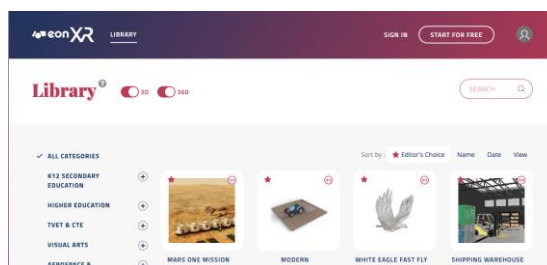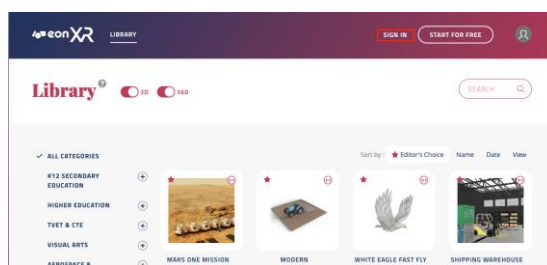# EON-XR Lesson Creation Quick Start: Desktop

Use this guide to create your first lesson using EON-XR on your desktop. It is not intended to outline every button action and experience possible. Please see the FAQ at the end of the document for more information.
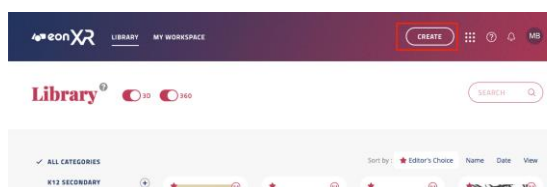
Step 1: Create a 3D Model	
Navigate to the EON-XR website: https://core.eon-xr.com/	
Sign In with your email address.	
Select the **Create** button in the banner.	

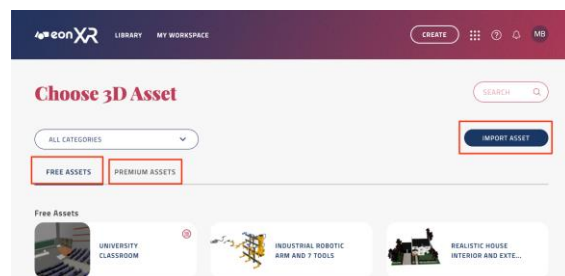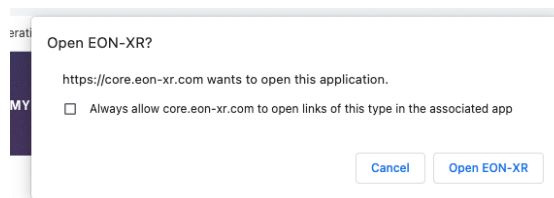|	
Select the first option **3D Asset** type for your lesson. **Asset**: Any 3D model or 360 image you will use in your lesson. This is the thing that your learners will engage with in your lesson. *For more information on assets please see the FAQ below.*	
Select an asset for your lesson from the 3D Asset library. Or, You may choose from free assets, premium assets ($), or import an asset. *For more information on other asset libraries please see the FAQ below.*	
Add a title and category, then select Build Lesson.	
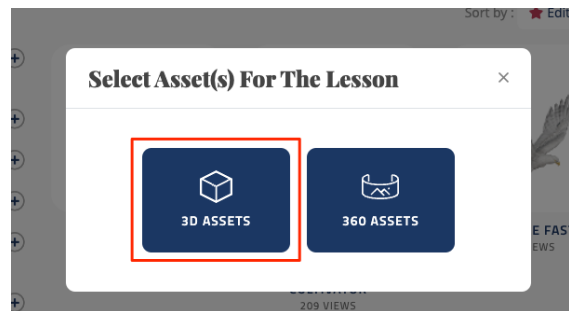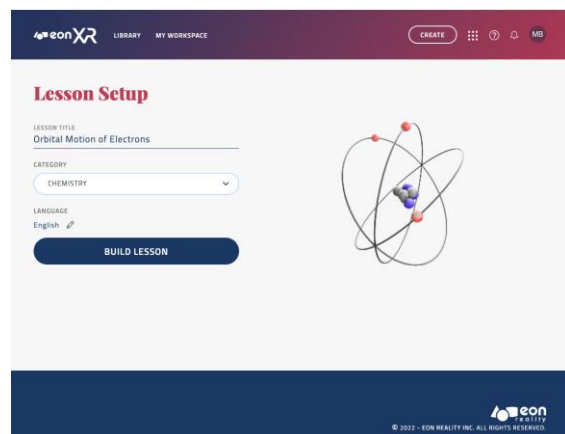
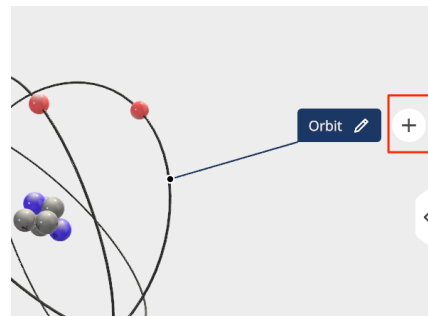|	
Select **Open EON-XR** to allow the web browser to open EON-XR. This will move your lesson building experience into the EON-XR platform.	
Start fresh with your model by removing any annotations that may already be there from the original creation of the model. Use the 3 dots in the upper right to find the Delete All Annotations option. **Annotation**: An annotation is a label that describes a specific part of a model. Create an annotation, and then add an activity when your activity is directly related to that piece of the model.	
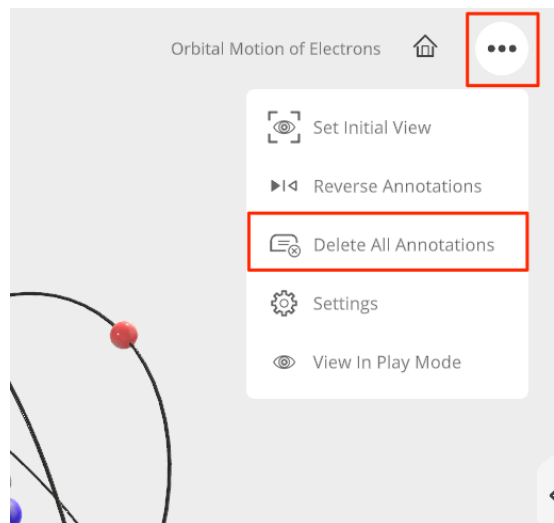
Step 2: Add Activities to 3D Model (Media & Assessments)

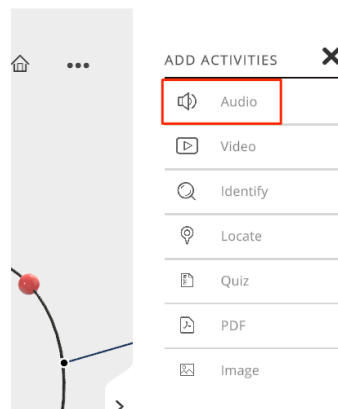|	
Use your mouse to click and hold on a spot of your model for 3 Seconds to add an annotation. Click and move the mouse to rotate the model.	
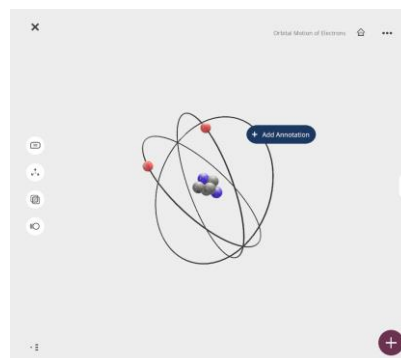
|	
Once you have labeled the annotation, select the + icon to add an activity.	
Select Audio from the list. *For more information on other activity options please see the FAQ below.*	
Select Record and record yourself repeating the label name. Select the red circle to begin recording, then the red square to stop. Save. *For more information on other audio options please see the Activities area of the FAQ below.*	
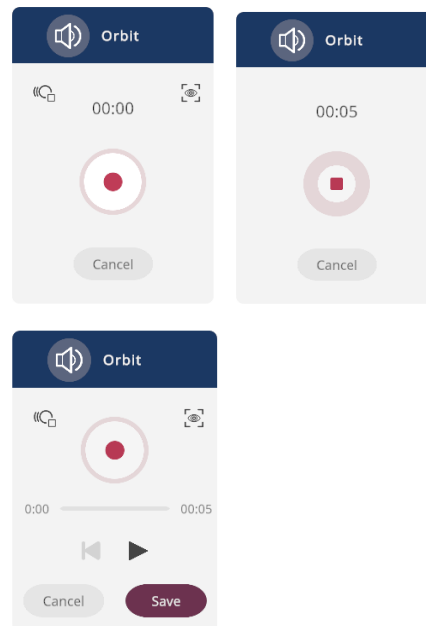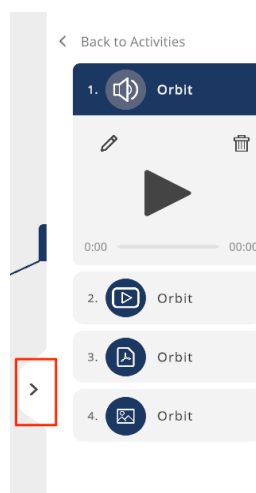
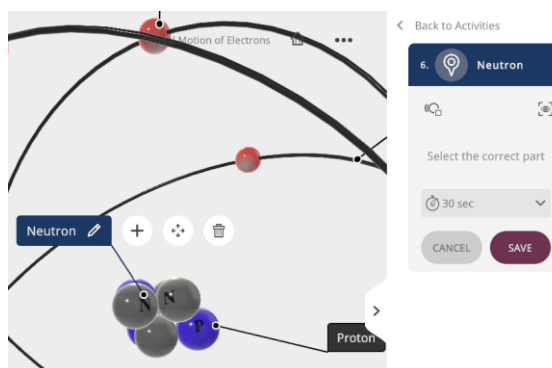|	
Use the carrot to hide the activity menu for that annotation.	
Click and hold for 3 seconds to add a second annotation to a different area of your asset. Click and use your mouse movements to zoom in and out and to rotate your asset to find the right place.	
Select the plus sign next to your annotation to add an activity. This time select the **Locate** tab.	
- Before selecting save, move the model to the view you wish the viewer to have when being asked to locate this part of the model. - Then, select the eye icon in the gray box to lock in that view. - Then save.	

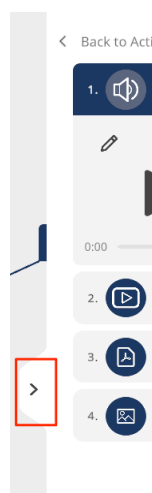|	
Use the carrot to hide the activity menu for that annotation.	
Click and hold for 3 seconds to add a third annotation to a different part of your asset. Click and use your mouse movements to zoom in and out and to rotate your asset to find the right place.	
Select Video. Then copy and paste a relevant video from YouTube into the box. Save. **Pro Tip**: Searching media is more fun with AI!! Switch to the mobile app to use AI to search for content based on the annotation label.	
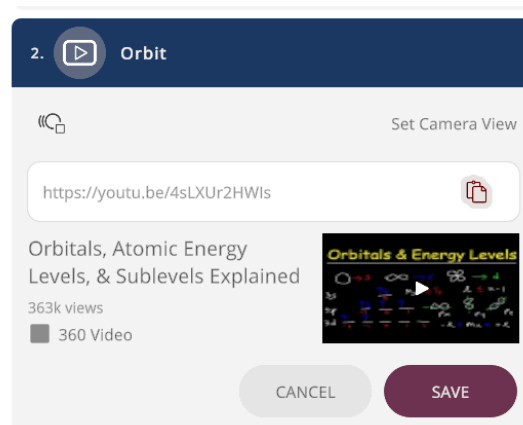
A 3D Recording allows the instructor's movement (moving and resizing the model), interactions (pointing to a particular area, pulling apart, putting together the model), and voice to be recorded.

Select the purple + button at the bottom right of the screen. Then select 3D Recording.

Select the red circle to begin recording. Talk, interact with and move the model. Select the red square to stop recording. Remember, you can delete if you are not happy with the recording with the trashcan icon.

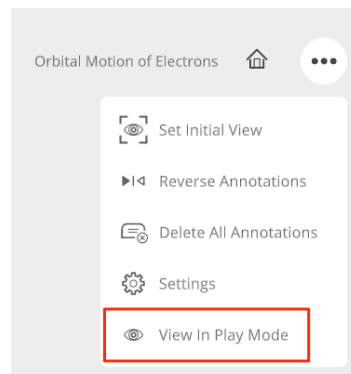*For more information on 3D Recording, please see the activities area in the FAQ below.*
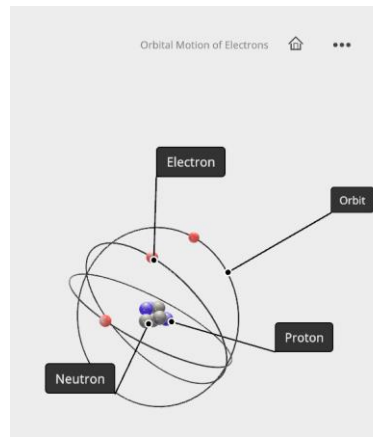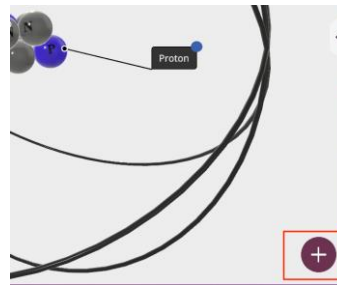
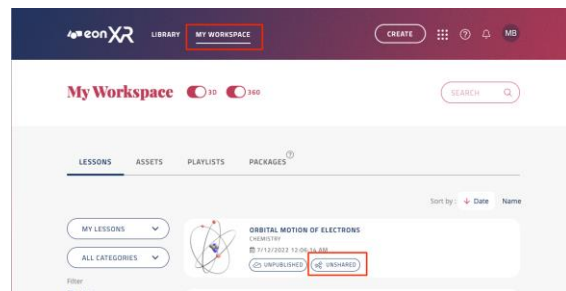The 3D recording will appear in the activity menu.
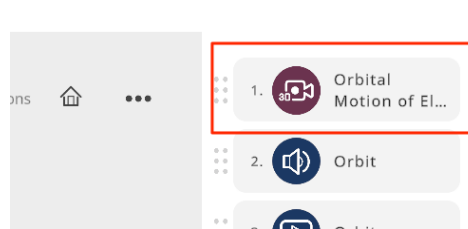
Step 3: Experience as Viewer

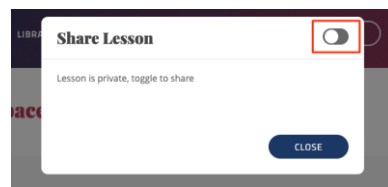|	
Use the three dots at the top to select the menu to experience the lesson as a viewer by selecting View in Play Mode. Navigate the experience as a viewer, then switch back to make adjustments, if desired.	

Step 4: Share with Others

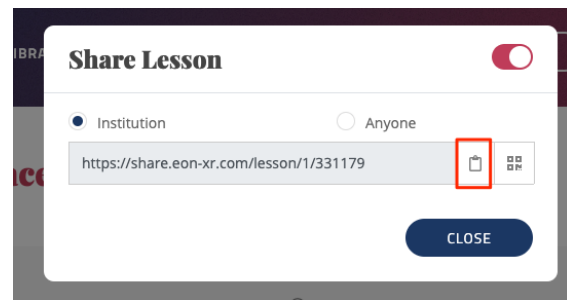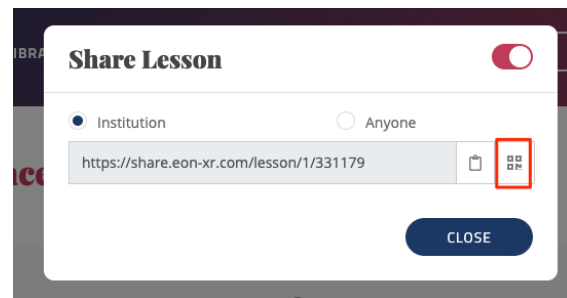|	
From the webpage for EON-XR, select My Workspace. Then select the **Unshared** tab.	
Toggle (move the button) the option to share the lesson.	

Then decide how to share. You can share using a **link** or with a **QR code**. The QR code is easily downloaded as an image to be used in documents, emails, etc.

Share Via URL:

Create a QR code to scan:
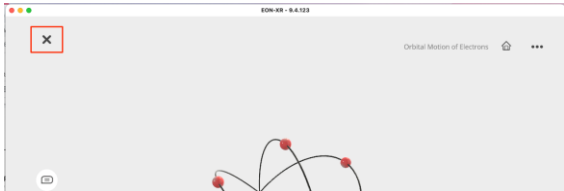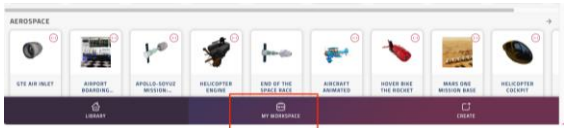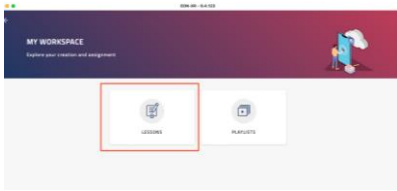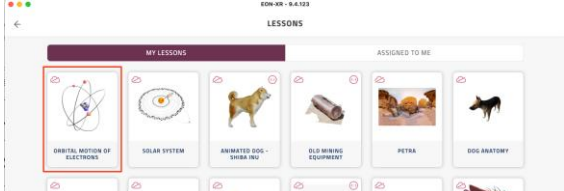

Add to the LMS.

Once the LMS has been connected by an administrator, the EON content can be added to lessons as an external tool.

Open the lesson, select the option for an external tool, and the EON option will bring up your menu of lessons to link.

Find more detailed LMS information on the website:
https://eonreality.com/platform/resources/
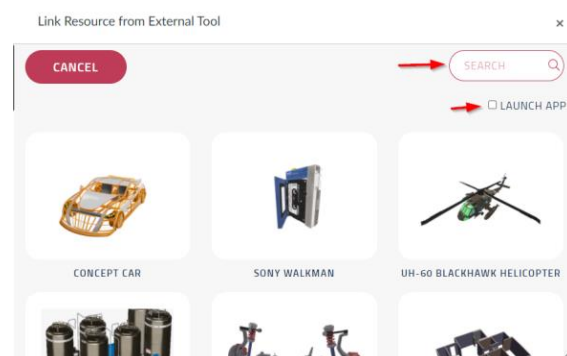
Frequently Asked Questions

How do I save and exit?	
Use the X in the upper left hand corner to exit at any time. Your progress will be saved automatically.	
How do I find my lesson later?	
Return to your lesson by opening EON-XR, and selecting My Workspace.	
Select Lessons	
Select the lesson you need to continue	

Use the pencil in the upper left blue area to continue your work.

Use the share icon in the upper right to share this lesson with someone else.

See the FAQ for how to share a lesson.
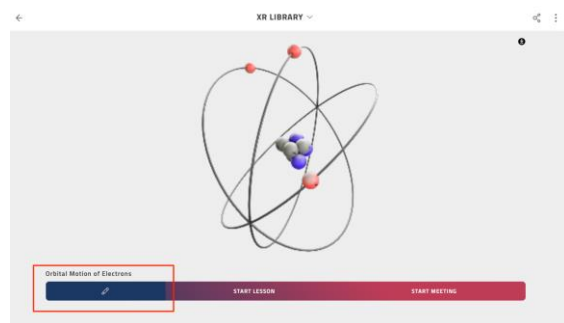
What are Assets?

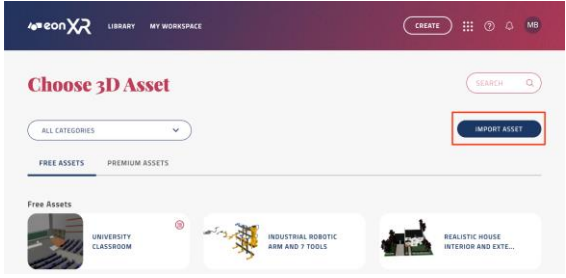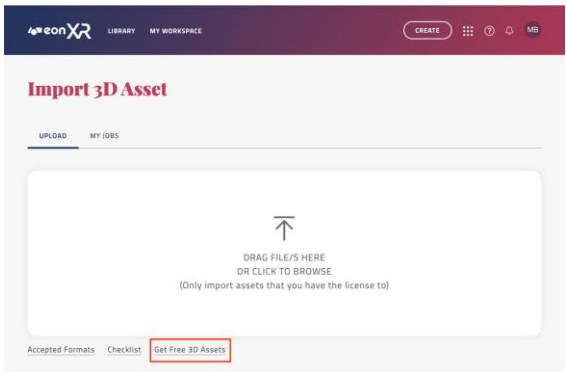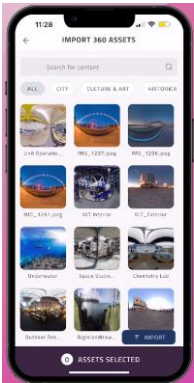Asset: Any 3D model or 360 image you will use in your lesson. This is the thing that your learners will engage with in your lesson.

What kind of assets can I use?

3D Asset: Selecting from the shared library.

360 Asset: A 360 or panoramic photo from the shared library.

|	
Import Asset: use this function if you have a model to be uploaded. A list of accepted 3D file formats is available on the import page.	
Use Get Free 3D Assets to be redirected to Sketchfab to download and import a model. **Pro Tip:** Importing a model is more streamlined on mobile! From the mobile app the download from Sketchfab and import into EON-XR is done for you. You can access your lesson easily from desktop or mobile.	
Library of 3D Assets: These are 3D model assets that have been shared to the library. Users can rotate, resize, pull apart, and put back together these models (dependent on layers built into the model)	
Library of 360 Assets: These are images that were taken with a 360 camera or in panoramic mode. They allow users to move around within the image.	

|	
Import from Sketchfab: This is an easy way to browse the external app, Sketchfab, for models that don't already exist in your library. *Notice that EON-XR connects you directly to the Sketchfab application. No need to log in separately.*	
My Jobs: These are assets that have been imported from another application, or uploaded by you. This menu will include any assets you have uploaded to EON-XR.	
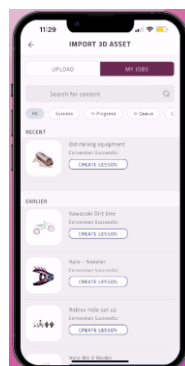
What activities can I use?

Activity Options: Audio, Video, Identify, Locate, Quiz, 3D Recording, 3D Recording Assessment (repeat the steps originally given), PDF, and image.

Activities can be added to the asset as a whole (use the purple +) or to an annotation (use the blue +).

Activities are designed to transfer knowledge: audio, video, 3D recording, PDF, and image OR to assess understanding: Identify, Locate, Quiz, 3D Recording assessment.
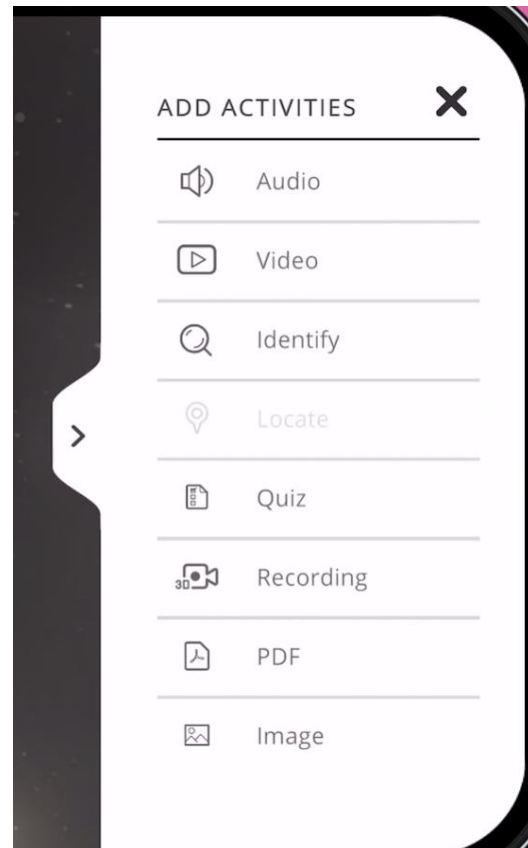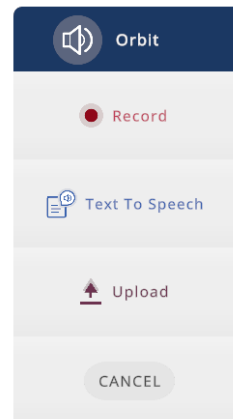
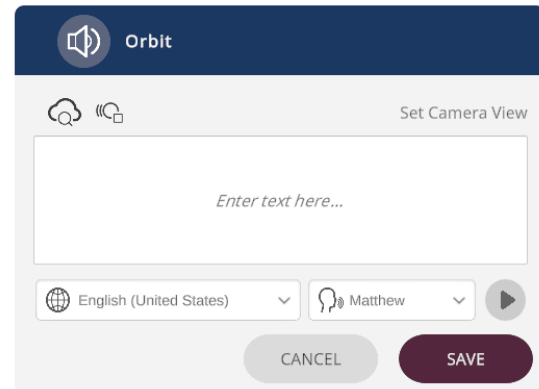| Knowledge Transfer Activities	
Audio	
Audio provides the ability to have audio played back for users who engage in this activity. 3 options to provide audio playback: record your voice, text to speech, upload.	
Record Audio Select the red circle to begin recording. Select the red square to stop recording. Save. Rotate the model to the view you wish the student to see when the audio is playing, then select the eye icon to set this view. Select the animation checkbox if you wish an animation to play while the audio is playing back.	
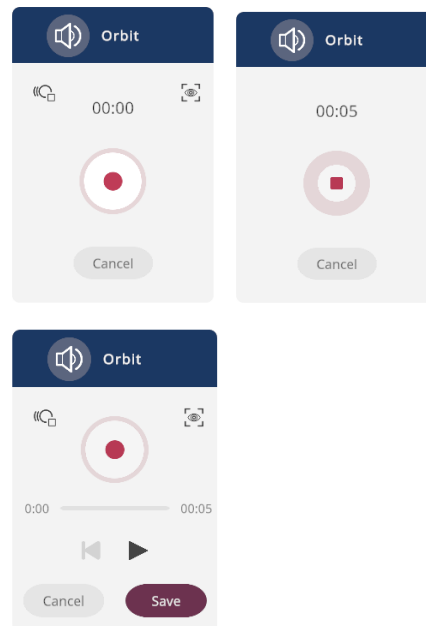
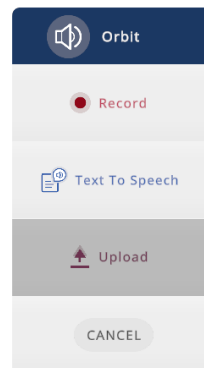|	
Text To Speech Type the words into the box you wish to be read in the language of your choice by the voice of your choice when the audio is played back. Save. The same view and animation options are available as when you record audio.	
Upload Audio The system will ask you to select the audio file from your computer. This will play when the viewer engages in this activity. The same view and animation options are available as when you record audio.	

Video

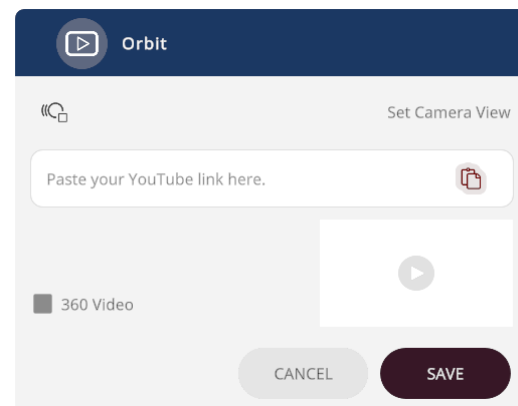|	
To add video, copy and paste a link from YouTube. Save. To set the model view when the user is watching the video, select Set Camera View. To play an animation while the video is playing, select the animation icon.	

If the video has 360 capability, select the checkbox to enable the viewer to move the view around while the video plays back.

Pro Tip: Switch to the mobile app to use AI to easily search for videos from within EON-XR.

3D Recording

A 3D Recording allows the instructor's movement (moving and resizing the model), interactions (pointing to a particular area, pulling apart, putting together the model), and voice to be recorded.

You will only find the 3D Recording option when adding activities to the model level (not an annotation). Use the purple + button.

Select the red circle to begin recording. Select the red square to stop recording.

Select the 3D graduation hat checkbox to make a 3D Assessment from your steps. A 3D assessment will ask a student to repeat the steps you recorded in the 3D Recording of taking
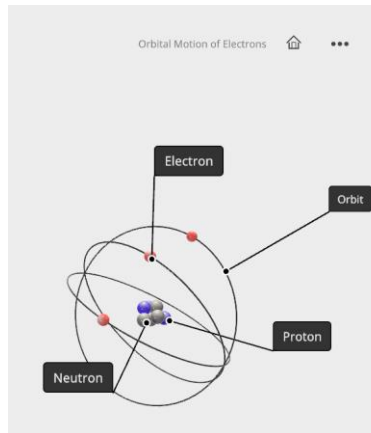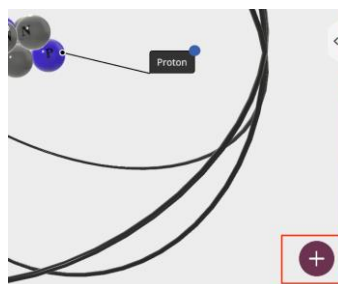
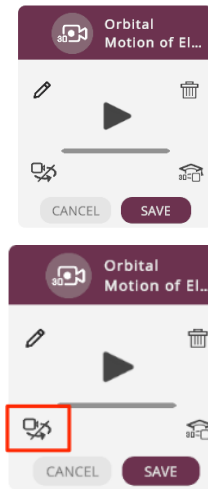|	
the model apart and putting it back together step by step. The camera with circular arrow icon allows you to toggle the view of the 3D playback between first person (as you see the model when recording) and third person (with a hand/avatar pointing at the things you were pointing at while recording). The default view is 3rd person.	

PDF

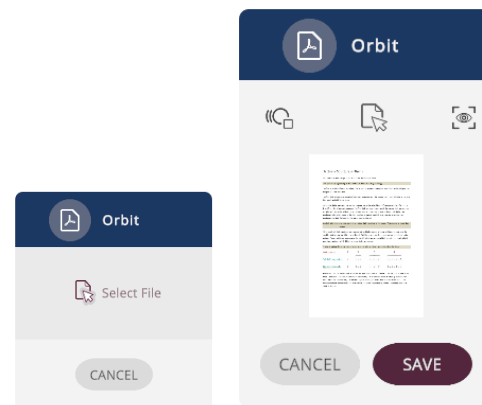|	
Upload a PDF for online viewing by selecting the file from your computer. Save. To set the model view when the user is accessing the PDF, select the eye icon. To play an animation while the PDF is being accessed, select the animation icon.	

Image
Upload an image for online viewing by selecting the file from your computer. Save. To set the model view when the user is accessing the image, select the eye icon. To play an animation while the image is being accessed, select the animation icon.	
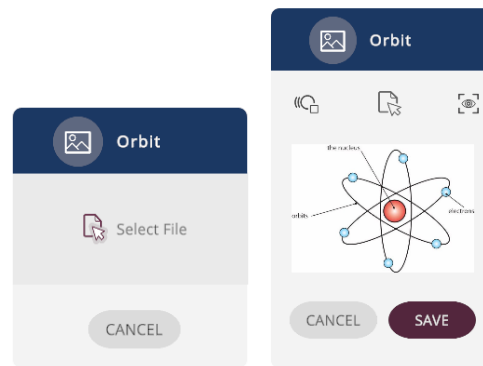
Assessment Activities

Identify

Identify asks the viewer to type (or speak if using dictation) the name of the annotation in a given timeframe.

Select the + next to the annotation you wish the student to identify, then select Identify.

Adjust the time to complete the task, if desired.

To set the model view when the user is being asked to identify the part, select the eye icon.

To play an animation when the user is being asked to identify the part, select the animation icon.
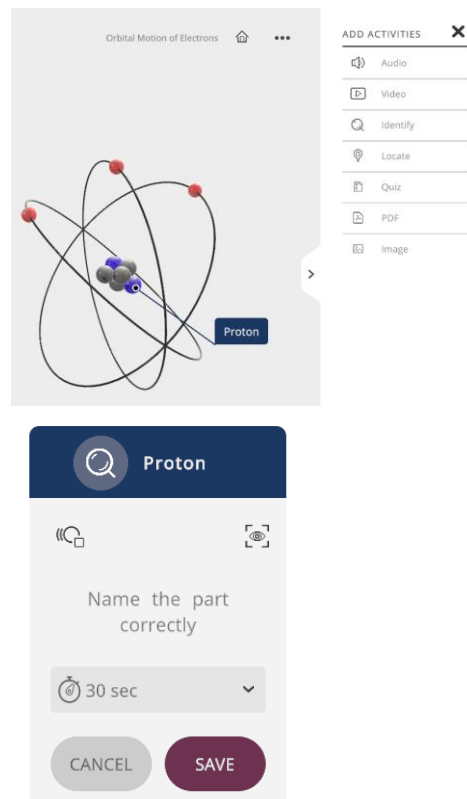
Locate

Locate asks the viewer to select the part of the model with the annotation in a given timeframe. *This option is only available at the annotation level.* It is grayed out at the model level (purple +).

Select the + next to the annotation you wish the student to locate, then select Locate.

Adjust the time to complete the task, if desired.

To set the model view when the user is being asked to locate the part, select the eye icon.

To play an animation when the user is being asked to locate the part, select the animation icon.
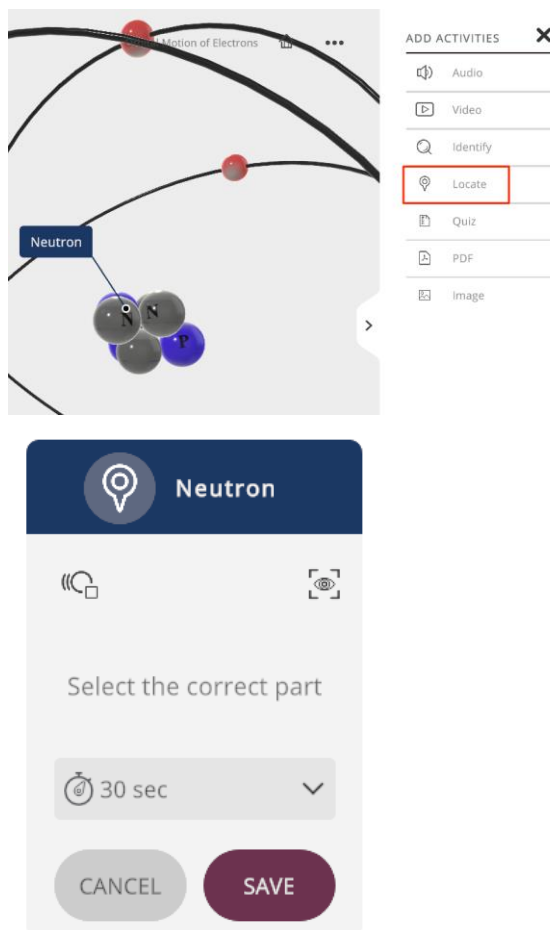
Quiz

The quiz activity provides the opportunity to ask a multiple choice or multi-select type of question. By default, it will ask viewers to identify using the annotation names in the model in a given timeframe. However, the question can be edited.

Select the + next to the annotation you wish the student to identify as the answer to the question, then select Quiz.

Adjust the time to complete the task, if desired.

To set the model view when the user is being asked to answer the question, select the eye icon.

To play an animation when the user is being asked to answer the question, select the animation icon.
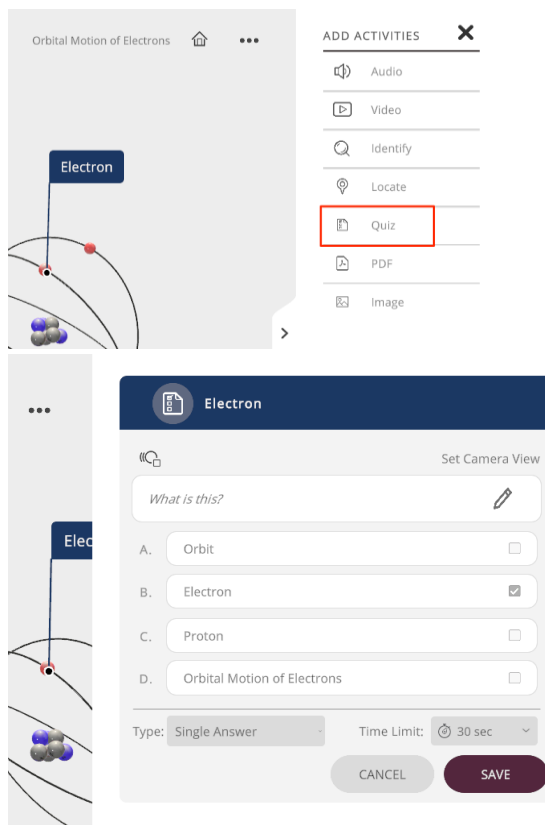
3D Assessment

3D assessment is only available as part of 3D Recording. The 3D assessment asks a viewer to repeat the steps they see in a 3D recording. It is best used with assets that have multiple parts that need to be taken apart and put back together.

From a 3D recording, select the checkbox in the graduation hat icon, to make the assessment from your 3D recording.

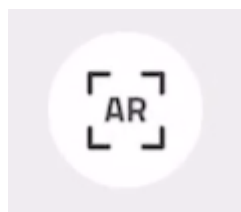This will appear as a separate item in the activity list for the viewer.
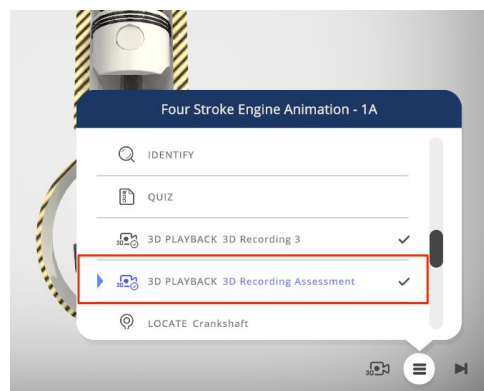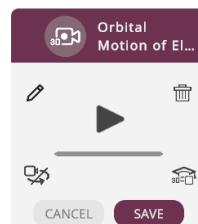
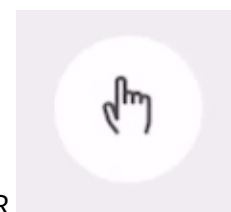## What do all the buttons on the left of the screen mean?

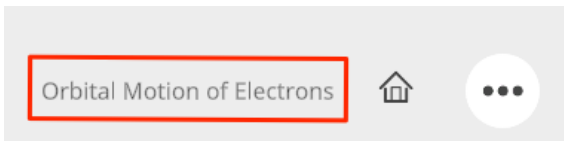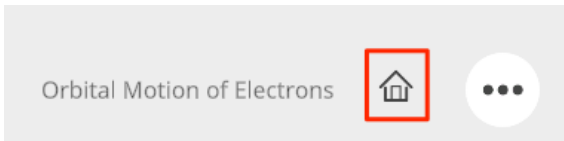|	
Closes the lesson. All your work is automatically saved. You can return again by going to My Workspace > Lessons.	
AR is Augmented Reality, and gives you the ability to project and interact with the asset in your environment.	OR

|	
This "touch" icon will move your experience out of AR mode, and back into "touch" mode. Touch mode allows you to explore the asset from your screen with a plain white background.	
The annotation button shows/hides all annotations on the asset. Select it once to show all. Select it again to hide all annotations.	
Expand/collapse layers button will pull the 3D model apart (if it has layers to pull apart) and then put them back together. Select it once to pull apart, and again to put them back together. If the model does not have layers, this button will not create any action in the model.	
X-Ray vision button will allow you to see inside the model if the model being used has this ability. If it does not, this button will not create any action in the model.	
Animation button will cause the animation to play, if the model is built to include an animation.	

Hide menu button will make the left button menu disappear. Click it again to make it reappear.	

What do the buttons on the top mean?

The title on the left indicates the name of the model. This title is associated with the model as it was imported, and is not editable.	
The home icon will reset the model to the initial view as set by the lesson author.	
The 3 dots on the far right of the top menu will open an activity menu. Depending on the device and mode you are using, the menu will be slightly different. **Set Initial View**: when viewers first open the model, and when selecting the home icon, this is the view to which the model will reset itself.	On Desktop:

Reverse Annotations: tap to enable a different view of the annotations on the model.

Delete All Annotations: When a model is imported from another source, it may have many annotations you do not need. Use this to easily remove them all.
Settings: Allows you to toggle shadows and high dynamic range (HDR) on your 3D model.

View in Play Mode: Preview this lesson as a student.
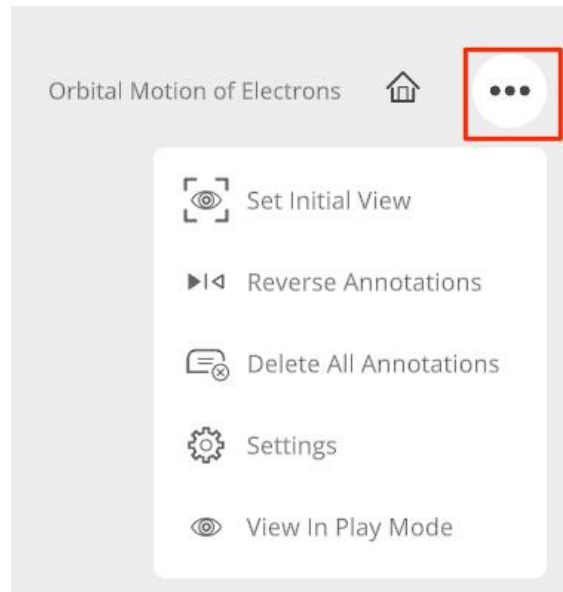
Why can't I move the part of the asset/model?

Moving the 3D model as a whole is done by selecting it once, then using your mouse or finger (if on touch screen) to rotate and resize the model.

Click and hold to isolate one part of the model. You know it is isolated when it is outlined in yellow.

Then while still holding, move your mouse or finger to make the part of the model move.