session** and can be initiated from a mobile device or desktop.

As the organizer of the EON-XR meet, you can:

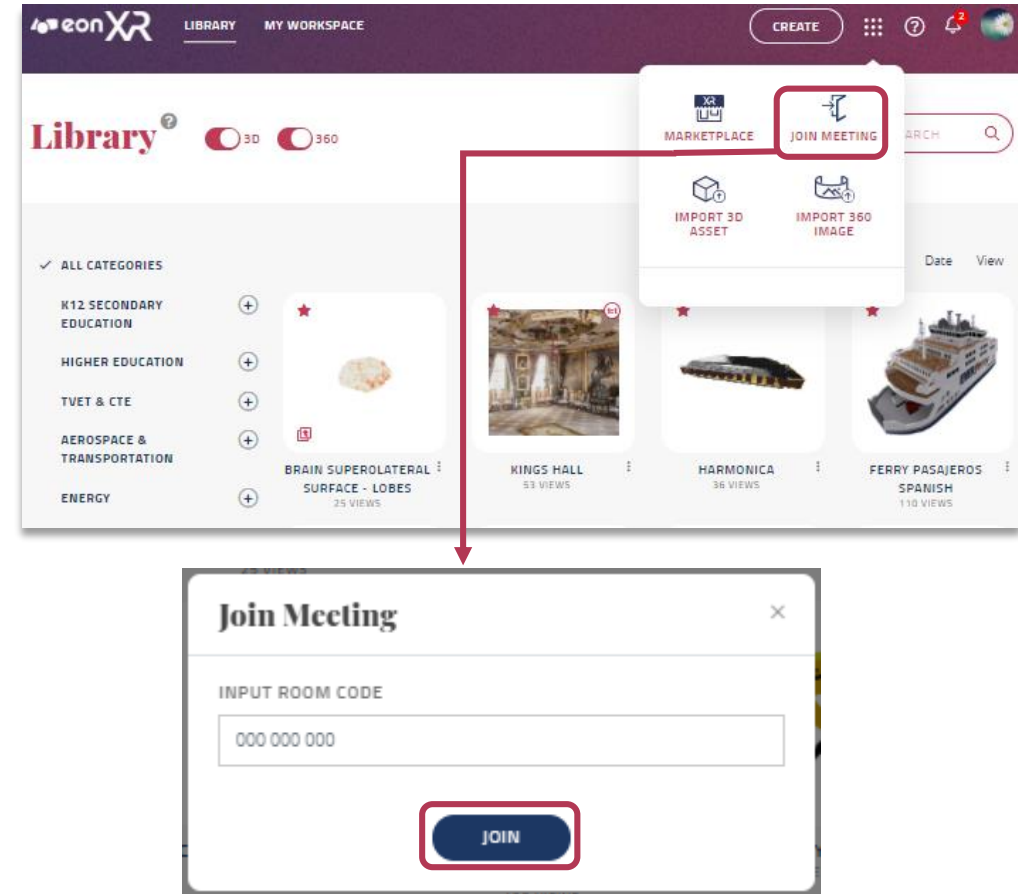
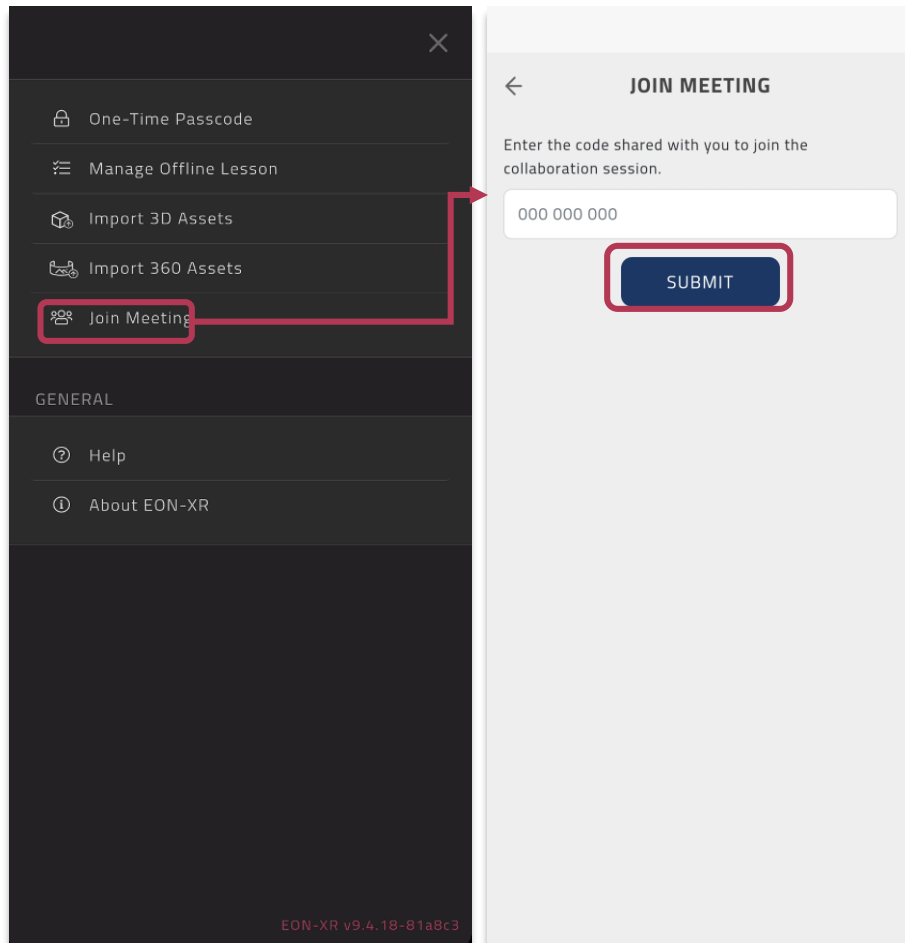
1. Just tap on **Start Meeting** to share and launch the session
2. Tap on **Share** to invite other collaborators with the code



3. You can select a relevant region to launch the session
4. There are two types of meeting that can be launched:

- a. Standard Meeting :**
Remotely collaborate with each other to have XR experiences
- b. Spatial Meeting :** Digitally teleport in real time through shared virtual spaces

NOTE: Spatial Meeting requires relevant licenses to access it.



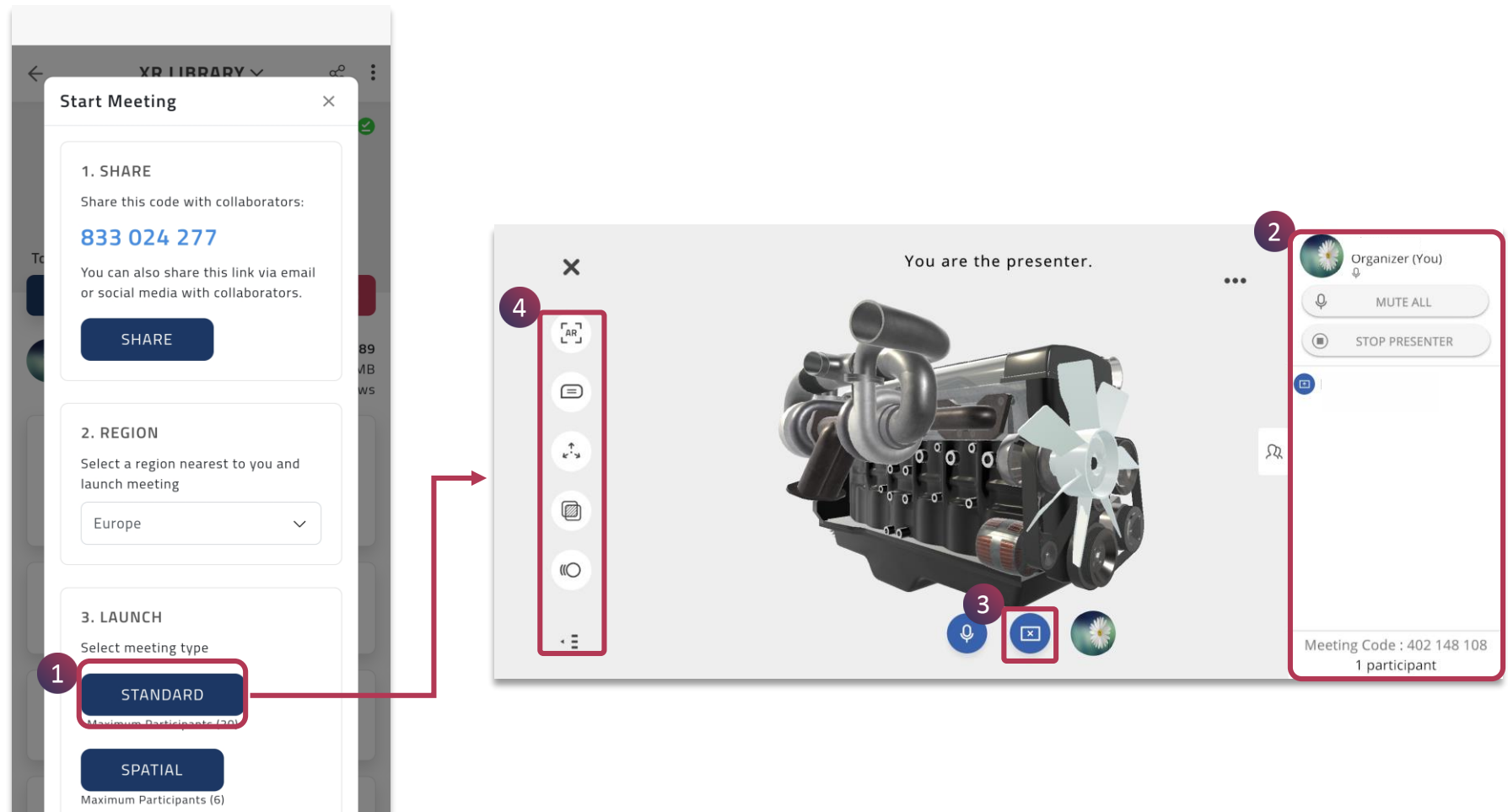
The participants can join using either **Phone** / **Tablet** / **Desktop**. The EON-XR meeting session is not device specific.

Join through Phone

Go to Menu > Tap Join Meeting> Enter Code > Tap Submit

Join through Desktop

Go to Bento Menu > Click Join Meeting> Enter Code > Click Join



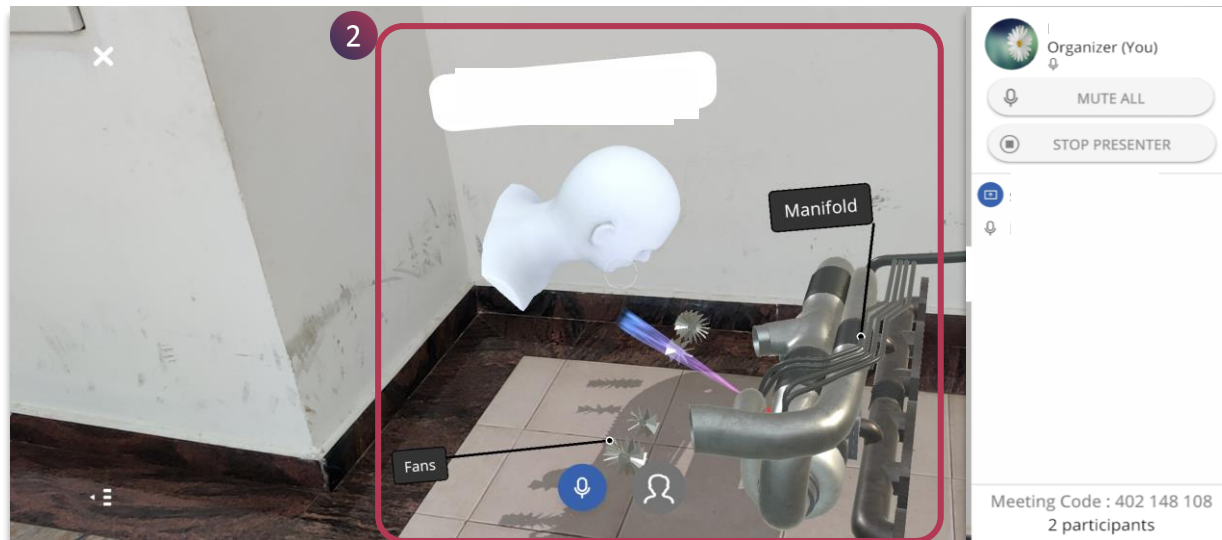
1. Tap on the **Standard Meeting** button to launch the meeting session
2. As the organizer of the meet, you can **Mute All, Stop Presenter** [both the organizer and the participant can present] and view the participant list
3. Tap on the Present Button to become the presenter of the EON-XR Meet
4. The Exploration Tools will be visible to interact with the 3D object holistically



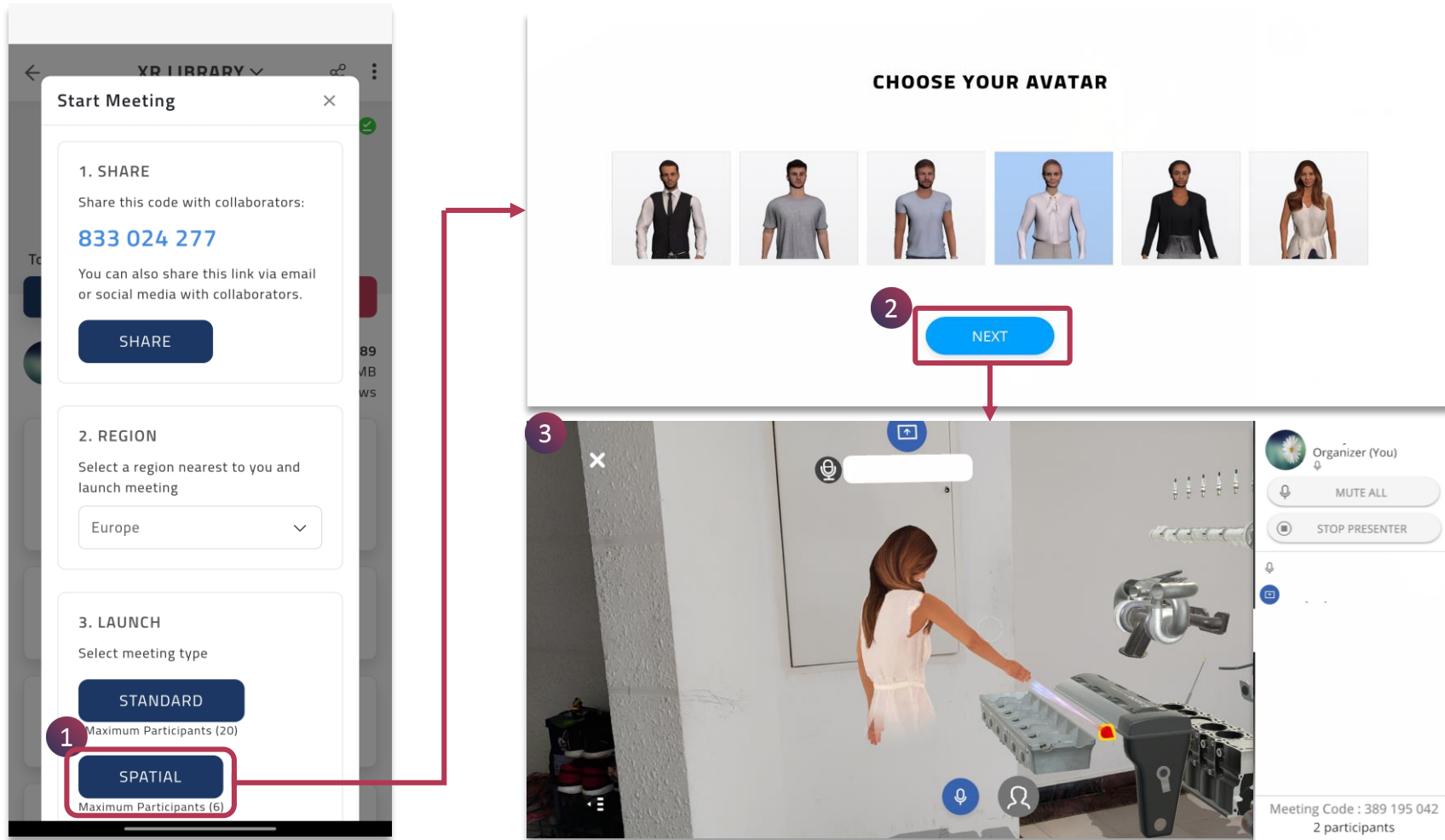
You can switch seamlessly to AR mode and Touch Mode

1. The AR Mode has additional features on the bottom right corner which include:

- a. 1:1 button** - Tap on it to view the model in actual size. It automatically scales up in AR mode
- b. Box button** - Tap on it to place the 3D model on a level surface
- c. Hand button** - Tap on it to interact with the 3D model in AR mode

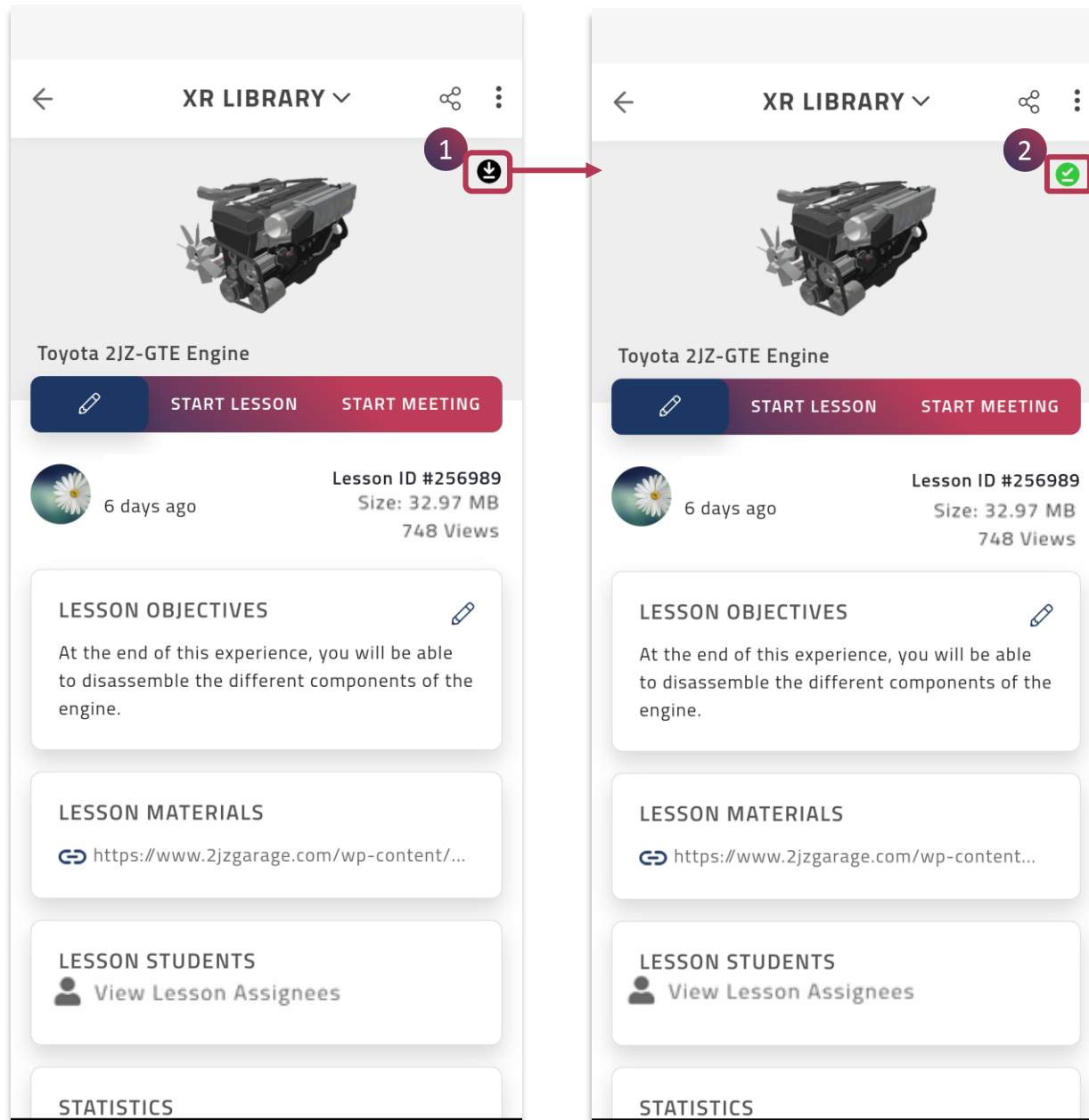


2. Only the presenter of the XR meet will be shown as an avatar and their exploration with the model can be viewed



1. Tap on the **Spatial Meeting** button to launch the session
2. Choose the avatar, which will represent you in the shared virtual space, you can tap on **NEXT** to launch the meeting
3. Everyone will be showcased as **Avatar** and they can converse, and interact with the environment

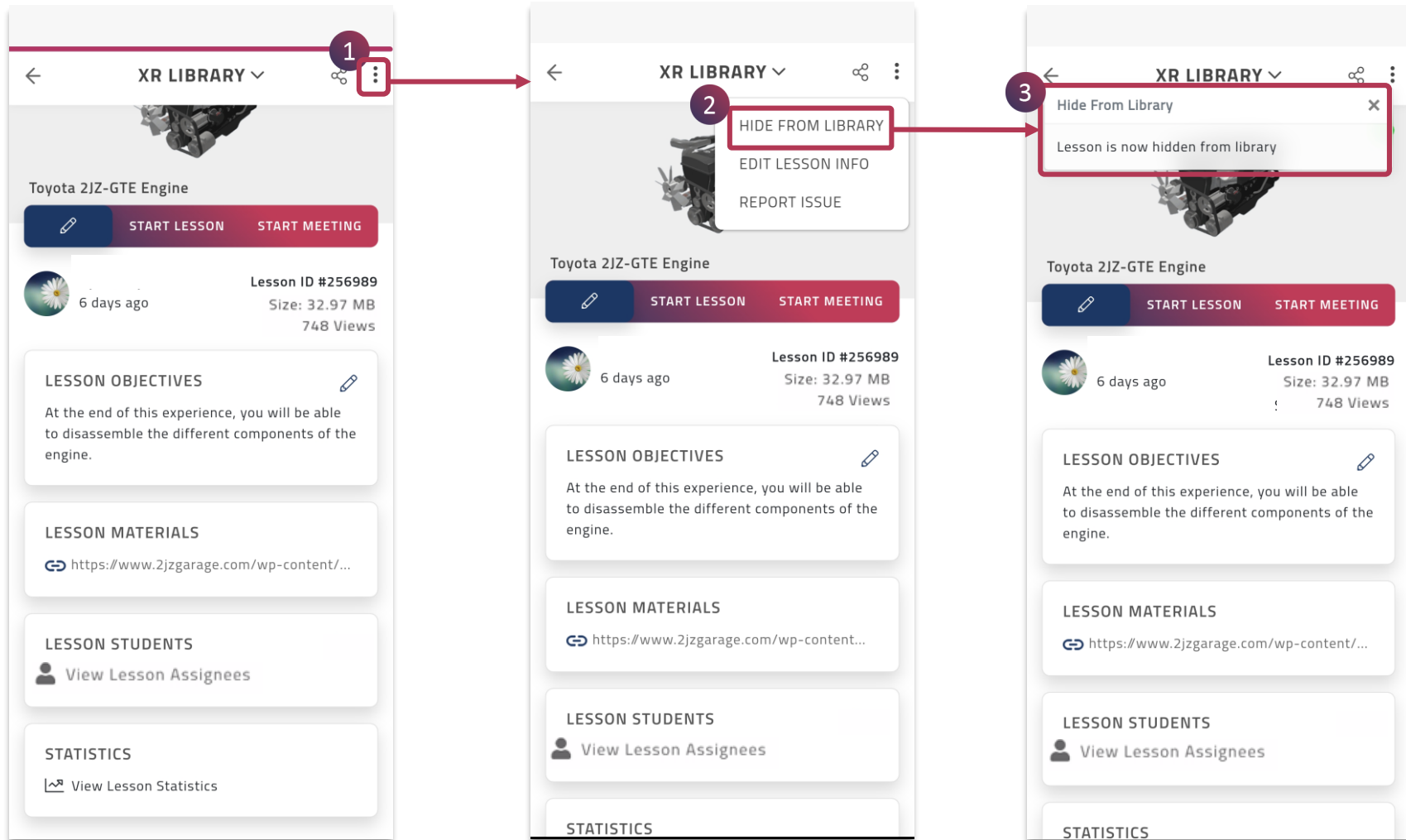
NOTE: When the avatar is set in **Profile Menu**, you will not be prompted to select an avatar when starting spatial meeting.



3D lesson can be downloaded to view in the offline mode, when there is no access to the internet.

1. Tap on the **Download** icon
2. Once the download is complete, the icon changes to indicate successful download

The downloaded lesson will be available under **Manage Offline Lesson** in the main menu of the EON-XR app

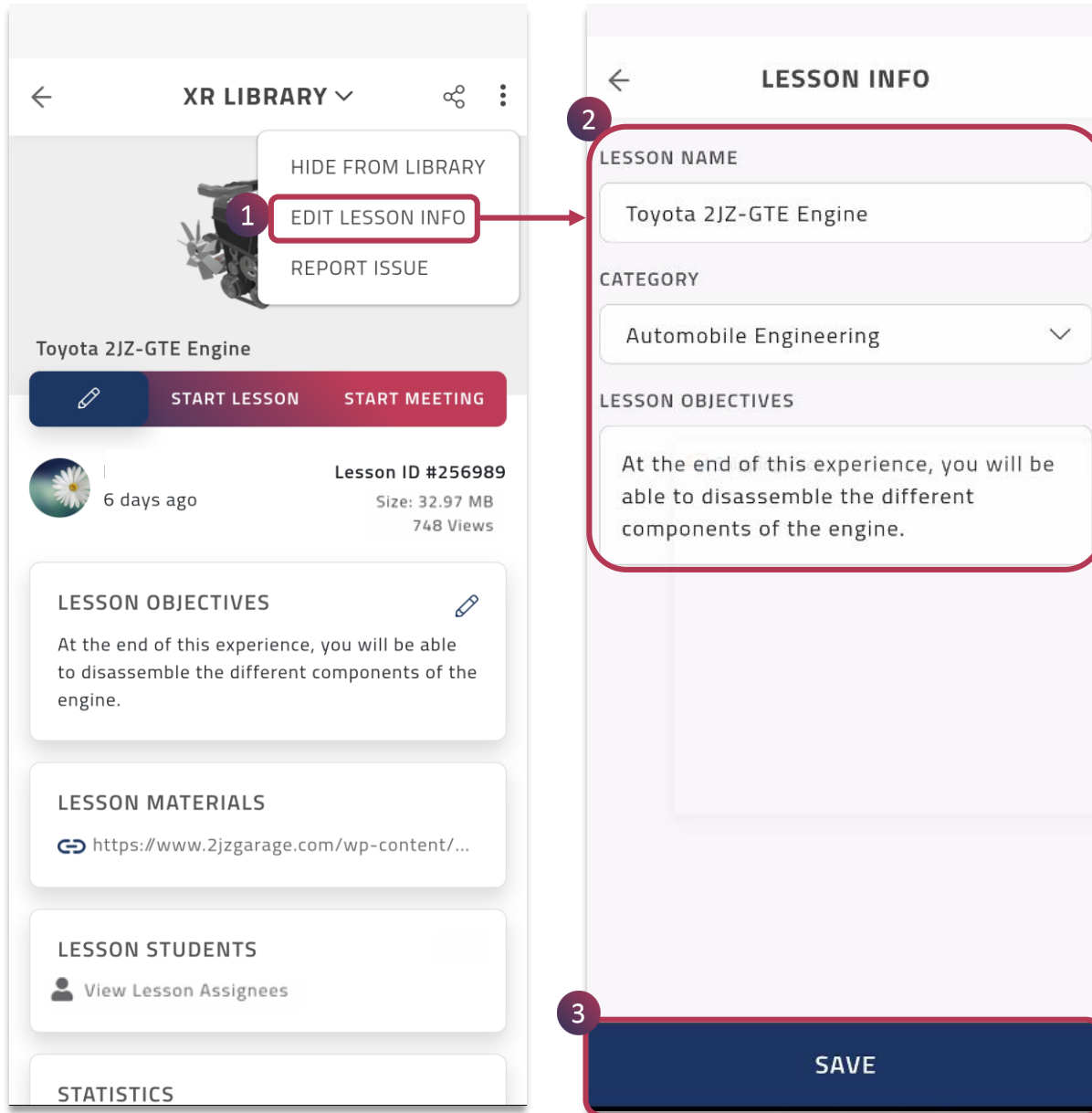


1. Tap on the ellipsis menu to enable the following:

- **Show/Hide from Library**
- **Edit Lesson Info**
- **Report Issue**

2. Tap on **Show/Hide from Library**

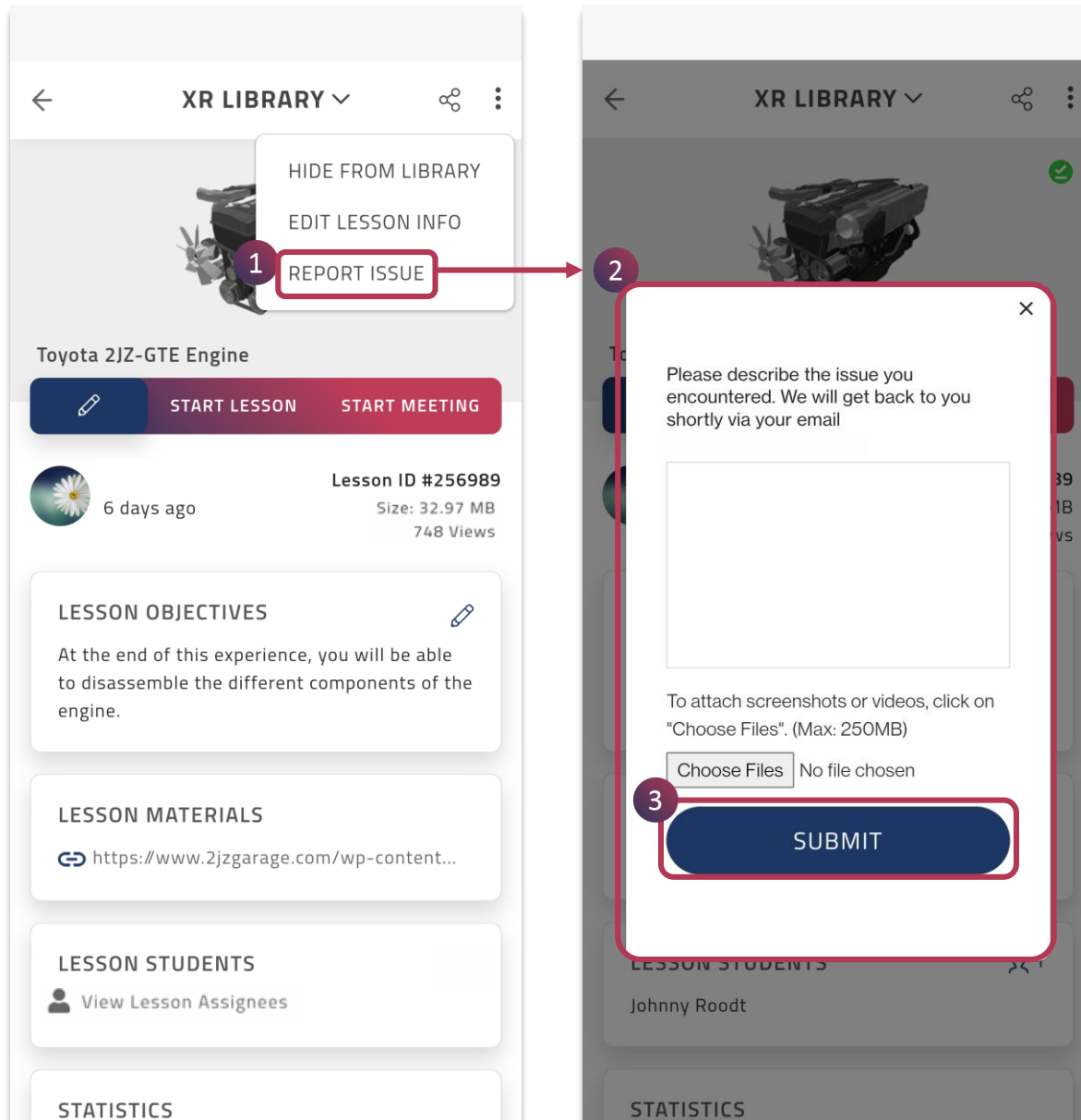
3. You can enable a lesson to be showcased or hidden from the library.



Edit Lesson Info

This option lets you edit the required lesson information.

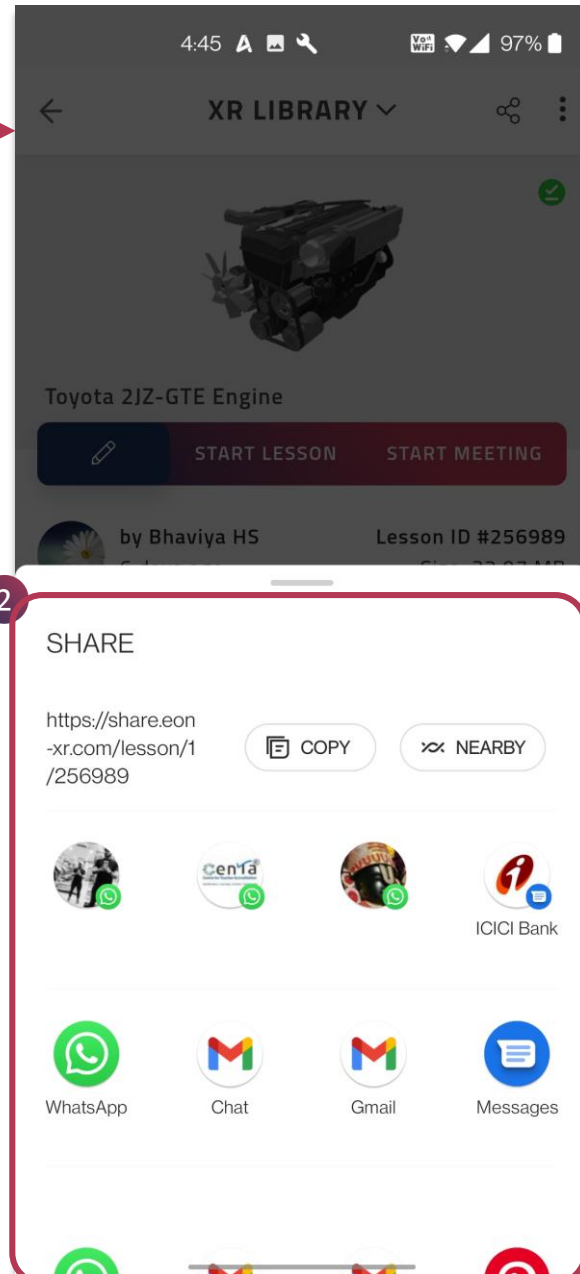
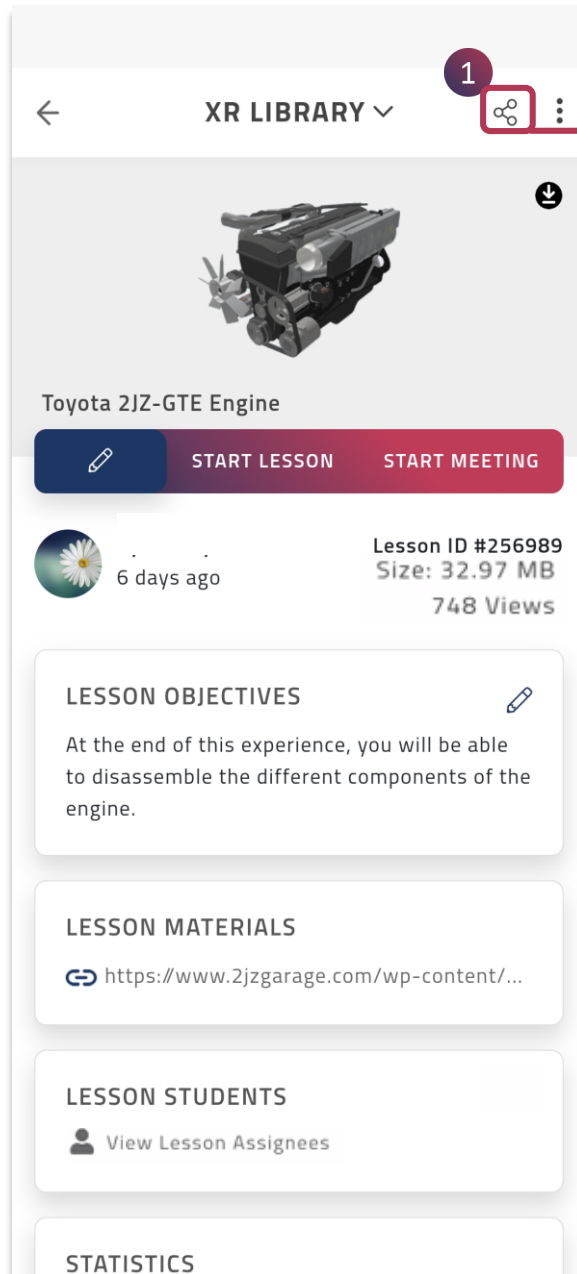
1. Tap on **EDIT LESSON INFO** to navigate to the Lesson Info page
2. You can edit the lesson name, category and lesson objective
3. Tap on **SAVE** to make the changes



Report Issue

If you have encountered any problem in the lesson, it can be reported here.

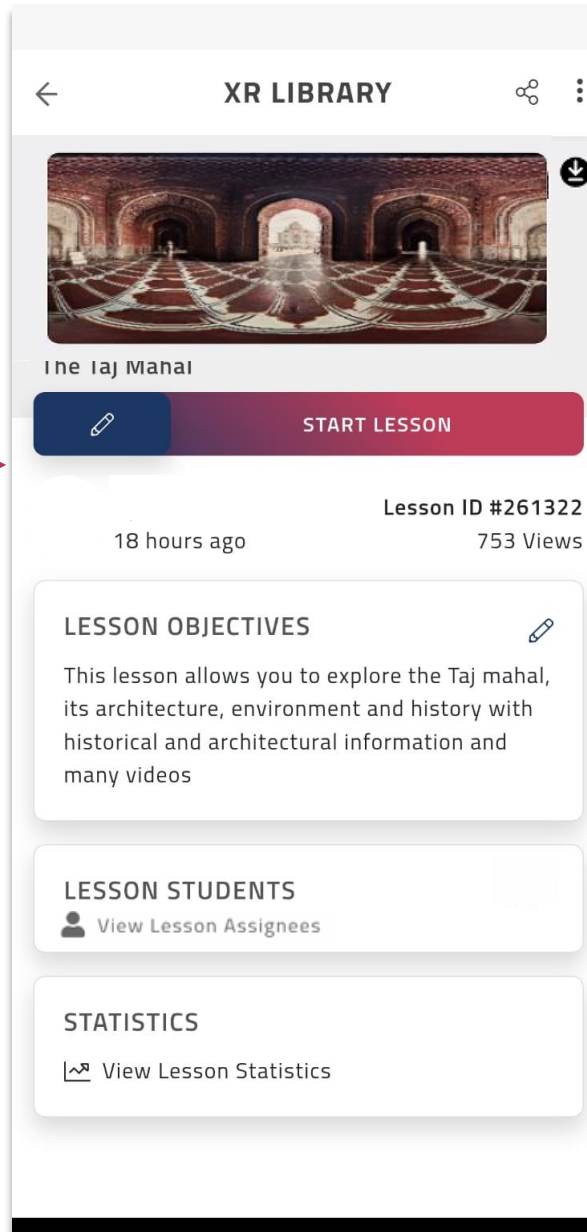
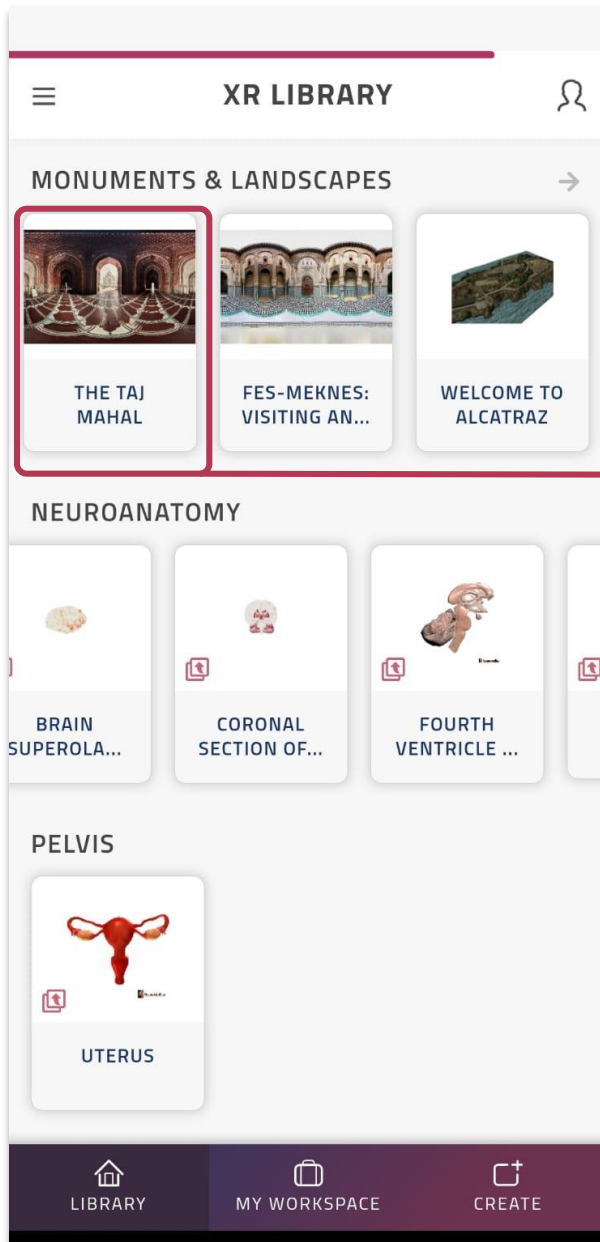
1. Tap on **REPORT ISSUE**
2. Describe the issue you have faced in the window shown. Alternatively, you can also attach related screenshots or videos (Max: 250MB) of the issue
3. Tap on **SUBMIT** to report



3D lesson can be shared with anyone to have a through XR experience.

1. Tap on the **Share** icon
2. The lesson link will be generated and can be shared using any social platform

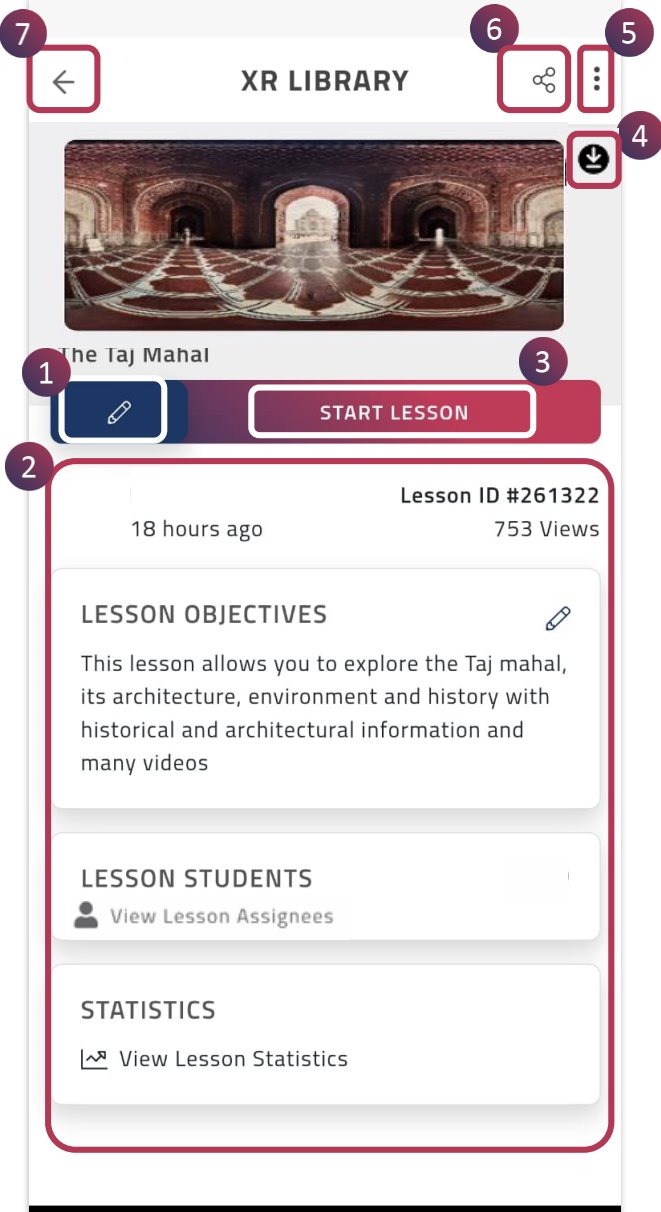
This lesson can now be accessed by anyone using the link for an EON-XR experiential learning.



A **360 lesson** is an **environment-based** interaction exploring the surroundings of 360° captured media.

The 360 lessons in the XR Library can be identified as **Image-based icons**, in contrast to the Model-based icons of 3D Lessons.

Tap on the desired 360 lesson to view and experience it.



Once you tap on a Lesson Icon, you will be taken to the **360 LESSON PAGE**. It offers you the following functionalities:

1	Edit Lesson	You can edit a lesson anytime by tapping the Pencil button on the left-hand side below the lesson name. The lesson will open in the EDIT mode
2	Lesson Details	Lesson Details of a lesson includes its name, ID, views, thumbnail, objective, students count and lesson statistics
3	Start Lesson	You can play the lesson using this button
4	Download Lesson	You can download the lesson to access even in the offline mode. The downloaded lessons can be viewed in <u>MANAGE OFFLINE LESSON</u> .
5	Ellipsis Menu	Tap on the ellipsis menu : to show / hide the lesson from library, edit lesson info or to report issue
6	Share	The lesson can be shared just by tapping on the share icon
7	Back	Navigates to the library section of the EON-XR app



XR LIBRARY

1 The Taj Mahal

START LESSON

Lesson ID #261322
18 hours ago
753 Views

LESSON OBJECTIVES

This lesson allows you to explore the Taj mahal, its architecture, environment and history with historical and architectural information and many videos

LESSON STUDENTS

View Lesson Assignees

STATISTICS

View Lesson Statistics

3

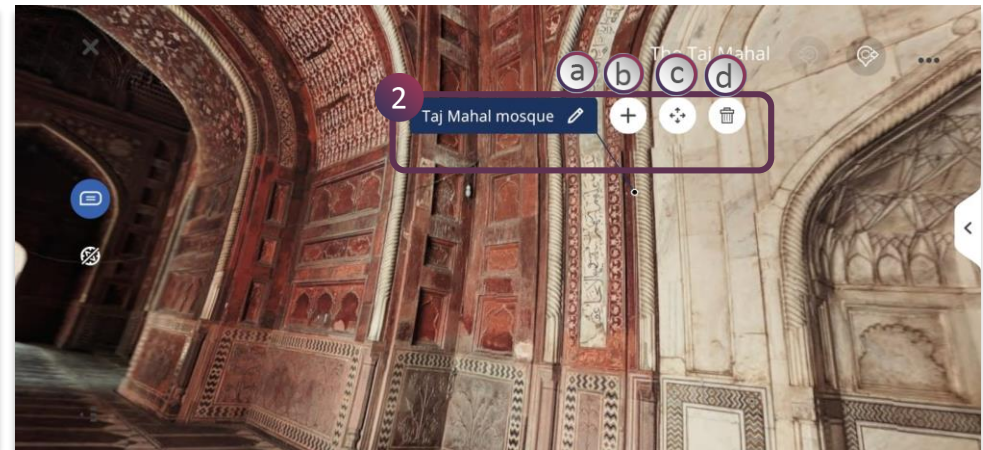
2

1. Intro
2. Taj Mahal mosque ann...
3. Taj Mahal mosque ann...
4. Pachin kari, stone inlay
5. Pachin kari, stone inlay
6. The complexity o...
7. See more of the mosque





1. Tap on the pencil icon to edit the lesson, it will open in the **EDIT** mode
2. The lesson authoring tool opens for you to make edits in the lesson. You can change the existing activities, by tapping on the accordian menu to view the activity panel and as well use various exploration tools provided in the application
3. You can tap on the **exit** button to close the lesson and all the activities gets **autosaved**.

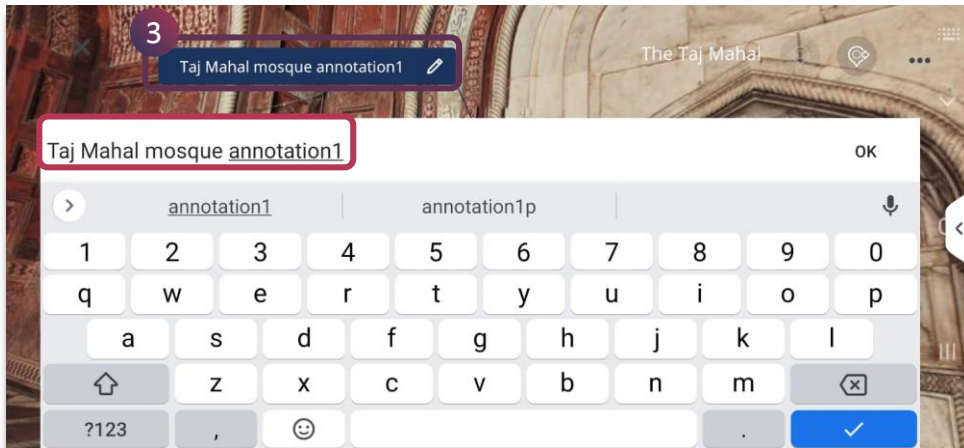


1. To edit an annotation, tap on the **Annotation** button

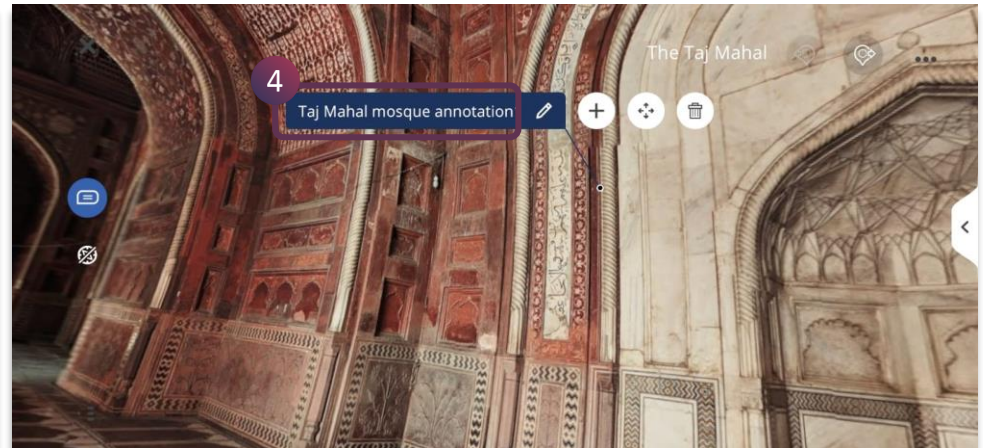


2. Tap the particular annotation name, to make changes:

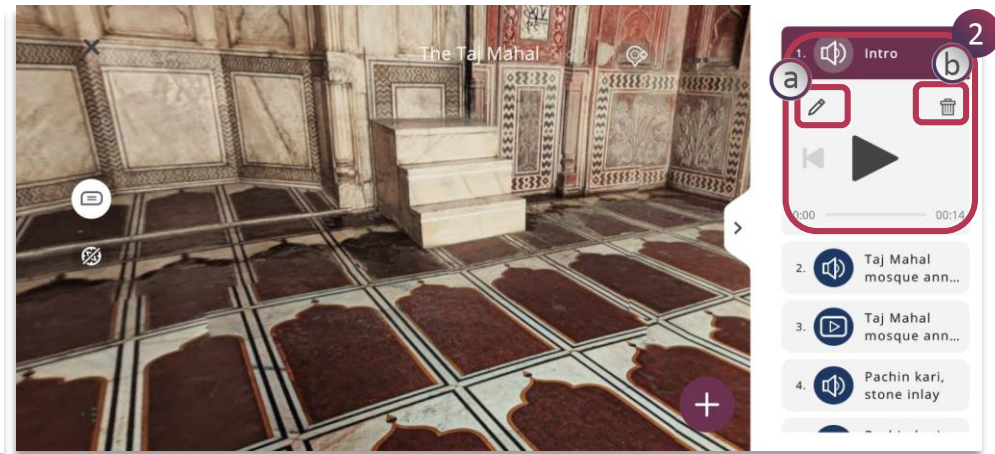
- a. **Pencil icon** – To edit name 
- b. **Activity icon** – To add new activity to the annotation 
- c. **Navigation icon** – To move annotation to different location 
- d. **Bin icon** – To delete the annotation completely 



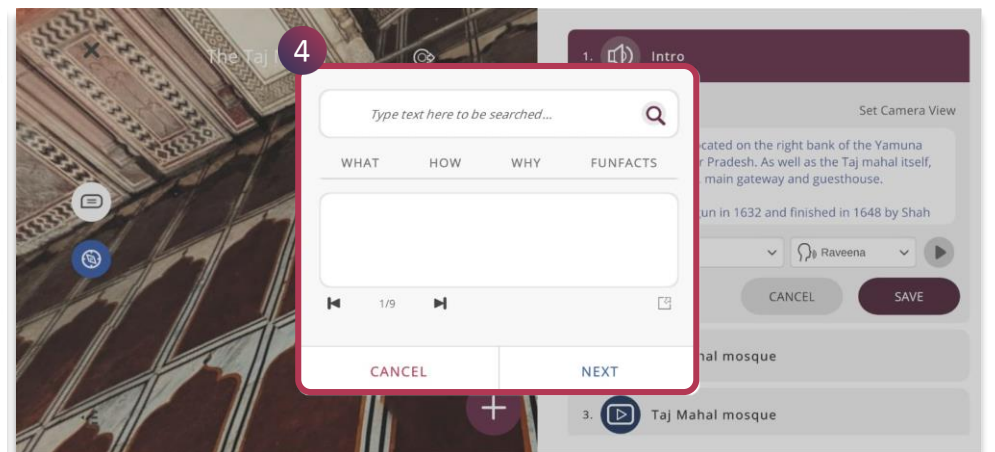
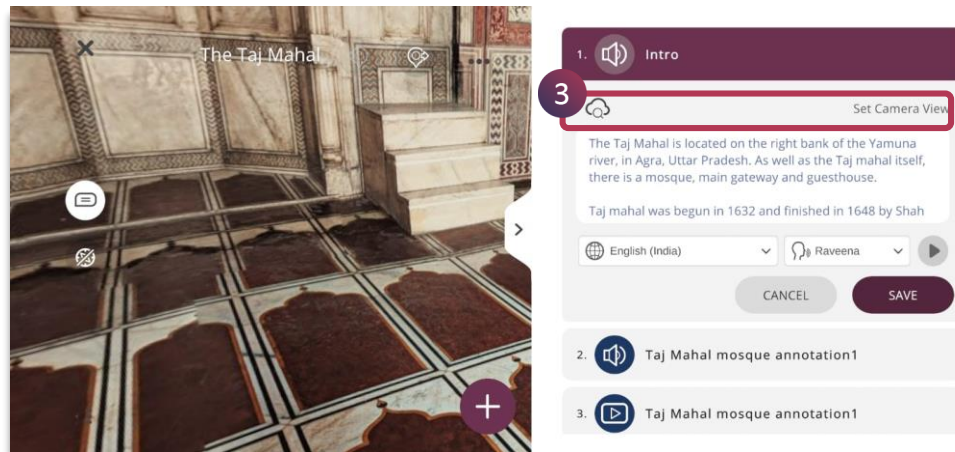
3. Make the required changes and tap on **OK** to save it



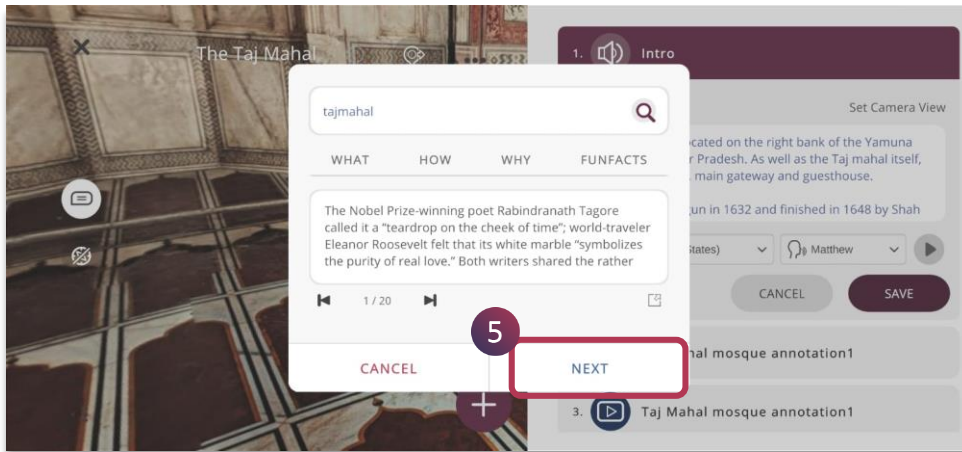
4. The edited annotation name appears on the screen.



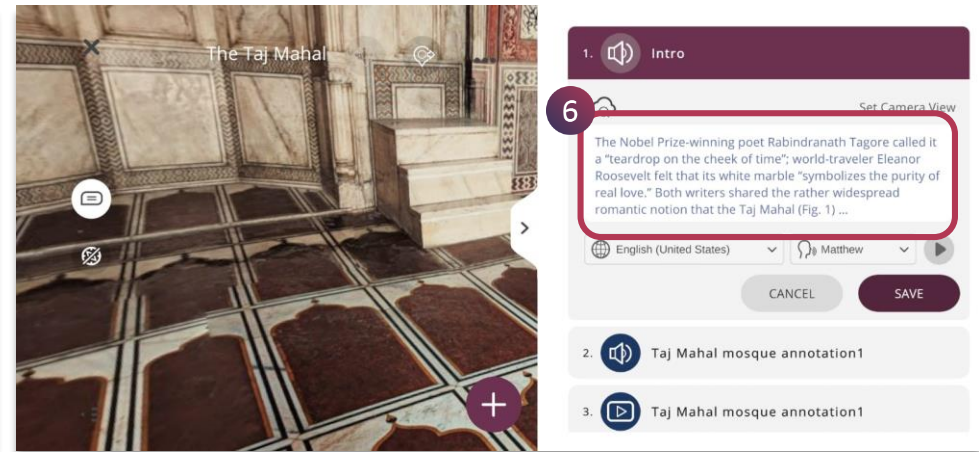
1. Tap on a particular **Audio** from the activity panel to make edits
2. The following options are presented, you can play the audio to listen or use the following to make changes:
- a. **Pencil icon** – To **edit** the audio
 - b. **Bin icon** – To **delete** the audio completely



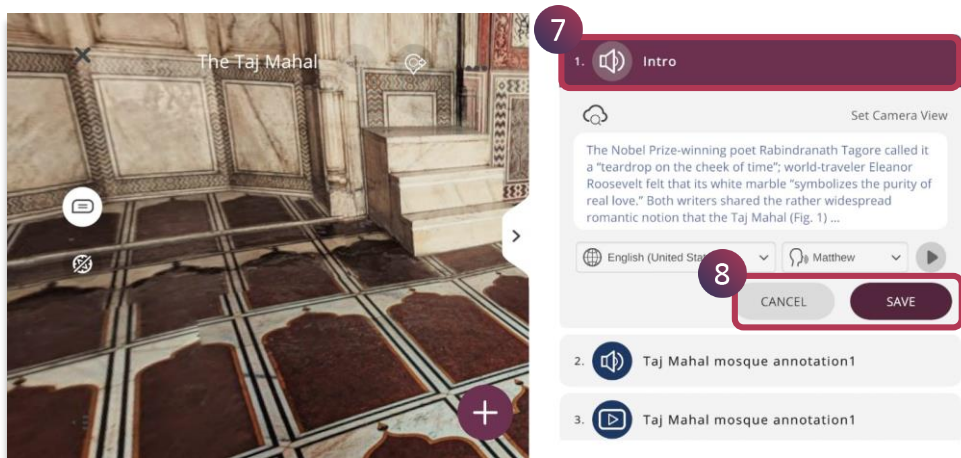
3. You can use the one click search and add relevant content.
4. One click search can be enabled using the keywords What, How, Why and Fun Facts.



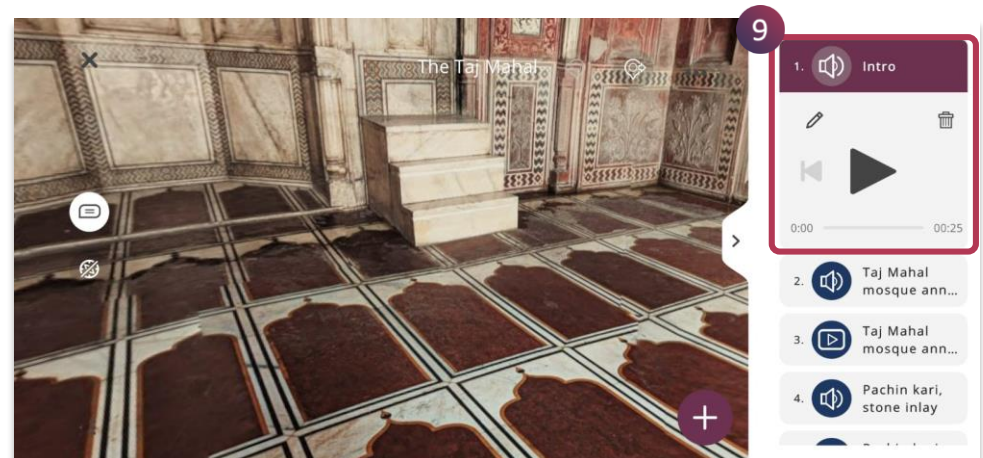
5. Tap on **Next**, once relevant content is searched or edited



6. The edited text appears and you can choose relevant **Language** and **Voice** to convert it to appropriate speech



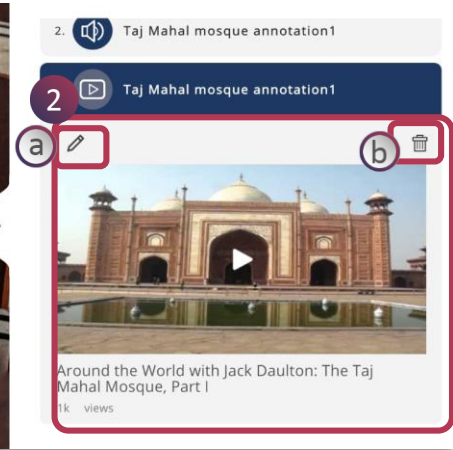
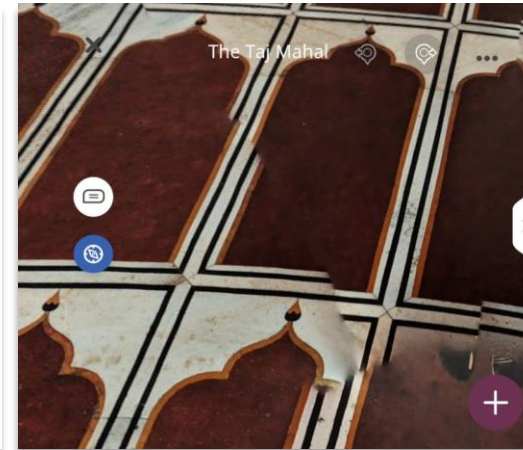
7. Double tap on the **Activity name** to rename it, if required.
8. Tap on **Save** to make the changes or **Cancel** to retain the previous setting



9. The audio is updated with the changes made



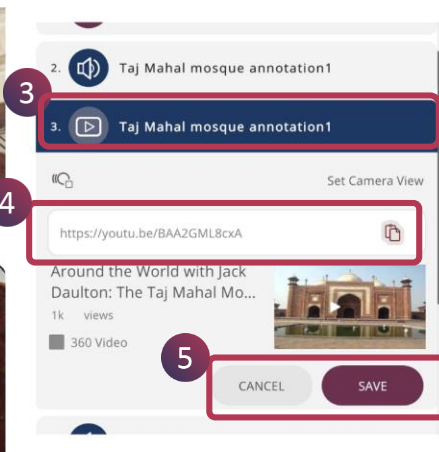
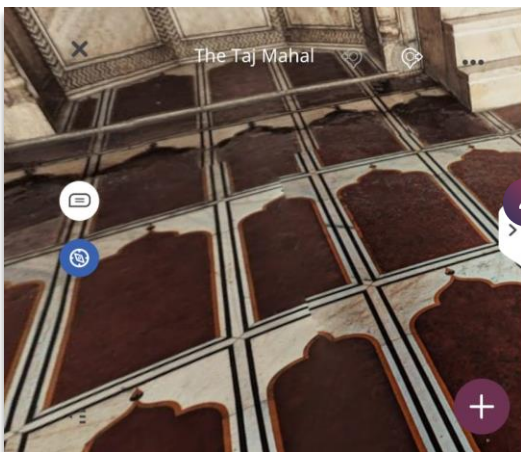
1. Intro
2. Taj Mahal mosque ann...
3. Taj Mahal mosque ann...
4. Pachin kari, stone inlay
5. Pachin kari, stone inlay
6. The complexity o...
7. See more of the mosque



1. Tap on a particular **Video** from the activity panel to make edits

2. The following options are presented, you can play the video or use the following to make changes:

- a. **Pencil icon** – To **edit** the video
- b. **Bin icon** – To **delete** the video completely



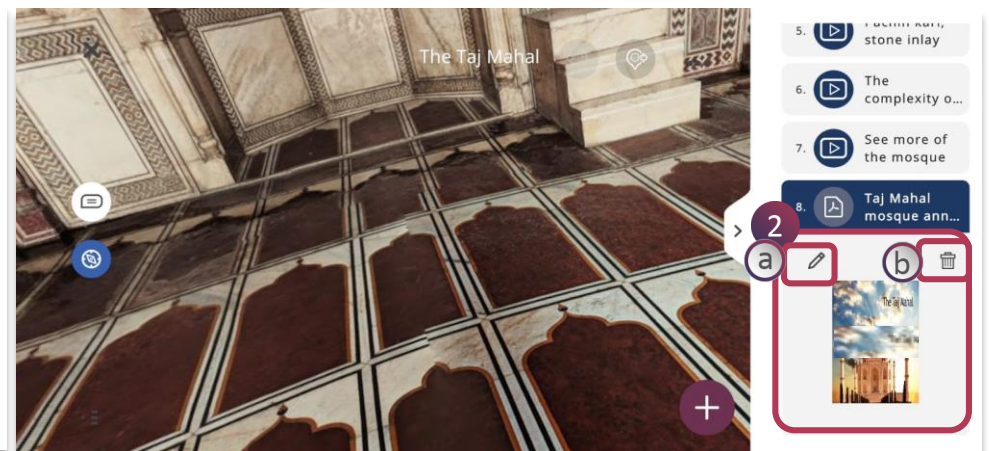
3. Double tap on the **Activity name** to rename it, if required.

4. After clicking on the **Pencil icon**, you can paste any relevant YouTube video link here.

5. 4. After pasting the selected YouTube link, Tap on **Save** to make the changes or **Cancel** to retain the previous setting

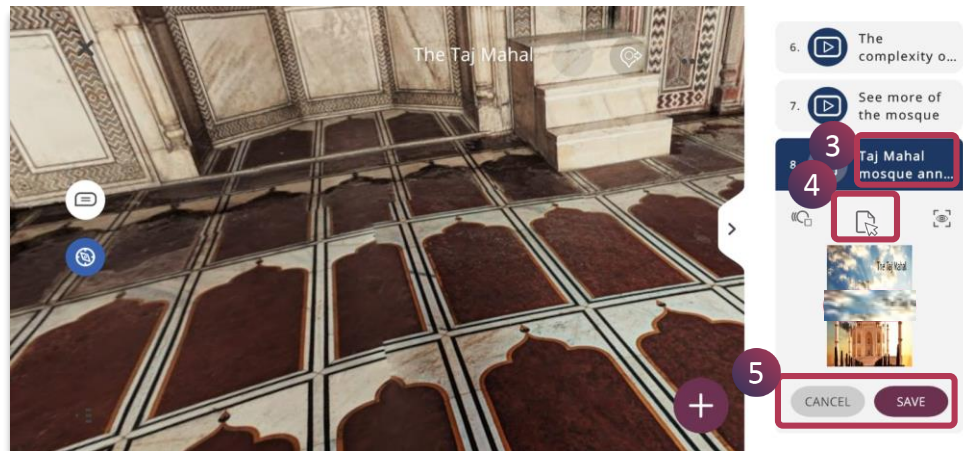


1. Tap on a particular **PDF** from the activity panel to make edits

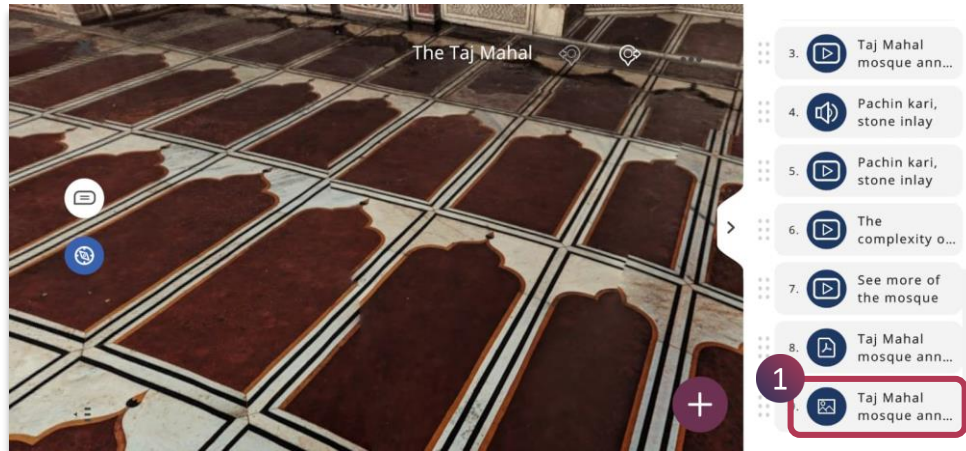


2. The following options are presented, you can view the pdf or use the following to make changes:

- a. **Pencil icon** – To **upload** new pdf and make changes
- b. **Bin icon** – To **delete** the pdf completely



- 3. Double tap on the **Activity name** to rename it, if required
- 4. This **Upload** option will allow you to upload a new pdf which is already existing in your phone
- 5. Tap on **Save** to make the changes or **Cancel** to retain previous settings

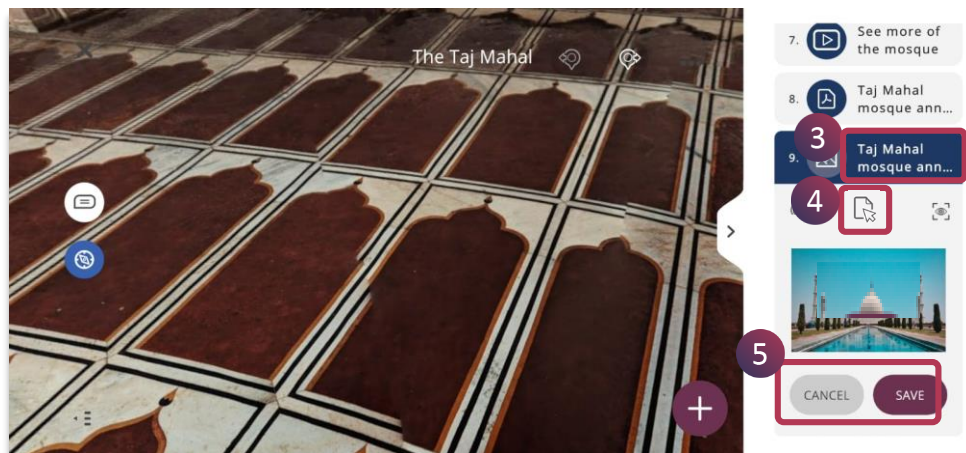


1. Tap on a particular **Image** from the activity panel to make edits

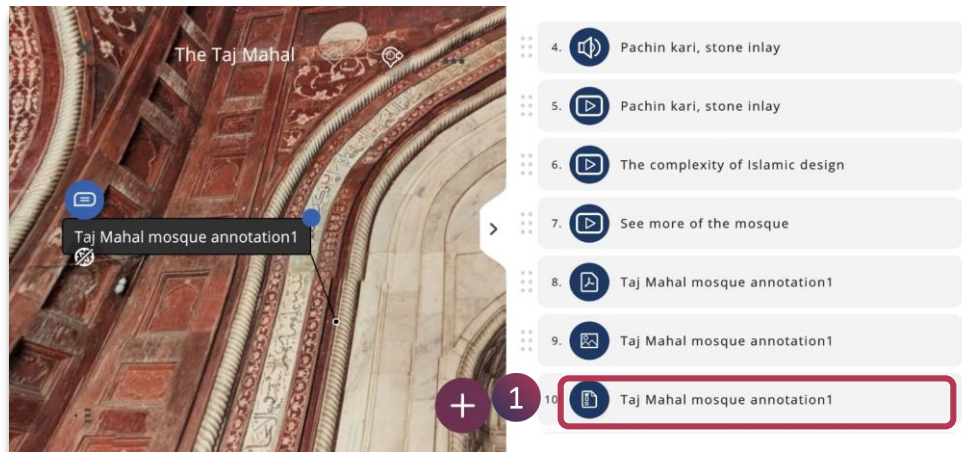


2. The following options are presented, you can view the Image or use the following to make changes:

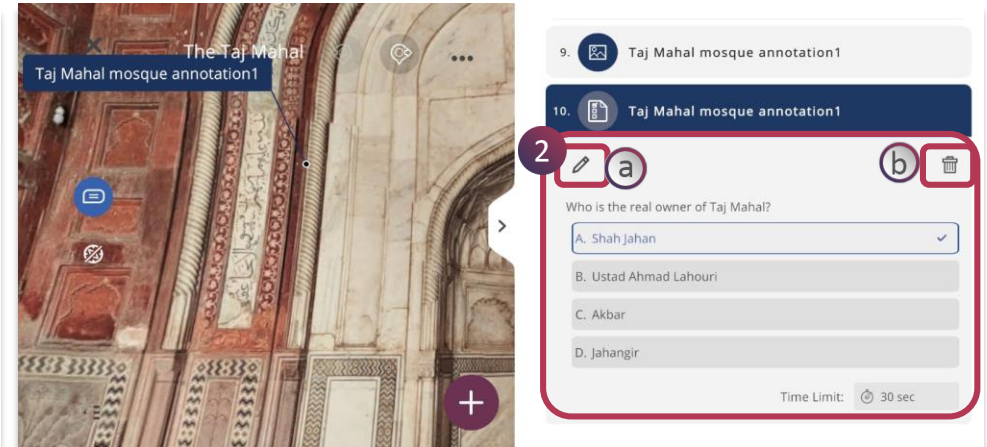
- a. **Pencil icon** – To **upload** new image and make changes
- b. **Bin icon** – To **delete** the image completely



- 3. Double tap on the **Activity name** to rename it, if required
- 4. This **Upload** option will allow you to upload new image which is already existing in your phone.
- 5. Tap on **Save** to make the changes or **Cancel** to retain previous settings.

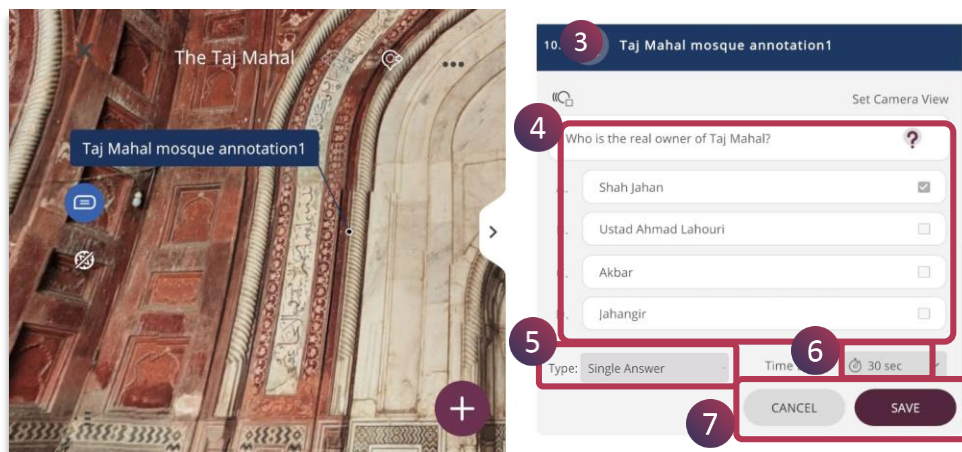


1. Tap on a particular **Quiz** from the activity panel to make edits



2. The following options are presented, you can view the quiz or use the following to make changes:

- a. **Pencil icon** – To **edit** the quiz question and answer
- b. **Bin icon** – To **delete** the quiz completely



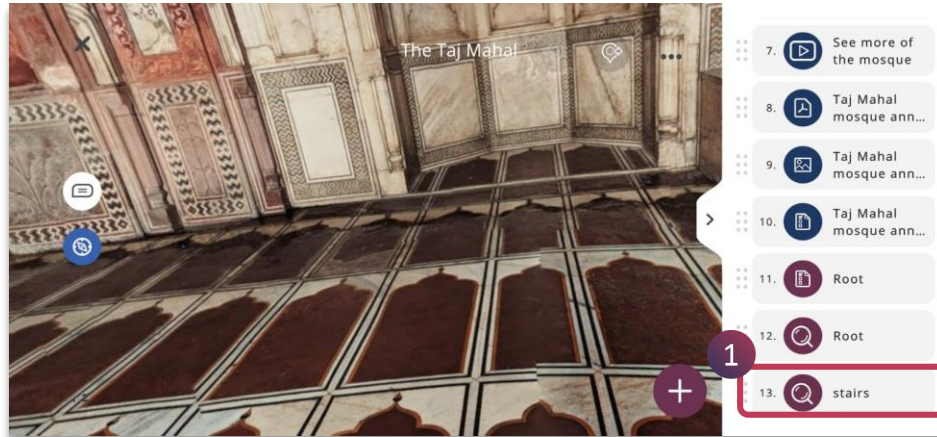
3. Double tap on the **Activity name** to rename it, if required

4. You can edit question stem and multiple choice options just by tapping on them

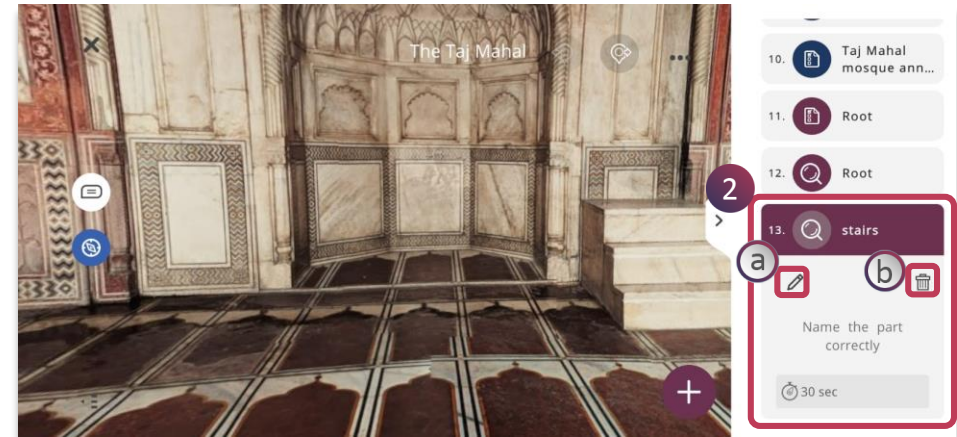
5. Choose the type of quiz - Single Answer or Multiple Answer

6. You can tap on the **timer** and choose the maximum time that a user can take to answer a question

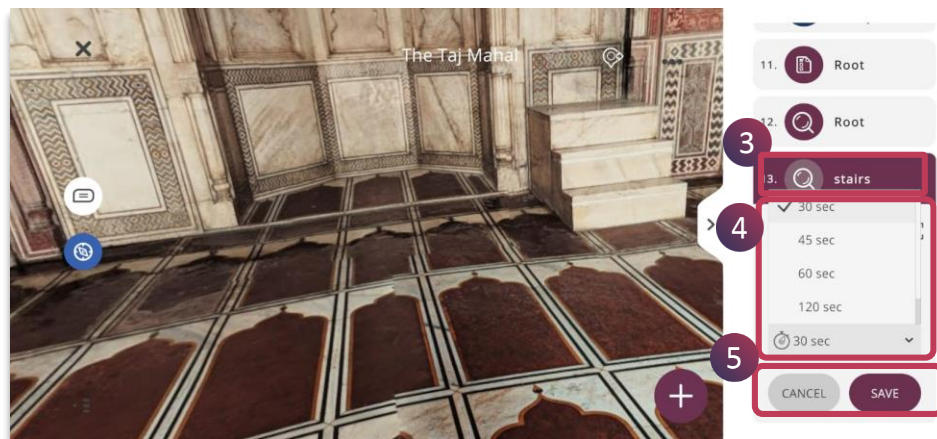
7. Tap on **Save** to make the changes or **Cancel** to retain previous settings



1. Tap on a particular **Identify** activity from the activity panel to make changes.



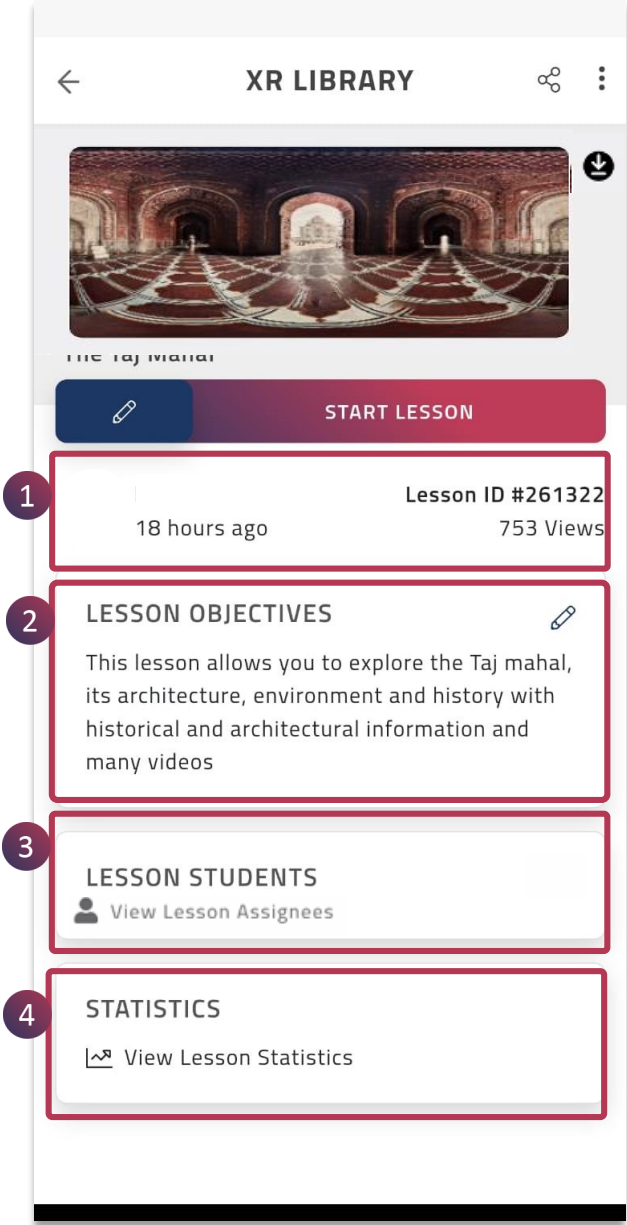
2. The following options are presented, you can use the following to make changes:
 - a. **Pencil icon** – To edit the identify component of the model
 - b. **Bin icon** – To delete the identify activity completely



3. Double tap on the **Activity Name** to rename it, if required.

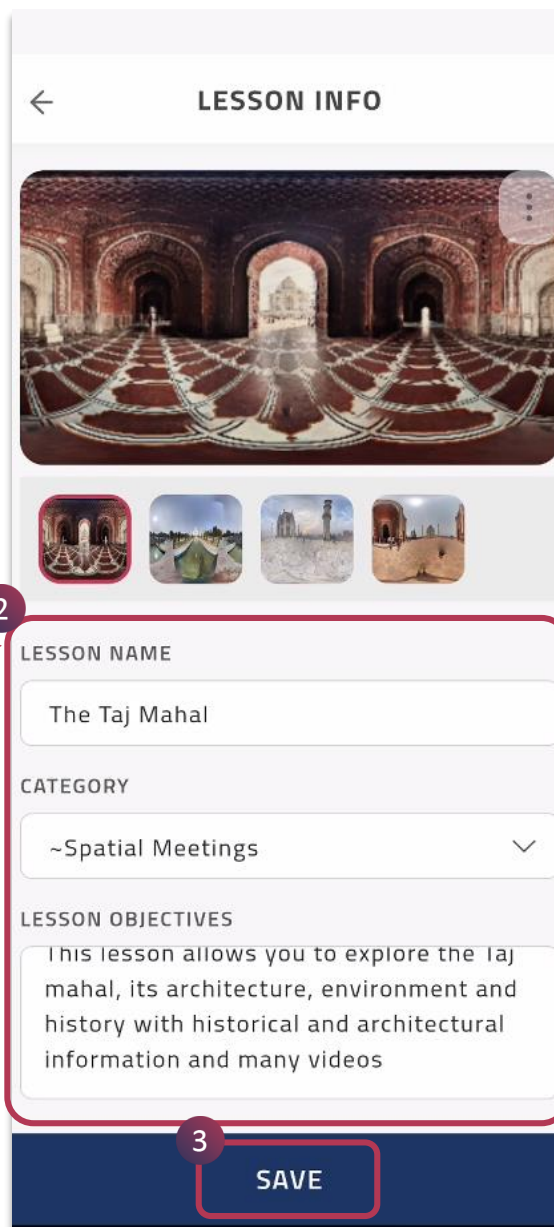
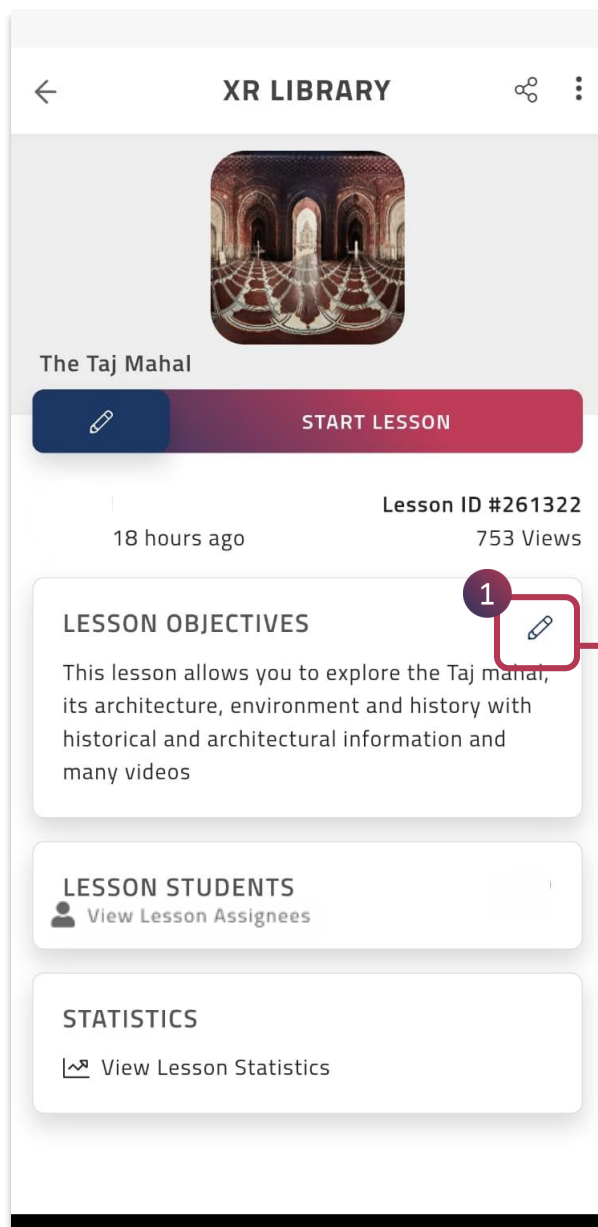
4. Set the timer accordingly.

5. Tap on **Save** to make the changes or **Cancel** to retain previous settings.



Lesson Details of a lesson provides you with the following information:

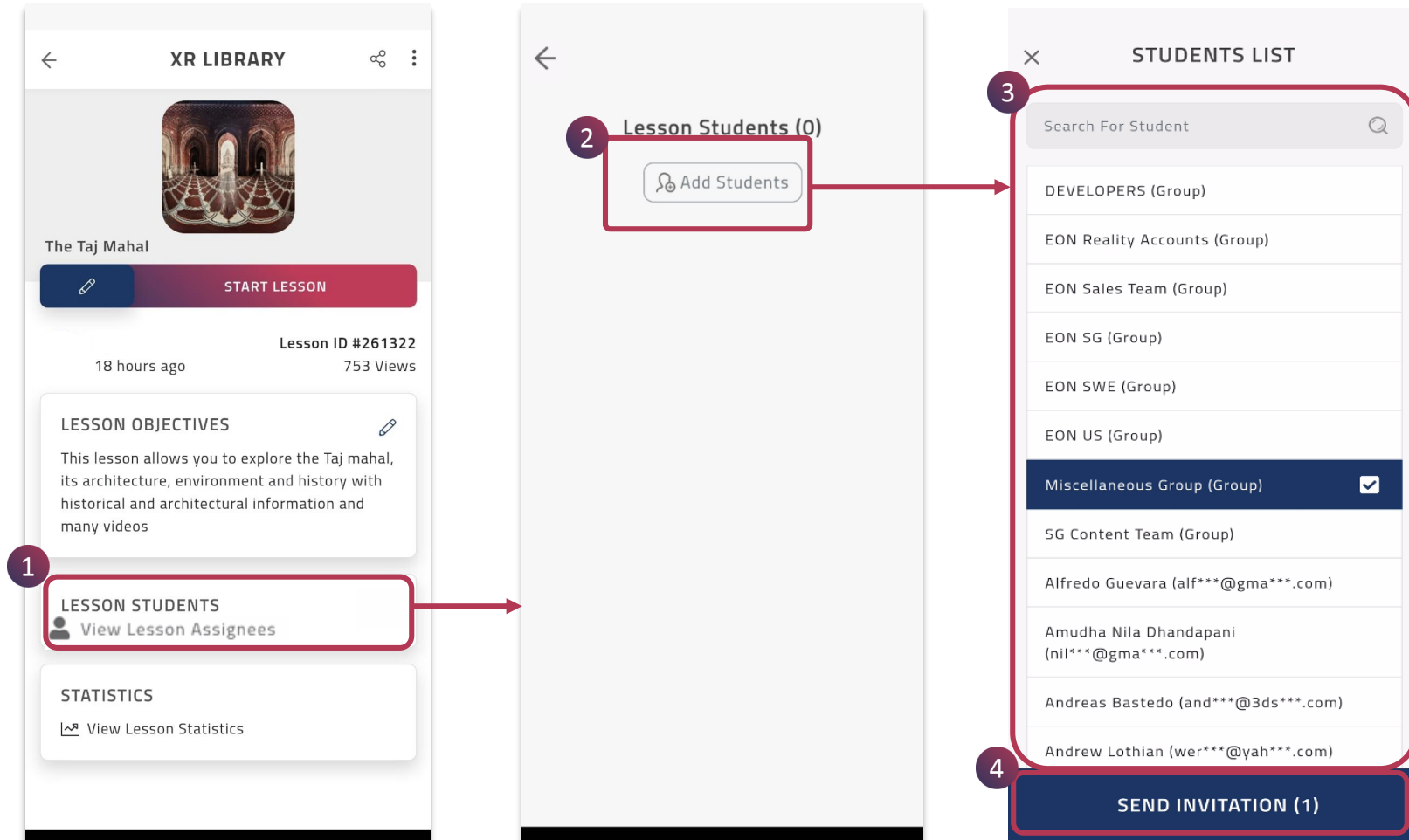
1	Lesson Author	Provides you with the details of the lesson author, lesson ID, size of the lesson and number of views
2	Lesson Objectives	Brief description about the lesson
3	Lesson Students	Lesson can be assigned to student(s)
4	Statistics	Provides you data with respect to lesson usage



The **Lesson Objective** presented on the Lesson Page states the Outcome/Objective of the respective Lesson.

1. Tap on the **Pencil icon** to navigate to the **Lesson Info** page
2. Edit (type) **the Lesson Objective**, if required you can even edit **Lesson Name** and **Category**
3. Tap on **Save** to make the changes

NOTE: You need to have the appropriate edit rights to modify an existing Lesson Info. However, you will be able to edit all the lessons created by you.



1. Assign a particular lesson, by tapping on the **Assign** icon
2. You can **Add** Students or **Remove** them accordingly, tap on Add Students to assign the lesson
3. Search for a student and/or select them just by tapping
4. Tap on **Send Invitation** to assign this lesson to them



The first screenshot shows the 'XR LIBRARY' screen for 'The Taj Mahal'. A red box labeled '1' highlights the 'STATISTICS' button with a line graph icon. A red arrow points from this box to the second screenshot.

The second screenshot shows the 'Statistics' page with a table of attempts. A red box labeled '2' highlights the table. A red arrow points from the table to the third screenshot.

The third screenshot shows the 'ATTEMPT #1' page. A red box labeled '3' highlights the table of activities. A red box labeled '4' highlights the 'Exit' button (a square with an 'X') in the top right corner.

#	DURATION	SCORE	STATUS
2	00:21	N/A	
1	N/A	N/A	

#	ACTIVITY	DURATION
16/7/2021, 10:02:52 AM	Audio	00:08
16/7/2021, 10:02:49 AM	Audio	00:02
16/7/2021, 9:59:59 AM	View	N/A

1. Tap on **View Lesson** Statistics to view the lesson usage data.
2. The statistics of all the attempts made by the user(s) is shown, tap on a **particular** attempt.
3. The **scores** of the activities attempted by a particular user is shown.
4. Tap on **Exit** button to navigate back to the **main page**



XR LIBRARY

The Taj Mahal

1 START LESSON

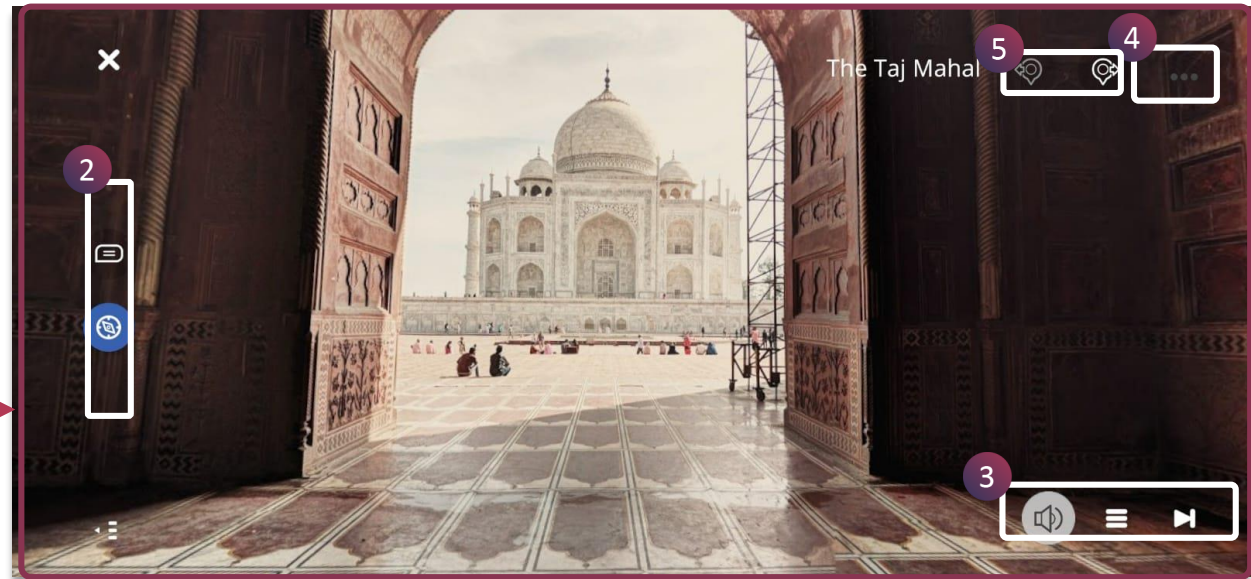
Lesson ID #261322
18 hours ago 753 Views

LESSON OBJECTIVES

This lesson allows you to explore the Taj mahal, its architecture, environment and history with historical and architectural information and many videos

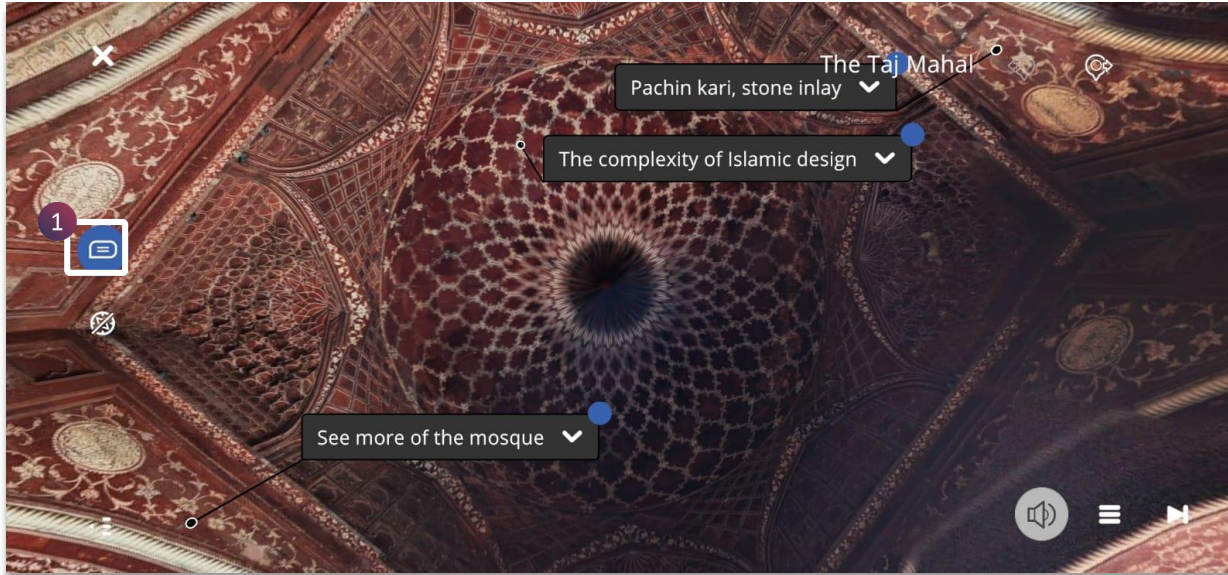
LESSON STUDENTS
 View Lesson Assignees

STATISTICS
 View Lesson Statistics

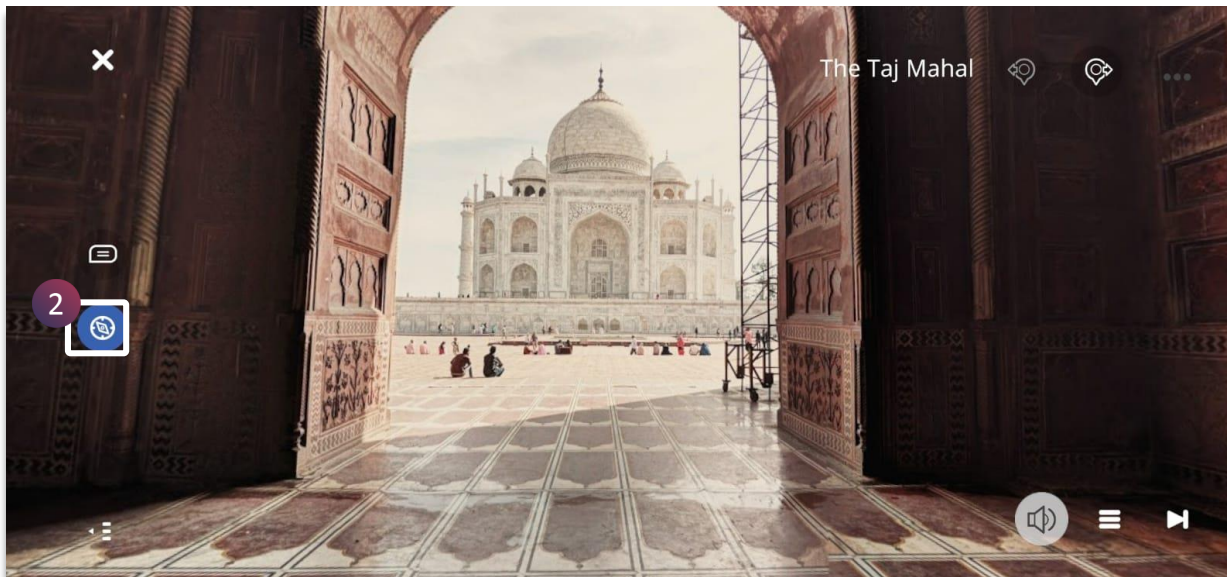


START LESSON is a self-directed learning feature of the EON-XR application.

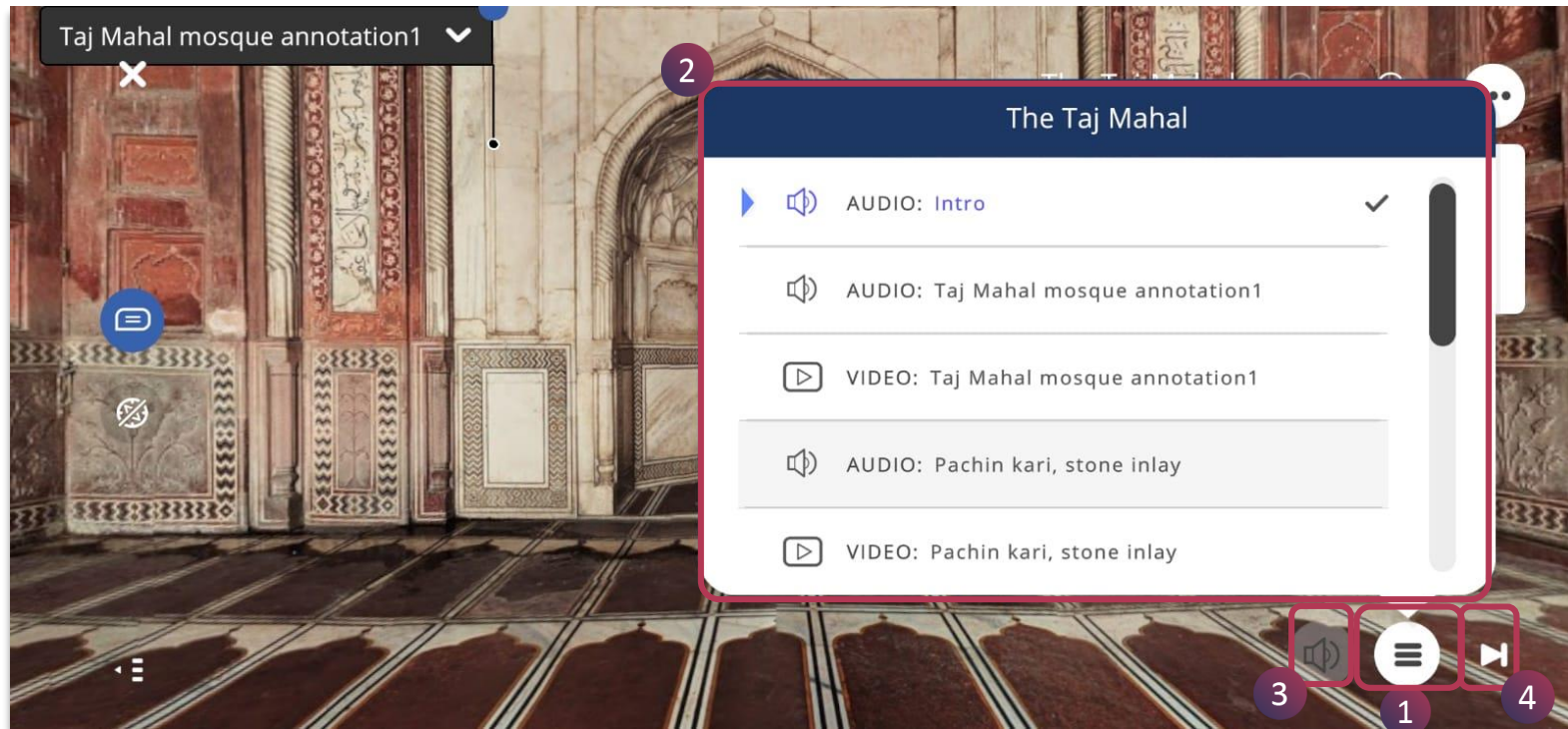
1. Tap on **Start Lesson** to view and experience the lesson, it will open in the **Play** mode
2. You can use various **Exploration Tools** provided in the application for an immersive experience. Alternatively you can as well interact with the object by rotating it 360 degrees, pinch to zoom in or out etc.,
3. Access **Activity Menu** for learning and self-evaluation
4. Horizontal **Ellipsis Menu** provides you with additional settings to enhance your XR experiences
5. The navigation-right/left icon let us explore the other 360 assets(if any) which are saved along with the current 360 asset





1. Tap on the **Annotation** button to view the labels attached to the different points on the 360 environment

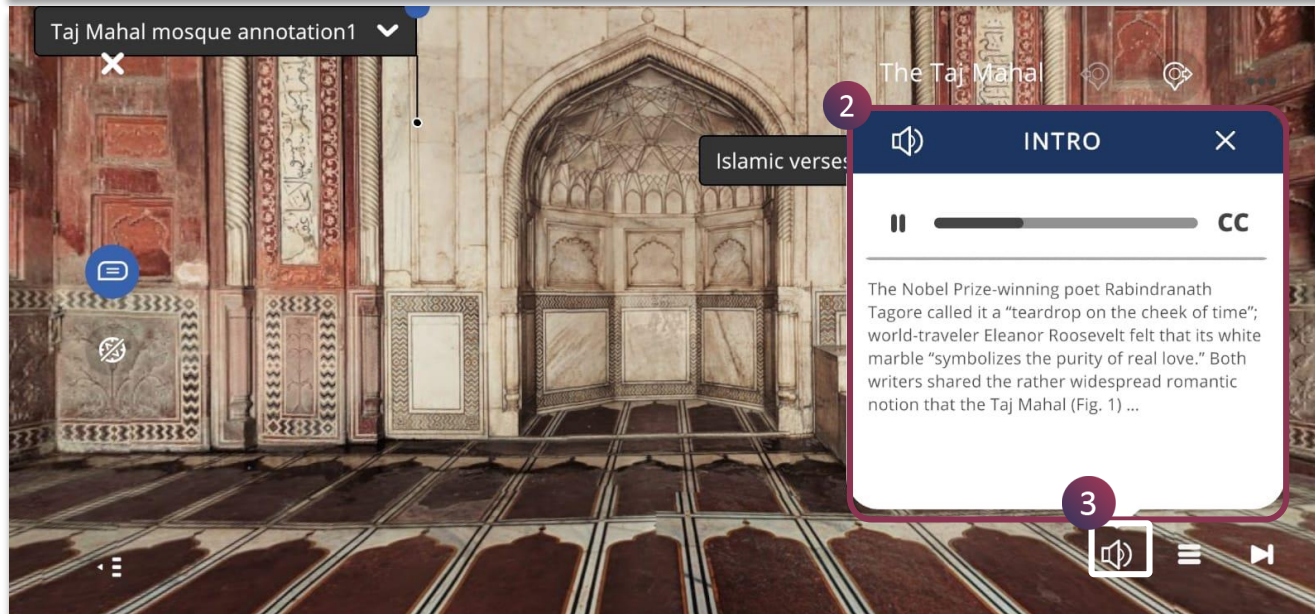
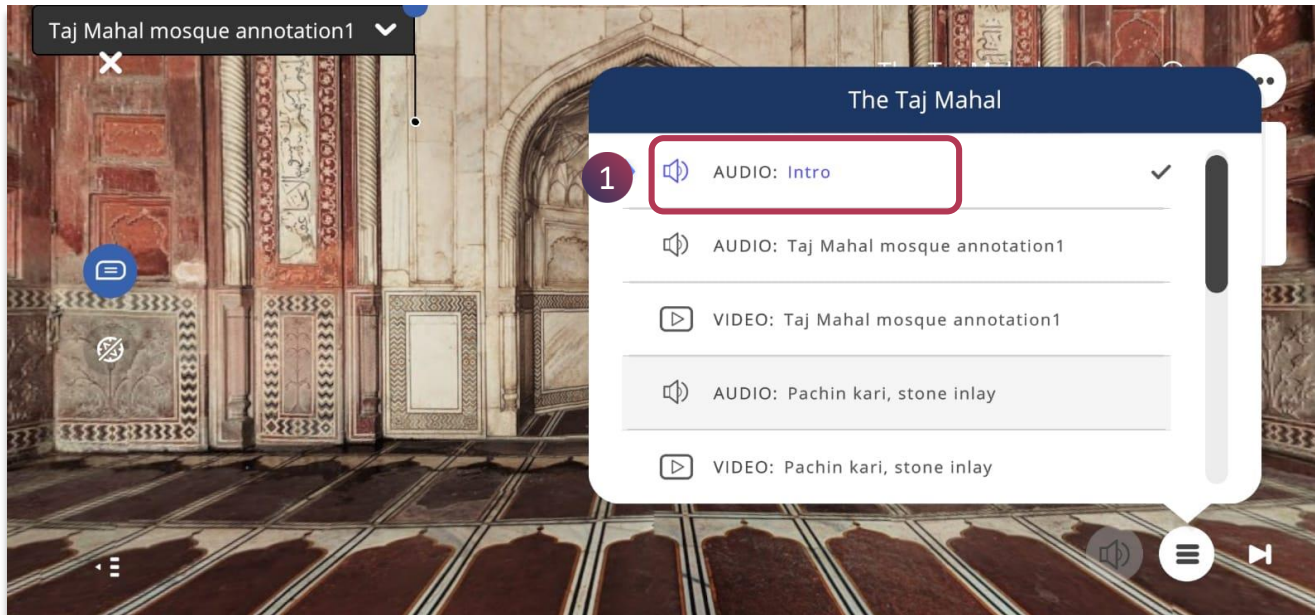


2. The **Compass** icon, when enabled, lets the 360 environment move according to the phone's movement. If disabled, you can drag and move around the asset using fingers



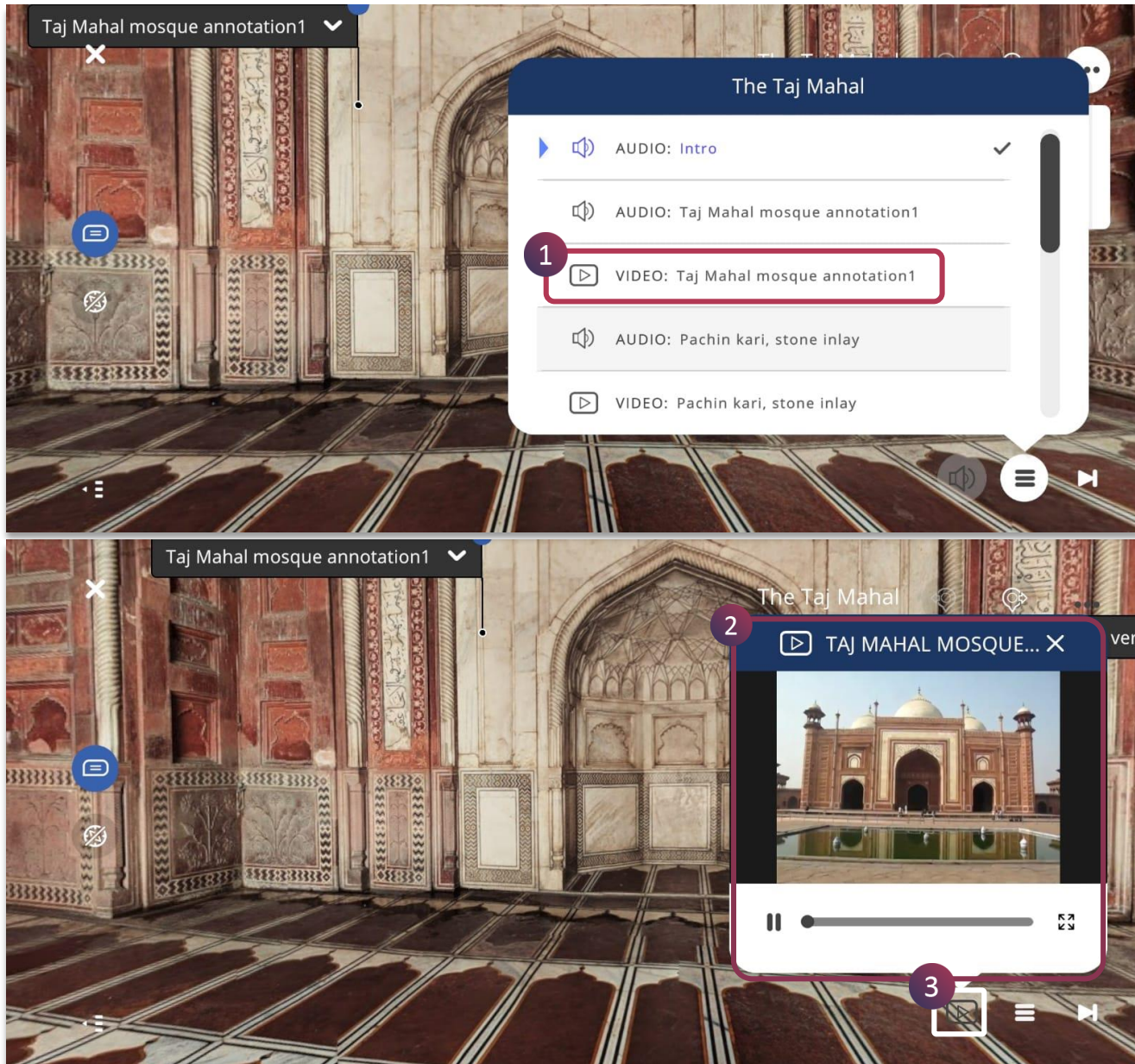
Explore lesson activities using the **Activity Menu**. It presents the list of activities, giving you an overview of the entire lesson. Each section in the menu focuses on the overall concept or a particular component of the model and contains different knowledge portals for a through understanding.

1. Tap on the **Activity Menu** to view all the activities present in the model
2. Different types of activities such as **Audio, Video, PDF, Image, Quiz** can be selected from here
3. Indicates the type of activity selected  in this case it is an audio
4. Tap on Forward  button to go to the next section of the lesson



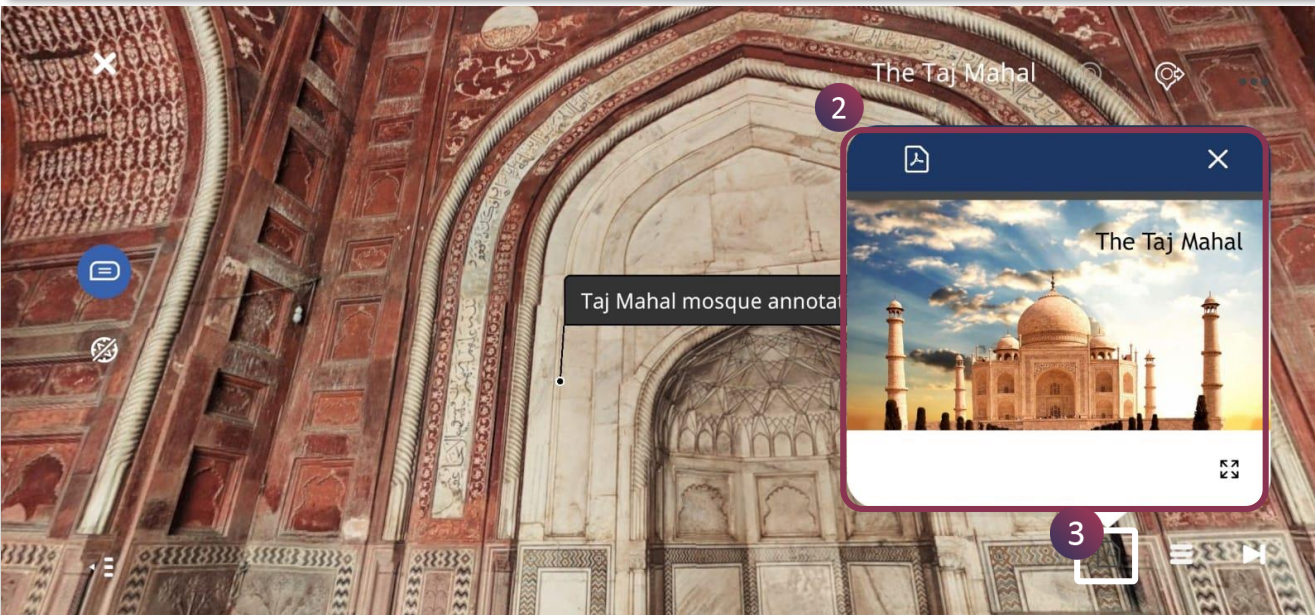
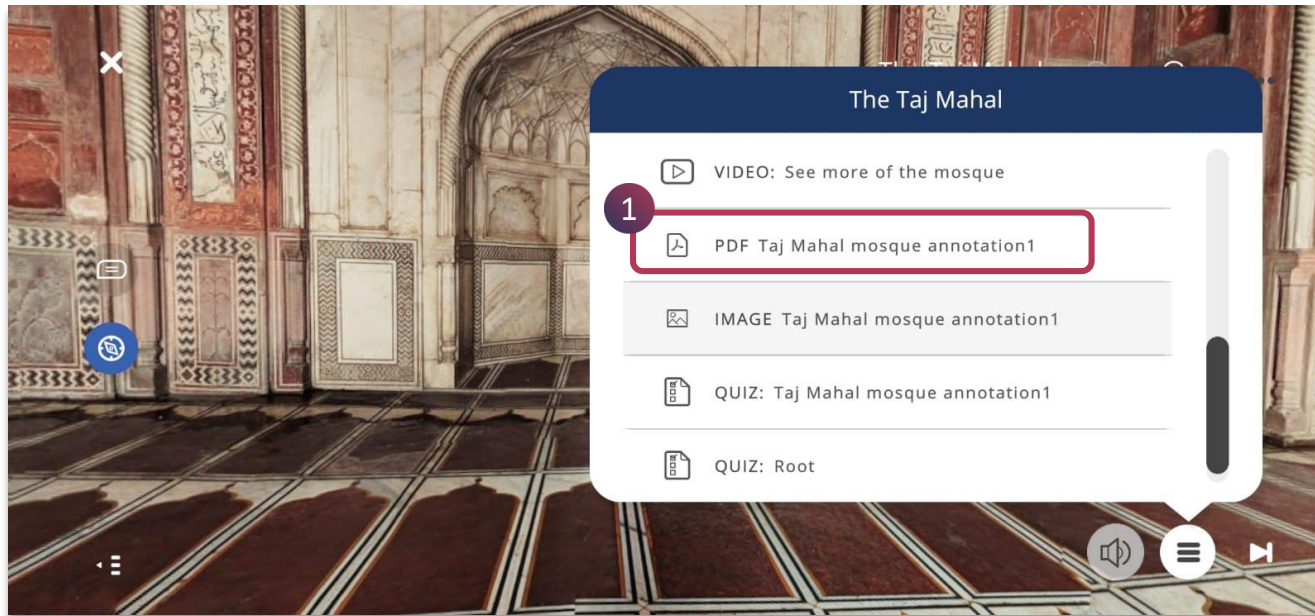
You can access audio narration of a component or a concept in the lesson by:

1. Tapping on the **Audio** activity from the menu of activities
2. The Audio is played and you can also view the captions of the narration
3. To hide the audio tab, just tap on the **audio button** and access it whenever required



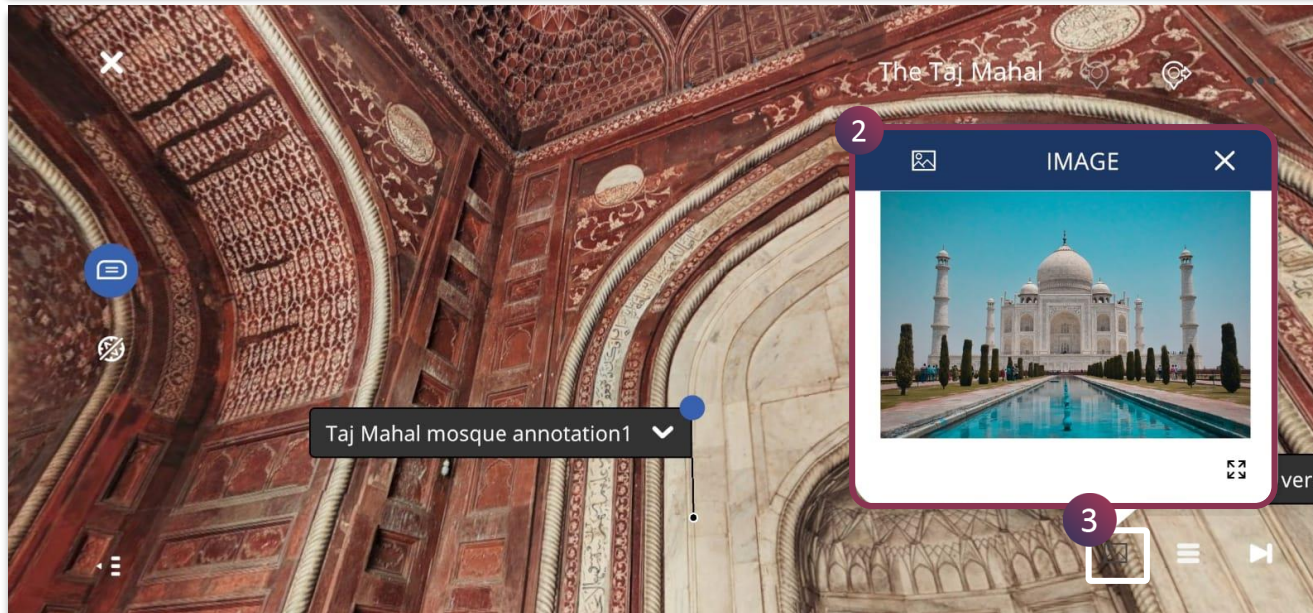
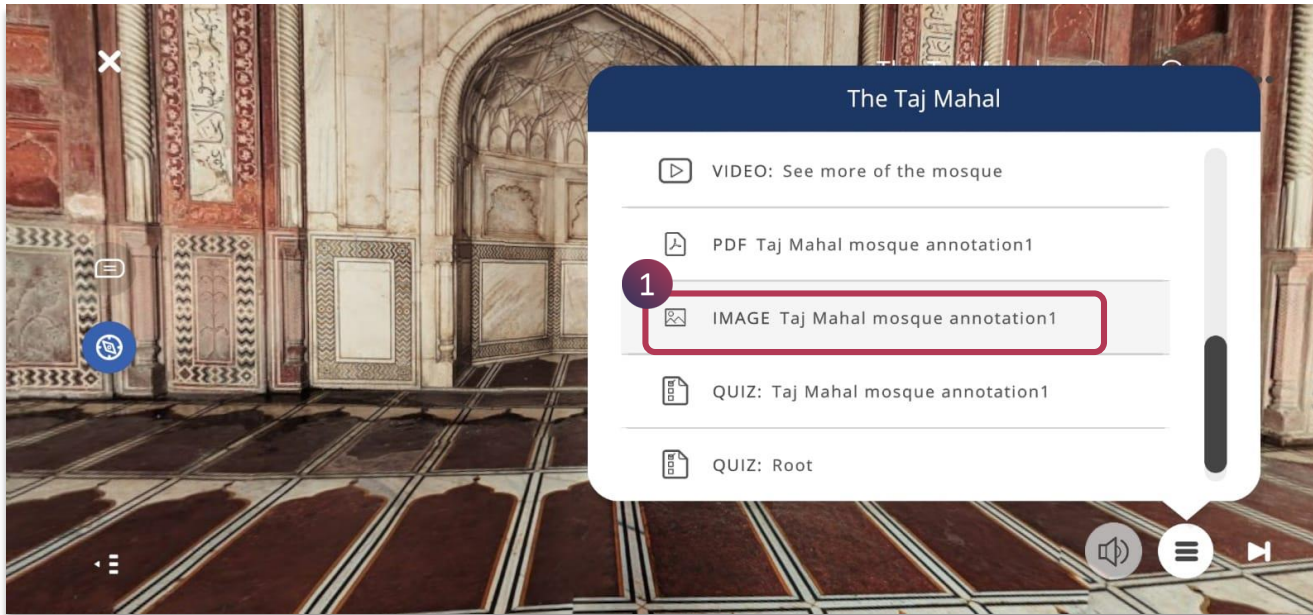
You can access video embedded within the lesson by:

1. Tapping on the **Video** activity from the menu of activities
2. The Video is shown, you can play , pause and also view it full screen
3. To hide the video, just tap on the **video button** and access it whenever required



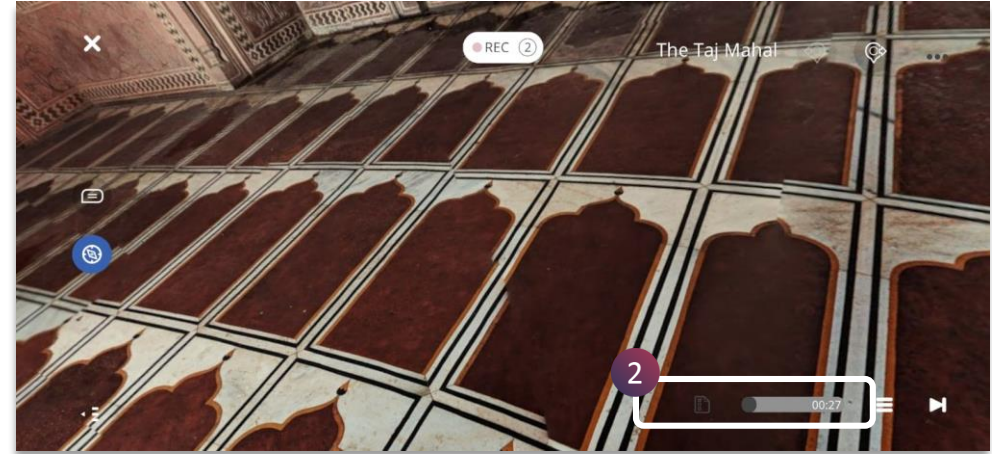
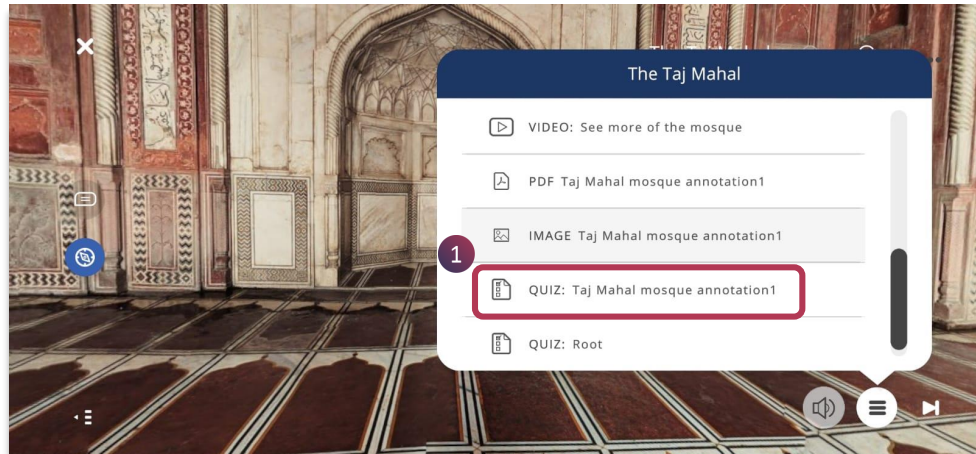
You can access **PDF** embedded within the lesson by:

1. Tapping on the **PDF** activity from the menu of activities
2. The PDF is displayed, you can scroll down for all the pages and also view it full screen
3. To hide the PDF, just tap on the **PDF button** and access it whenever required



You can access image embedded within the lesson by:

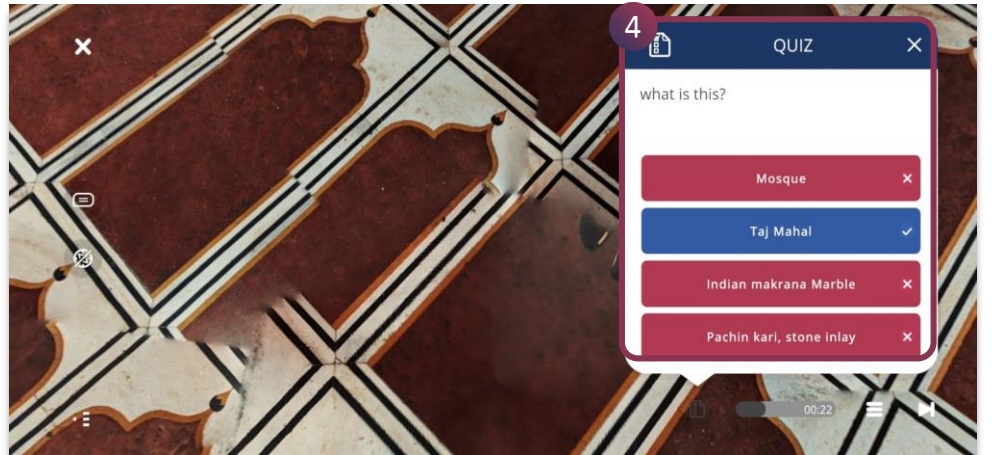
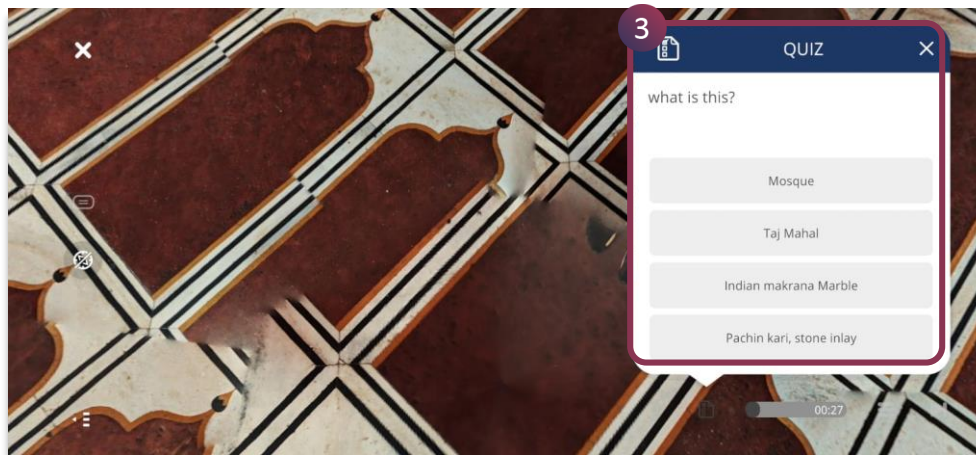
1. Tapping on the **Image** activity from the menu of activities
2. The image is displayed, you can also view it full screen
3. To hide the image, just tap on the **Image button** and access it whenever required



Quiz activity is a multiple choice question having four options with a correct answer.

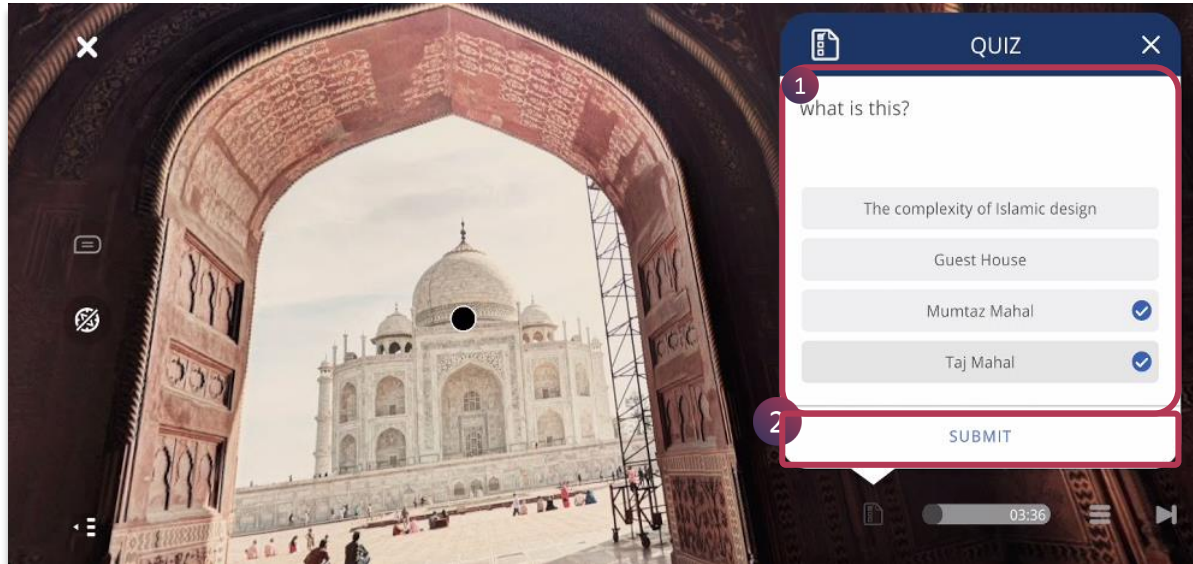
1. Tap **Quiz** from the menu of activities

2. Tap on the **Quiz icon** to do the activity, the timer starts for the set time

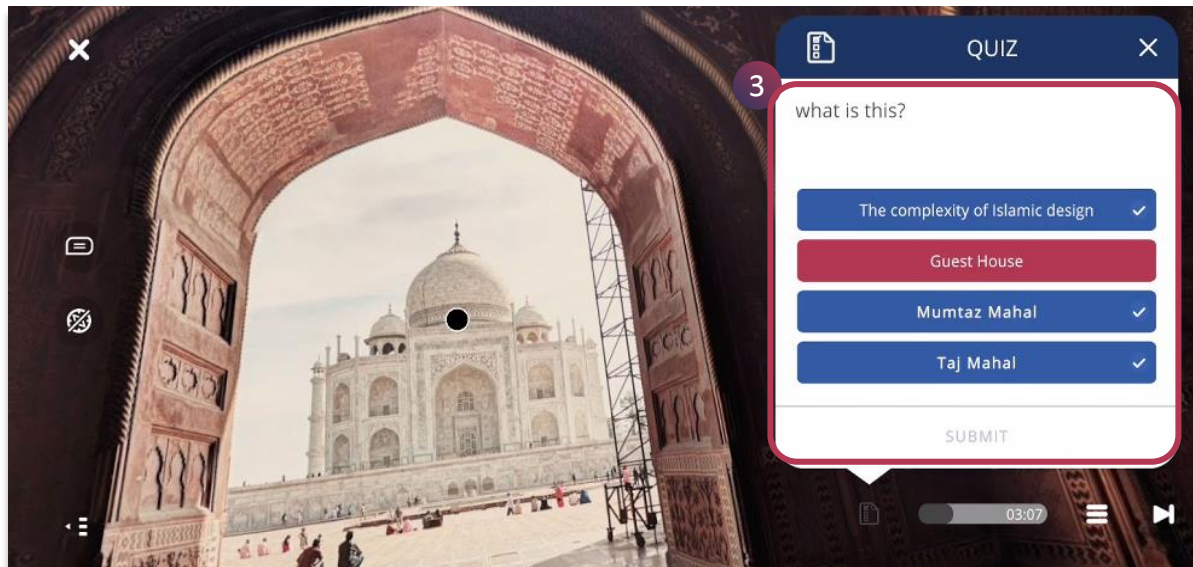


3. You need to tap on the option, within the set time for a single answer type question

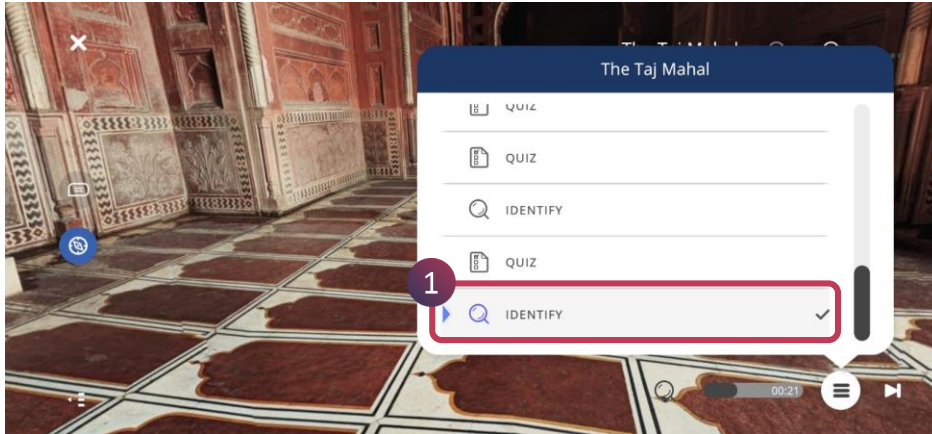
4. The feedback is given immediately for self evaluation, if incorrect further attempts are provided till the correct option is chosen



1. For a multiple answer type question, you can select multiple answers from the given options
2. Tap on Submit, to check within the set timer

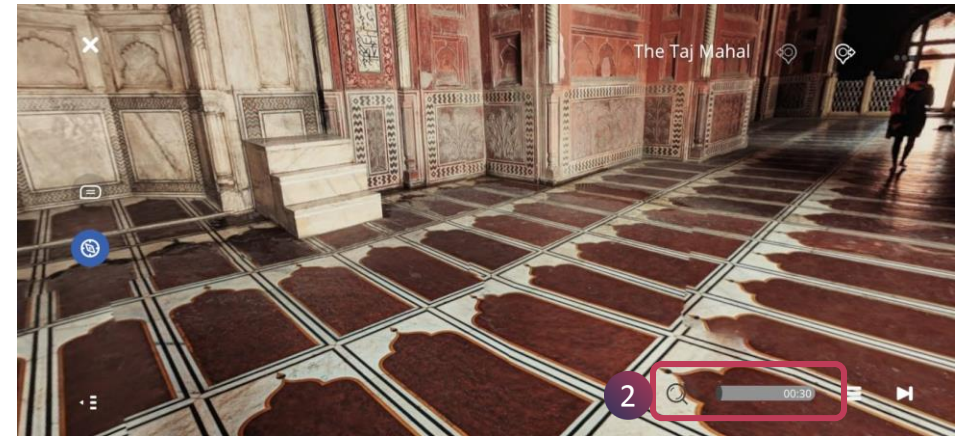


3. The feedback is given immediately for self evaluation, the correct and incorrect answers are depicted shown

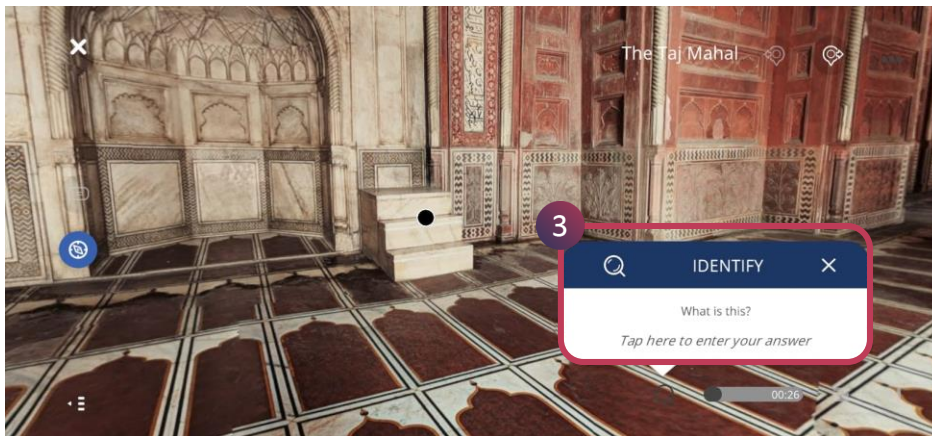


Identify activity needs you to correctly identify the model component which is shown.

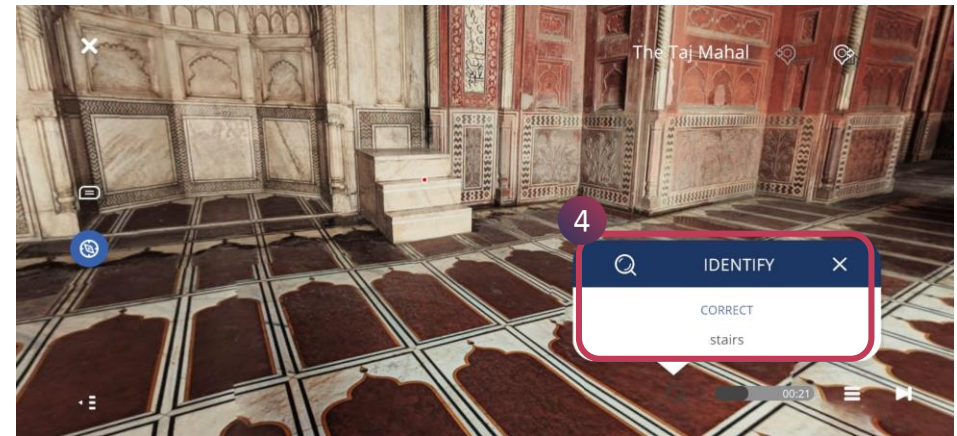
1. Tap **Identify** from the menu of activities.



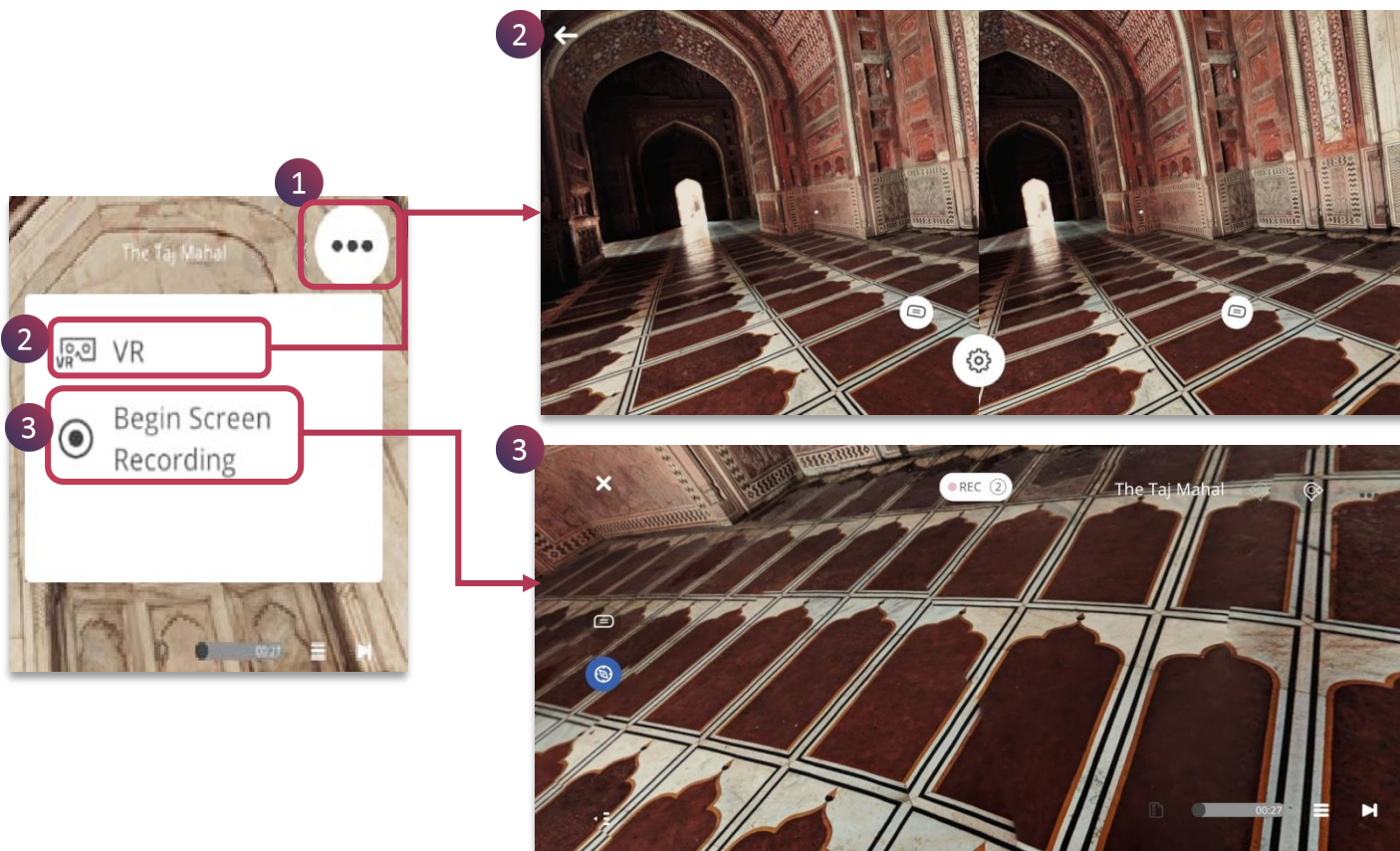
2. Tap on the **Identify icon** to do the activity, the timer starts for the set time



3. You need to enter the component name of the 360 asset, within the set time. The component will be highlighted with a dot sign.

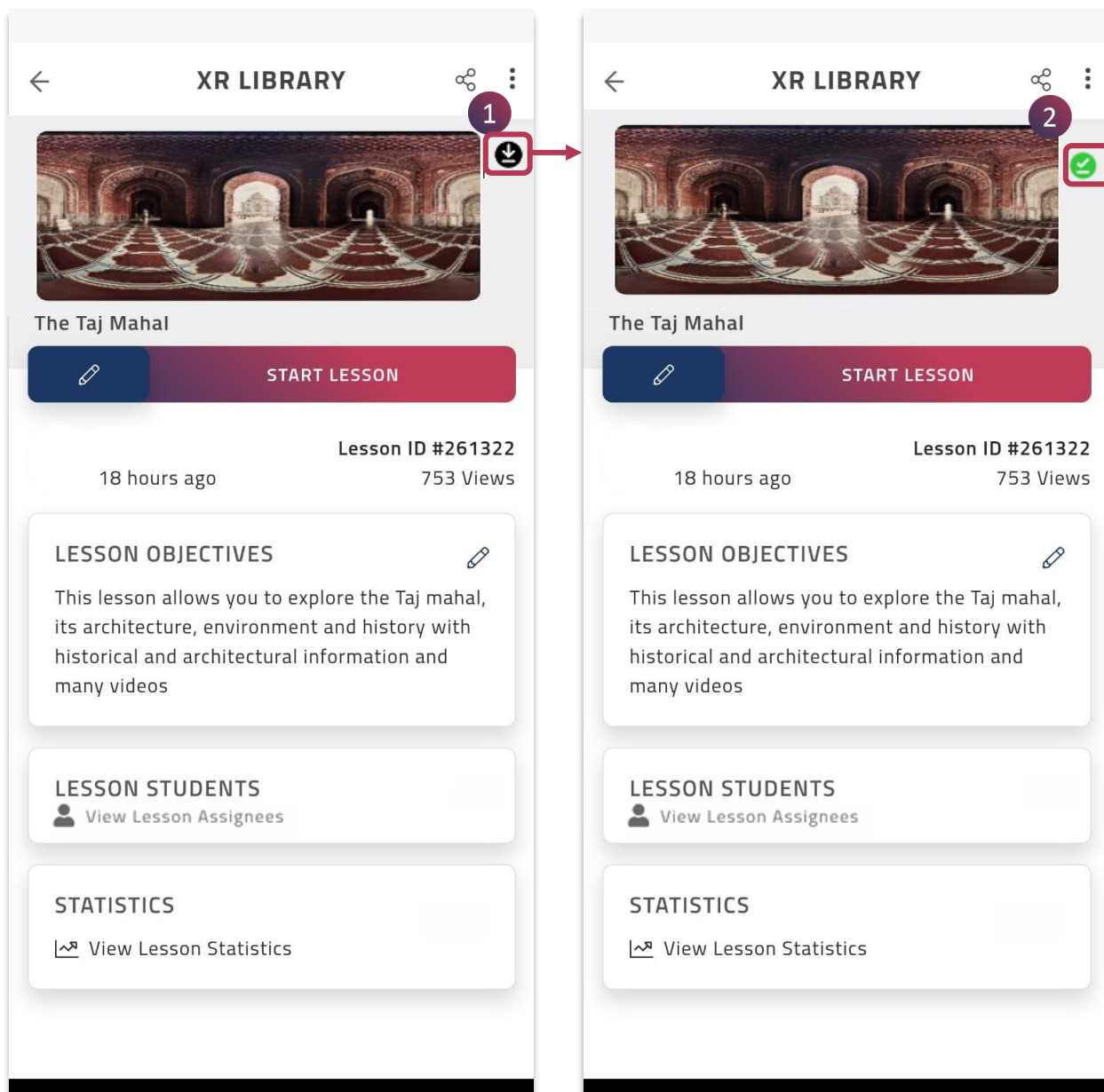


4. The feedback is given immediately for self evaluation, if incorrect further attempts are provided till the set timer



Horizontal Ellipsis Menu provides you with additional settings for you to experience holistically

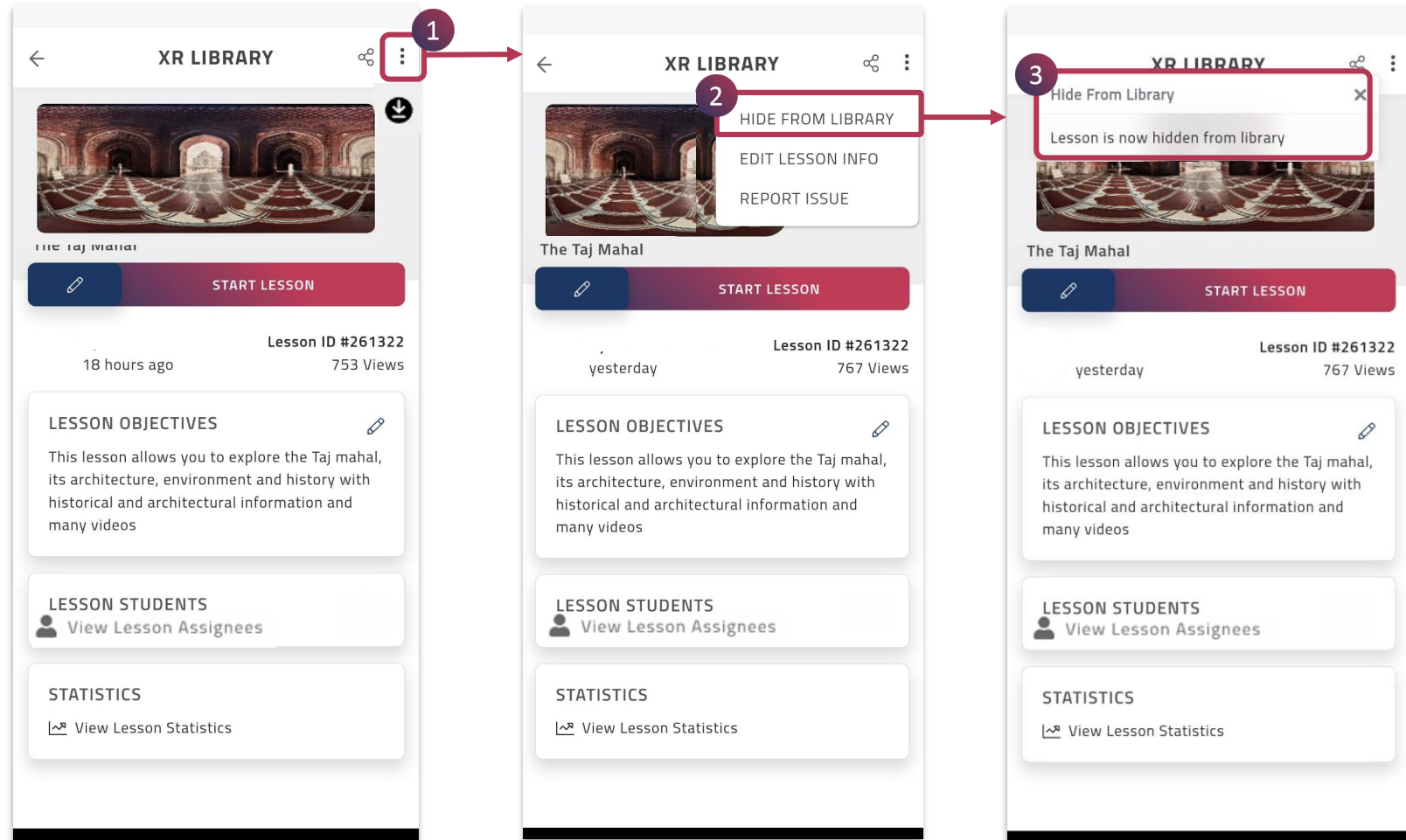
1. Tap on the **Horizontal Ellipsis Menu** to access different features
2. Tap on **VR** to enable to view the lesson through Mobile VR headset for complete immersiveness
3. Tap **Begin Screen Recording** to completely capture the exploration of the 360 model.



360 lesson can be downloaded to view in the offline mode, when there is no access to the internet.

1. Tap on the **Download** icon
2. Once the download is complete, the icon changes to indicate successful download

The downloaded lesson will be available under **Manage Offline Lesson** in the main menu of the EON-XR app

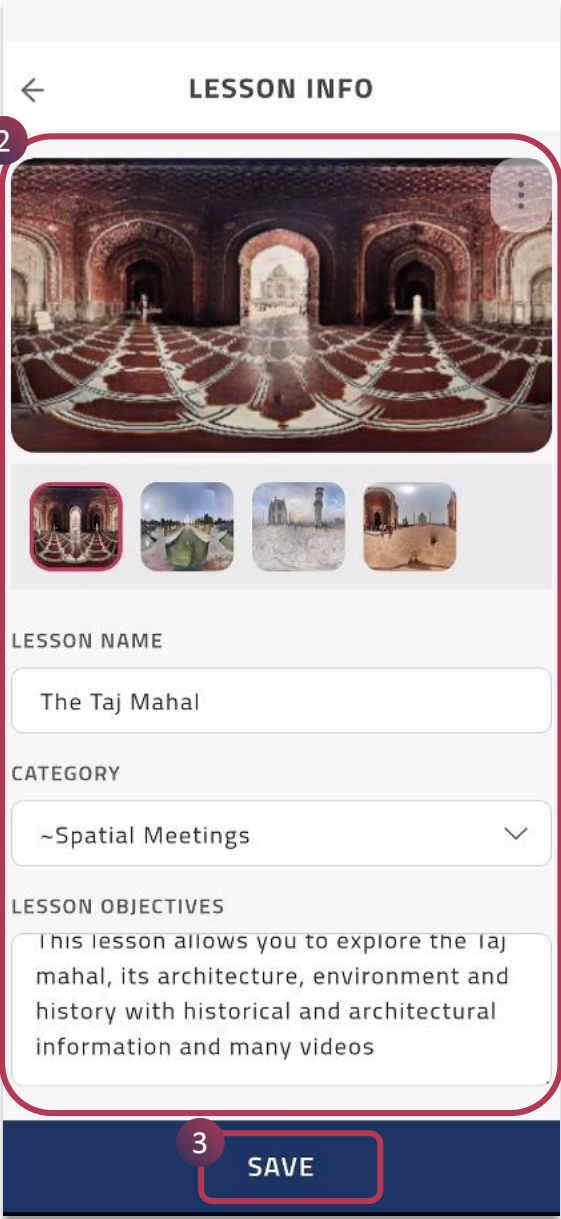
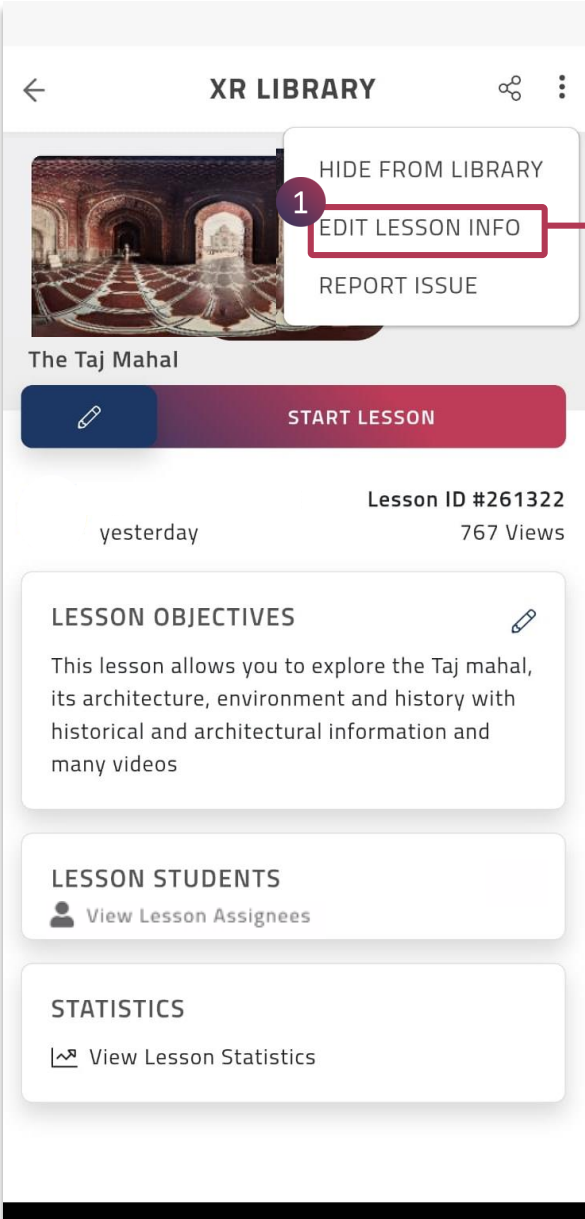


1. Tap on the ellipsis menu to enable the following:

- **Show/Hide from Library**
- **Edit Lesson Info**
- **Report Issue**

2. Tap on **Show/Hide** from **Library**

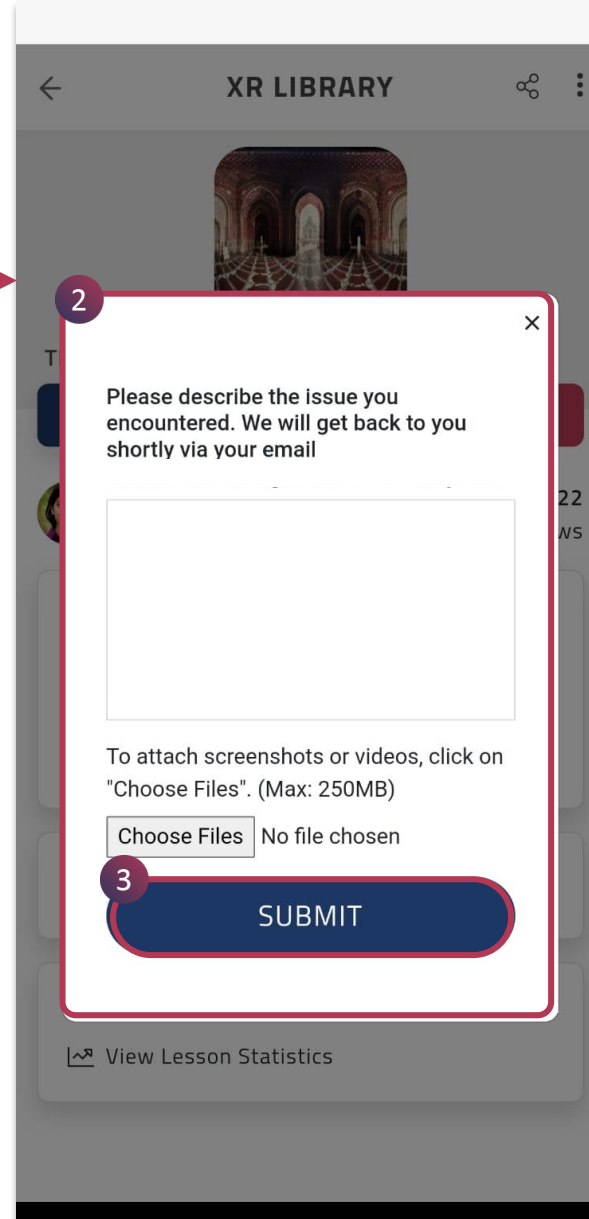
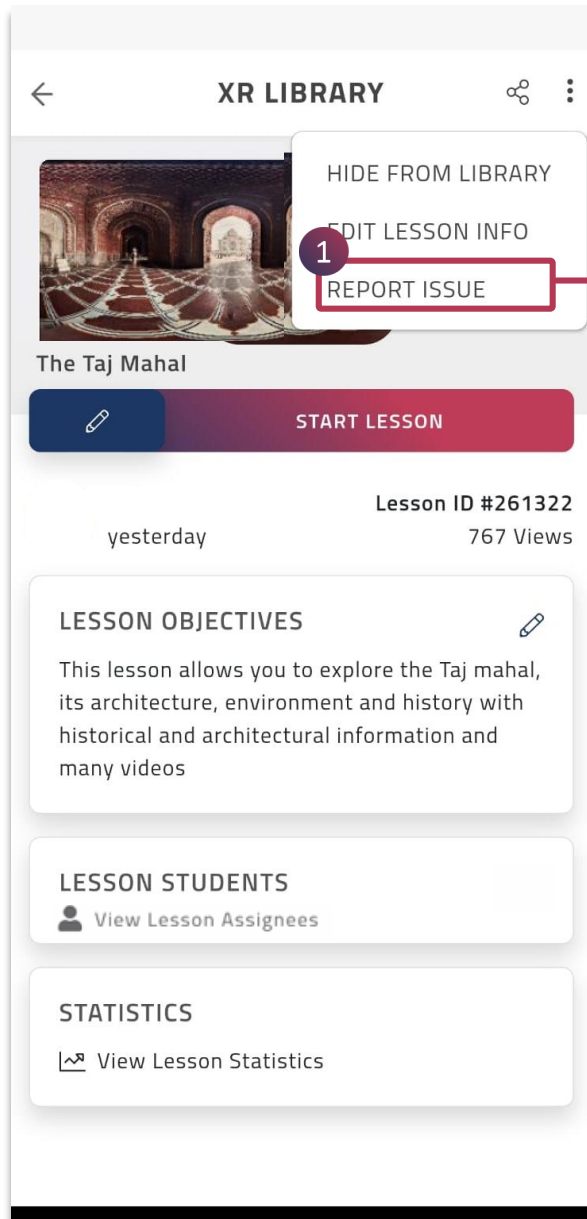
3. You can **enable** a lesson to be showcased or **hidden** from the library



Edit Lesson Info

This option lets you edit the required lesson information.

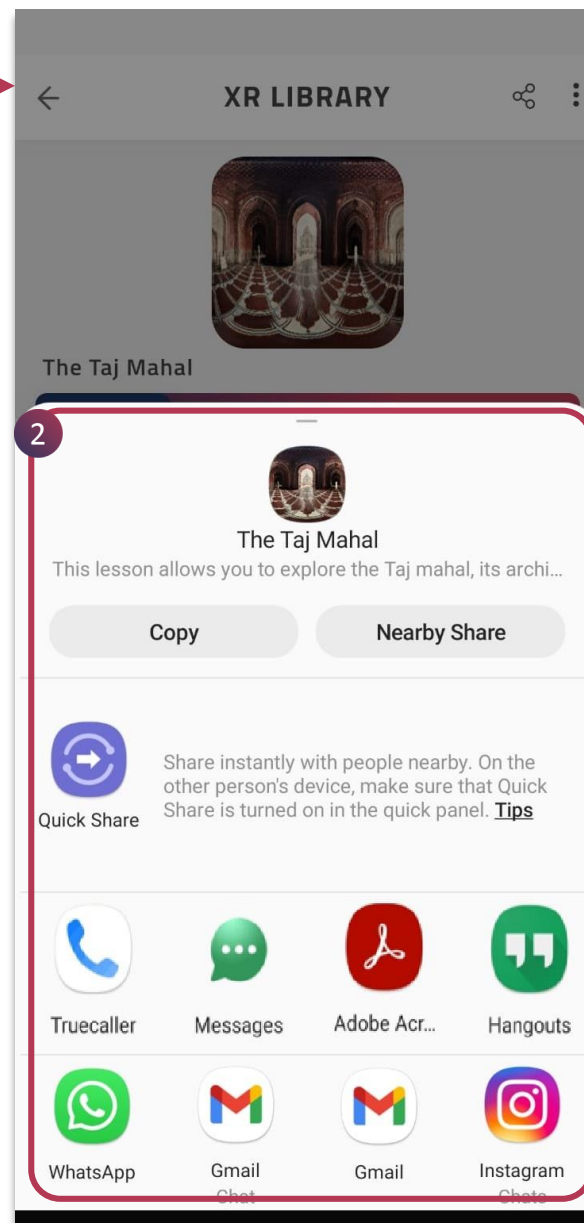
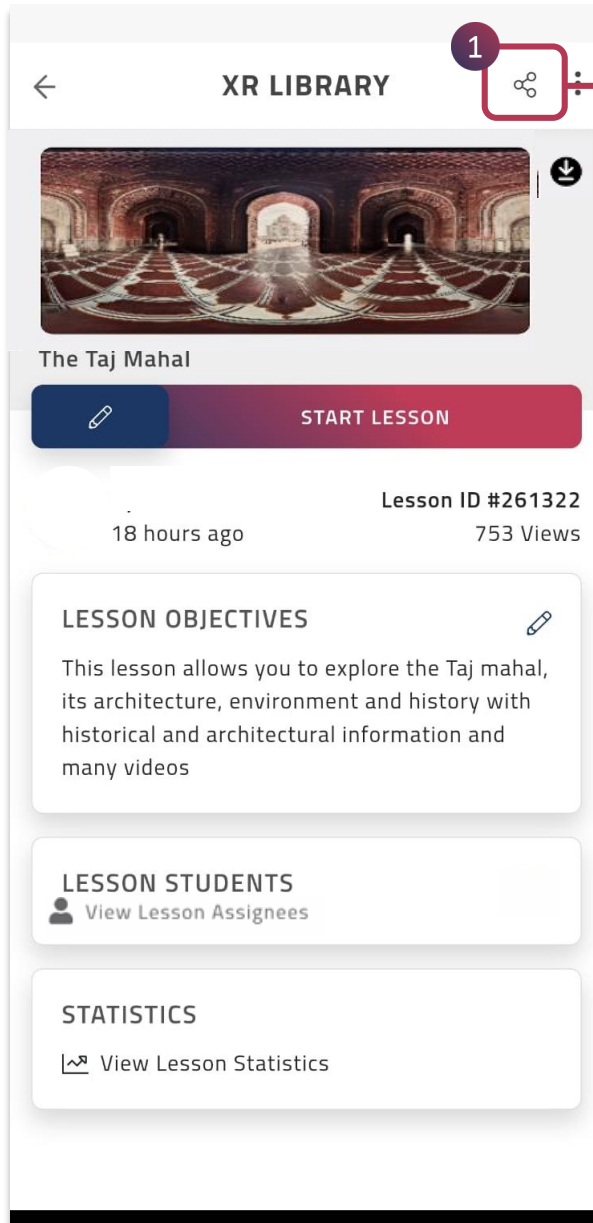
1. Tap on **Edit Lesson Info** to navigate to the Lesson Info page
2. You can **edit** the lesson **360 image sequence**, **add or remove images**, **name**, **category** and **lesson objective**
3. Tap on **Save** to make the changes



Report Issue

If you have encountered any problem in the lesson, it can be reported here.

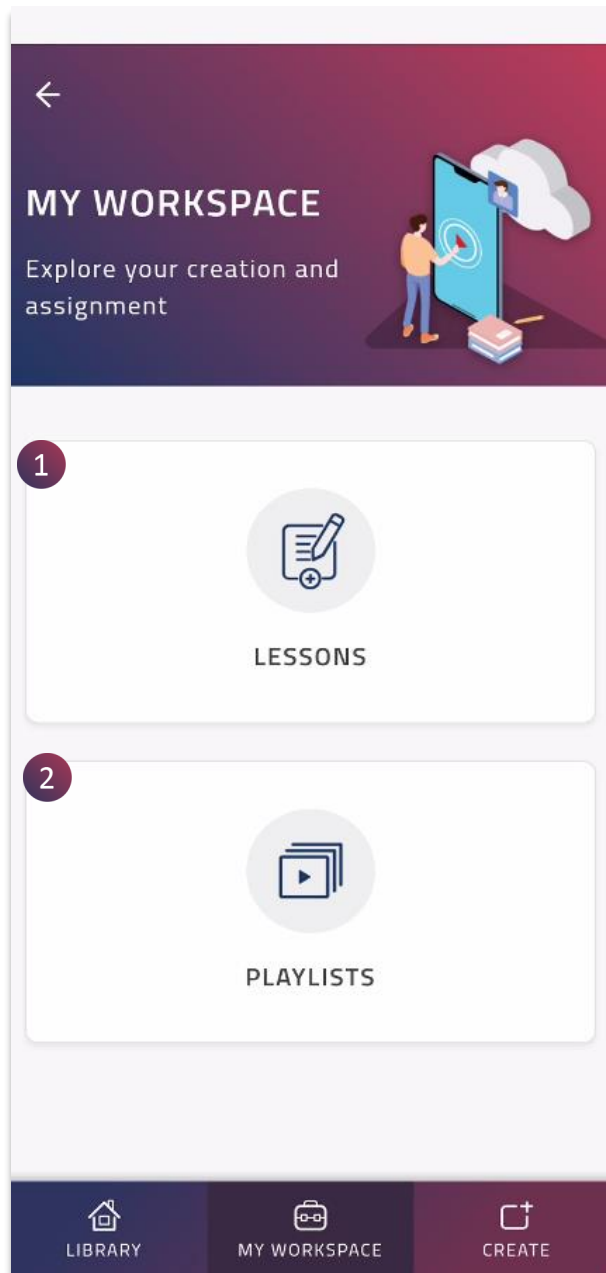
1. Tap on **Report Issue**
2. Describe the issue you have faced in the window shown. Alternatively, you can also attach related **screenshots** or **videos** (Max: 250MB) of the issue
3. Tap on **SUBMIT** to report



360 lesson can be shared with anyone to have a through XR experience.

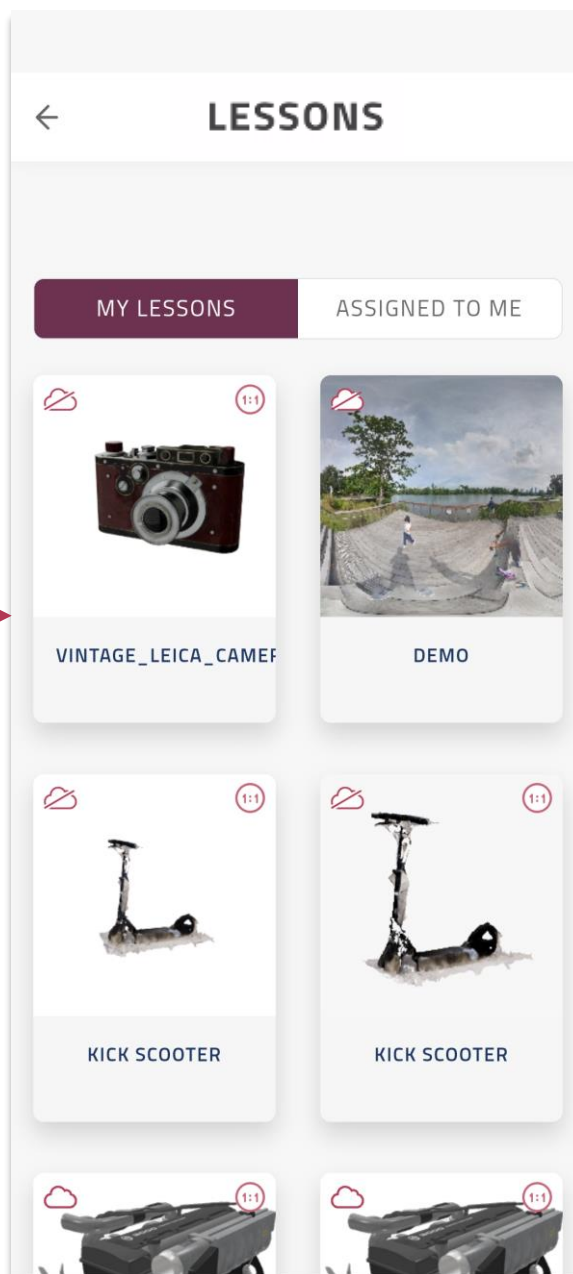
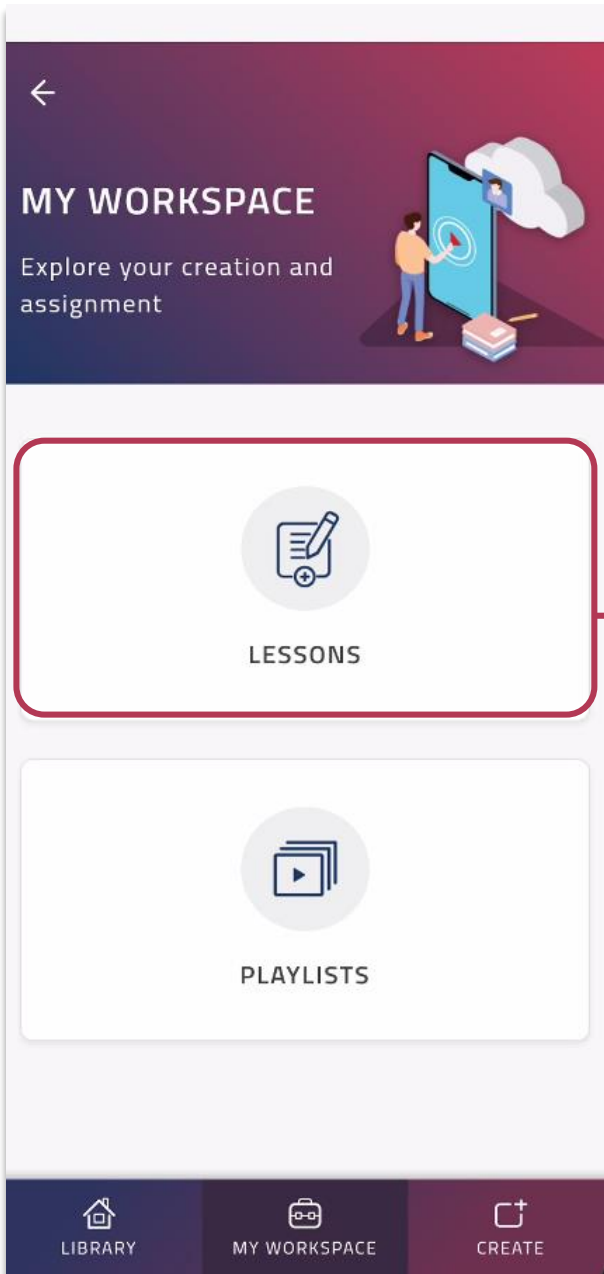
1. Tap on the **Share** icon
2. The lesson link will be generated and can be shared using any social platform

This lesson can now be accessed by anyone using the link for an EON-XR experiential learning.



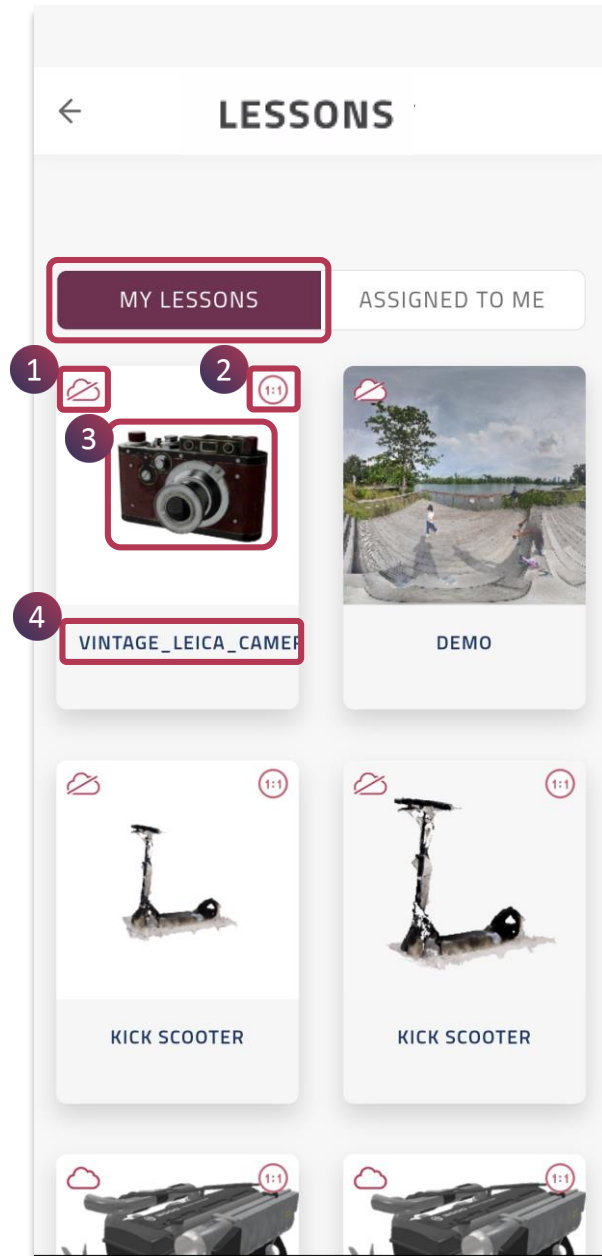
My Workspace is your personal dashboard within the EON-XR app. It provides you with a space to view and manage all your lessons and assigned ones.

1. **Lessons** - Shows the lessons created by you and assigned to you by others
2. **Playlists** - Shows the playlists created by you and assigned to you by others



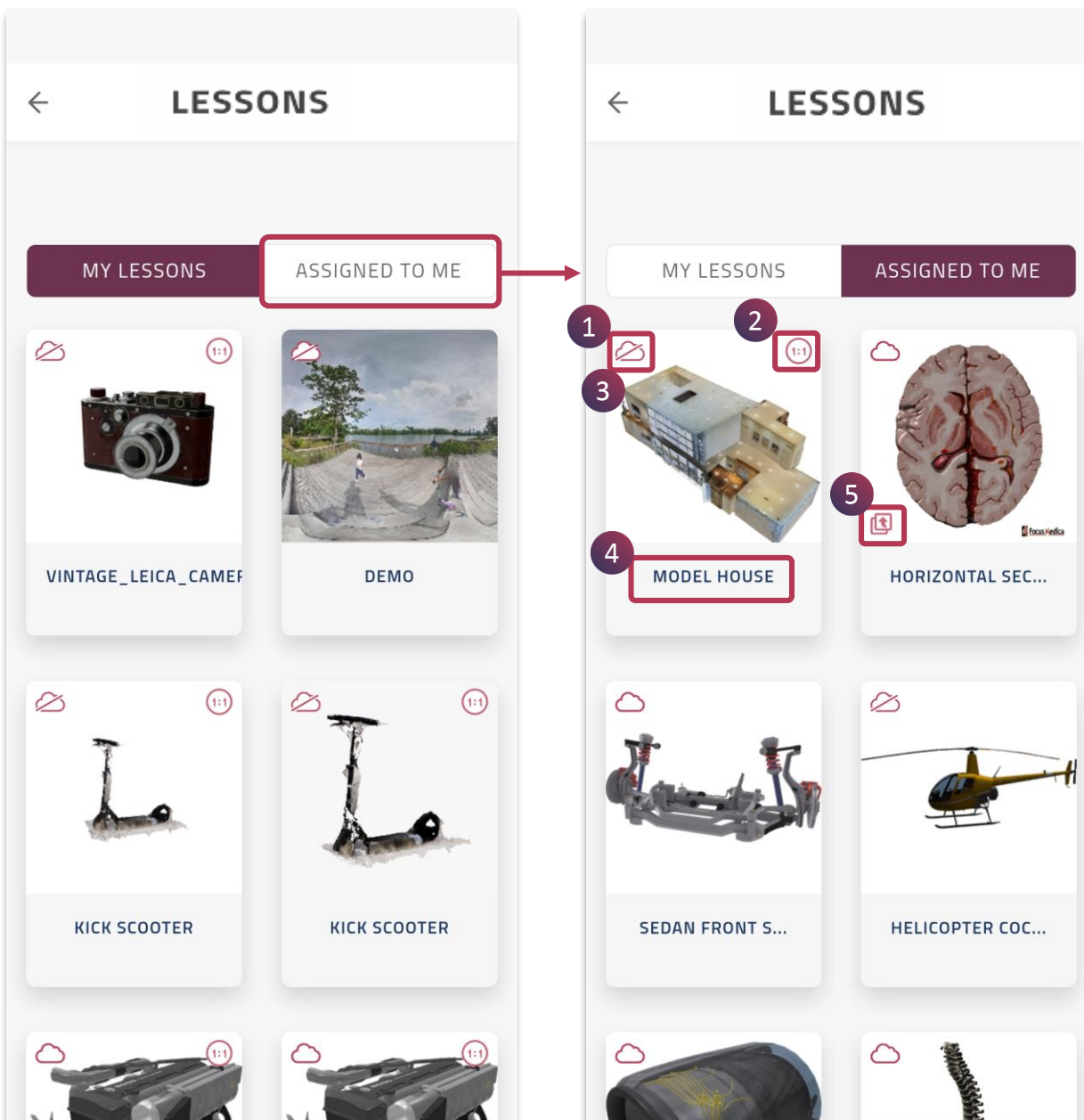
Lessons displays the lessons created by you and also assigned to you.

It includes both 3D and 360 lessons and you can edit them anytime.



Tap on **My Lessons** to view all the lessons created by you. These can be viewed, edited and also published to the library anytime.

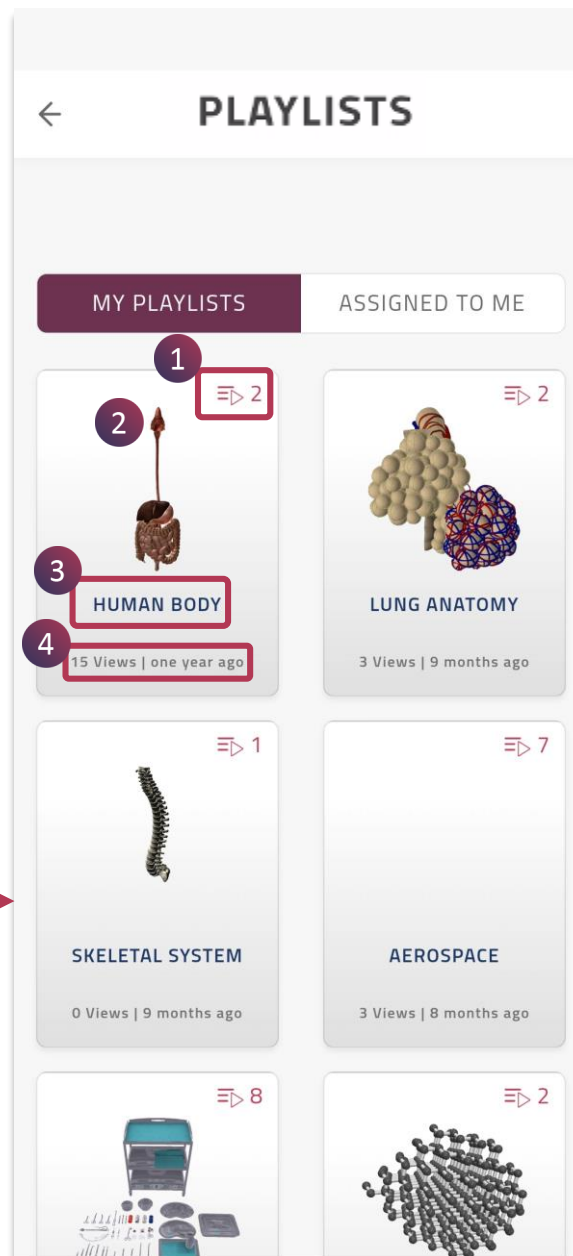
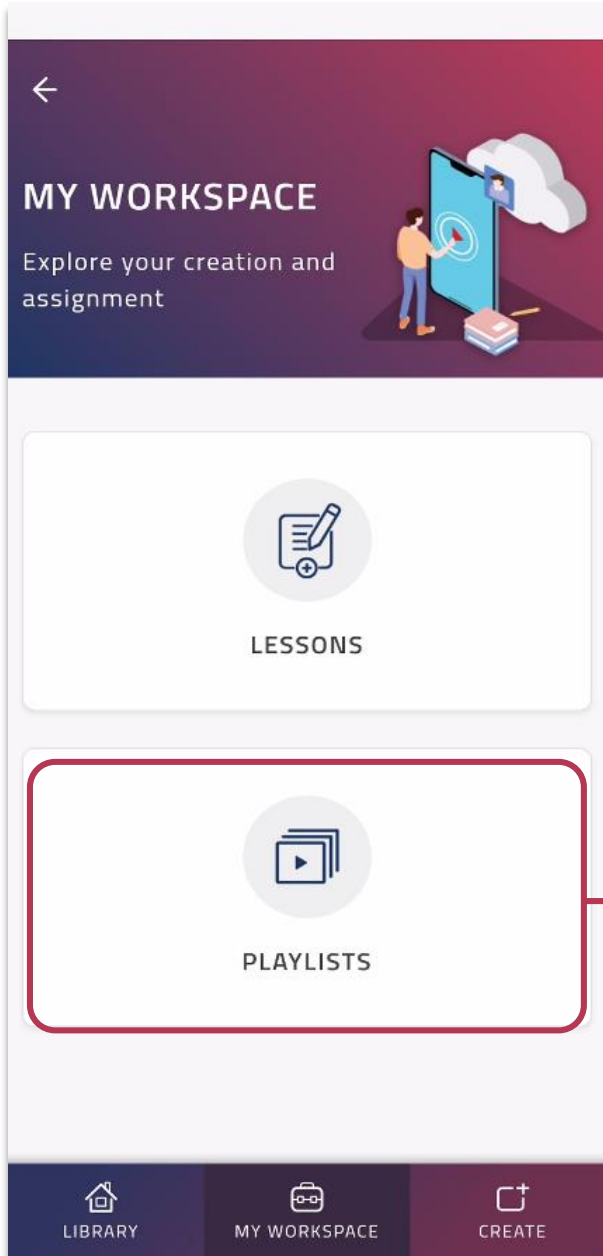
1. **Publish / Unpublish** – Indicates the status of the lesson being shown or hidden from the library.
2. **1:1** – Indicates the 3D model within the lesson set to real life scale using 1:1 setting.
3. **Lesson Thumbnail**
4. **Lesson Name**



Tap on **Assigned To Me** to view all the lessons assigned to you by others. These can be viewed and experienced.

Depending on the editing rights assigned by the author of the lesson you can edit and also publish to the library anytime.

1. **Publish / Unpublish** – Indicates the status of the lesson being shown or hidden from the library.
2. **1:1** – Indicates the 3D model within the lesson set to real life scale using 1:1 setting.
3. **Lesson Thumbnail**
4. **Lesson Name**
5. **Copy By Reference** – These are the lessons copied from other institute

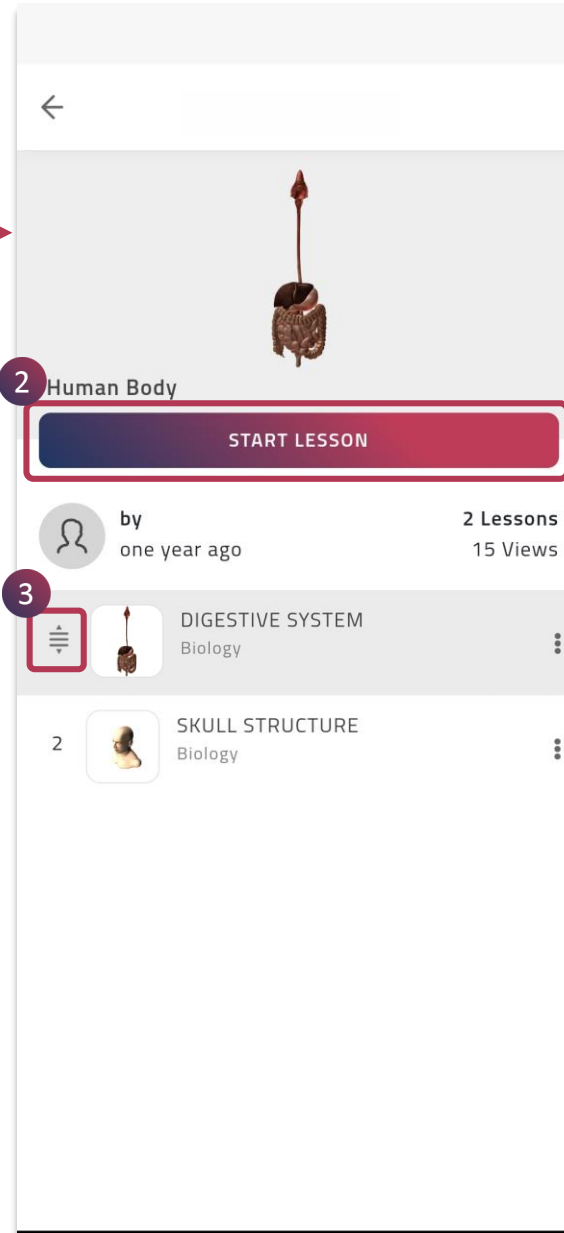
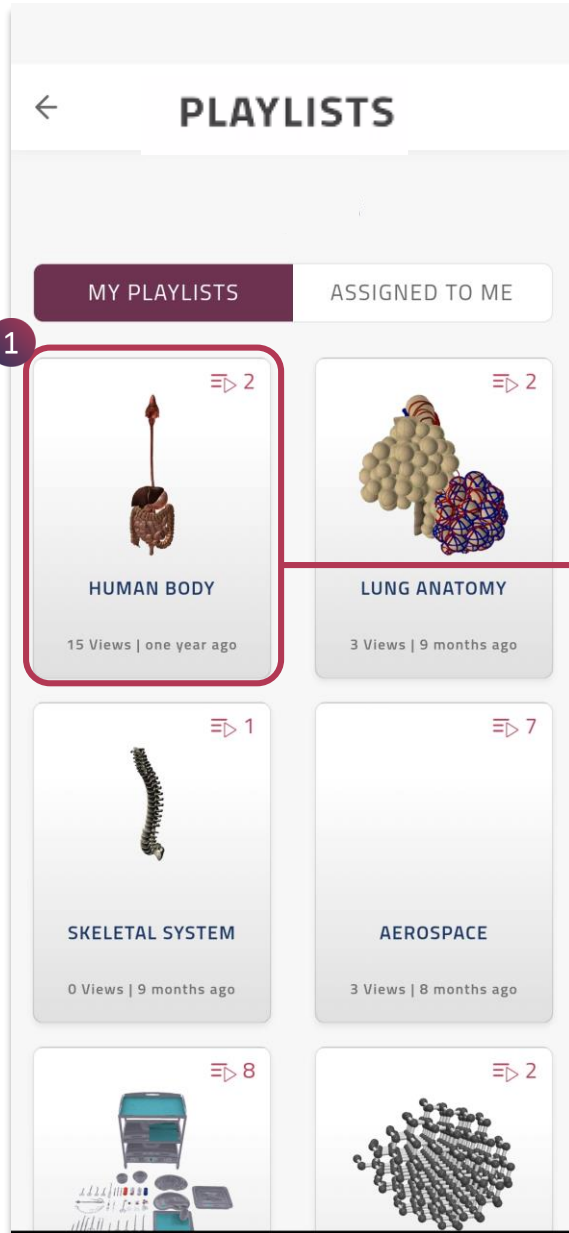


Playlists displays the collection of lessons created as a lists by you and also lists assigned to you.

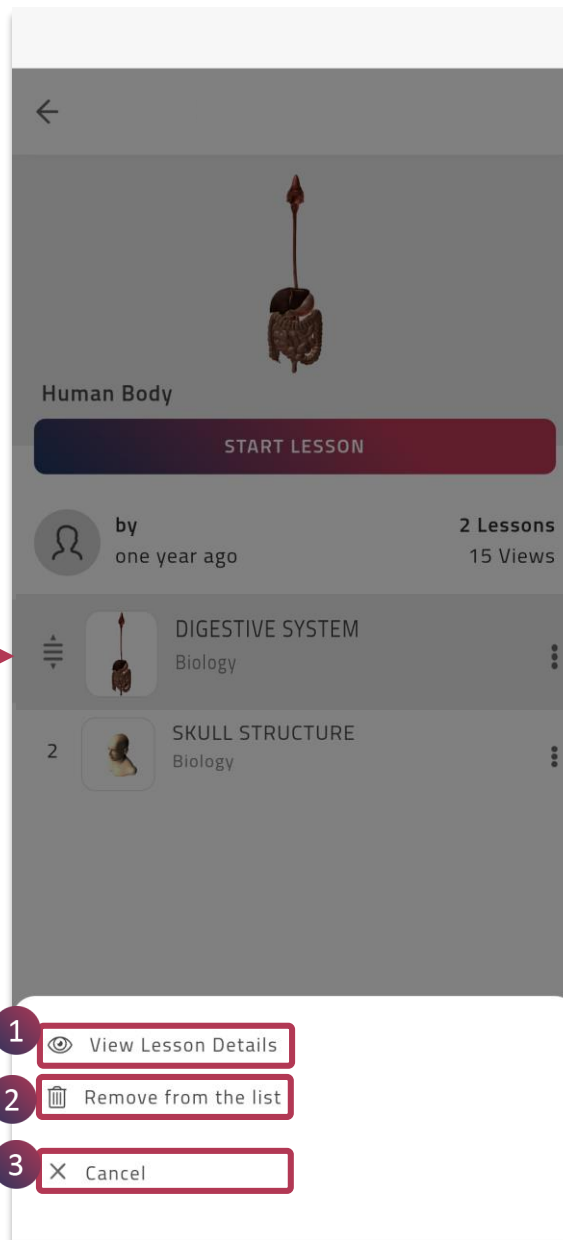
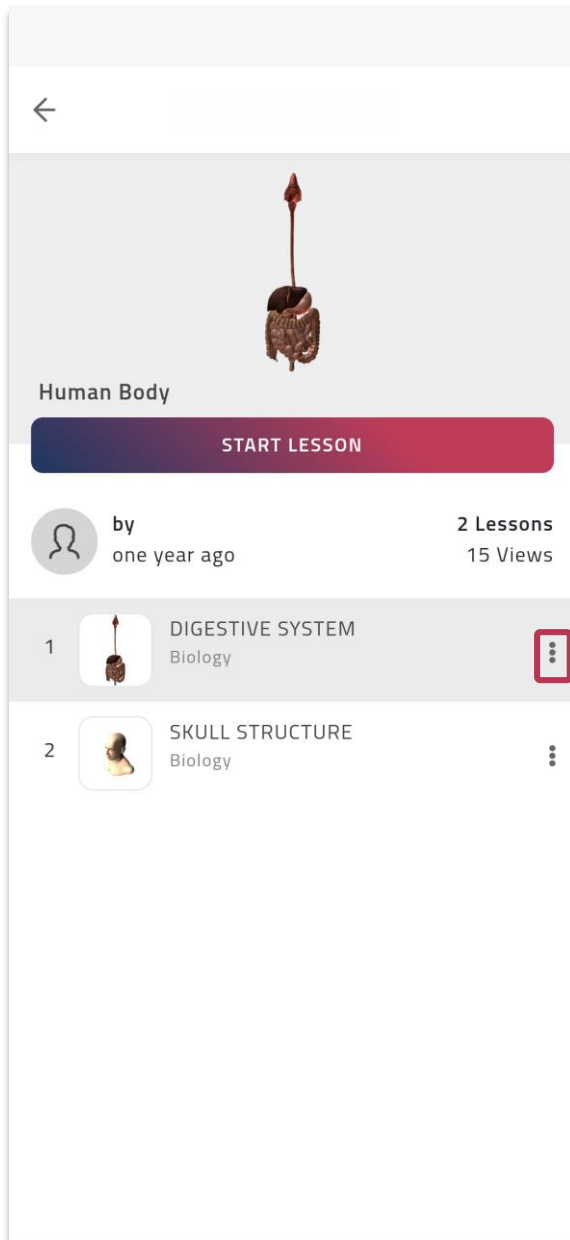
It is a customized compilation of multiple lessons. It's a great feature to showcase/create a short course with a list of lessons to support your learning/training requirements.

Each playlist has the following information:

- 1. Lesson Number** – Indicates the number of lessons present within a playlist
- 2. Lesson Thumbnail**
- 3. Playlist Name**
- 4. Views / Creation Date**



1. Tap on a particular **Playlist** to view the lessons within it. You can choose the desired lesson accordingly
2. Tap on **Start Lesson** to play a particular lesson
3. Reorder the sequence of the playlists just by drag and drop the particular lesson



Tap on the **ellipsis menu** on right side of the lesson.

You will see the following options:

1. View Lesson Details

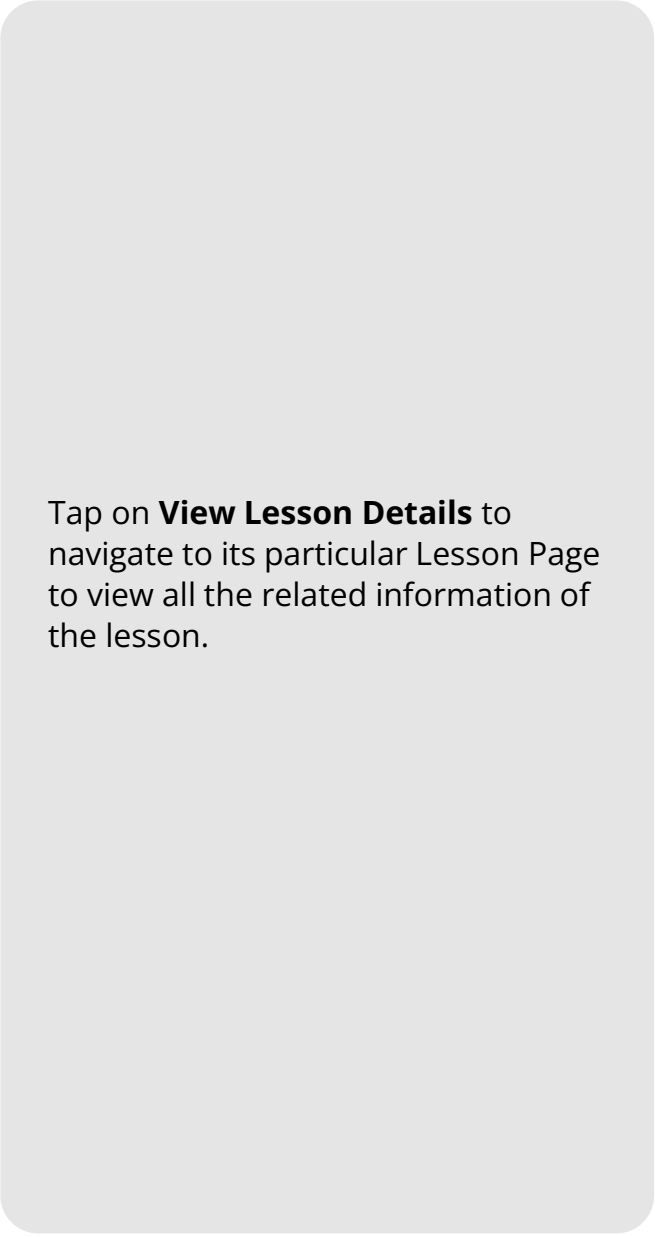
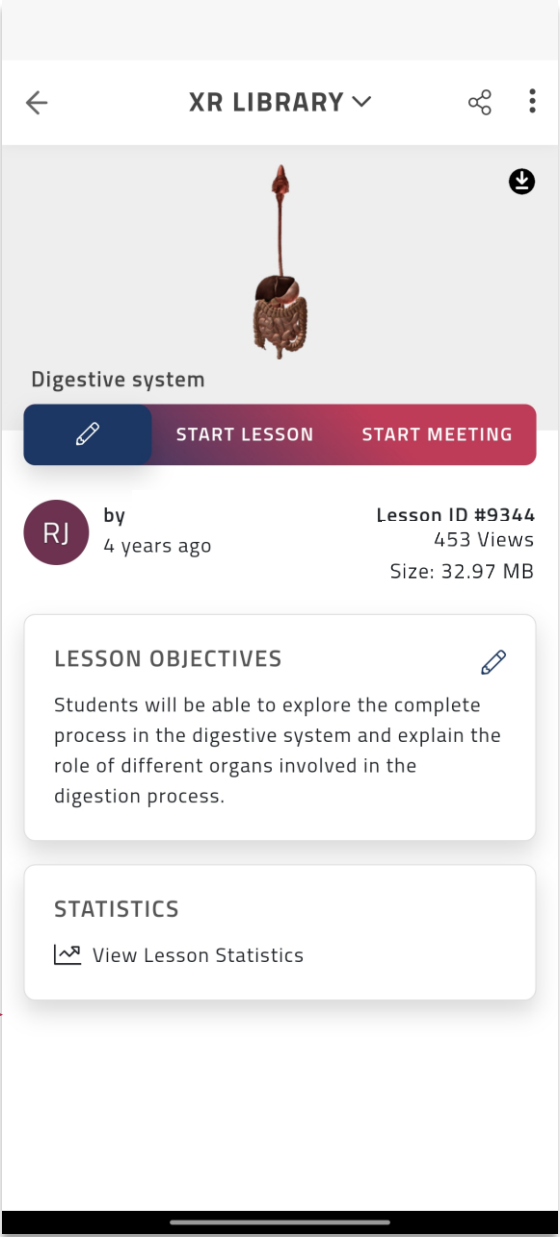
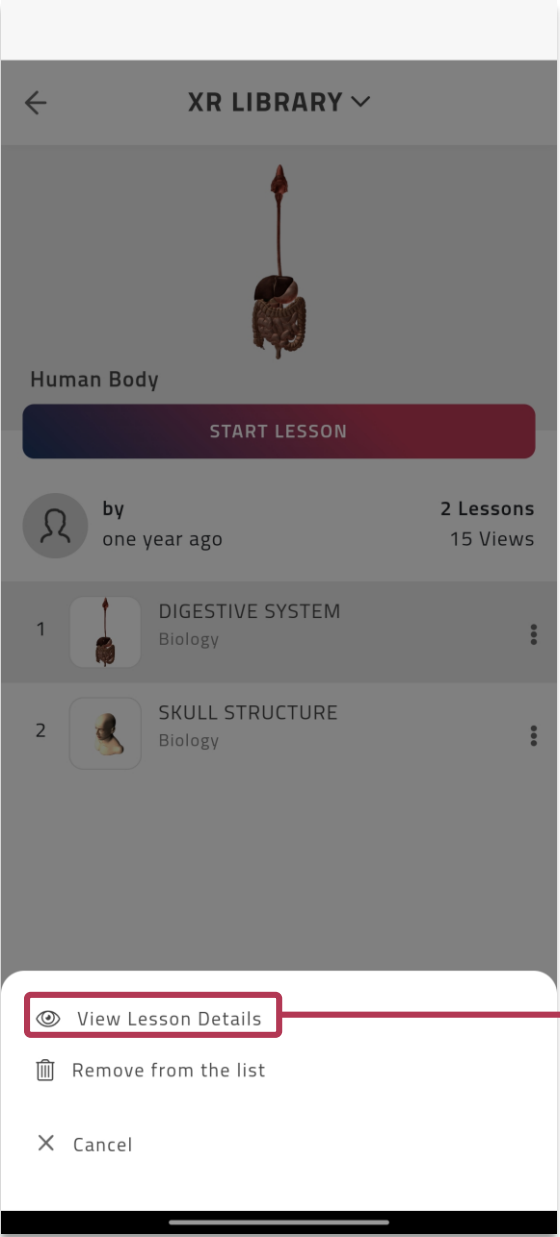
Tap on this to view the lesson details such as objectives, lesson material etc.

2. Remove from the list

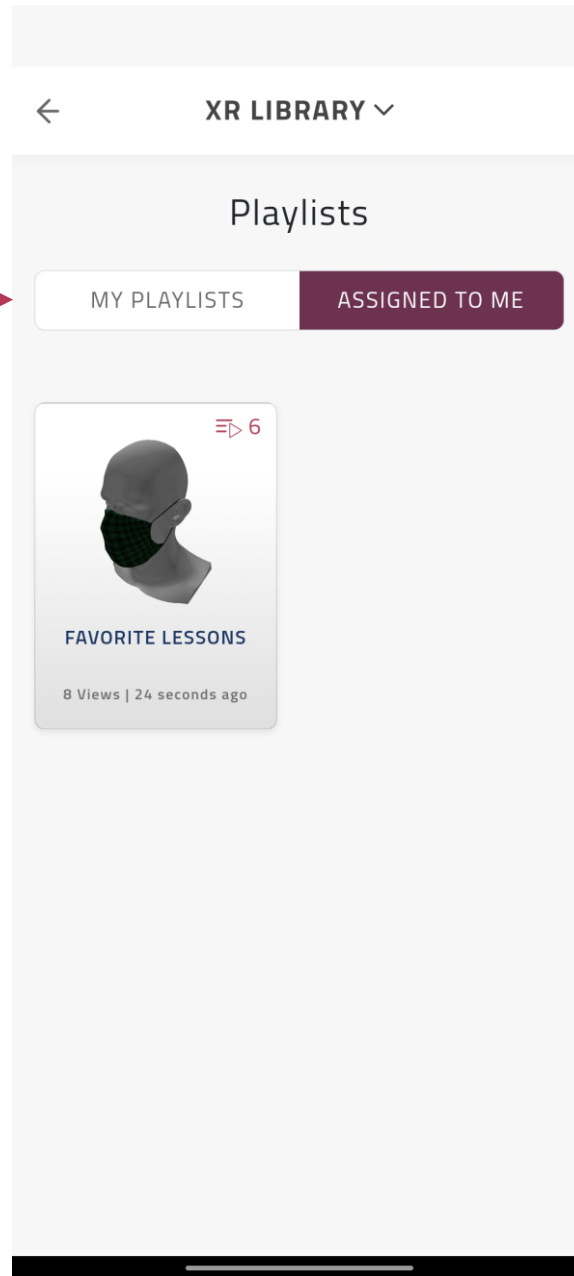
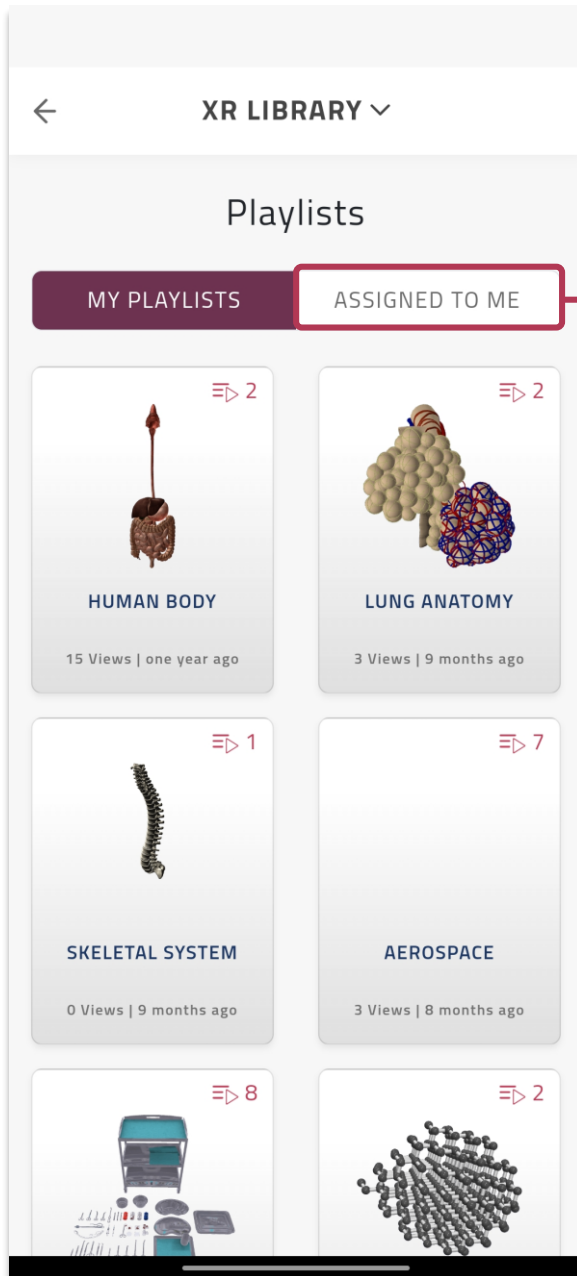
Tap on this to remove the lesson from the playlist.

3. Cancel

Tap on this to go back.

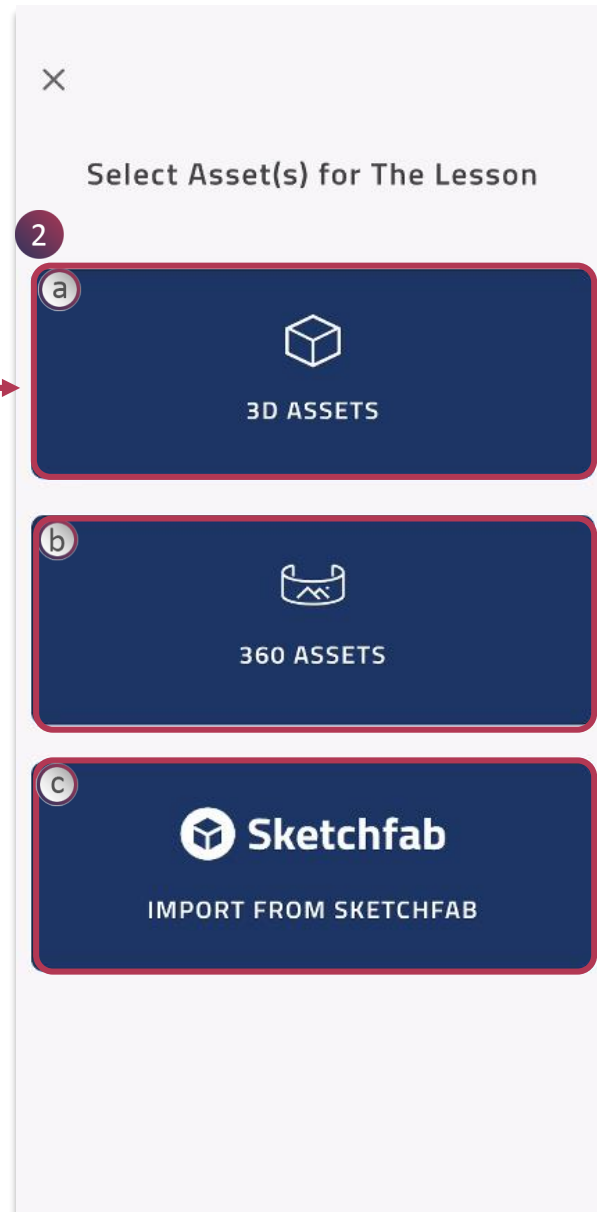
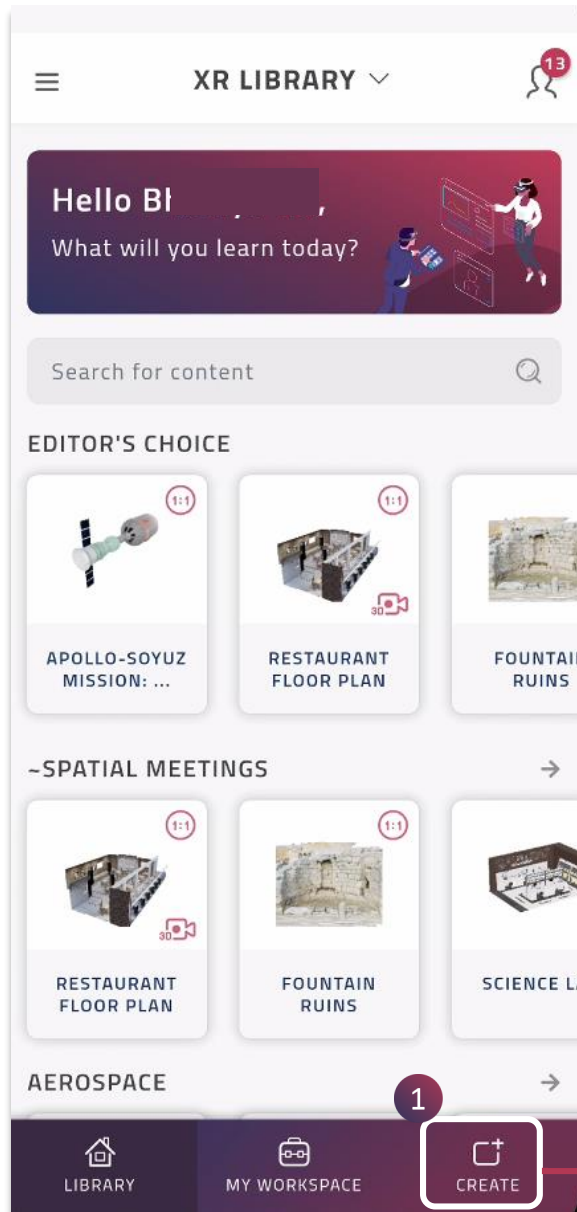


Tap on **View Lesson Details** to navigate to its particular Lesson Page to view all the related information of the lesson.



Tap on **Assigned To Me** to view all the Playlists assigned to you by others. These can be viewed and experienced.

Depending on the editing rights assigned by the creator of the playlist you can edit and also publish to the library anytime.

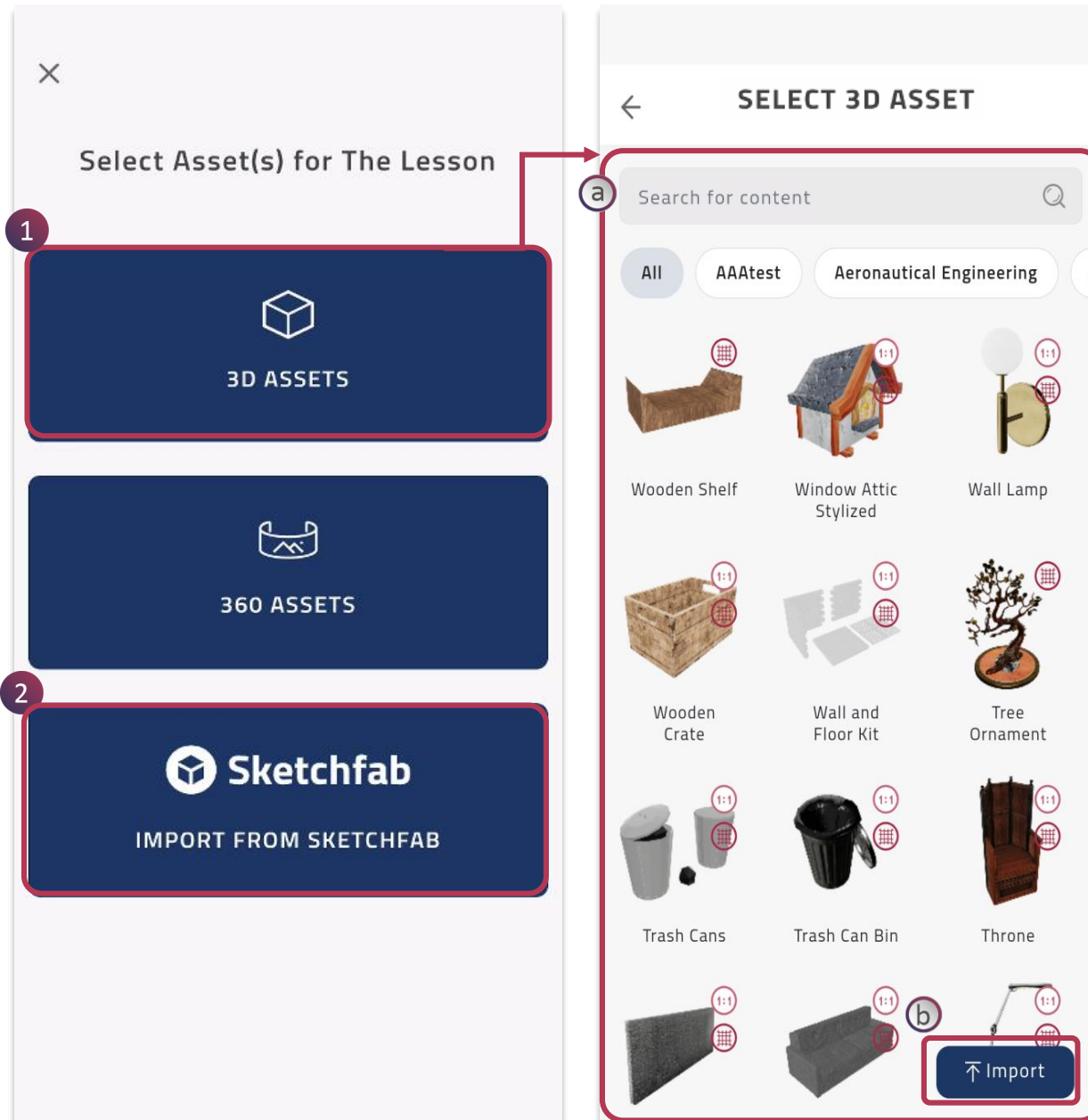


EON-XR, hosts user-friendly augmented and virtual reality content creation tools. It allows the creation of immersive learning experiences easily for interactive training for experiential learning.

You can use the **CREATE** feature in the home page to create lessons. It directs you to select a model/environment and the lesson can be built using an easy-to-use XR Lesson authoring application

To create a new lesson,

1. Tap on **CREATE**
2. You can create a 3D and/or 360 lessons by using:
 - a. 3D Assets
 - b. 360 Assets
 - c. Import from Sketchfab



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

To create a 3D Lesson,

1. Tap on **3D ASSETS**

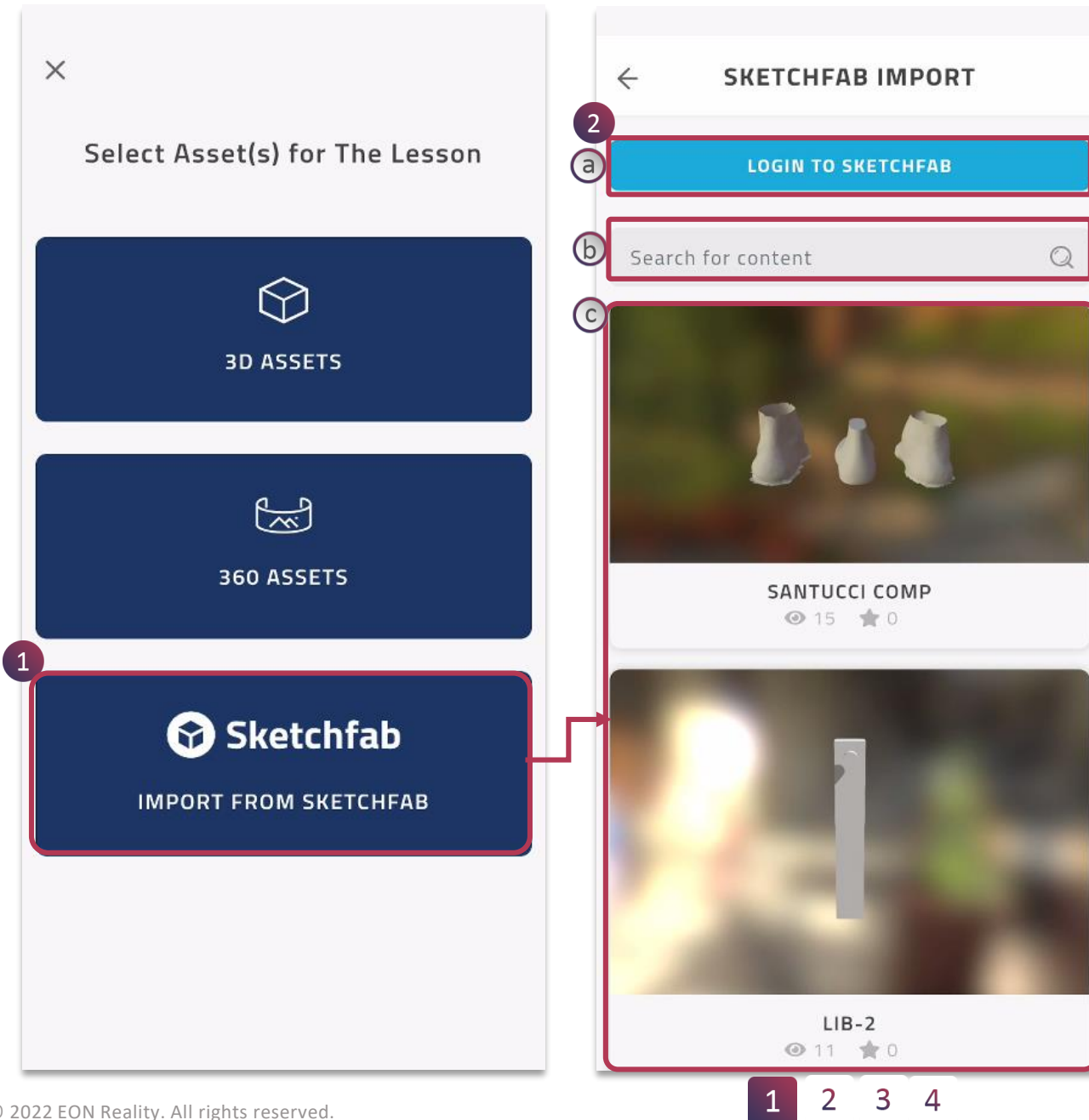
Navigates to the 3D Models page, where you can choose/import your desired 3D model

a. **Browse / Search** to get all the existing 3D assets in the Institution

b. Tap **Import** to upload 3D Assets into the platform

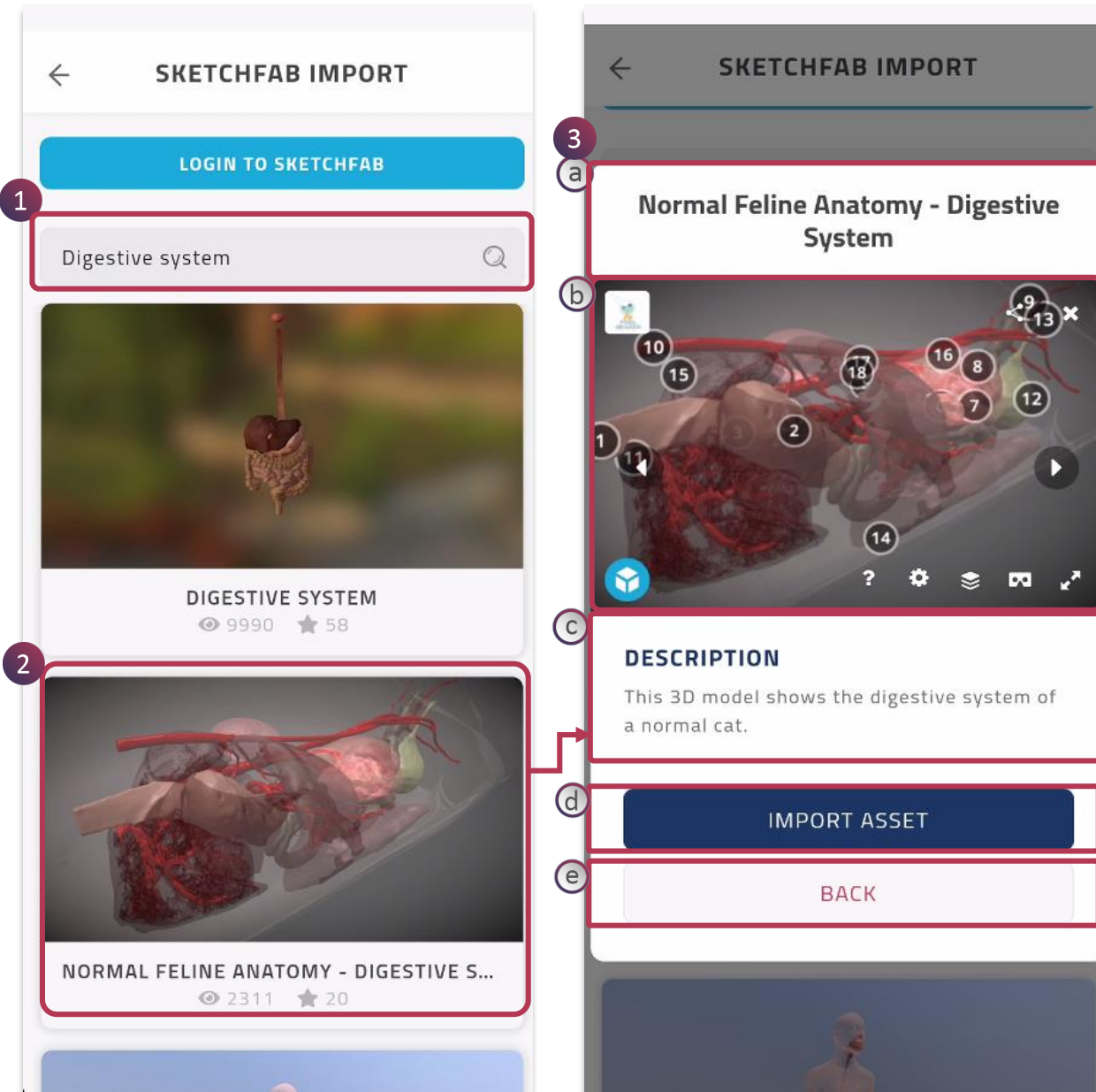
AND / OR,

2. Tap on Sketchfab to directly import 3D models from Sketchfab platform



You can directly start importing Sketchfab 3D assets using our EON-XR platform to create 3D experiences.

1. Tap on Sketchfab to access the different 3D assets that are readily available for your use
2. Navigates to Sketchfab Import page for you to choose particular model to import
 - a. **Login to Sketchfab** – To sign up or sign in to the Sketchfab account
 - b. **Search** – To search for relevant 3D models by entering the keywords with Sketchfab
 - c. **Browse** – To look for 3D models available in the Sketchfab from swiping down / up



1. Enter relevant keyword to search for particular 3D assets
2. The assets are shown based on the keyword search, tap on desired 3D asset to look for details and to import
3. Preview window is shown along with option to import the asset to the EON-XR platform

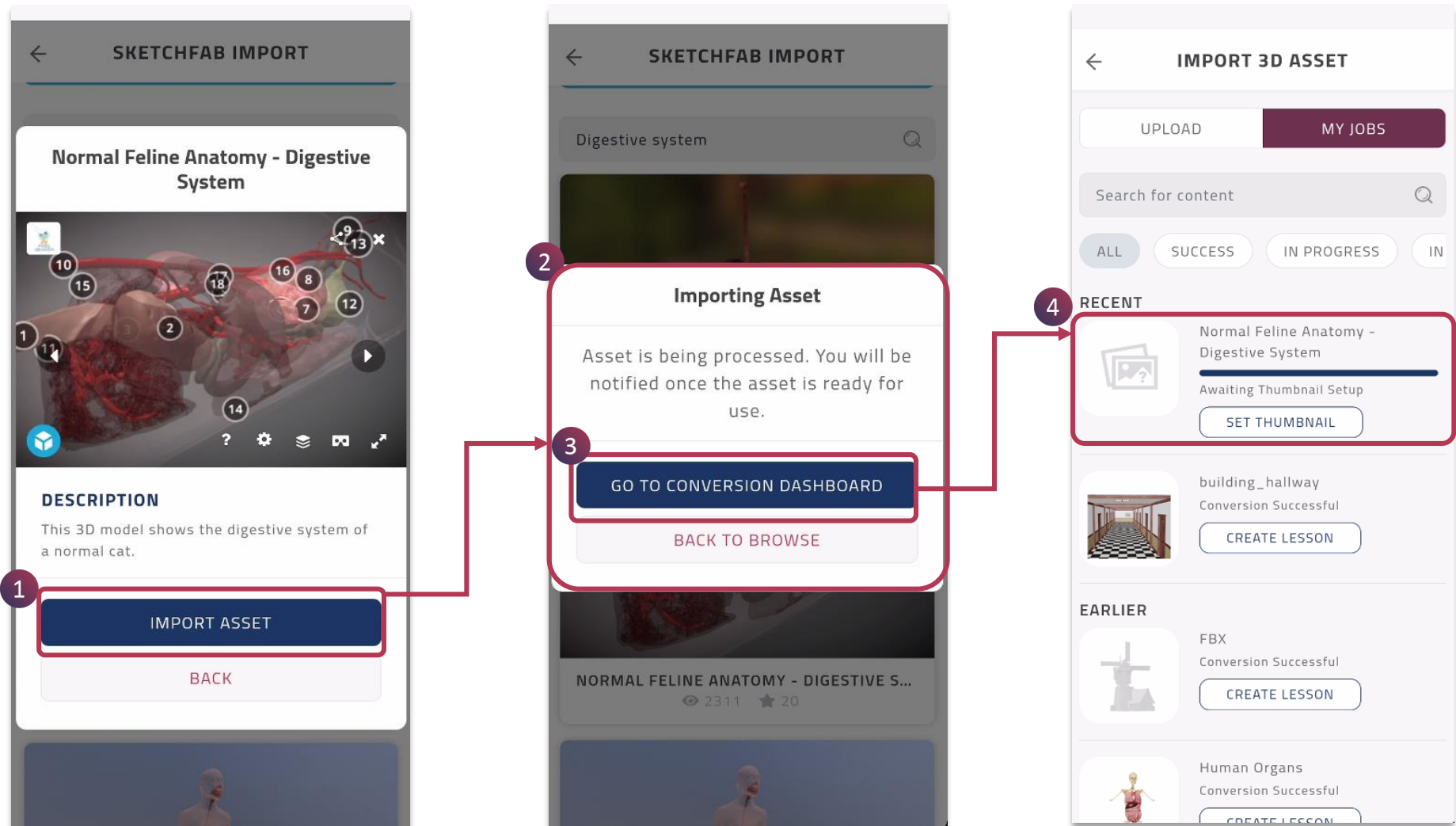
a. **Title** of the 3D asset

b. **Preview** of the 3D model is showcased. You can zoom and rotate to view all the detailing of the model and as well tap on the numbers to know more about the model parts. There are further options for you to explore the 3D model holistically before importing

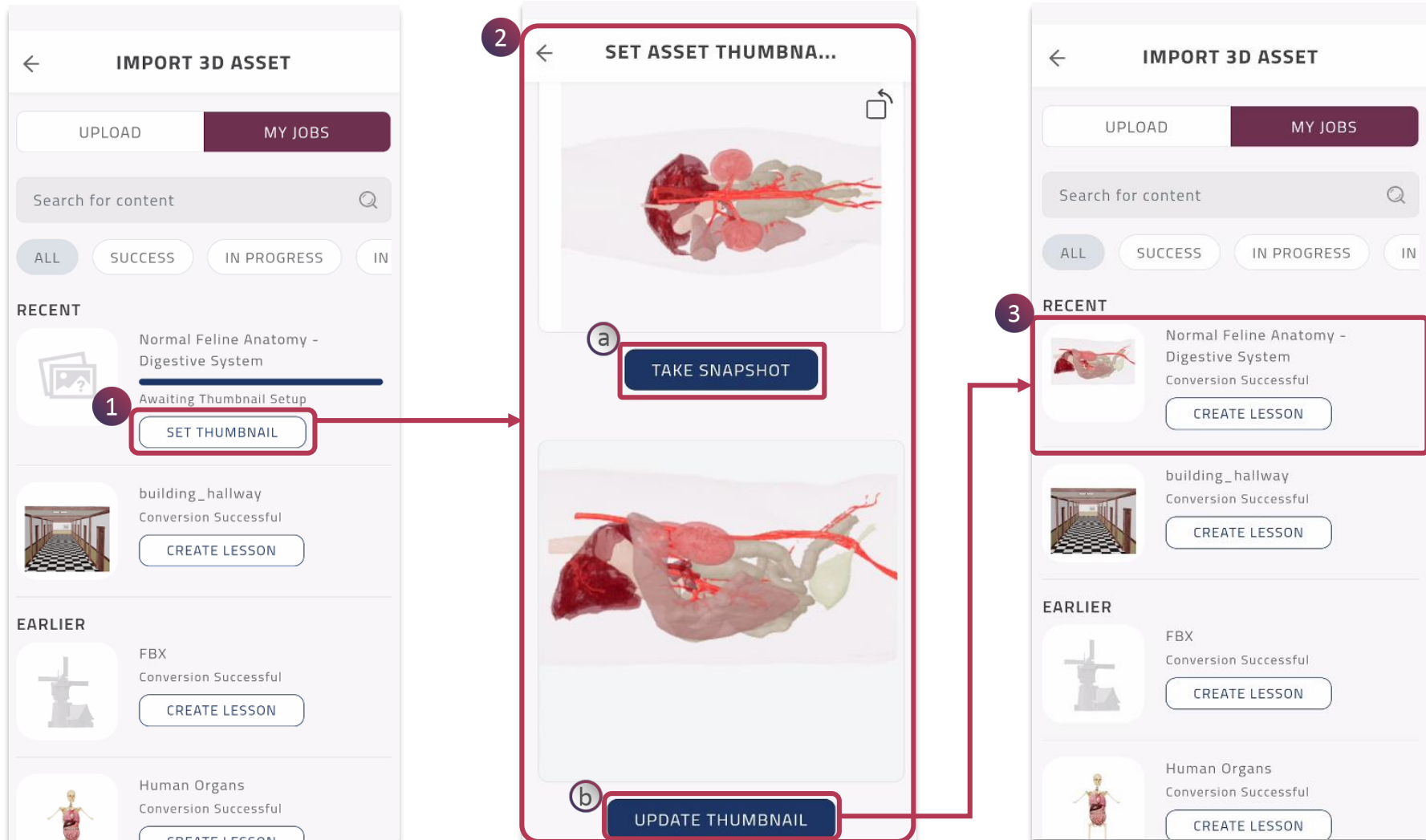
c. **Description** of the 3D model is provided

d. **Import Asset** to directly download the model into EON-XR platform

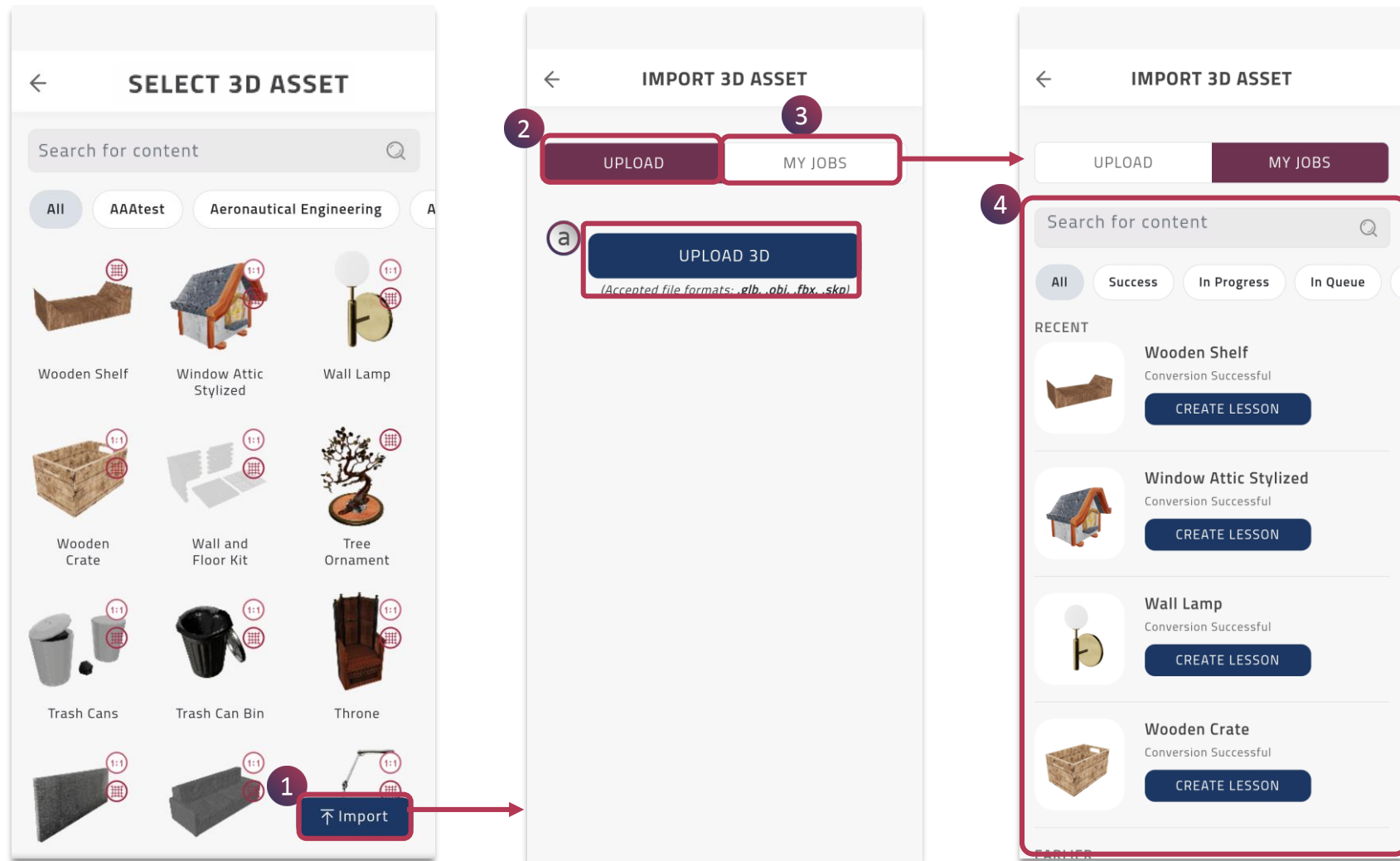
e. **Back** to navigate back to the browse feature



1. Tap on **Import Asset** to download the 3D asset directly to the EON-XR platform
2. The 3D asset will get imported, you can check the status of the import or go back to browse option to make further imports of other 3D assets
3. Tap on **Go To Conversion Dashboard**, to navigate to **My Jobs** to view the status of the 3D asset import
4. Status of all the imported 3D assets is shown here



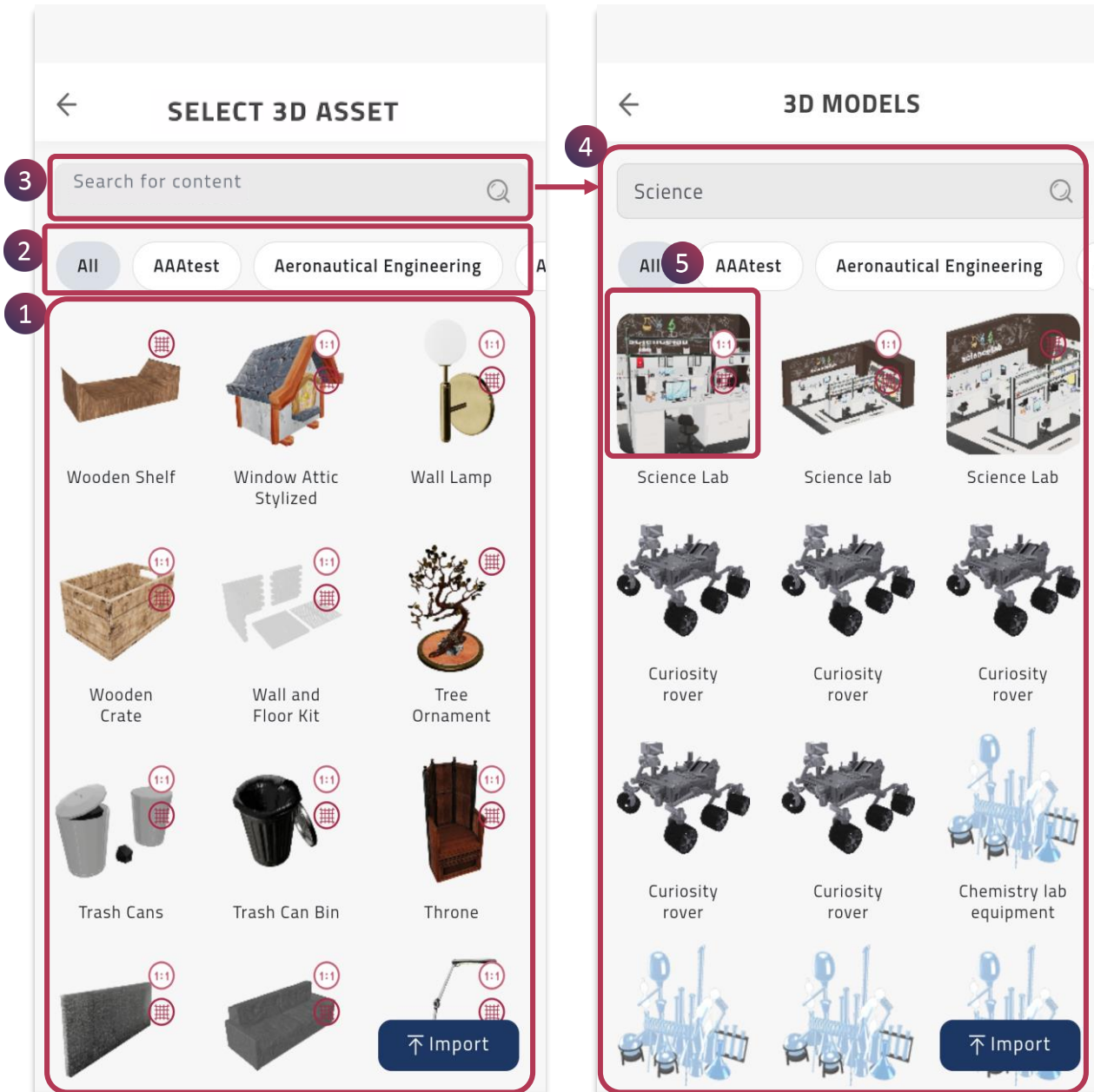
1. Tap on **Set Thumbnail** to set an image for the imported 3D asset from Sketchfab
2. Navigates to set thumbnail window for you to:
 - a. **Take Snapshot** of the 3D asset with desired angle
 - b. Tap on **Update Thumbnail** to set the image view for the 3D asset
3. Navigates to the **My Jobs** dashboard for you to know the status of the 3D asset and to start creating lesson



1. Tap on **Import** to navigate to the Import 3D Asset page
2. You can **Upload**
 - a. Tap on **UPLOAD 3D** to choose the 3D file and import it into the platform
3. Tap on **MY JOBS**, to view the status of the asset upload
4. Status of all the uploaded 3D assets are shown, you can tap on **CREATE LESSON** to create a 3D lesson



For iOS, if you have any scanning app in your iPhone. You can also import your scanned objects directly from the third party apps.



You can Browse from our world's largest collection of 3D Asset library using our application, you can:

1. Scroll down to **Browse** for the desired 3D model
OR
2. Tap on relevant **Asset Category** to find models belonging to it
OR
3. Use a keyword to **Search** a model
4. Relevant 3D models will be filtered accordingly
5. Tap on the desired 3D model to navigate to the lesson setup page to build a 3D Lesson

LESSON 3D SETUP

1

LESSON TITLE

Science Lab

2

CATEGORY

Biology

3

BUILD LESSON

1. Edit the **title** of your lesson in the 3D lesson setup page
2. Choose relevant **category** for your lesson from the drop down menu
3. Tap on **Build Lesson** to start creating experiences using the 3D model, it will open in the **EDIT** mode
4. You can use various **Exploration Tools** provided in the application to create immersive experience.
5. Add **Activity** for learning and self-evaluation
6. Expand **Activity panel** to view the added activities
7. **Horizontal Ellipsis Menu** provides you with additional settings to enhance your XR experiences
8. **Home Hierarchy button** indicates the path of the component and sub-component of the 3D model when isolated separately, tap on it to go back to the complete model

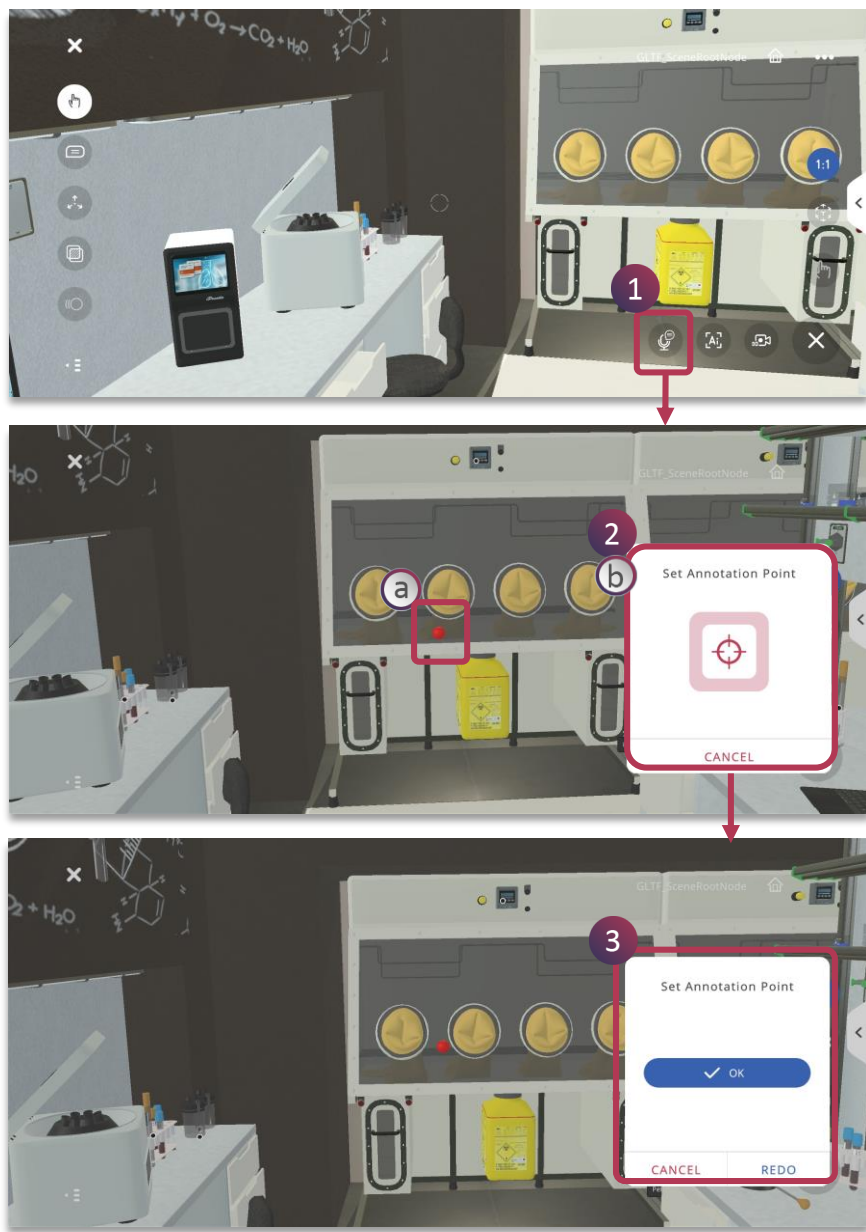


NOTE: Only if you have appropriate Merged XR licenses, the edit mode will open directly in AR mode with access to AI knowledge portals, otherwise it will be always in the touch mode.



You can insert meaningful knowledge through the artificial intelligence. It allows you to add the entire knowledge of the internet as it applies to each appropriate object. To enable, you need to:

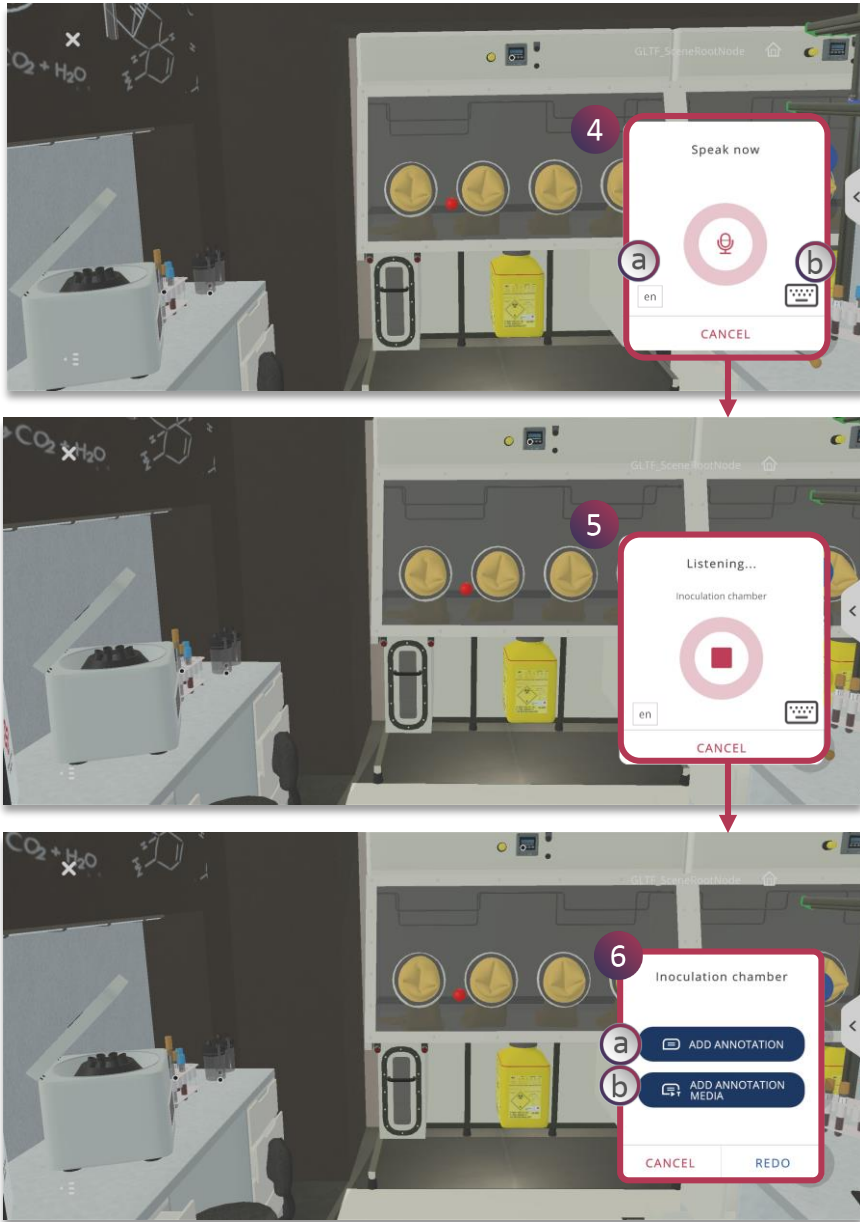
1. Switch to AR Mode
2. The AR Mode has additional features on the bottom right corner which include:
 - a. **1:1 Button** - Tap on it to view the model in actual size
 - b. **AR Button** - Tap on it to get the AR field to replace the object in a better/desired location
 - c. **Finger Tool** - Tap on it to interact with the 3D model in AR mode
 - d. **AI Portals** - Tap on it to access the AI based knowledge insertion features to the object
3. The model is scaled to real life size using the 1:1 feature, you can start inserting knowledge using these AI portals:
 - a. **Voice AI** - Speak out the keyword to add annotation and / or relevant media
 - b. **Camera AI** - Take images and recognize using AI of the particular component to add relevant media
 - c. **3D Recording** - Allows you to walk and talk in the 3D environment and gets recorded as an 3D avatar guided instructions for the play mode



Voice AI

It enables you to add annotation and relevant content to any point on the model. It has microphone feature which allows you to speak the keyword to add annotation and search relevant media to choose from. To add annotation and / or content, you need to:

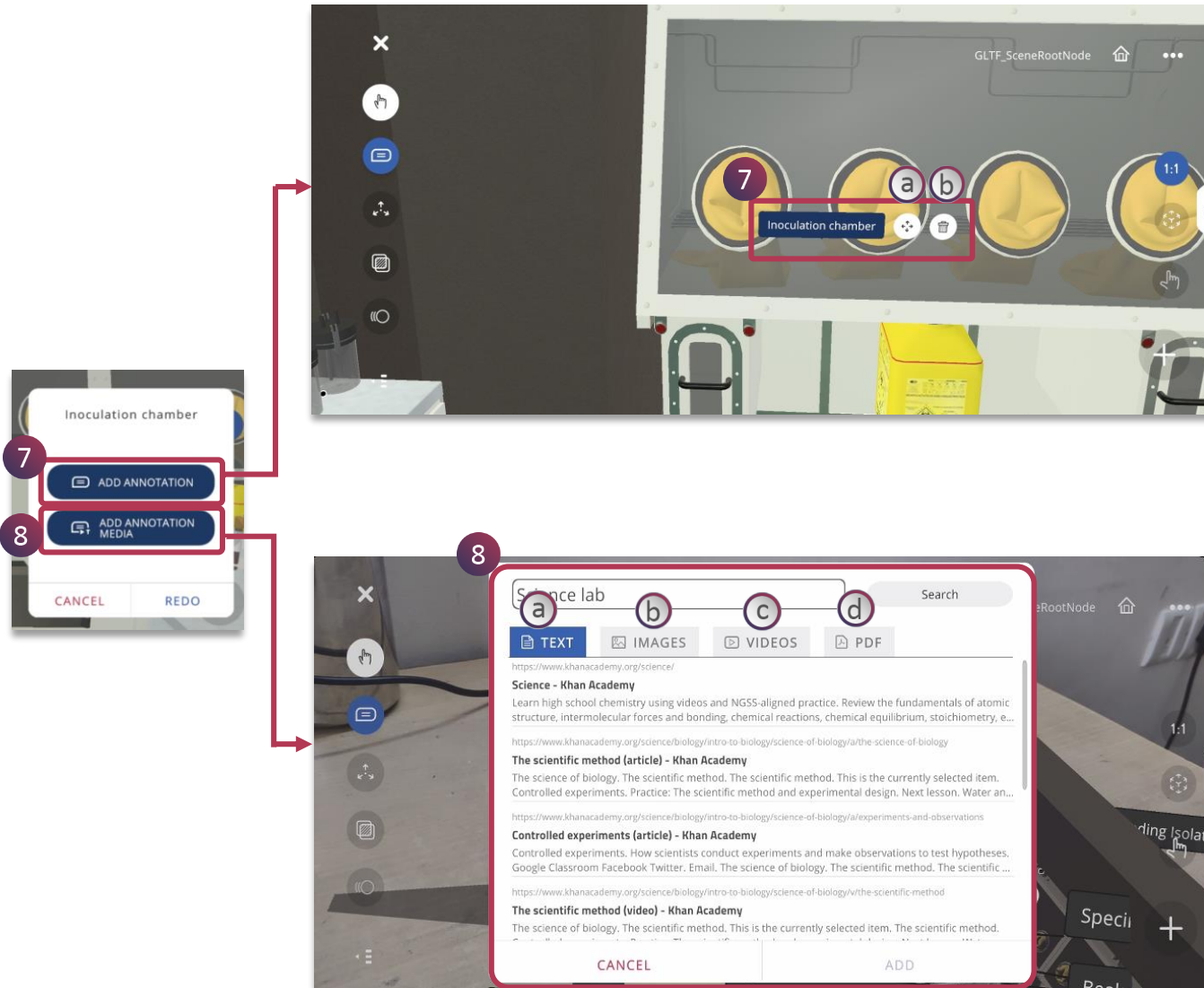
1. Tap on the **Voice AI** from the AI portal activity menu
2. You can set the label anywhere in the model by:
 - a. Focusing the point on a particular spot on the 3D object
 - b. Tap on the **Set Annotation Point**
3. Tap **Ok** to set the chosen spot for annotation, if required you can also tap on **Redo** to chose another point on the 3D object



4. You can now speak clearly the keyword that you wanted for the annotation
 - a. The language recognized for speech recognition is displayed
 - b. You can alternatively use keyboard to enter the annotation name / keyword
5. Tap on the **stop button** to add the keyword recognized by the speech
6. Based on the keyword recognized either you can,
 - a. **Add Annotation** - Label will be created on the model

OR

 - b. **Add Annotation Media** - Relevant search results will be shown for the keyword

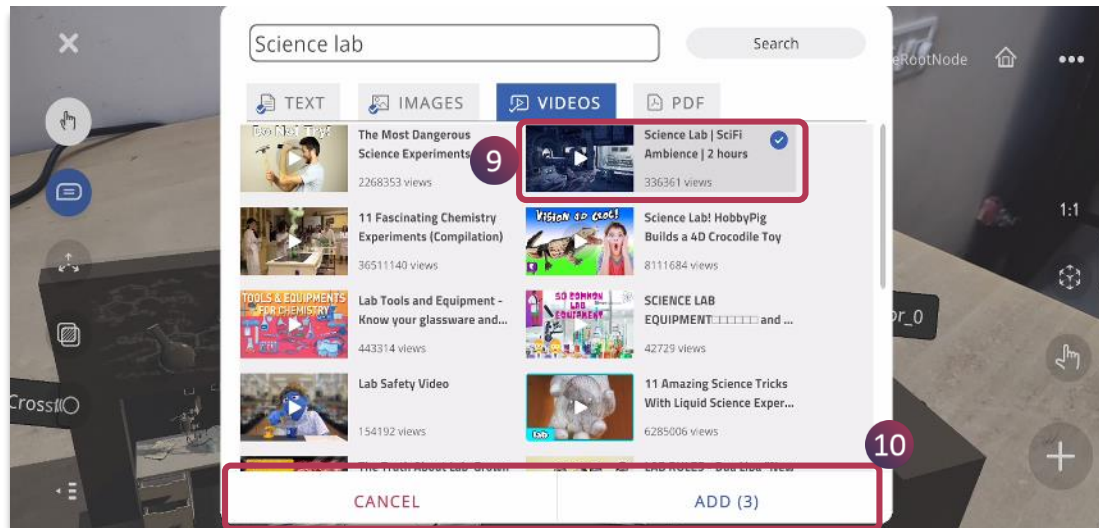


7. Tap on **Add Annotation** to create the annotation on the point chosen in the 3D object

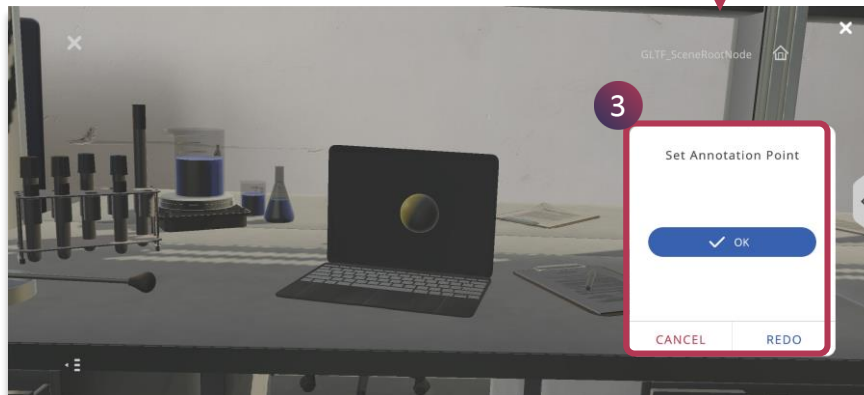
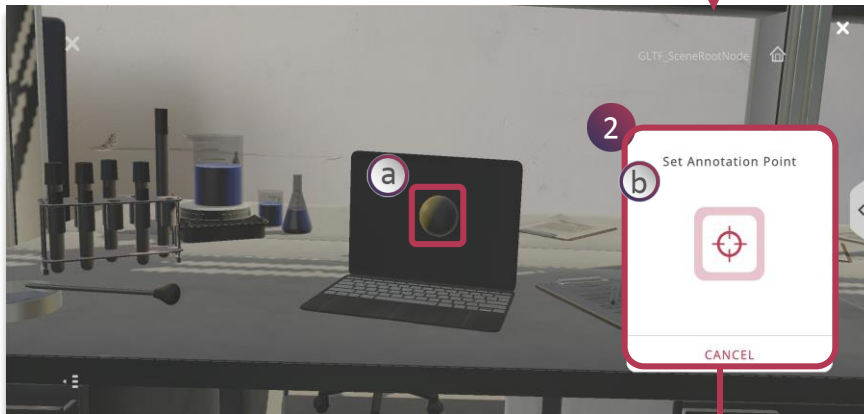
- a. **Move Button** - You can move the annotation to a new point on the 3D object
- b. **Delete Button** - You can delete the generated annotation

8. Tap on **Add Annotation Media** to view the search results of various media gathered by AI, based on the input keyword and also you can refine your search

- a. **Text** - Tap on Text to view the search results related to the textual content
- b. **Images** - Tap on the Images to view the search results related to the image content
- c. **Videos** - Tap on the Videos to view the search results related to the video content
- d. **PDF** - Tap on the PDF to attach documents from your device



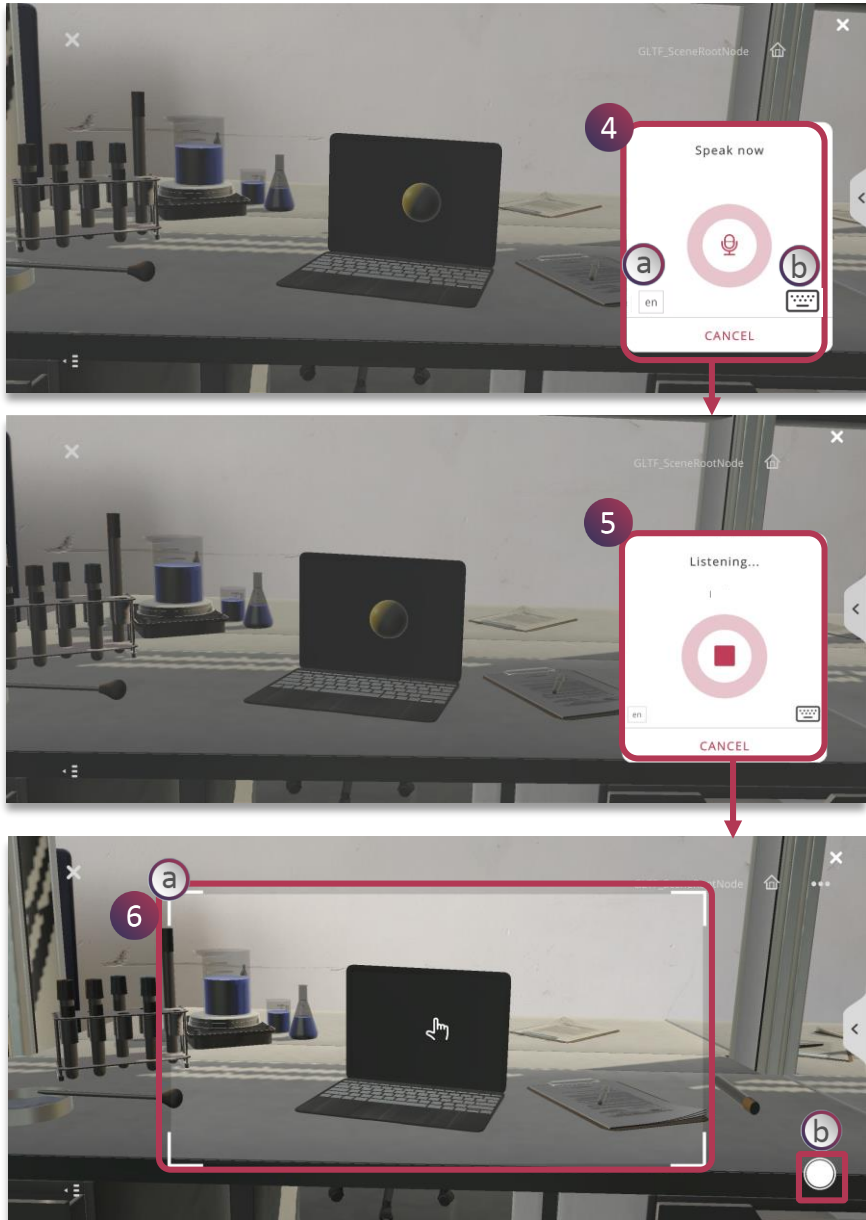
9. Chose relevant media(s) from the search results to be added to the lesson just by tapping on it
10. Tap on **Add** to insert multiple media elements within the lesson or cancel to remove it
11. The chosen media(s) is/are inserted within the 3D object as **floating panels** and can be accessed simultaneously while interacting with the media
 - a. Tap on the media to play / view / add / remove accordingly
 - b. Tap on the full screen button to view only the media
 - c. Tap on the delete button to remove the attached media



Camera AI

It enables you to search for relevant content by taking images of the object and providing you with AI based refined results of the same. This feature is very useful if we are not sure about the particular object in study. To get relevant content, you need to:

1. Tap on the **Camera AI button** from the AI portal activity menu
2. You can set the point anywhere in the model to add relevant content:
 - a. Focusing the point on a particular spot on the 3D object
 - b. Tap on the **Set Annotation Point**
3. Tap **Ok** to set the chosen spot for the content, if required you can also tap on **Redo** to chose another point on the 3D object



4. You can now speak clearly the keyword that you wanted for the annotation

- a. The language recognized for speech recognition is displayed
- b. You can alternatively use keyboard to enter the annotation name / keyword

4. Tap on the **stop button** to add the keyword recognized by the speech. This is to create annotation for the media to be added at that particular point

5. Image of the 3D object is taken to search for relevant content, you can:

- a. **Focus** on the particular 3D object to take picture
- b. Tap on the **Image Button** to take picture of the 3D object



7. The **Image AI recognition** of the 3D object provides you with search results which you can scroll for relevant content to choose from.

8. Tap on relevant search result for more option;

a. **Select Query Words** – You can choose from the suggested query words provided from the search results to completely refine your results to obtain relevant content

b. **Next / Back Button** – You can toggle between different search result and query words to refine your search for optimum results

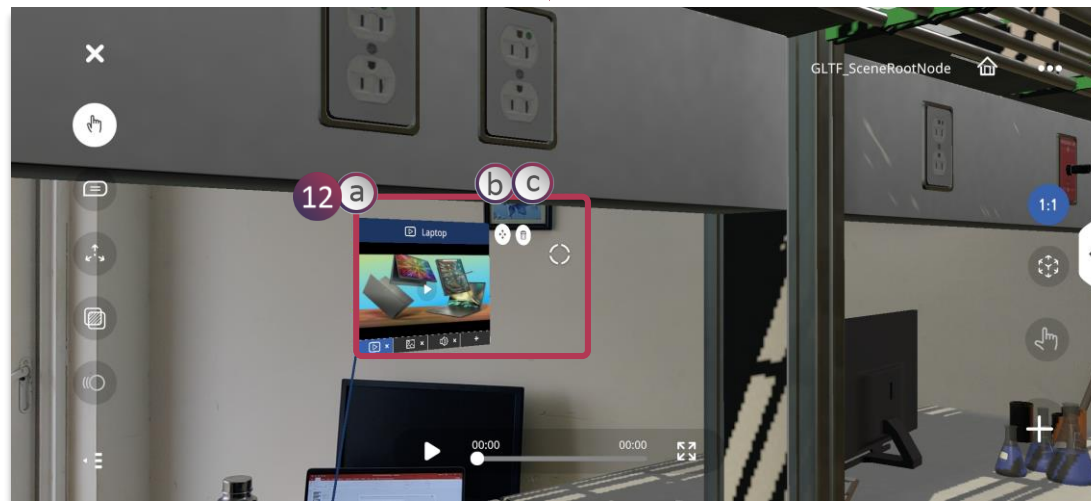
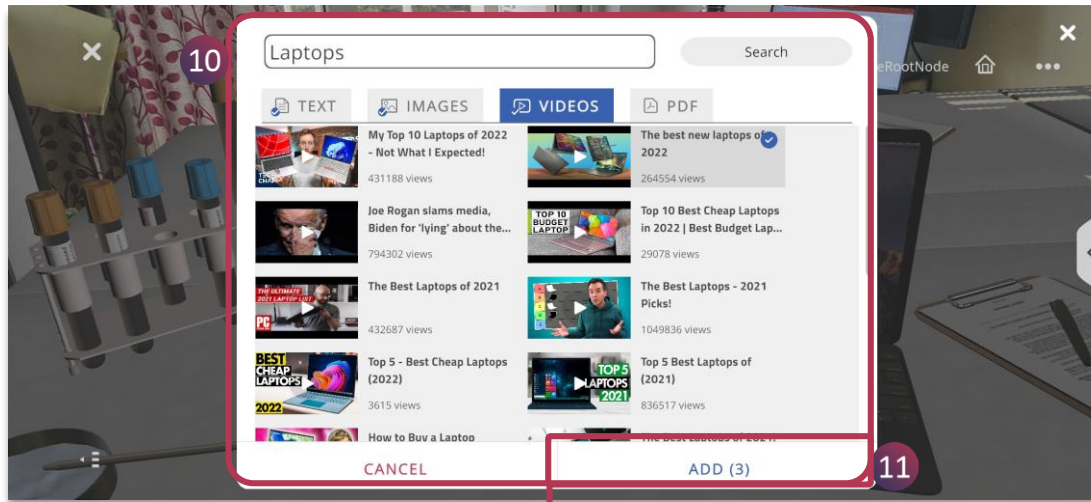
9. Tap on desired **query words** to view the search results of various media gathered by AI, based on the image taken and Add it the experience

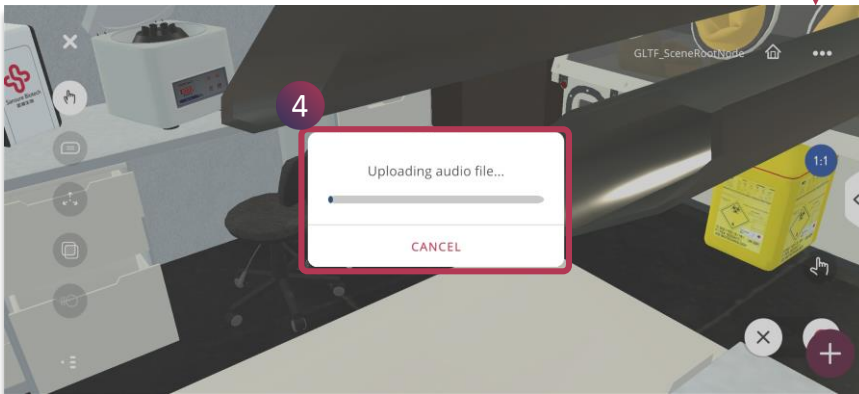
a. **Text** – Tap on Text to view the search results related to the textual content

b. **Images** – Tap on the Images to view the search results related to the image content

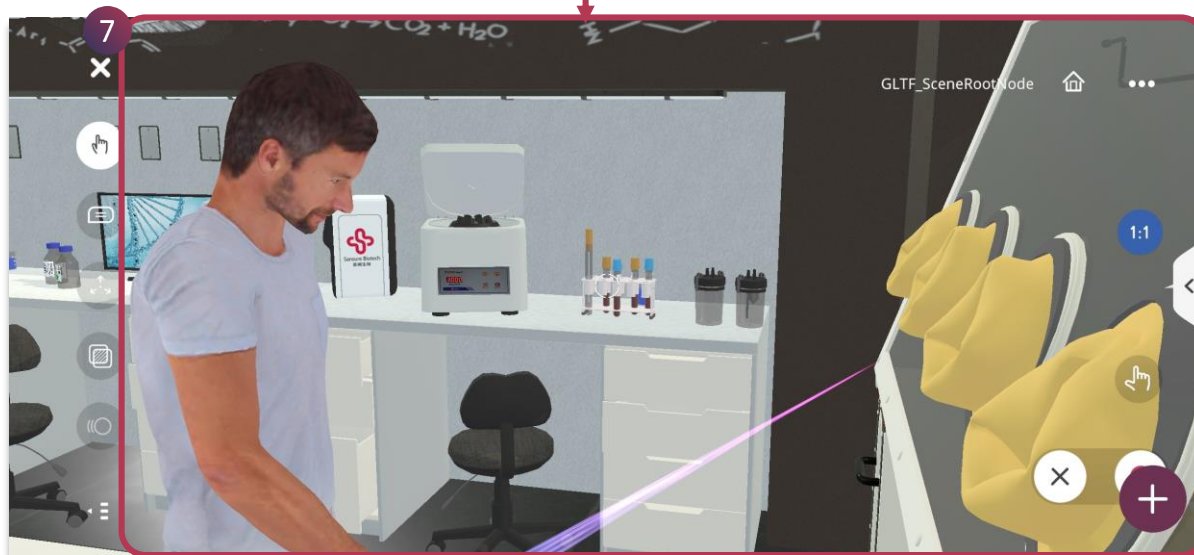
c. **Videos** – Tap on the Videos to view the search results related to the video content

d. **PDF** – Tap on PDF to upload relevant document from the device





1. Tap on the **3D Recording** button from the AI portal activity menu
2. Ensure the model is enabled **1:1** scale
3. Tap on the **Record** button and do the required interactions along with your voice over, use the exploration tools accordingly for more immersiveness
4. Tap on the **stop** button, automatically the recording gets uploaded within the lesson



5. The 3D recording activity is created, tap on the **Play** button to view the interactions
6. You can also enable the **3D Assessment** for your learners to imitate the steps of instructions provided in the 3D Recording along with feedback
7. **3D Avatar** is shown in the play mode and guides the instruction and the interactions performed by you using the 3D recording feature



1. To add an annotation, tap on any **part of the 3D model** / environment for few seconds



2. The **+ Label** appears, tap on it to add the annotation name



3. Enter the Annotation name and tap on **tick mark** to save it or **cross mark** to remove it



4. The saved annotation provides you with additional features:
 - a. Edit Button** – Make changes in the annotation name
 - b. Activity Button** – Add activities for a particular annotation
 - c. Move Button** – Place the annotation at different point
 - d. Delete Button** – Delete the annotation completely



1. Tap the **Plus** button to add activities for the annotation
 - a. **Add Activities** panel is shown for you to add activities.



2. Tap on the **Move** button to move the annotation to another place in the model
 - a. Drag the blue button to the desired place
 - b. Secure the annotation to the new point by tapping on tick mark or cross mark to retain to the previous settings

Please check the following pages for details on ADD ACTIVITES or go back to the home page for further navigation.



1. Tap on **Plus** button to view all the activities in the panel



2. Tap on the **Audio** button from the activity panel



3. You have different option to add audio to the 3D lesson

- a. **Record** – Add your own voice over narration directly into the lesson
- b. **Text to Speech** – Add relevant text and convert them to chosen language and voice automatically
- c. **Upload** – Add prerecorded narration from your device to the lesson
- d. **Cancel** – Tap on cancel to exit from the audio activity

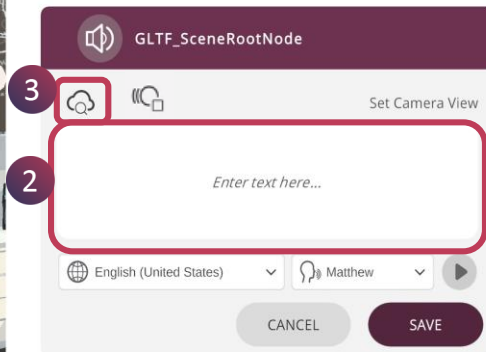
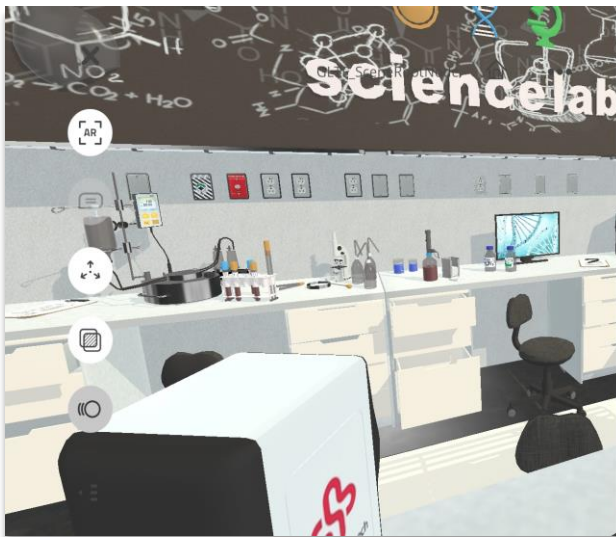
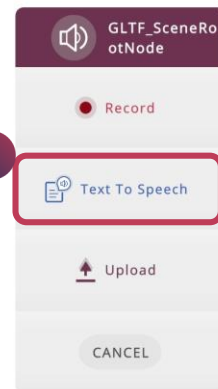


Record

1. Tap on **Record** button to create your own voice narration
 - a. Tap on the **Record** button to speak and also enable animation if any and set camera view
 - b. **Play** the voice over
 - c. Tap **Save** to add the audio or **Cancel** to remove

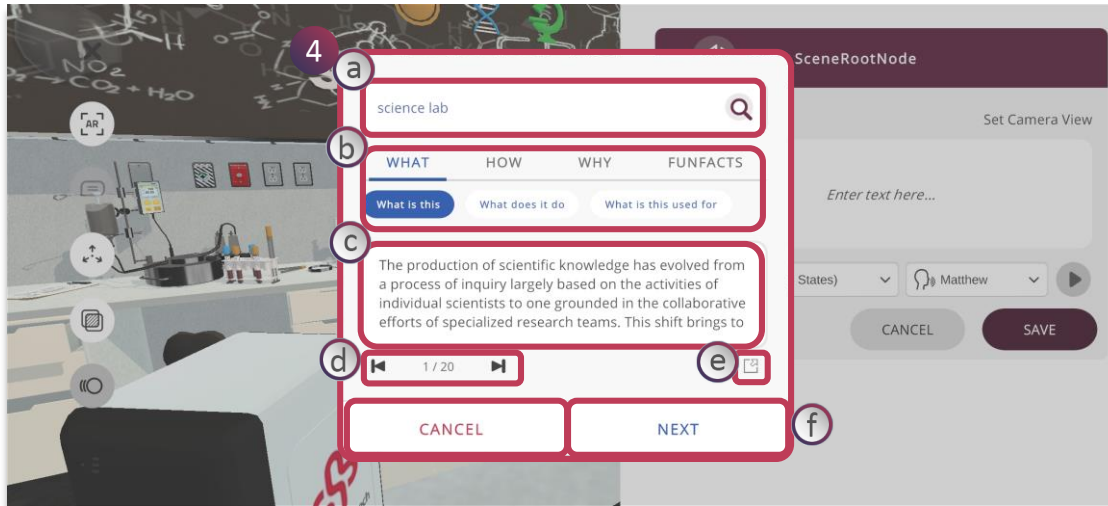
Upload

2. Tap on **Upload** button to add the prerecorded voice narration from your device
 - a. Tap on the **Upload** button to add and also enable animation if any and set camera view
 - b. **Play** the narration
 - c. Tap **Save** to add the audio or **Cancel** to remove



Text to Speech

1. Tap on **Text To Speech** button to create desired voice narration
2. You can directly enter the relevant text to convert it into speech
OR
3. Tap on the **Search** feature to find relevant text from the internet source directly



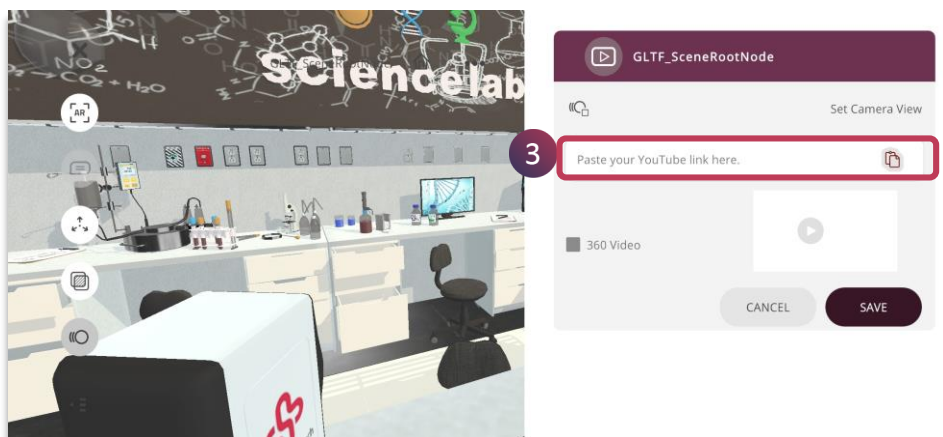
4. Search window is shown for you to find relevant content
 - a. Enter keyword here to enable appropriate search results and tap on **find** icon
 - b. Use **What, How, Why** and **Fun Facts** for keyword search to derive the results
 - c. Search results are shown here
 - d. Navigate to different results using the **forward** and **backward** button
 - e. If required, you can navigate directly to its web page
 - f. Tap on **Next** to convert the chosen text to speech or **Cancel** it
5. Double tap on the **Activity Name** to rename it, if required
6. The chosen text gets displayed and you can edit it further if required. You can also set camera view for the narration
7. Choose desired **Language** and **Voice** accent for the speech
8. Tap on **Play** button to listen to the narration
9. Tap on **Save** to add the activity or **Cancel** to remove



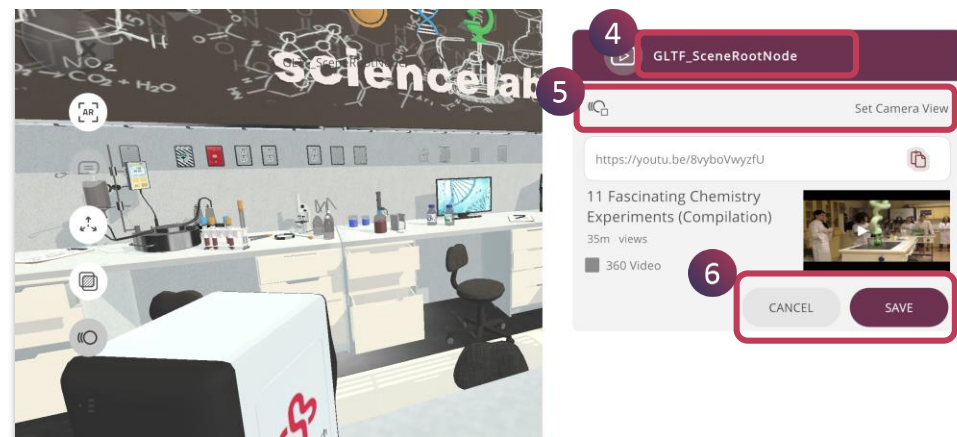
1. Tap on **Plus** button to view all the activities in the panel



2. Tap on the **Video** button from the activity panel



3. You can paste relevant video link which can be accessed by anyone to embed within the lesson



4. Double tap on the **Activity Name** to rename it, if required
 5. You can also enable animation if any to play when the video is viewed and as well set the camera view
 6. Tap on **Save** to add the activity or **Cancel** to remove it



1. Tap on **Plus** button to view all the activities in the panel



2. Tap on the **PDF** button from the activity panel



3. Tap on the **Select File** option to add pdf related to the concept from your device



4. Double tap on the **Activity Name** to rename it, if required

5. You can also enable animation if any to play when pdf is viewed and as well set the camera view

6. Tap on **Save** to add the activity or **Cancel** to remove it



1. Tap on **Plus** button to view all the activities in the panel



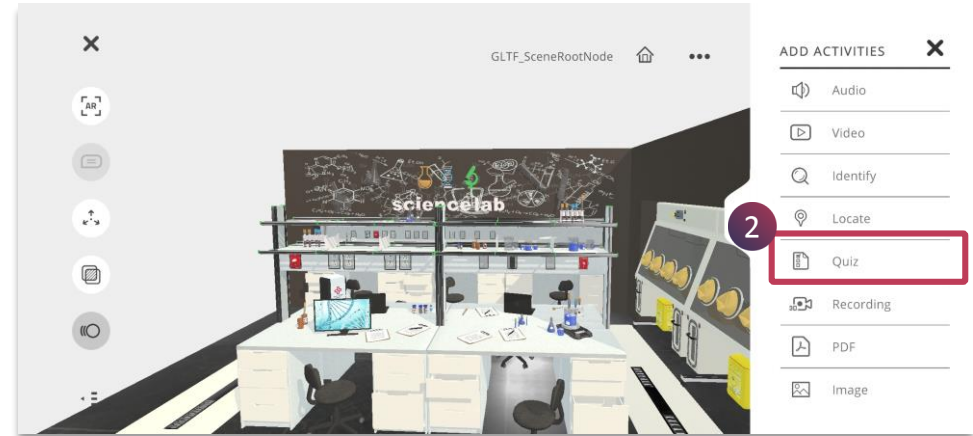
2. Tap on the **Image** button from the activity panel



3. Tap on the **Select File** option to add new image from your device

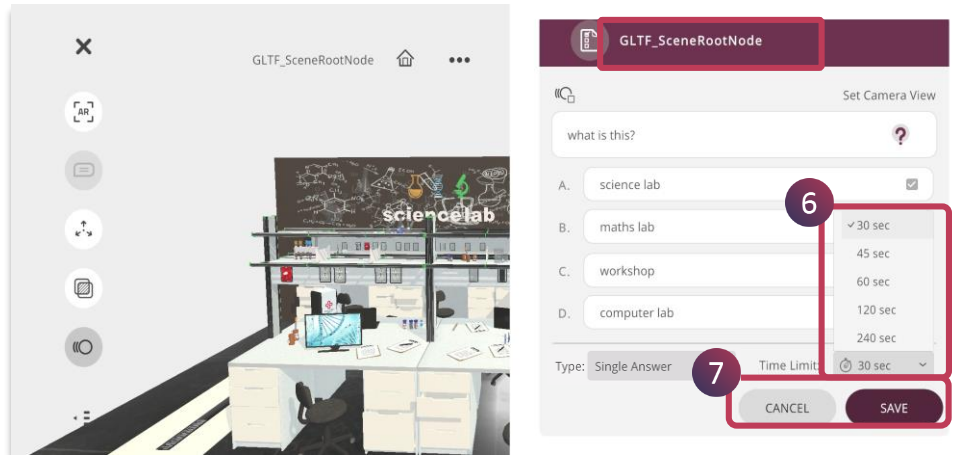
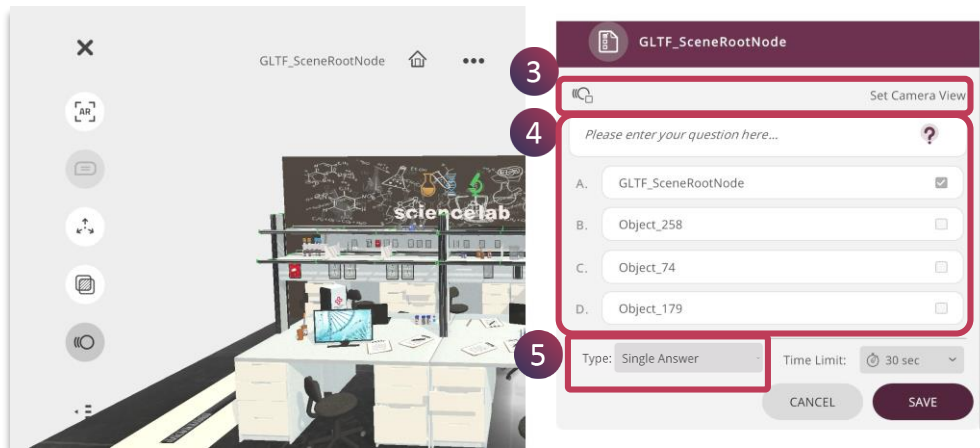


4. Double tap on the **Activity Name** to rename it, if required
 5. You can also enable animation if any to play when image is viewed and as well set the camera view
 6. Tap on **Save** to add the activity or **Cancel** to remove it



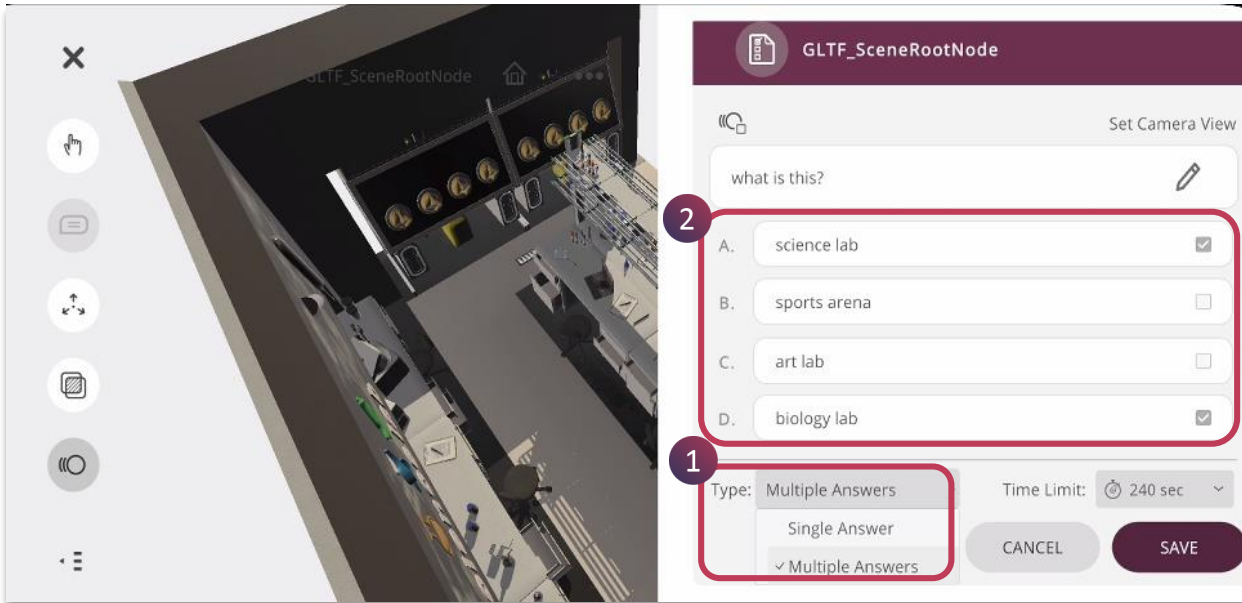
1. Tap on **Plus** button to view all the activities in the panel

2. Tap on the **Quiz** button from the activity panel



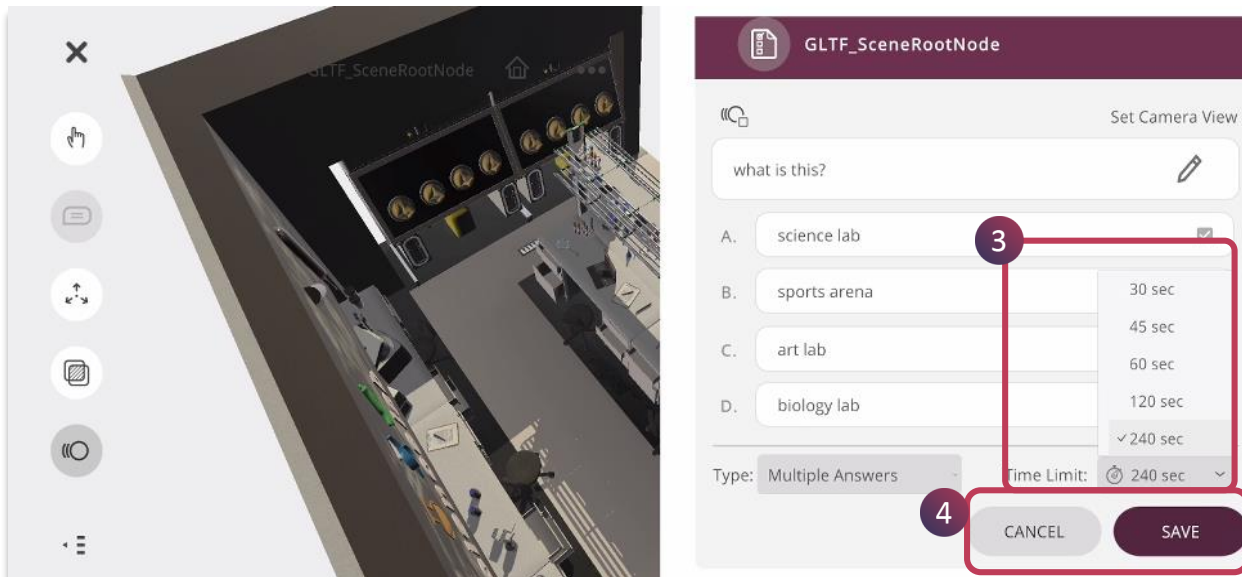
3. You can also enable animation if any to play when quiz activity is attempted and as well set the camera view
4. Enter the question stem and edit the answers
5. Choose **Single Answer** to have only one correct option

6. Double tap on the **Activity Name** to rename it, if required
7. Set the timer accordingly
8. Tap on **Save** to add the activity or **Cancel** to remove it



For a multiple answer type question:

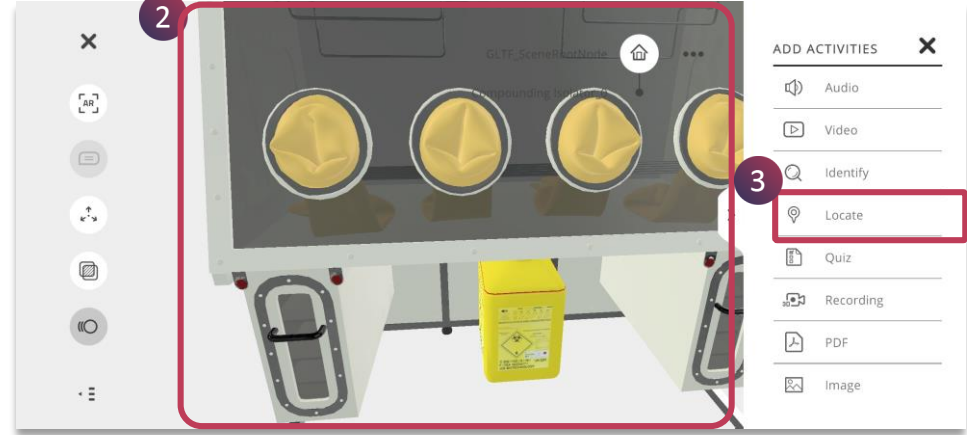
1. You can select Multiple Answers from the Type drop down menu
2. Choose relevant multiple answers from the options



3. Set the time limit accordingly
4. Tap on Save to update the quiz or Cancel to remove the quiz



1. Tap on **Plus** button to view all the activities in the panel



2. Isolate the component by double tapping on it for the learner to locate
3. Tap on the **Locate** button from the activity panel



4. Set the animation if any, camera view and the **timer** accordingly



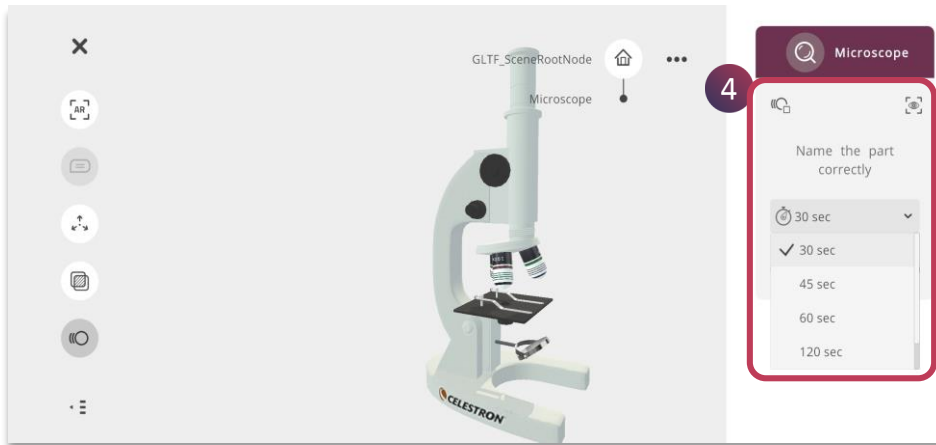
5. Double tap on the **Activity Name** to rename it, if required
6. Tap on **Save** to add the activity or **Cancel** to remove it



1. Tap on **Plus** button to view all the activities in the panel



2. Isolate the component by double tapping on it for the learner to identify
3. Tap on the **Identify** button from the activity panel



4. Set the animation if any, camera view and the **timer** accordingly



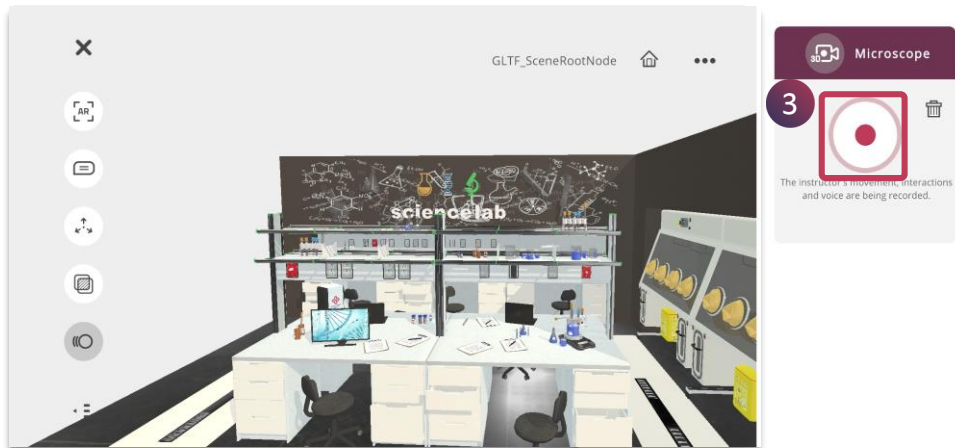
5. Double tap on the **Activity Name** to rename it, if required
6. Tap on **Save** to add the activity or **Cancel** to remove it



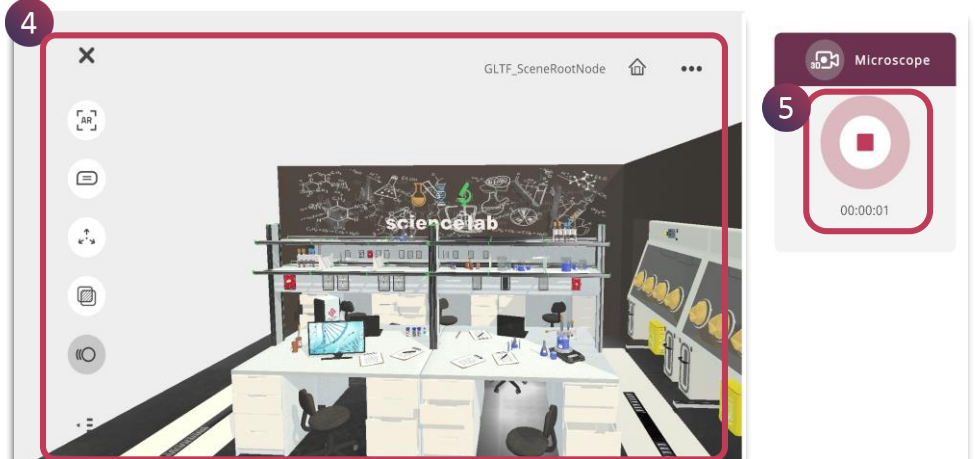
1. Tap on **Plus** button to view all the activities in the panel



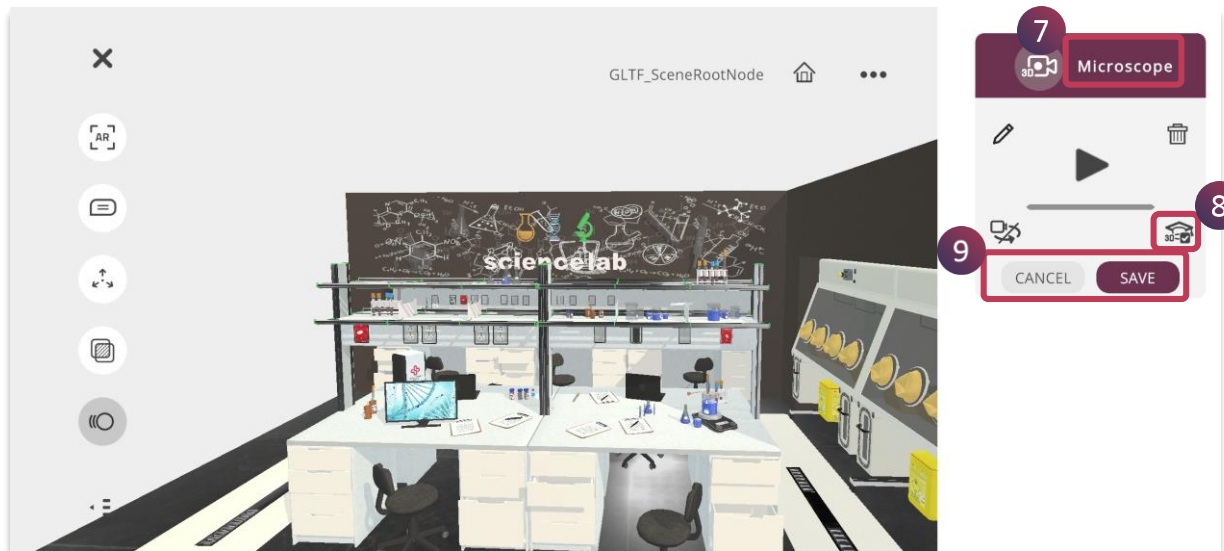
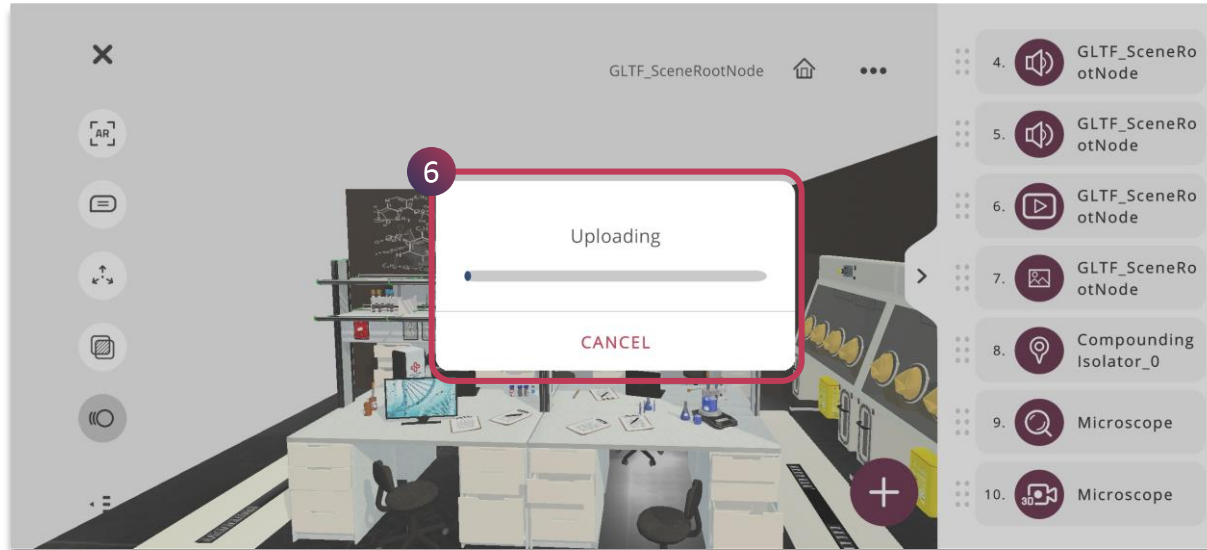
2. Tap on **3D Recording** button from the activity panel



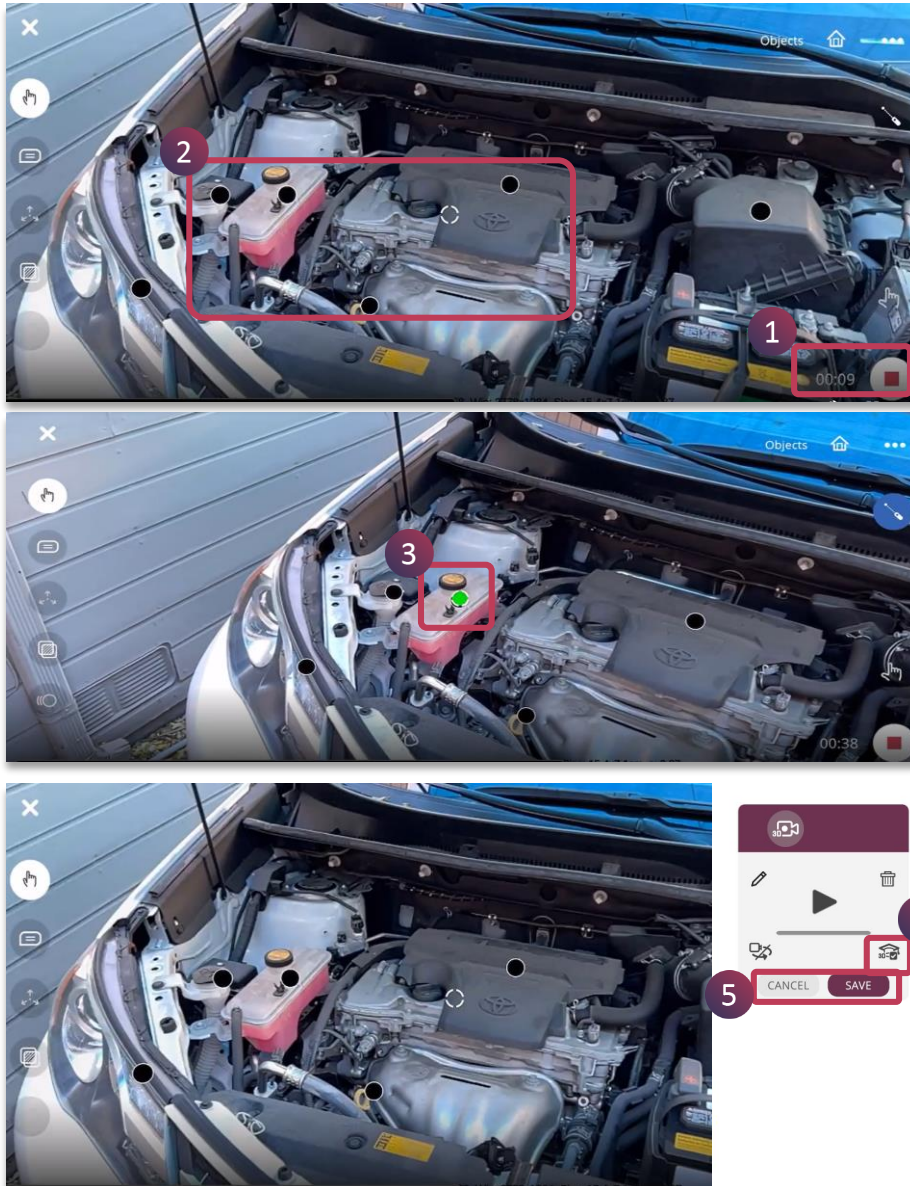
3. You can now tap on the **Record** button to start the recording



4. All the interactions with the model gets recorded along with your voice over
5. You can stop the recording by tapping on the **Stop** button

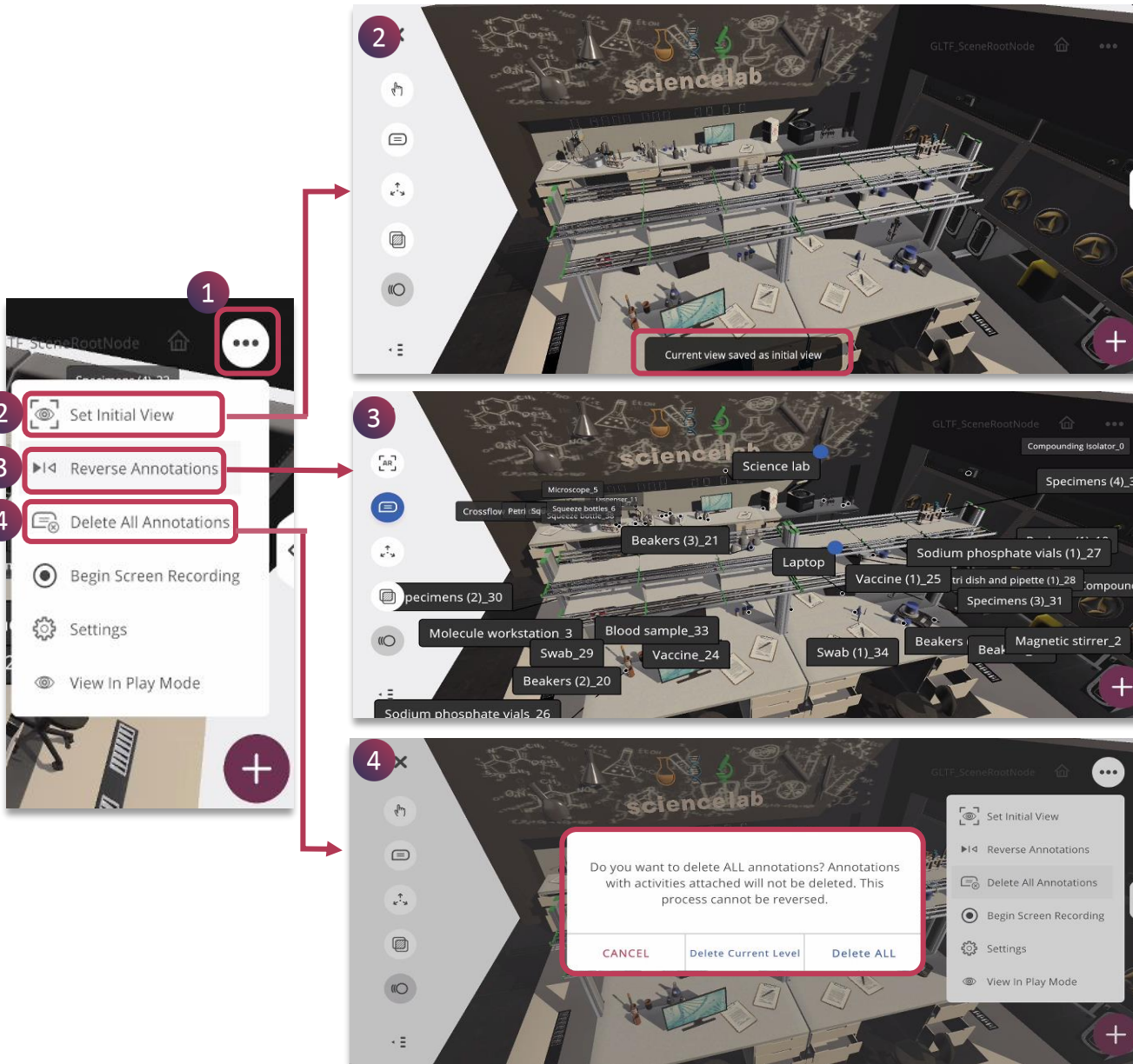


6. The recording gets uploaded in the lesson
7. Double tap on the **Activity Name** to rename it, if required
8. Tap on the **3D Assessment** button, this will allow your learners to imitate the steps provided in the 3D Recording and feedback is given accordingly
9. Tap on **Save** to add the activity and **Cancel** to remove it



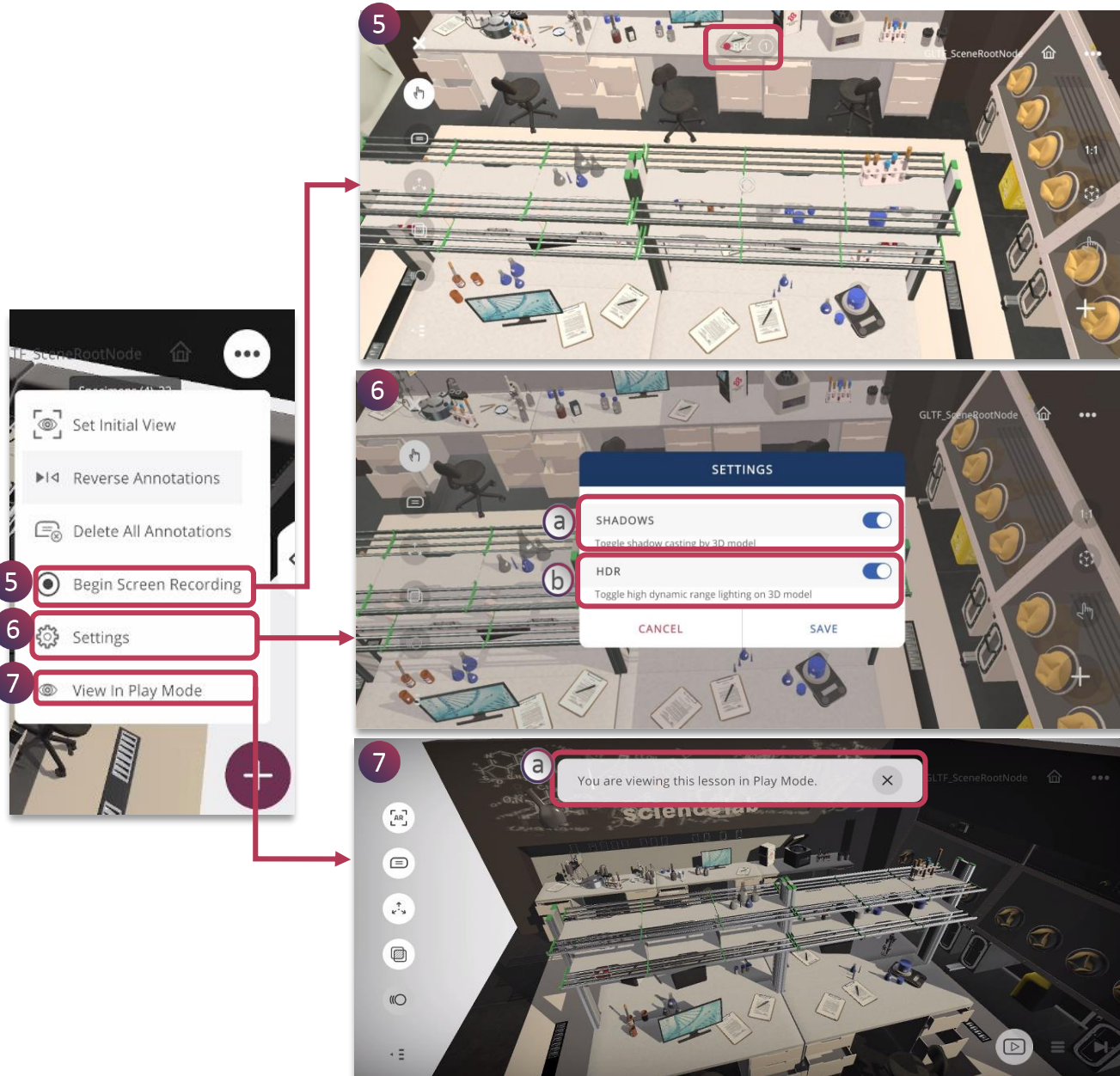
You can also create 3D Recording with single mesh 3D asset and enable 3D assessment. Single mesh 3D assets have no different sub-components that can explode further.

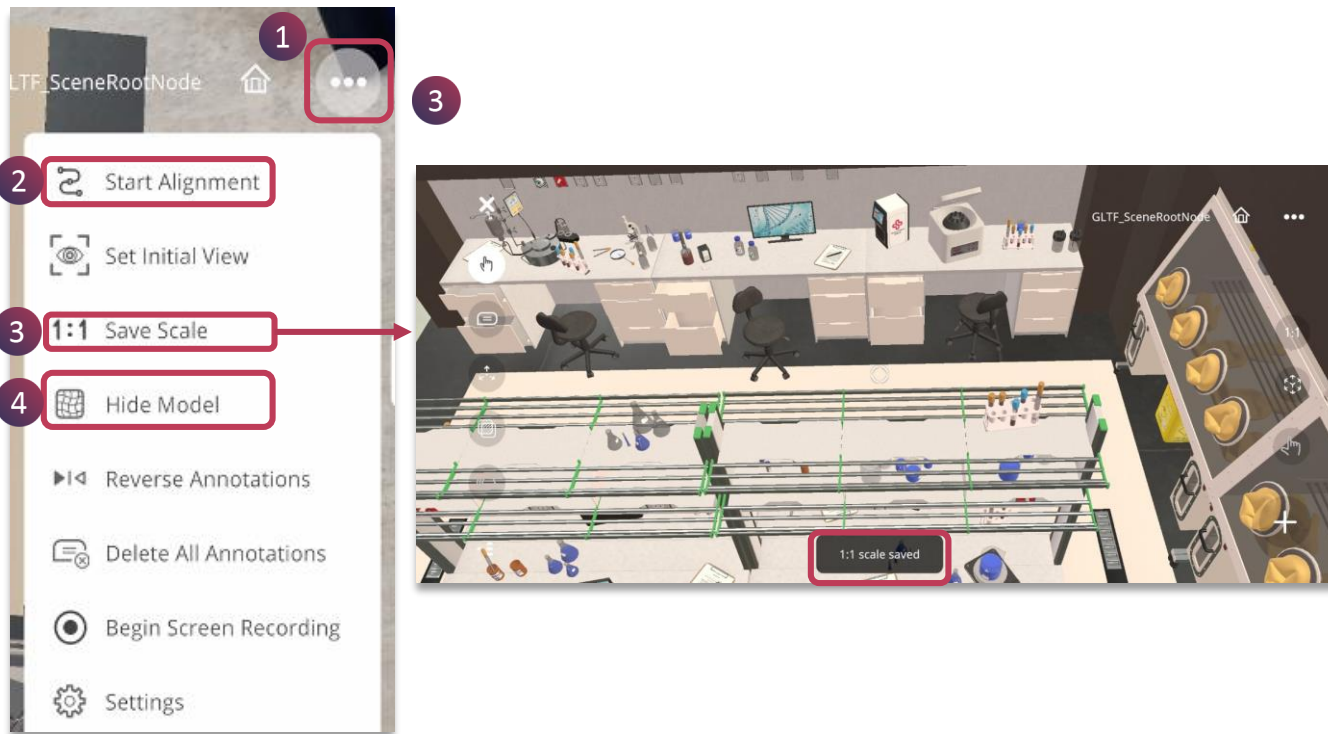
1. Tap on the Record button to start 3D Recording
2. Notice that the Annotation points are highlighted as Black points
3. Focus on these points and include your voice over to demonstrate the steps to be followed and save the 3D Recording
4. Tap on the **3D Assessment** button, this will allow your learners to imitate the steps provided in the 3D Recording and feedback is given accordingly
5. Tap on **Save** to add the activity and **Cancel** to remove it



Horizontal Ellipsis Menu provides you with additional settings for you to enhance XR experiences in a lesson

1. Tap on the **Horizontal Ellipsis Menu** to access different features
2. Tap on **Set Initial View** to set the view for the 3D asset when the lesson opens in the play mode
3. Tap **Reverse Annotations** to view all the annotations far apart if they look too cluttered at one place
4. Tap **Delete Annotations**, to remove all the annotations from the 3D asset. This is useful if you want to remove unnecessary labels that come along with the 3D asset and customize it as per your requirement. Note that if the annotations have activities attached it will be not deleted



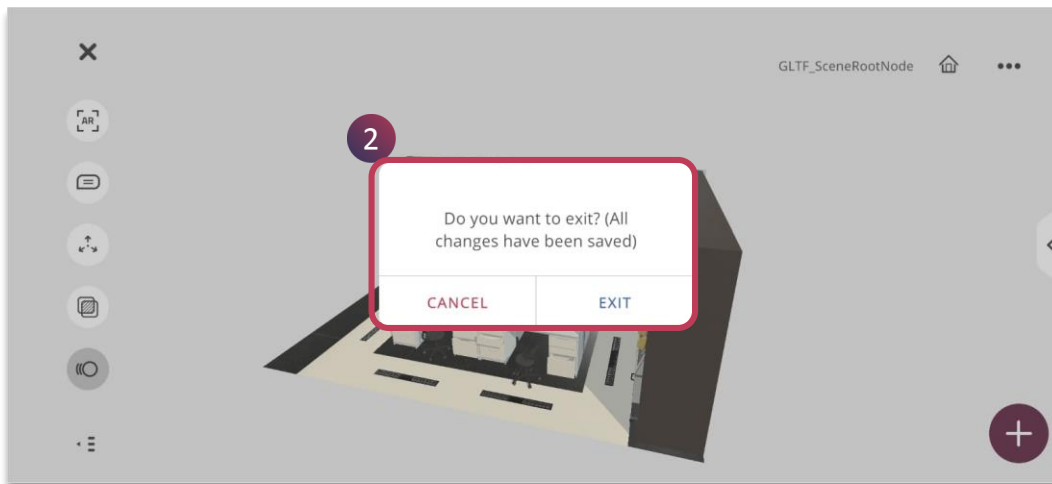


Horizontal Ellipsis Menu in the AR mode provides you with additional settings for you to enhance XR experiences in a lesson holistically, it includes these features others remain the same as touch mode

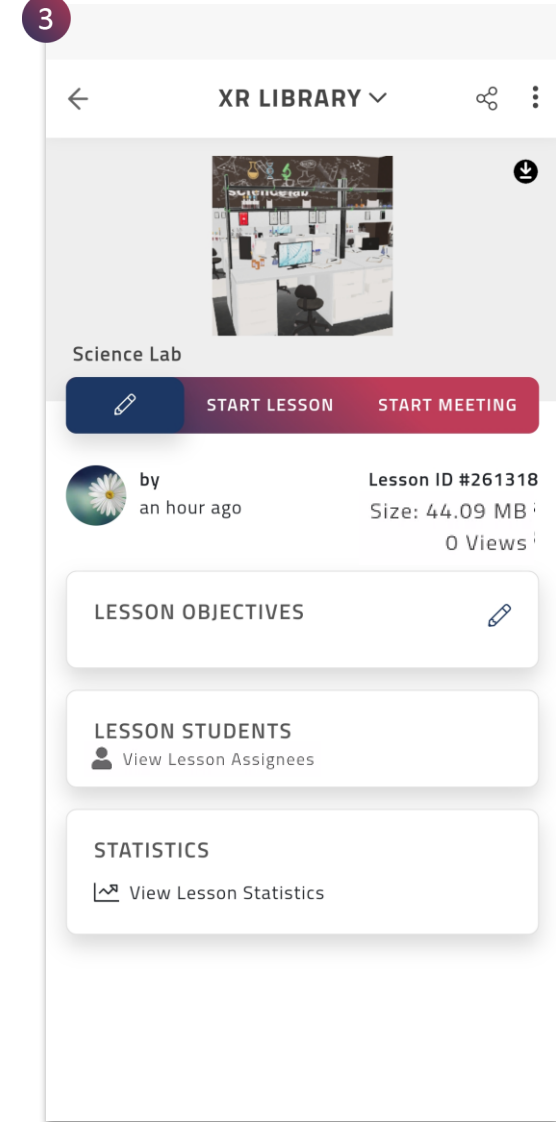
1. Tap on the **Horizontal Ellipsis Menu** to access different features
2. Tap on **Start Alignment** to merge and align the 3D model with the physical object using three point alignment, it is part of Merged XR
3. Tap **1:1 Save Scale** to set the 3D model to real life setting, while creating the experience
4. Tap **Hide Model** to completely hide the object, it is suitable for a digital twin of the physical object, it is part of Merged XR



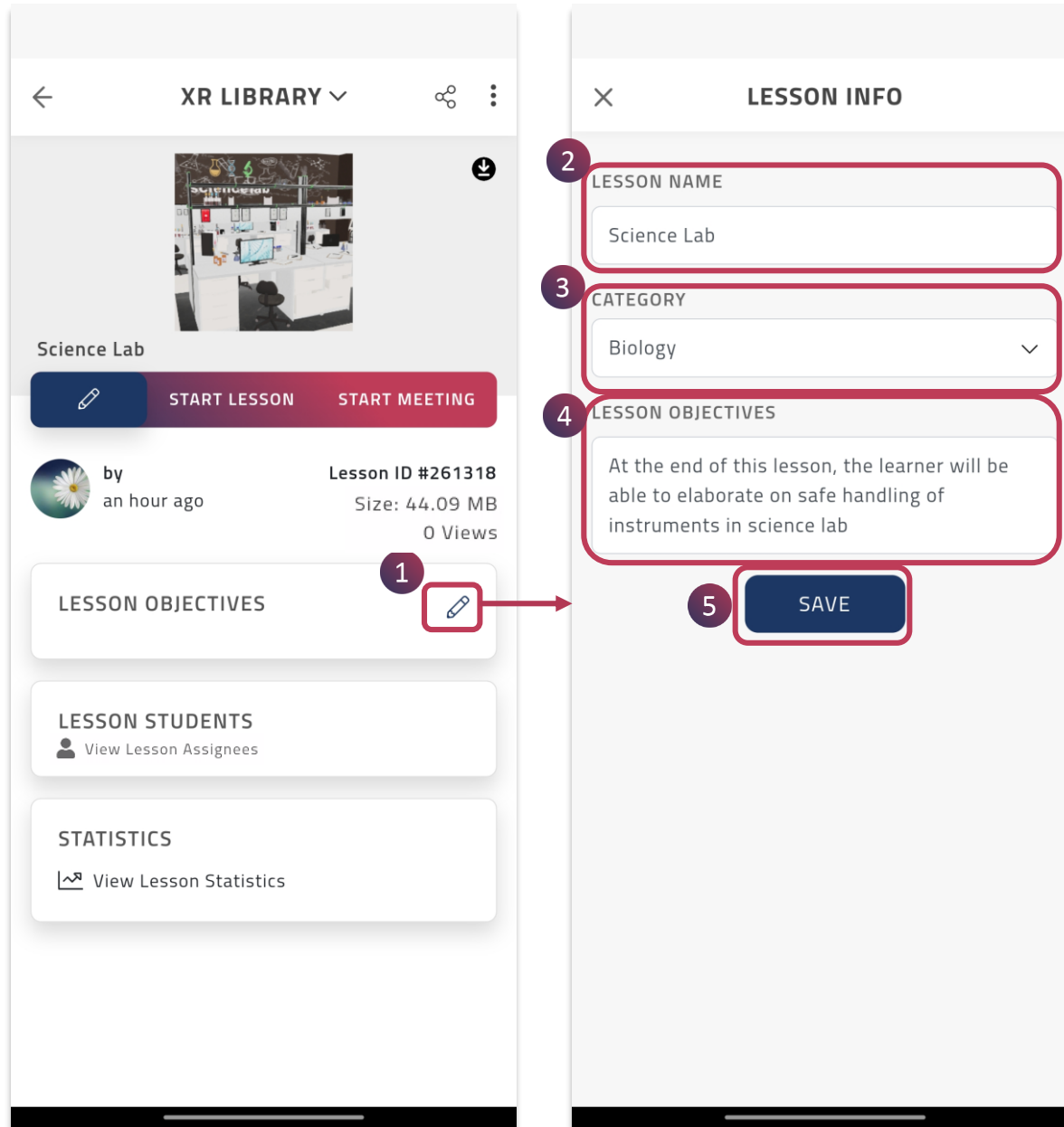
1. Tap on **Close** button to exit from the edit mode of the lesson creation



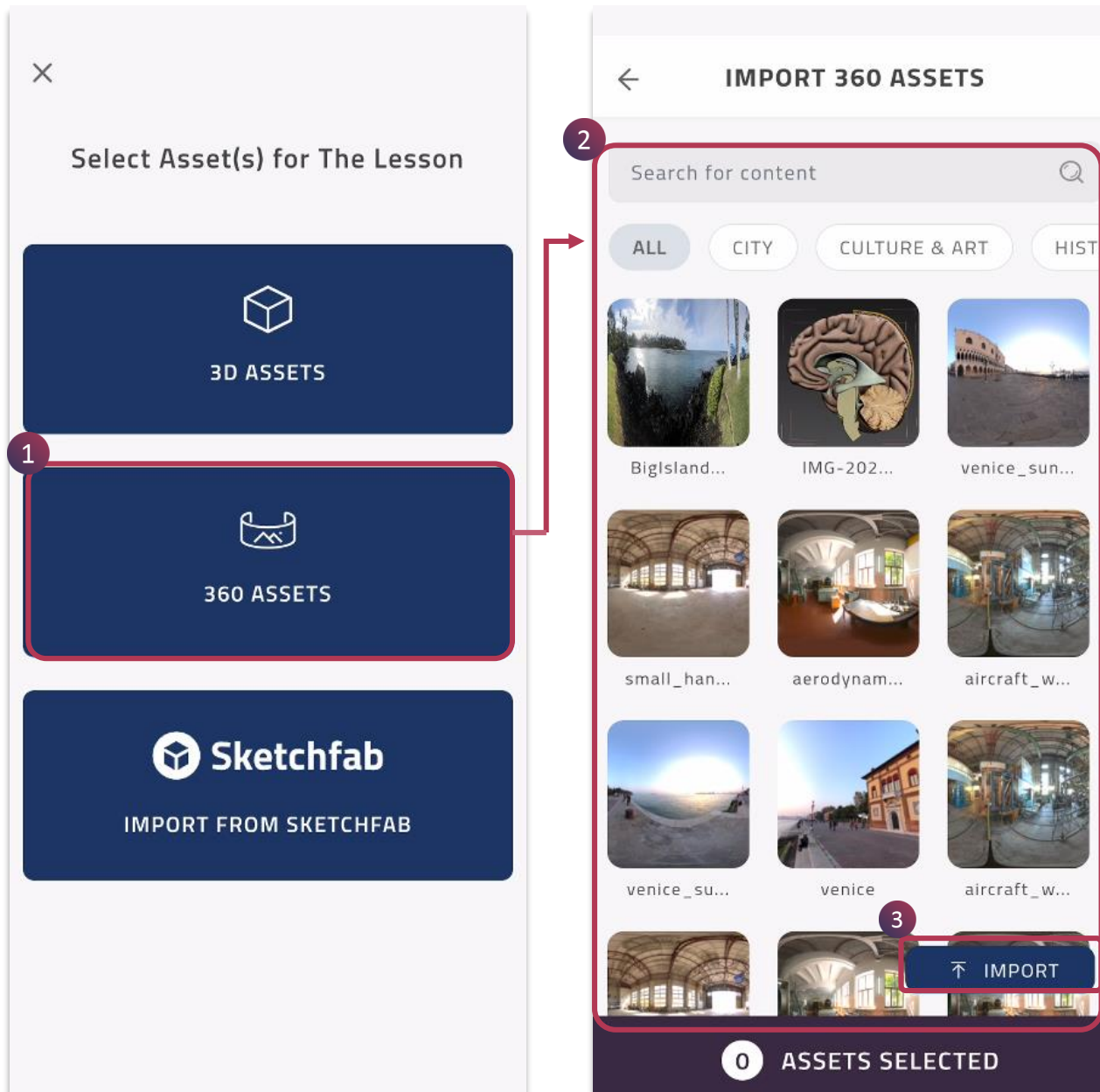
2. All the added activities will be saved, you can tap on **Exit** to close or **Cancel** to continue editing



3. It will redirect to its particular **lesson page** once the lesson is saved successfully, you can add lesson info, assign to learners and share the lesson with anyone



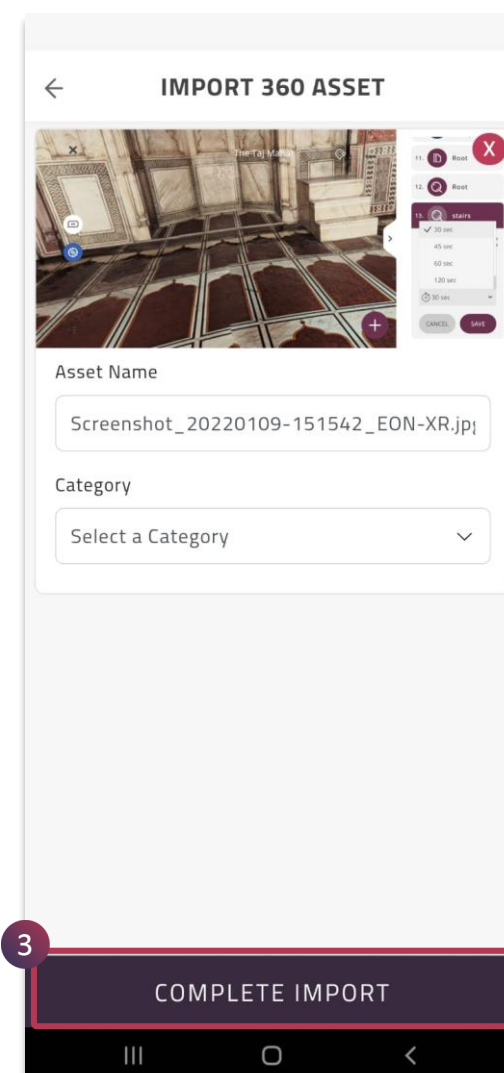
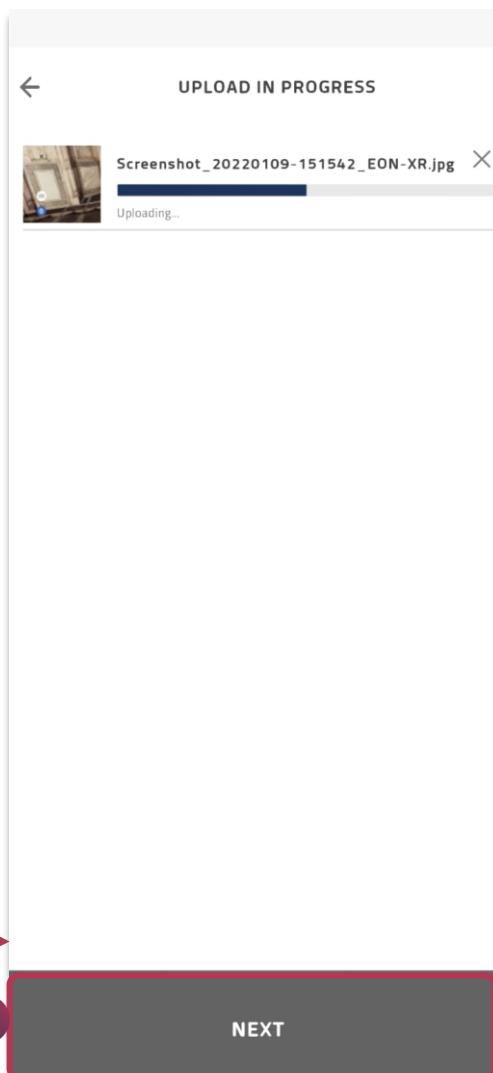
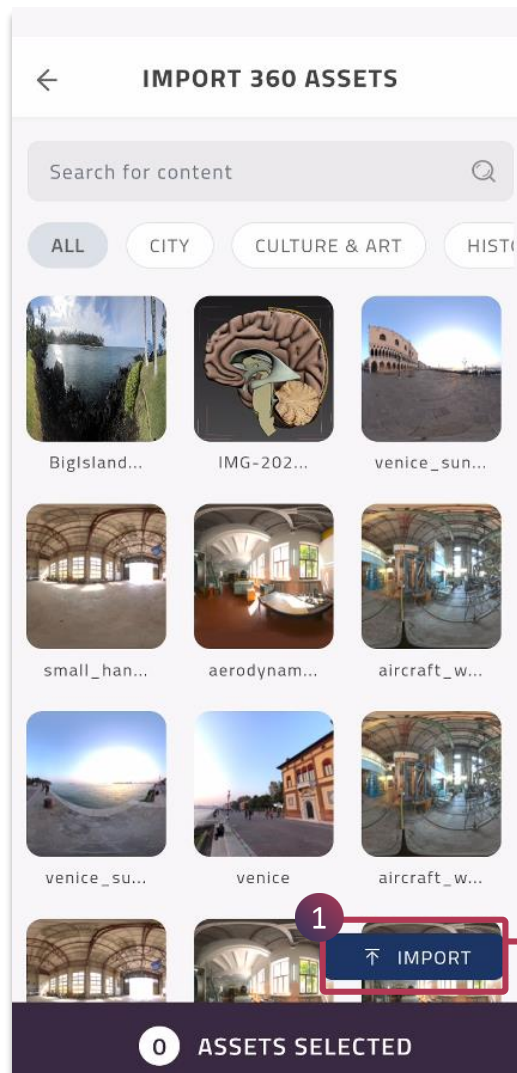
1. Tap on **Pencil icon** to edit the lesson info
2. Edit **lesson title**, if required
3. Map the lesson to a suitable **category** from the drop down menu
4. Enter the **lesson objective** defining the outcome of the lesson
5. Tap **Save** button to save the changes made



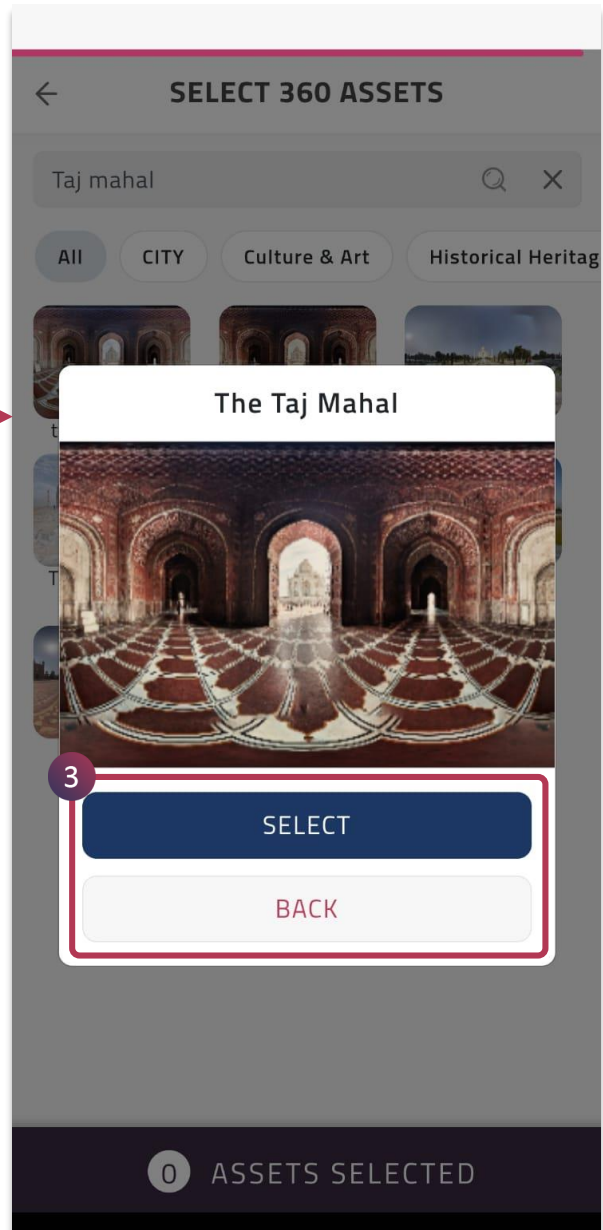
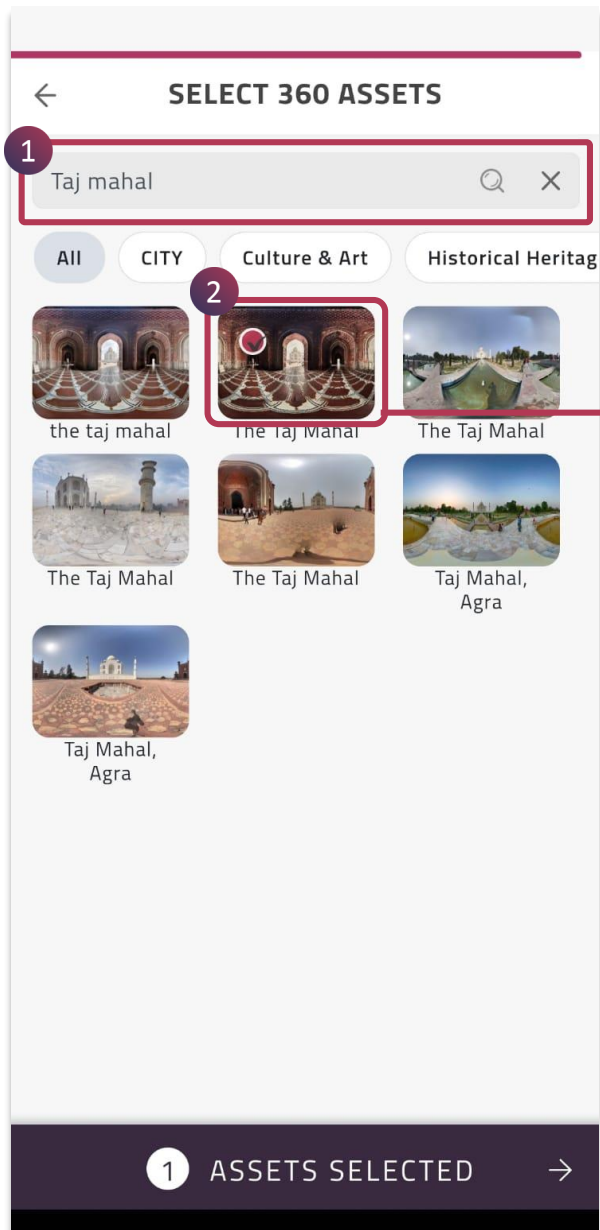
360 Lesson can be created using 360 assets. A 360 lesson is an environment-based interaction exploring the surroundings of 360° captured media.

To create a 360 Lesson,

1. Tap on **360 ASSETS**
2. Navigates to the 360 Models page, where you can choose your desired 360 asset. You can **Browse / Search** to get all the existing 360 assets in the Institution
3. You can also upload your own 360 asset from your device by clicking on the **Import** button.



1. Click on the **Upload** button to choose a 360 asset from your device.
2. After choosing the 360 asset, click on the **Next** button to go to the next step.
3. After editing the asset name and category, click on the **Complete import** button to complete the process.



1. Type the **360** asset name and the similar suggestions will appear below
2. Tap on the required asset to select
3. Click on **SELECT** button to start creating the lesson or click on **BACK** to remain on the same page



CREATE 360 LESSON



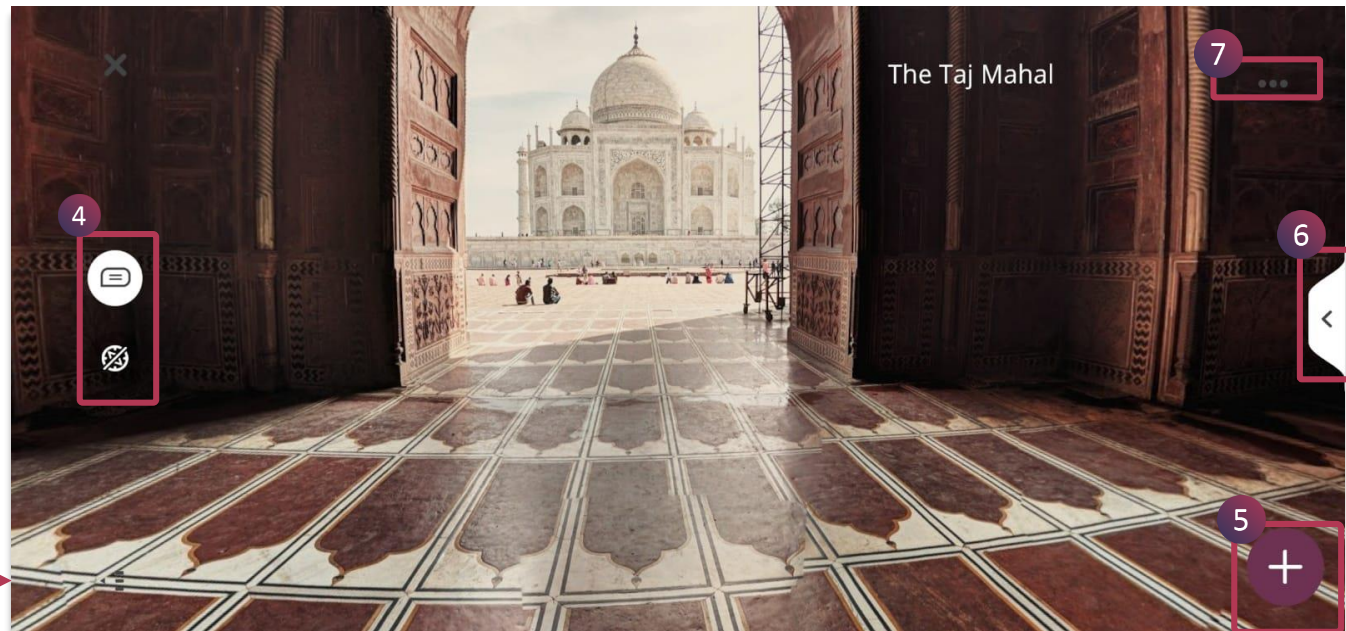
1 LESSON TITLE

2 CATEGORY

Monuments & Landscapes

3 BUILD LESSON

1. Edit the **title** of your lesson in the 360 lesson setup page.
2. Choose relevant **category** for your lesson from the drop down menu.
3. Tap on **Build Lesson** to start creating experiences using the 360 model, it will open in the **EDIT** mode.
4. You can use various **Exploration Tools** provided in the application to create immersive experience.
5. Add **Activity** for learning and self-evaluation
6. Expand **Activity panel** to view the added activities
7. **Horizontal Ellipsis Menu** provides you with additional settings to enhance your XR experience





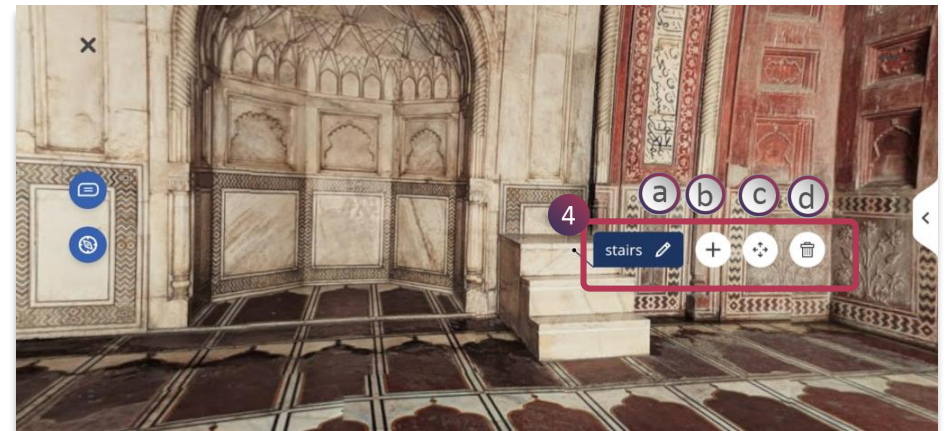
1. To add an annotation, tap on any **part of the 360 model** / environment for few seconds.



2. The **+ Label** appears, tap on it to add the annotation name



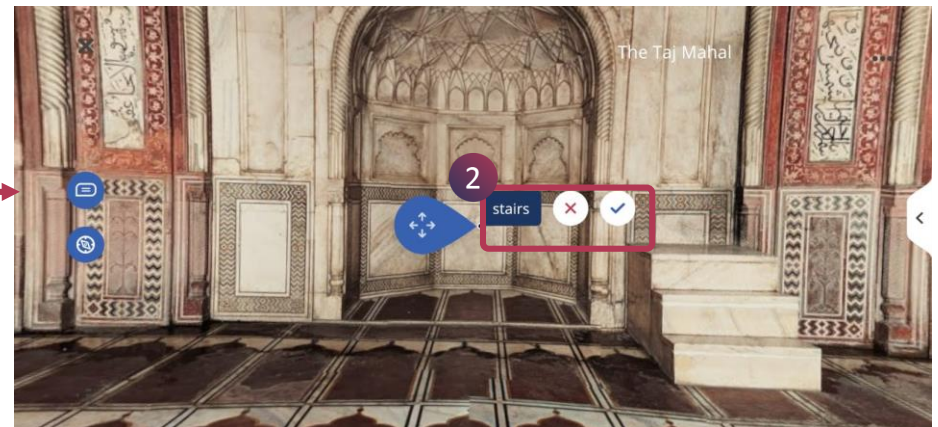
3. Enter the Annotation name and tap on **tick mark** to save it or **cross mark** to remove it



4. The saved annotation provides you with additional features:
 - a. **Edit Button** – Make changes in the annotation name
 - b. **Activity Button** – Add activities for a particular annotation
 - c. **Move Button** – Place the annotation at different point
 - d. **Delete Button** – Delete the annotation completely



1. Tap the **Plus** button to add activities for the annotation
a. **Add Activities** panel is shown for you to add activities.



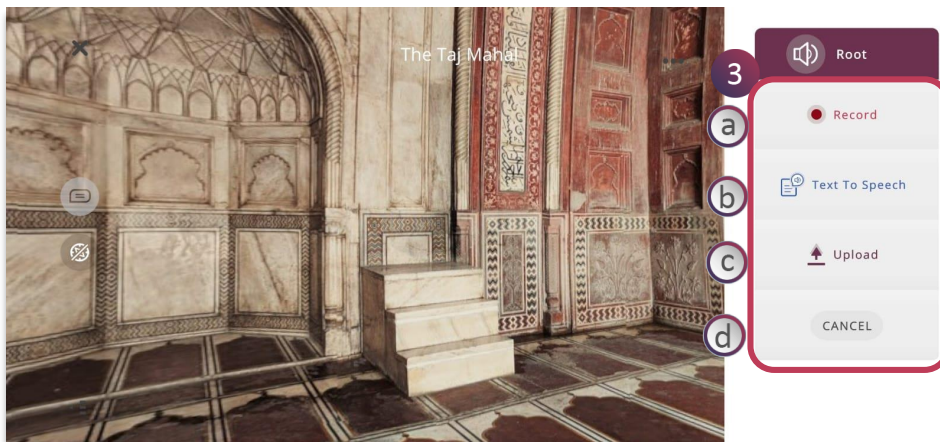
2. Tap on the **Move button** to move the annotation to another place in the model
 - a. Drag the blue button to the desired place
 - b. Secure the annotation to the new point by tapping on tick mark or cross mark to retain to the previous settings



1. Tap on **Plus** button to view all the activities in the panel



2. Tap on the **Audio** button from the activity panel



3. You have different option to add audio to the 360 lesson

- a. **Record** – Add your own voice over narration directly into the lesson
- b. **Text to Speech** – Add relevant text and convert them to chosen language and voice automatically
- c. **Upload** – Add prerecorded narration from your device to the lesson
- d. **Cancel** – Tap on cancel to exit from the audio activity



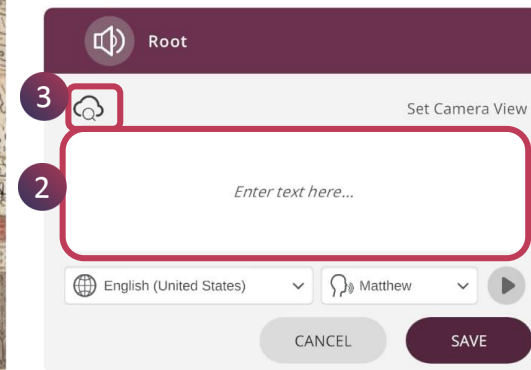
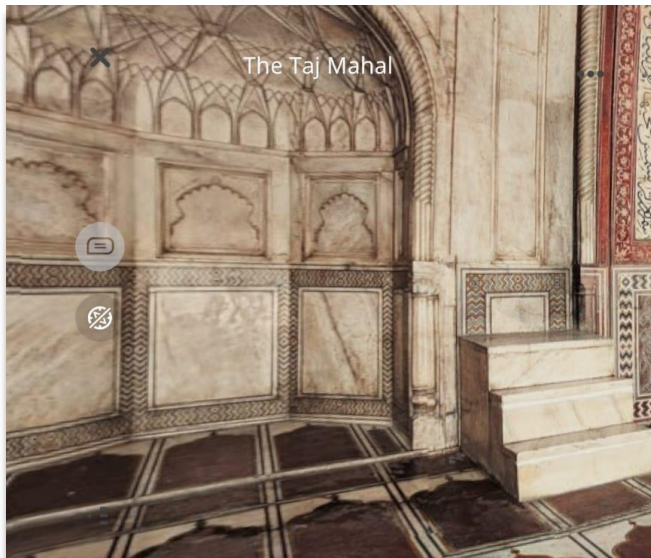
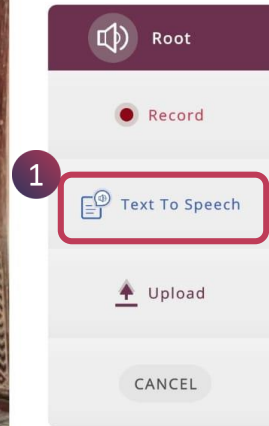
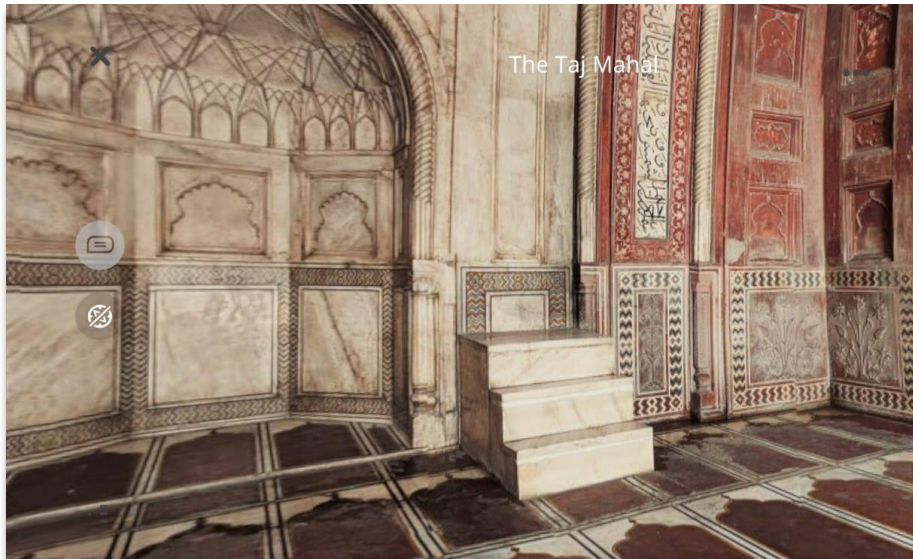
Record

1. Tap on **Record** button to create your own voice narration
 - a. Tap on the **Record** button to speak and also enable animation if any and set camera view
 - b. **Play** the voice over
 - c. Tap **Save** to add the audio or **Cancel** to remove



Upload

2. Tap on **Upload** button to add the prerecorded voice narration from your device
 - a. Tap on the **Upload** button to add and also enable animation if any and set camera view
 - b. **Play** the narration
 - c. Tap **Save** to add the audio or **Cancel** to remove

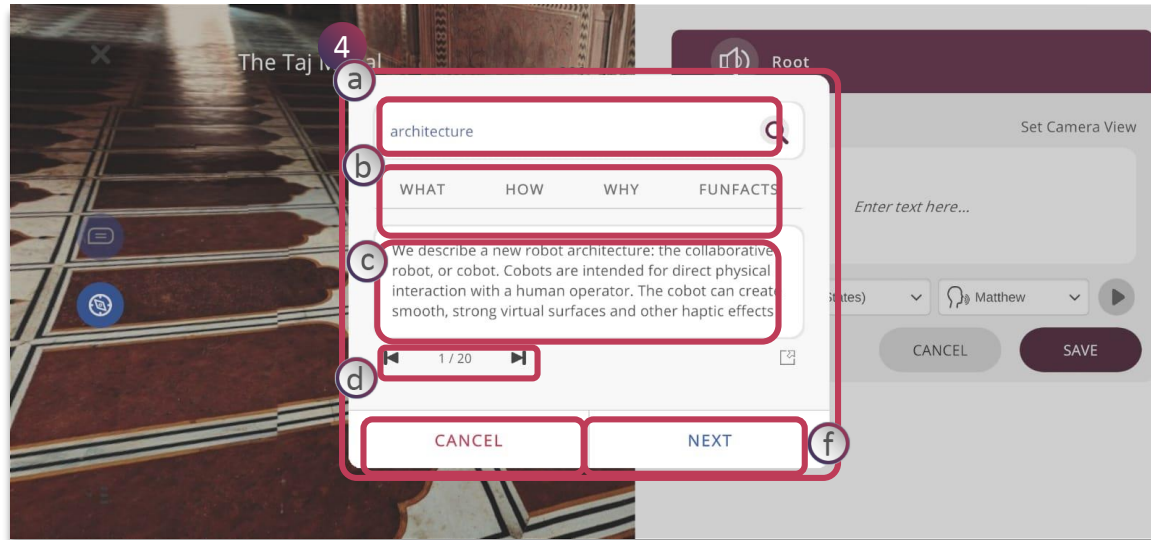


Text to Speech

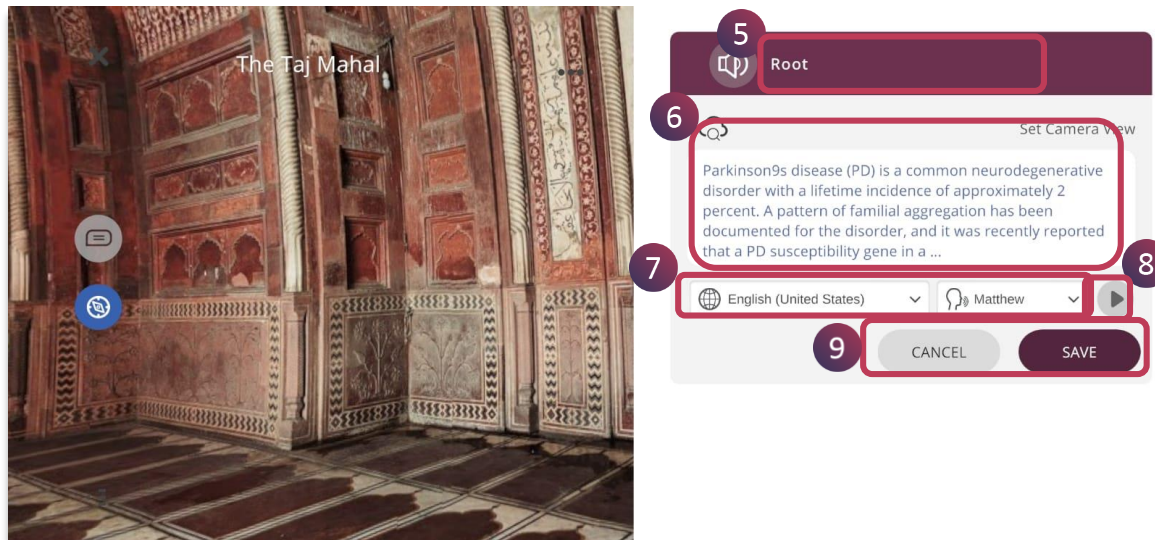
1. Tap on **Text To Speech** button to create desired voice narration
2. You can directly enter the relevant text to convert it into speech

OR

3. Tap on the **Search** feature to find relevant text from the internet source directly



4. Search window is shown for you to find relevant content
 - a. Enter keyword here to enable appropriate search results and tap on **find** icon
 - b. Use **What, How, Why** and **Fun Facts** for keyword search to derive the results
 - c. Search results are shown here
 - d. Navigate to different results using the **forward** and **backward** button
 - e. If required, you can navigate directly to its web page
 - f. Tap on **Next** to convert the chosen text to speech or **Cancel** it

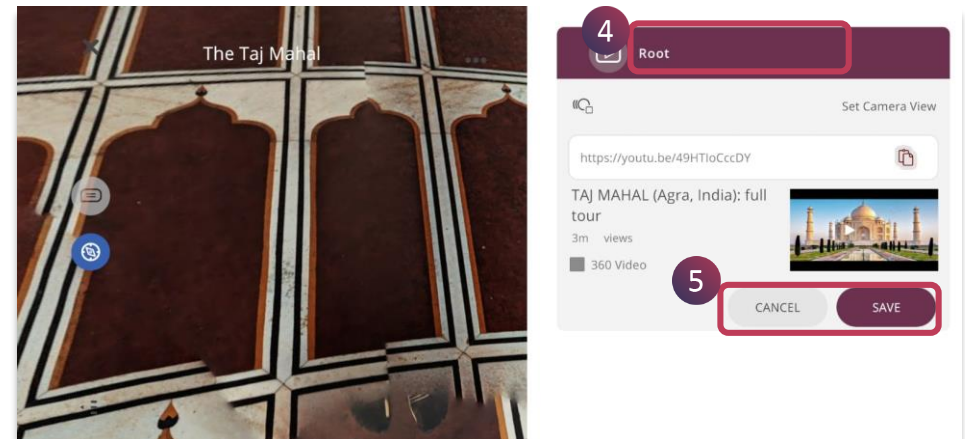
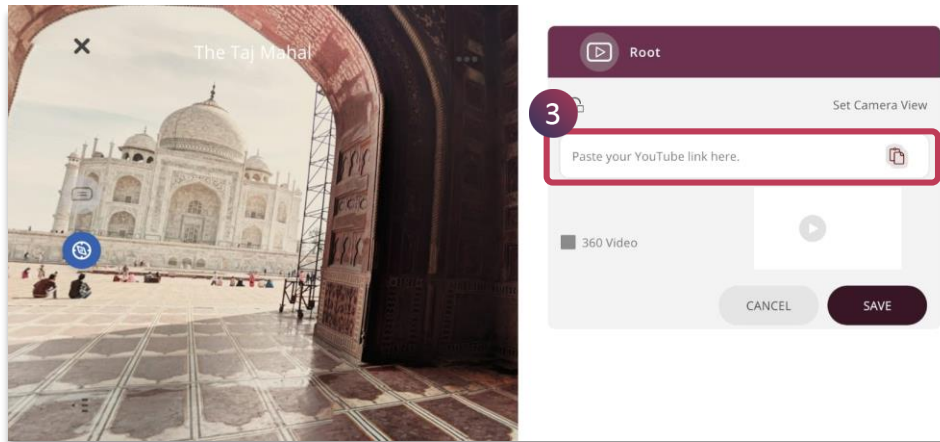


5. Double tap on the **Activity Name** to rename it, if required
6. The chosen text gets displayed and you can edit it further if required. You can also set camera view for the narration
7. Choose desired **Language** and **Voice** accent for the speech
8. Tap on **Play** button to listen to the narration
9. Tap on **Save** to add the activity or **Cancel** to remove



1. Tap on **Plus** button to view all the activities in the panel

2. Tap on the **VIDEO** button from the activity panel



3. You can paste relevant video link which can be accessed by anyone to embed within the lesson

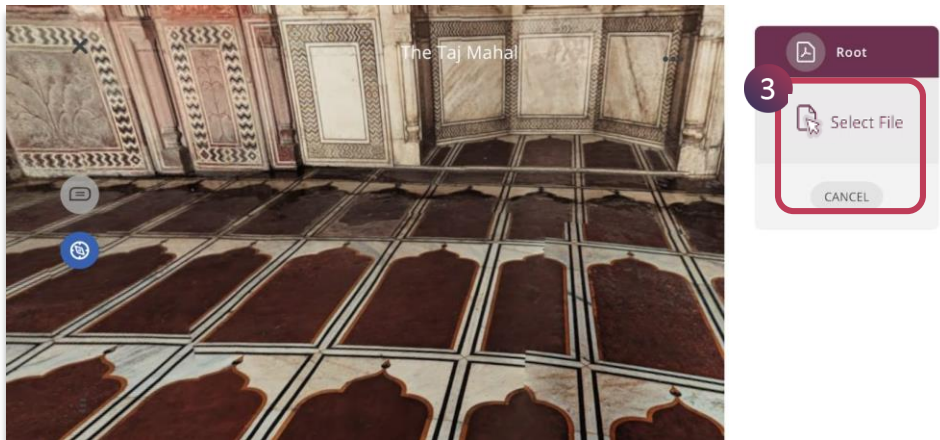
4. Double tap on the **Activity Name** to rename it, if required
5. Tap on **Save** to add the activity or **Cancel** to remove it



1. Tap on **Plus** button to view all the activities in the panel



2. Tap on the **PDF** button from the activity panel



3. Tap on the **Upload** option to add pdf related to the concept from your device



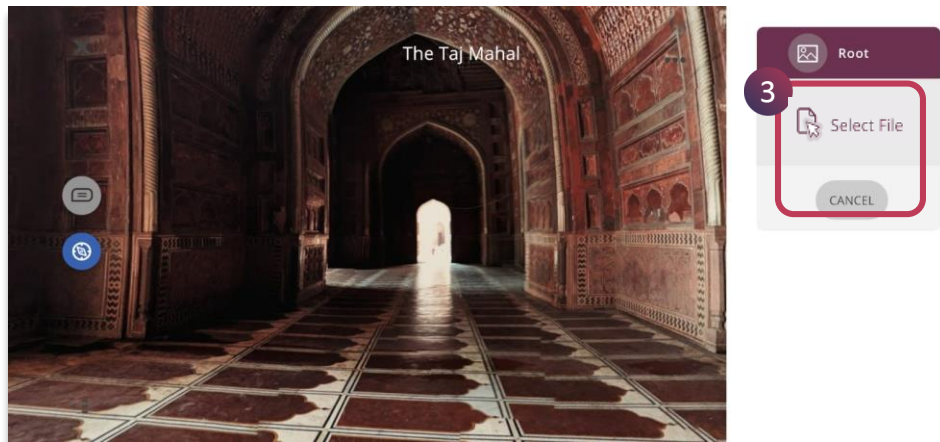
4. Double tap on the **Activity Name** to rename it, if required
5. Tap on **Save** to add the activity or **Cancel** to remove it



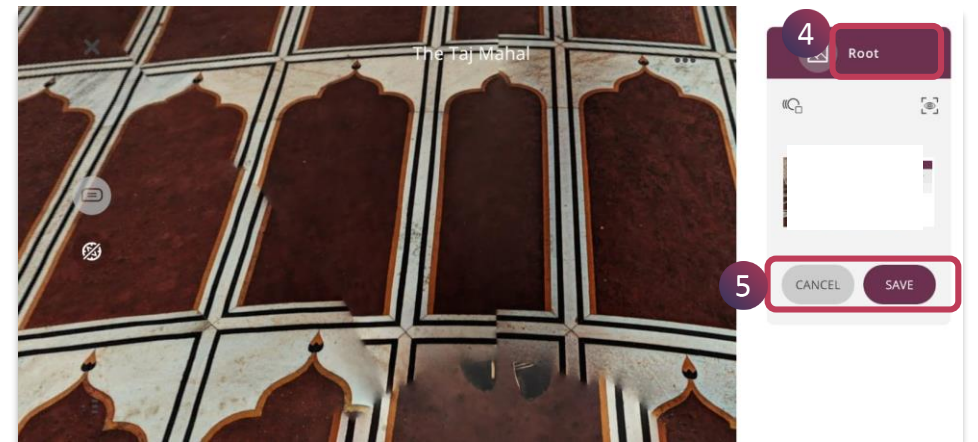
1. Tap on **Plus** button to view all the activities in the panel



2. Tap on the **IMAGE** button from the activity panel



3. Tap on the **Upload** option to add new image from your device.

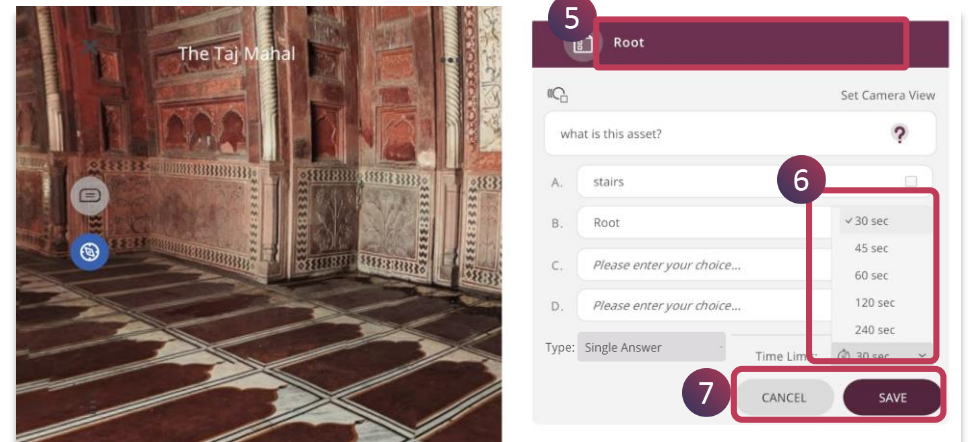
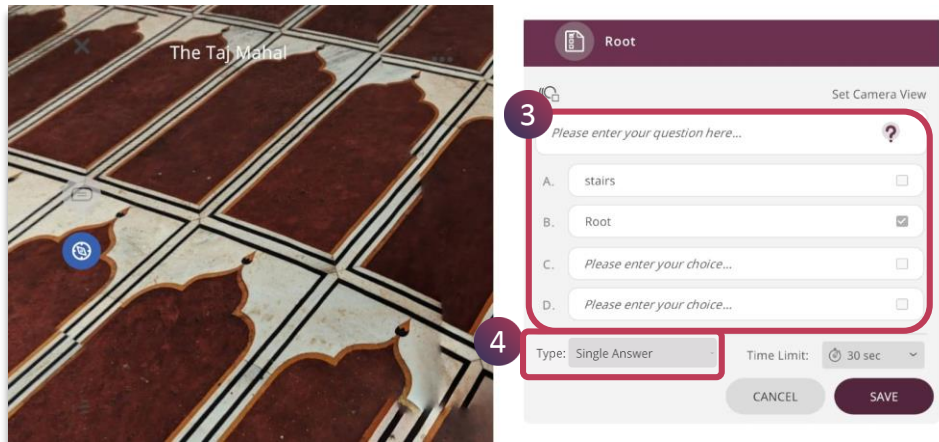


4. Double tap on the **Activity Name** to rename it, if required
5. Tap on **Save** to add the activity or **Cancel** to remove it



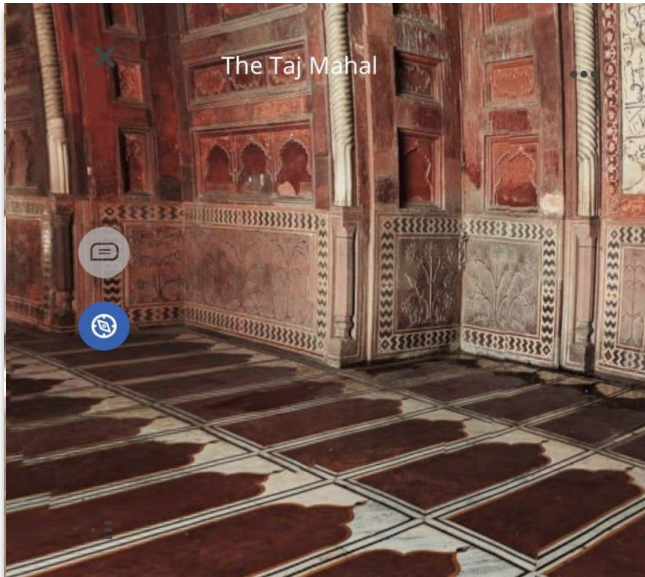
1. Tap on **Plus** button to view all the activities in the panel

2. Tap on the **QUIZ** button from the activity panel



3. Enter the question stem and edit the answers
4. Choose **Single Answer** to have only one correct option

5. Double tap on the **Activity Name** to rename it, if required
6. Set the timer accordingly
7. Tap on **Save** to add the activity or **Cancel** to remove it



Root

Set Camera View

what is this?

2

A. mosque ☐

B. taj mahal ☒

C. symbol of love ☒

D. temple ☐

1

Type: Multiple Answers

Single Answer

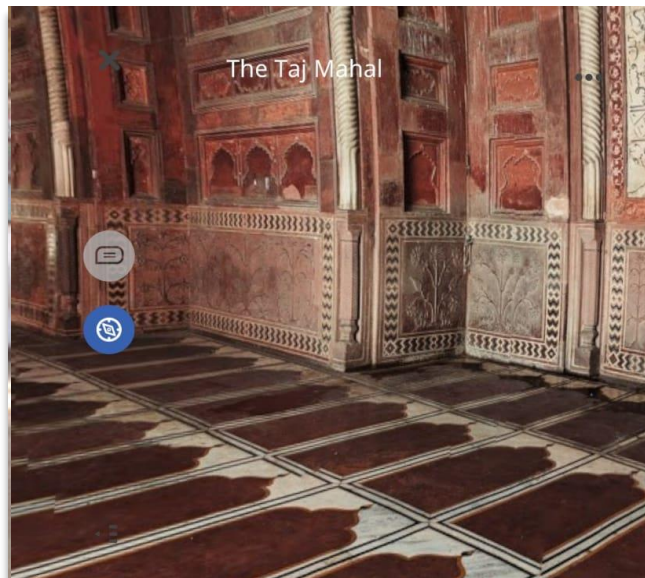
✓ Multiple Answers

Time Limit: 30 sec

CANCEL SAVE

For a multiple answer type question:

1. You can select Multiple Answers from the Type drop down menu
2. Choose relevant multiple answers from the options



Root

Set Camera View

what is this?

A. mosque ☐

B. taj mahal ☒

C. symbol of love ☒

D. temple ☐

3

Time Limit: 30 sec

45 sec

60 sec

120 sec

✓ 240 sec

4

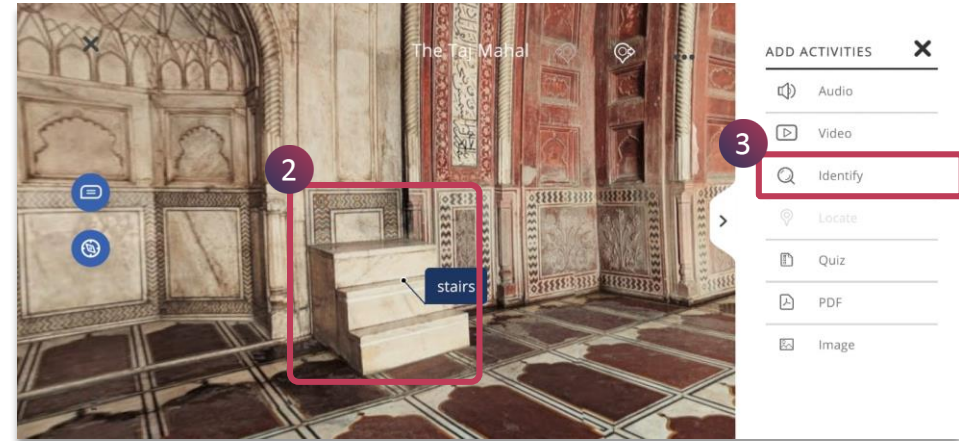
Type: Multiple Answers

CANCEL SAVE

3. Set the time limit accordingly
4. Tap on **Save** to update the quiz or **Cancel** to remove the quiz



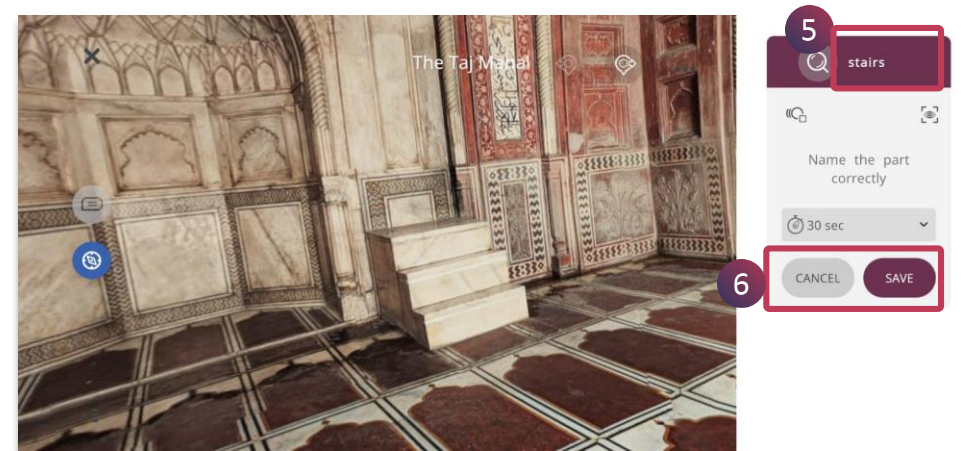
1. Tap on **Plus** button to view all the activities in the panel



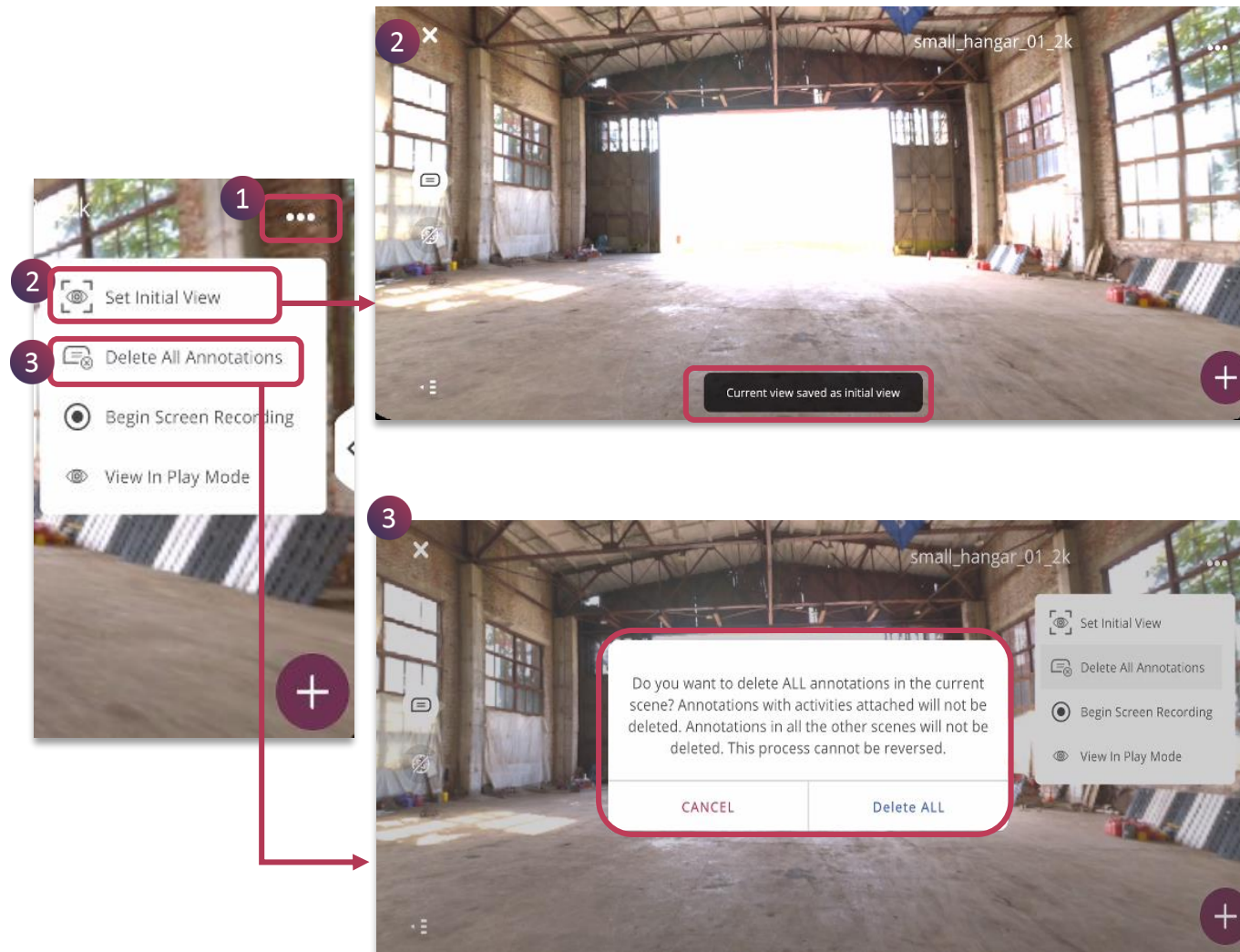
2. Isolate the component by double tapping on it for the learner to identify
3. Tap on the **Identify** button from the activity panel



4. Set the animation if any, camera view and the **timer** accordingly

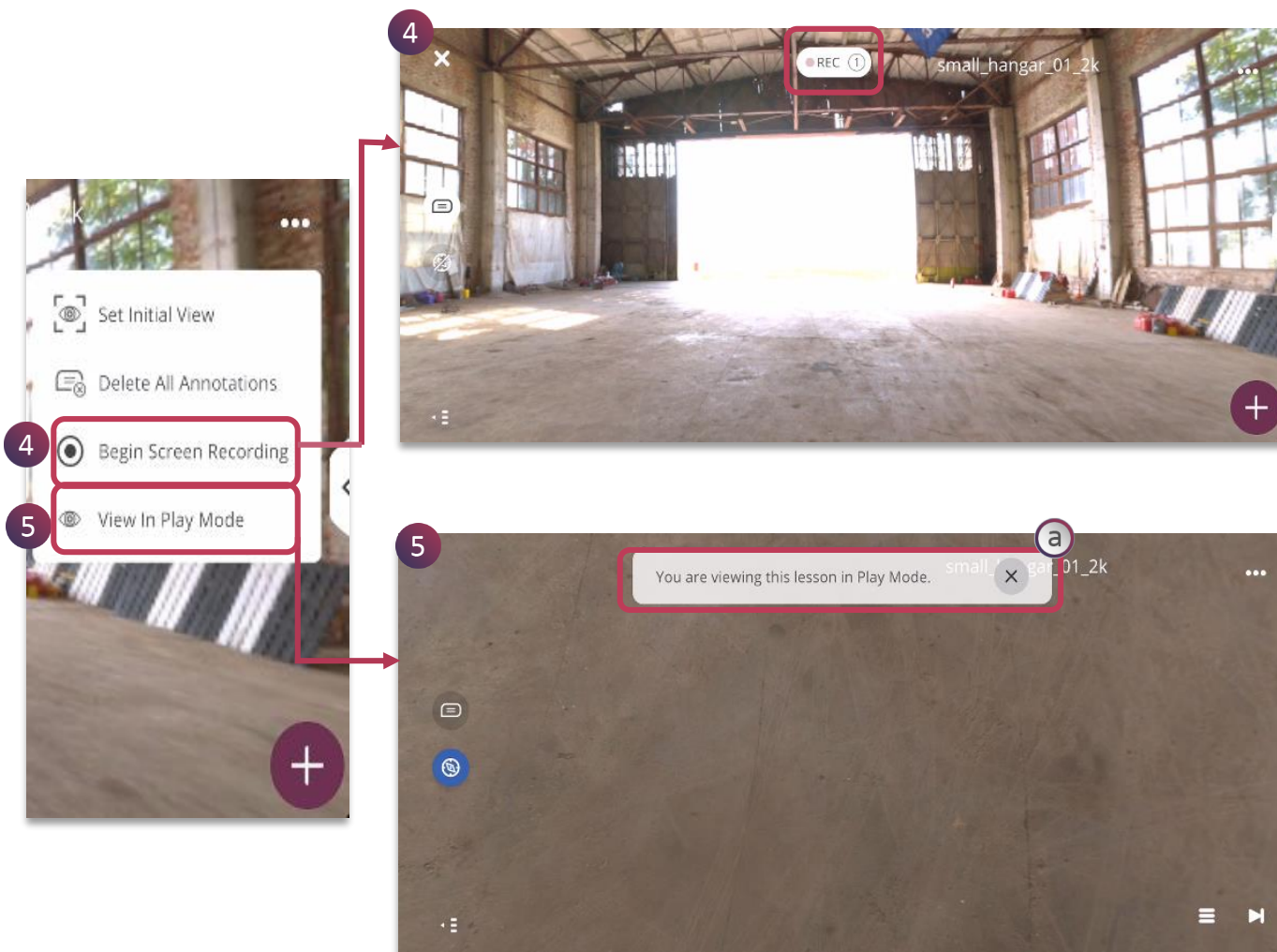


5. Double tap on the **Activity Name** to rename it, if required
6. Tap on **Save** to add the activity or **Cancel** to remove it



Horizontal Ellipsis Menu provides you with additional settings for you to enhance XR experiences in a lesson

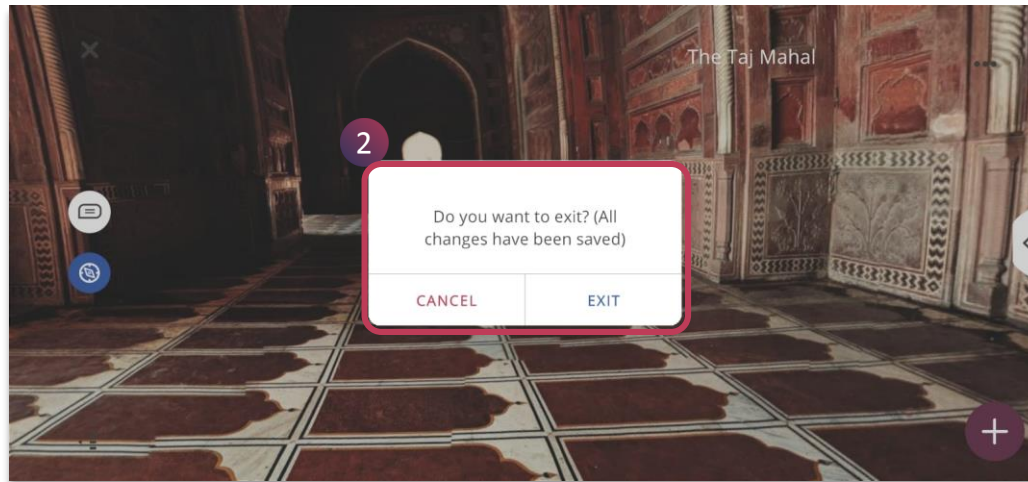
1. Tap on the **Horizontal Ellipsis Menu** to access different features
2. Tap on **Set Initial View** to set the view for the 360 asset when the lesson opens in the play mode
3. Tap **Delete Annotations**, to remove all the annotations from the 360 asset. Note that if the annotations have activities attached, it will be not deleted



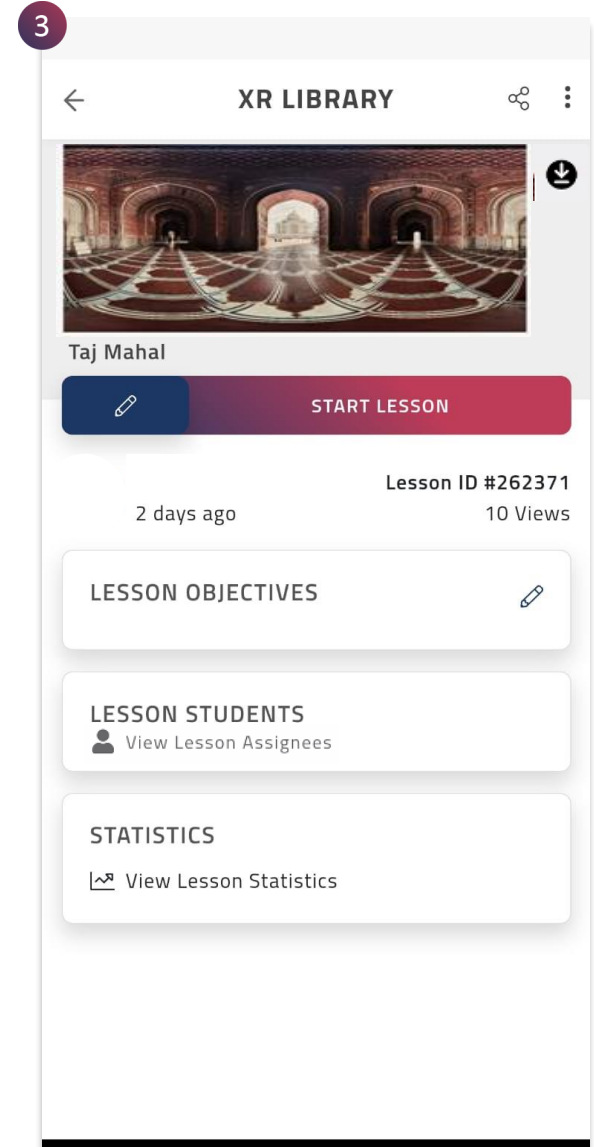
4. Tap **Begin Screen Recording** to completely capture the exploration of the 360 asset
5. Tap on **View in Play Mode** to experience the lesson in play mode. You can play all the activities here
 - a. Tap on the cross mark to exit from the play mode. It will revert back to the edit mode



1. Tap on **Close** button to exit from the edit mode of the lesson creation




2. All the added activities will be saved, you can tap on **Exit** to close or **Cancel** to continue editing



3. It will redirect to its particular **lesson page** once the lesson is saved successfully, you can add lesson info, assign to learners and share the lesson with anyone



XR LIBRARY



Taj Mahal

START LESSON

Lesson ID #262371
2 days ago 10 Views

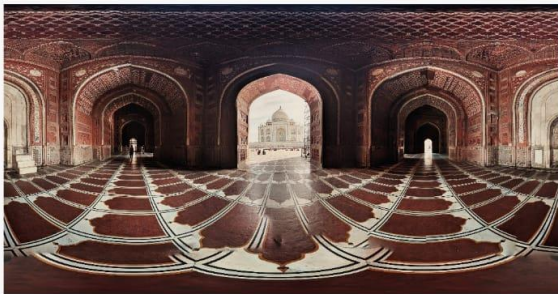
LESSON OBJECTIVES


LESSON STUDENTS
 View Lesson Assignees

STATISTICS
 View Lesson Statistics

LESSON INFO

IMAGE SEQUENCE





LESSON NAME
Taj Mahal

CATEGORY
Monuments & Landscapes

LESSON OBJECTIVES
At the end of the lesson you'll be able to understand the architecture and the history of Taj Mahal

SAVE

1. Tap on **Pencil icon** to edit the lesson info
2. Edit **lesson title**, if required
3. Map the lesson to a suitable **category** from the drop down menu
4. Enter the **lesson objective** defining the outcome of the lesson
5. Tap **Save** button to save the changes made