EON-XR Lesson Creation Quick Start: Mobile

Use this guide to create your first lesson using EON-XR on your mobile device. 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.
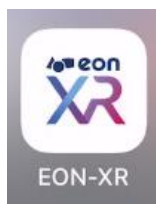
Mobile Tips:
- The app pulls a lot from your battery, make sure your phone is charged or you have your charger cord handy.
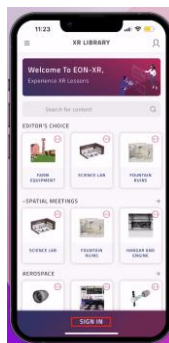- Access to wifi or cellular data is required.

Step 1: Create a 3D Model

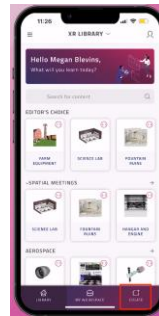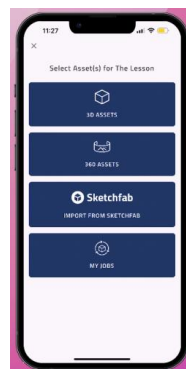|	
Open the app on your phone or tablet. *Note: EON-XR application is available for iOS and Android platforms in your mobile device's app store.*	
Sign In with your email address.	

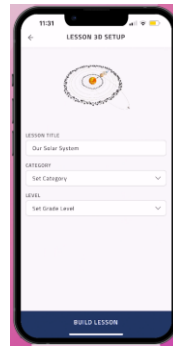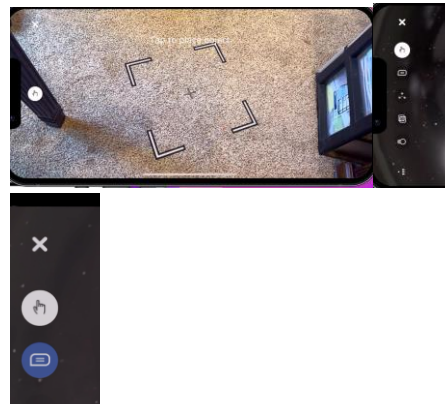|	
Select the **Create** button located in the lower right hand corner of the banner.	
Select the first option **3D Asset** type for your lesson. **Asset**: Any 3D model or 360 image you will use in your lesson. This is the model or environment that your learners will engage with in your lesson. *For more information on assets please see the FAQ below.*	
Select an asset for your lesson from the 3D Asset library. *For more information on other asset libraries please see the FAQ below.*	

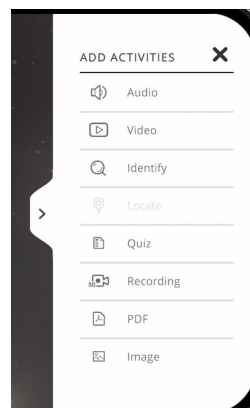|	
Add a title, category, and level, then select Build Lesson.	
The application will request you to add the asset to your environment. Add the model, then, **switch to touch mode** by selecting the pointer finger icon in the upper left. You know you have done this if the background of the experience switches to a solid background instead of the world around you. *We will switch back to AR mode at a later step.*	
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.	
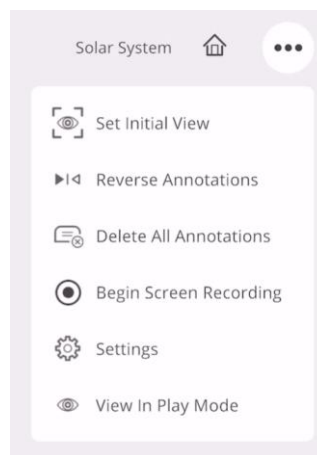
Step 2: Add Activities to 3D Model (Media & Assessments)

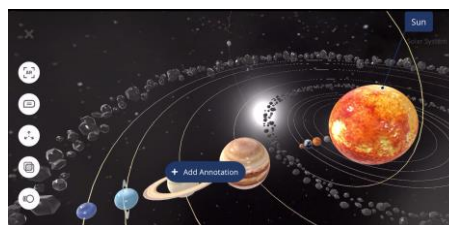|	
Tap and Hold for 3 Seconds on a spot of your model to add an annotation. Use your fingers to zoom into a specific piece of the model and to rotate the model.	
Select **Audio** from the list. *For more information on other activity options please see the FAQ below.*	
Select **Record** and record yourself 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.*	
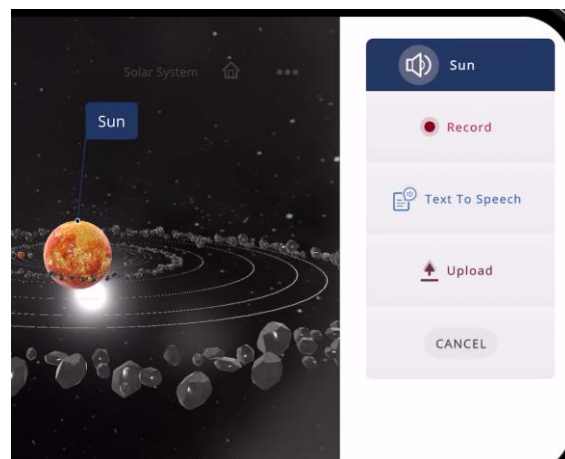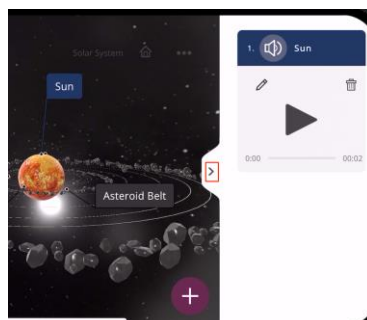
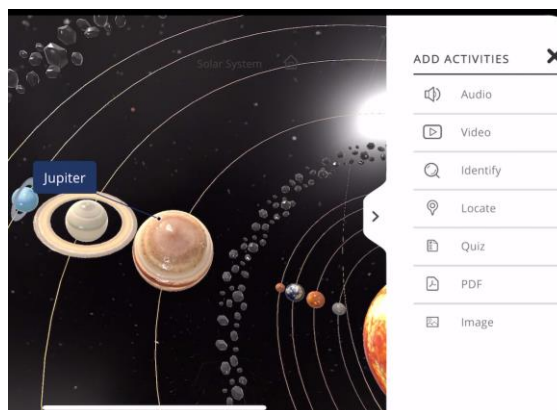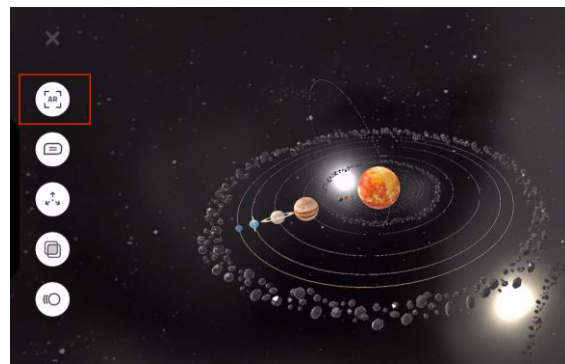|	
Use the carrot to hide the activity menu for that annotation.	
Press and hold for 3 seconds to add a second annotation to a different part of your asset. Use 2 fingers to zoom in and out and to rotate your asset to find the right place.	
Select the plus sign next to your annotation to add an activity. This time select **Locate**. A **Locate** activity will ask the learner to find a specific part of the model, and then to tap and hold on it to select it. *For more information on activities please see the FAQ below.*	
• 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.	
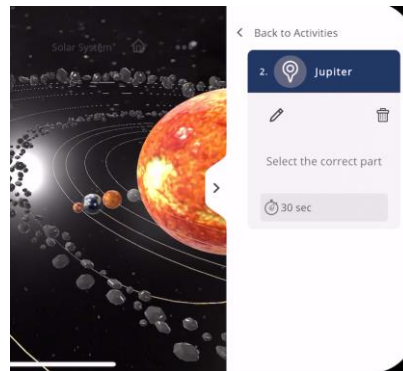
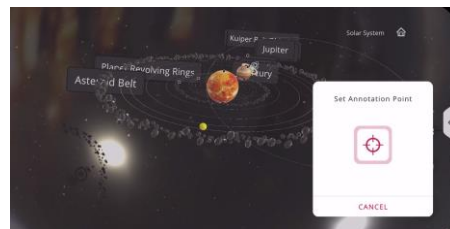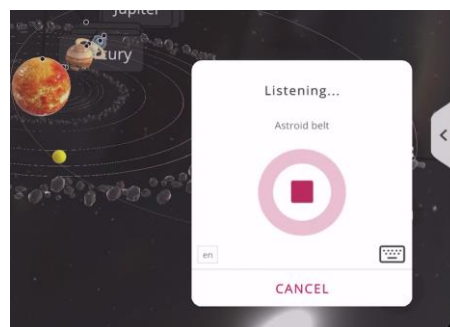|	
Use the carrot to hide the activity menu for that annotation.	
Use the **AR button** located in the top left corner to switch back to AR mode, and place the object in the environment around you.	
Use the **+ icon** in the lower right corner to add an annotation in AR mode.	
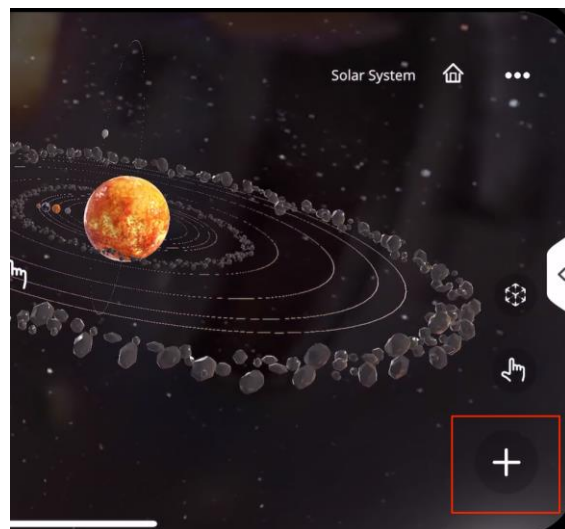
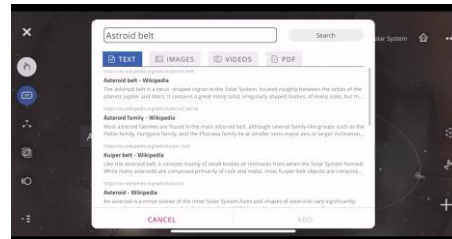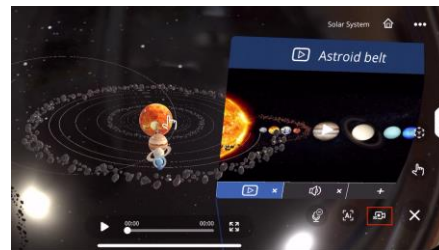|	
Select the microphone.	
Then move your mobile device to place the blinking yellow dot on the part of the model where you wish to add your annotation. Select the crosshairs when satisfied. *Note: This is the way to add an annotation in AR mode. In touch mode, you tap the screen and hold for 3 seconds.*	
Speak the name of the annotation, then select the stop icon.	
Then select **Add Annotation Media**. This will allow you to use AI (*think a Google search!*) to add content to your label.	
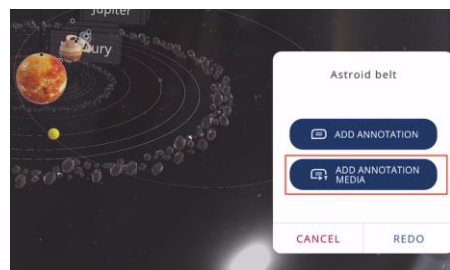
|	
Select one text option, then select the video tab, and select one video. Then **Add**. *For more information on other media options please see the FAQ below.*	
Select the **+** button at the bottom right and then select the **3D Camera** button to create a 3D recording. This gives you the opportunity to record yourself talking to your viewers while manipulating the model.	
Select the **red circle** to begin recording. Select the **red square** to stop. Use the black **x** to close.	
The 3D recording will be in the activity menu.	
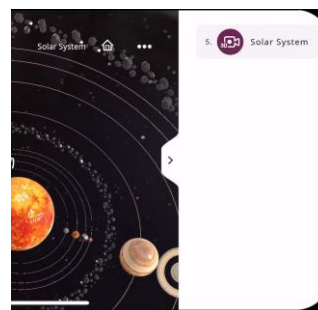
Step 3: Experience as Viewer

Use the **three dots icon** 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.
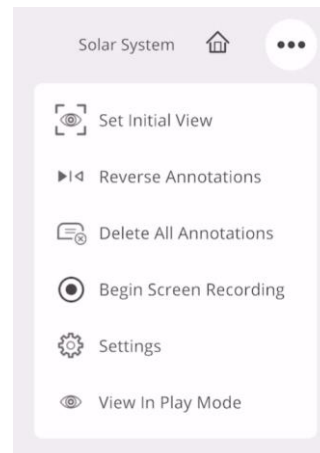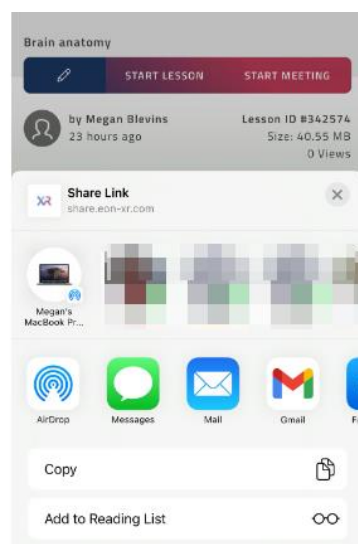

Step 4: Share with Others

Sharing From Mobile

From the lesson screen, in the upper right hand corner, select the Share icon.
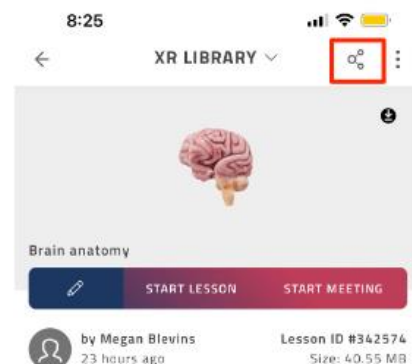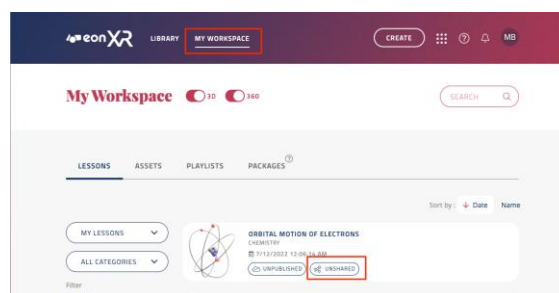
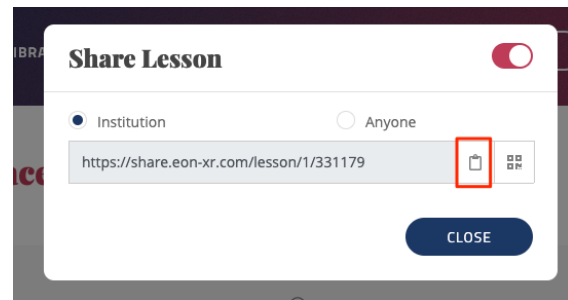|	
Your mobile device will prompt you to share the link to the lesson via text message, email, etc. You can send it to yourself, and then use it as desired, such as in your syllabus, on a document, via email with students, etc. *Note: This is not the only way to share. You may prefer to share your lesson through the LMS or Desktop options. See below.*	
## Sharing From Desktop	
From your desktop, navigate to the EON-XR webpage, select **My Workspace**. Then select the Unshared icon.	
Select the button to move it to enable the option to share the lesson.	
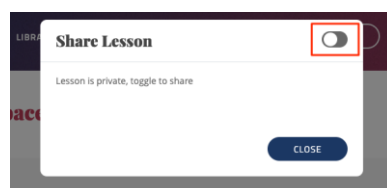
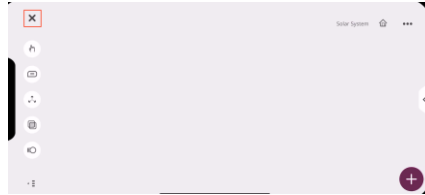|	Share Via URL:
Then decide how to share. You can share using a **link** or with a **QR code**. The QR code is easily downloaded as an image to be used in documents, emails, etc.	Create a QR code to scan:
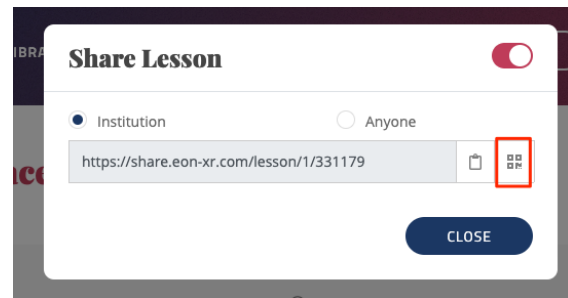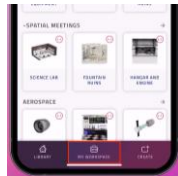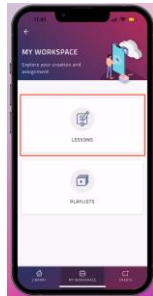
## Adding to the LMS	
Once the LMS has been connected by an administrator, the EON content can be added to lessons as an external tool. Open the lesson, select the option for an external tool, and the EON option will bring up your menu of lessons to link. Find more detailed LMS information on the website: https://eonreality.com/platform/resources/	
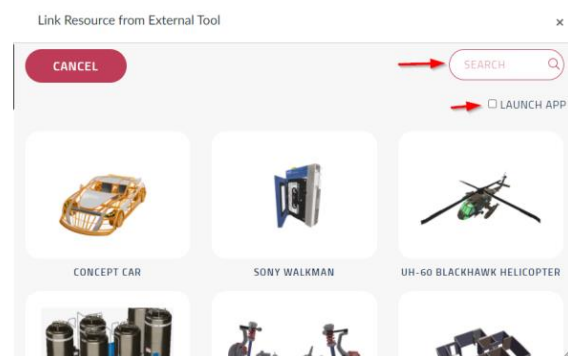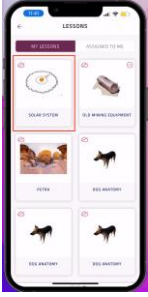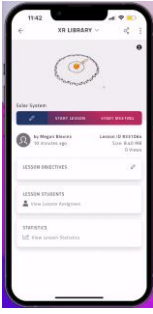
Frequently Asked Questions

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 through **My Workspace**.	
Select **Lessons**	

Select the lesson you need to continue	
Use the pencil in the upper left blue area of the banner to continue your work. Use the share icon in the upper right to share this lesson with someone else. **Pro Tip**: Switch to the desktop at this point to share more easily.	

What are Assets?

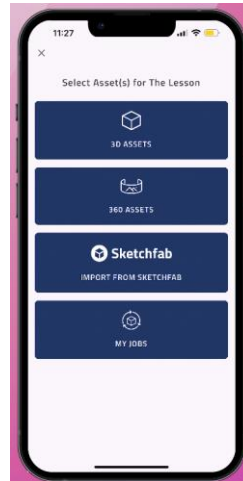|	
Asset: Any 3D model or 360 image you will use in your lesson. This is the thing that your learners will engage with in your lesson.	

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. Sketchfab: Import a 3D model directly from Sketchfab. My Jobs: Import an asset you have imported into EON-XR. This could be a 360 image or a 3D model.	
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.	

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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.	
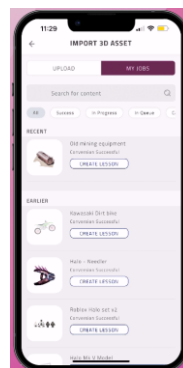
What activities can I use?

Activity Options in Touch Mode (does not use AI): Audio, Video, Identify, Locate, Quiz, 3D Recording, 3D Recording Assessment (repeat the steps originally given), PDF, and image.

Activity Options in AR Mode (uses AI): Text, Image, Video, PDF.

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

Activities are designed to relay knowledge: text/audio, video, 3D recording, PDF, and image OR to train/assess: Identify, Locate, Quiz, 3D Recording assessment.
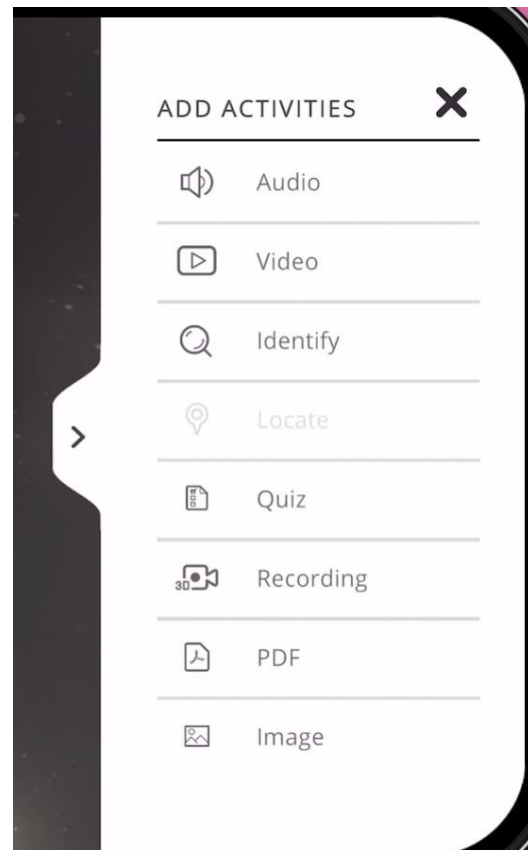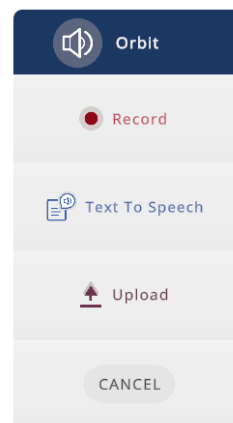
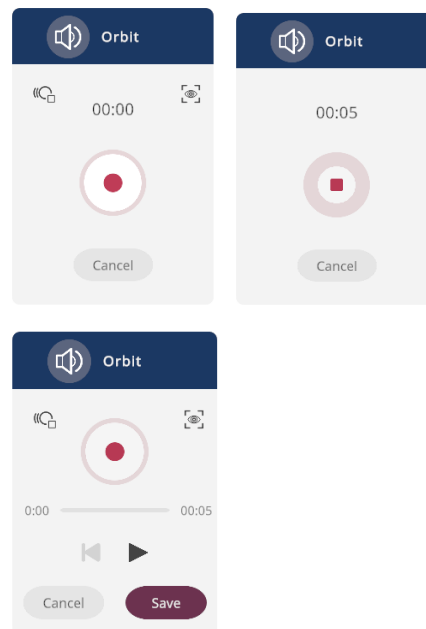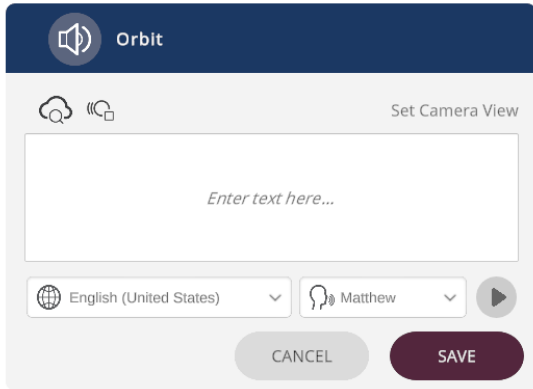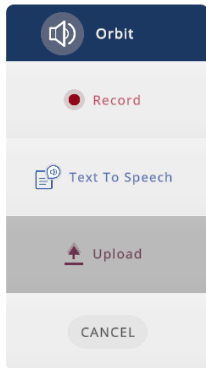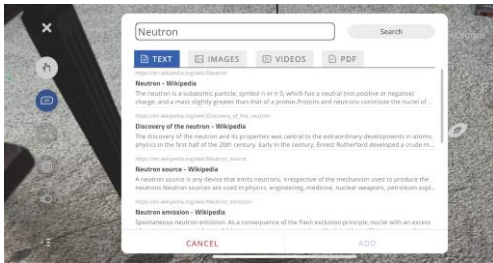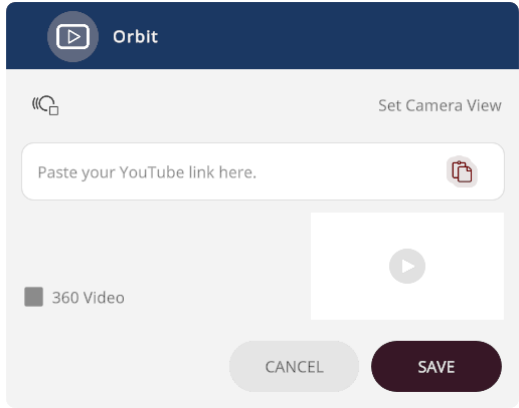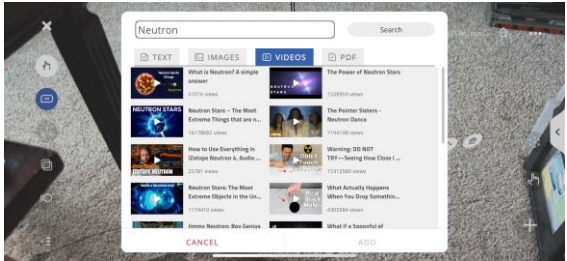| Knowledge Transfer Activities	
Audio	
Audio provides the ability to have audio played back for users who engage in this activity. In touch mode, the options for adding audio are the same as the desktop experience. A text option is also included in AR mode. 4 options to provide audio playback: record your voice, text to speech, upload.	
Record Audio (Touch Mode) 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 (Touch Mode) 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 (Touch Mode) 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.	
Text (AR Mode) Select the + next to the annotation and browse the text options from websites to add automatically.	
Video	
In the mobile app, video can be added using AI (AR mode) or through	

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copy/paste of a URL as in the desktop lesson creation (Touch Mode).	
From URL (Touch Mode) Select the + next to the annotation. 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.	
Browse Videos using AI (AR Mode) Select the + next to the annotation, and let the AI help you find a resource. Select it from the screen, then select Add.	

PDF

PDF (Touch Mode)

Upload a PDF for online viewing by selecting the file. 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.

PDF (AR Mode)
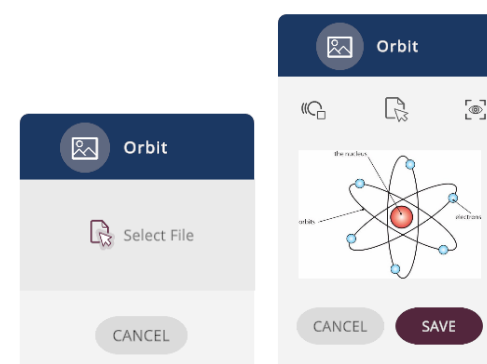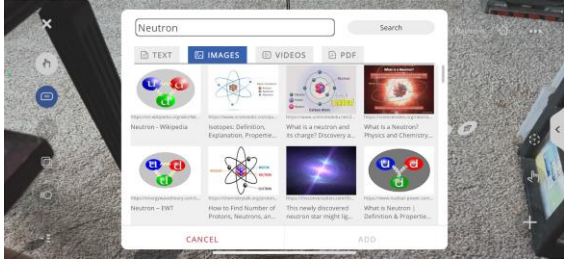
Select the PDF from your device, then Add.
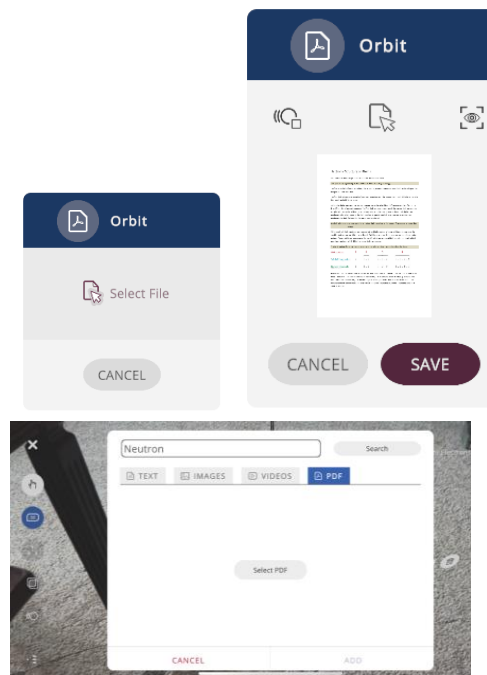

Image

Touch Mode:
Upload an image for online viewing by selecting the file from your device. 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.	
AR Mode: Images are automatically linked from the internet. Select the image and then select Add.	

3D Recording

AR Mode	
Select the plus button at the bottom right and then select the 3D Camera button to create a 3D recording. This gives you the opportunity to record yourself talking to your viewers while manipulating the model.	
Select the red circle to begin recording. Select the red square to stop. Use the black x to close.	
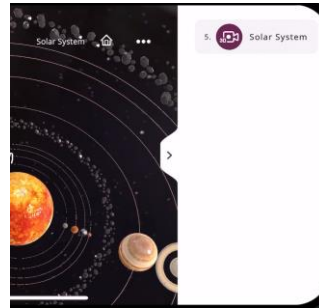
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The 3D recording will be in the activity menu.	
Touch Mode A 3D Recording allows the instructor's movement (moving and resizing the model), interactions (pointing to a particular area, pulling apart, putting together the model), and voice to be recorded. 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.	
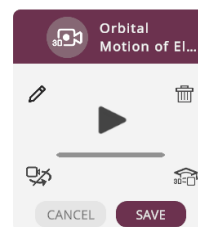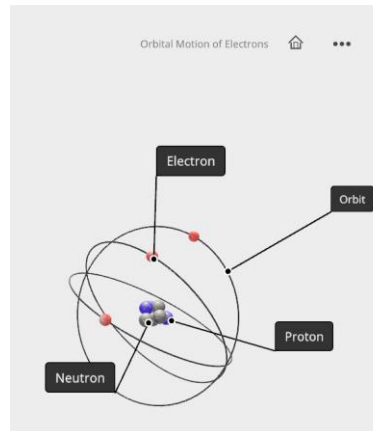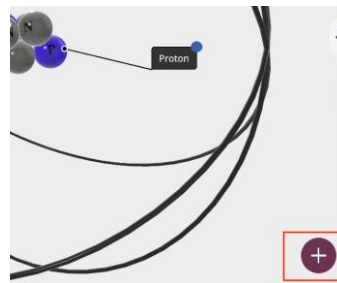
The camera with circular arrow icon allows you to toggle the view of the 3D playback between first person (as you see the model when recording) and third person (with a hand/avatar pointing at the things you were pointing at while recording). The default view is 3rd person.	
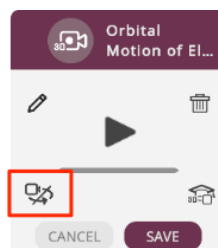
Assessment Activities (Touch Mode Only)

Identify

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Identify asks the viewer to type (or speak if using dictation) the name of the part of the model in a given timeframe. The part of the model is highlighted, and the viewer must identify it, they speak or type what it is. From Touch Mode, 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.	
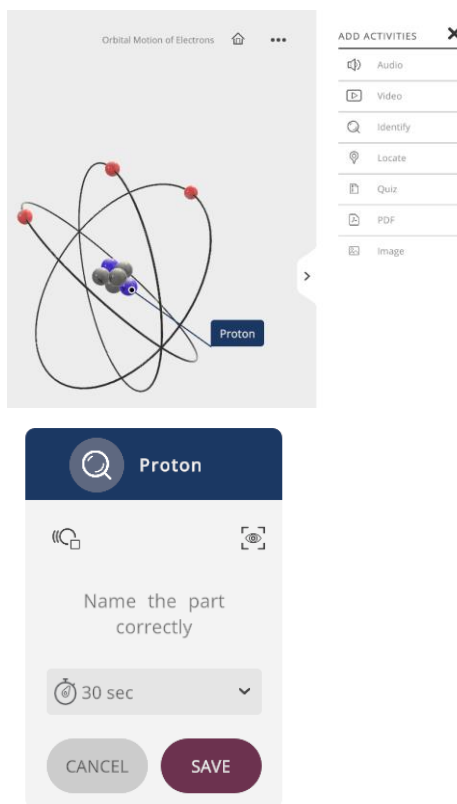
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To play an animation when the user is being asked to identify the part, select the animation icon.	
Locate	
Locate asks the viewer to select the part of the model that is being named. Here the viewer is given a name, and they must select the part from the model. *Locate is only available at the annotation level.* It is grayed out at the model level (purple +). From Touch Mode, 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. ● Before selecting save, move the model to the view you wish the	
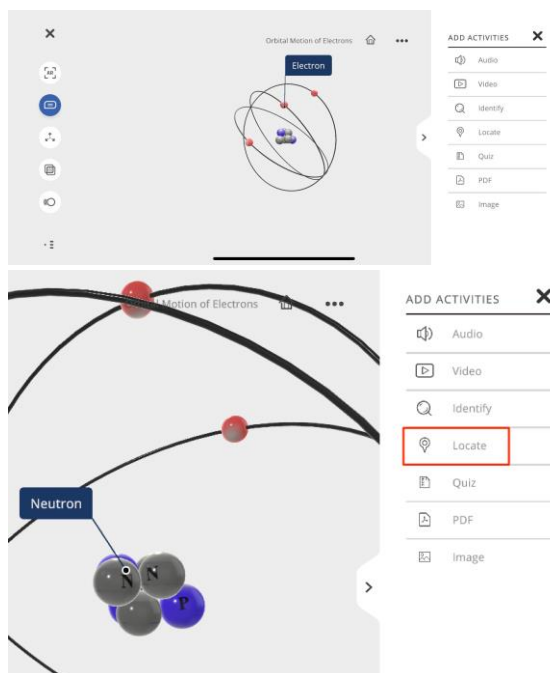
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viewer to have when being asked to locate this part of the model. ● Then, select the eye icon in the gray box to lock in that view. ● Then save.	
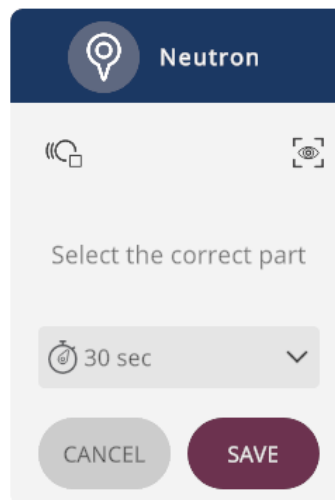
Quiz

Touch Mode Only Quiz 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.	
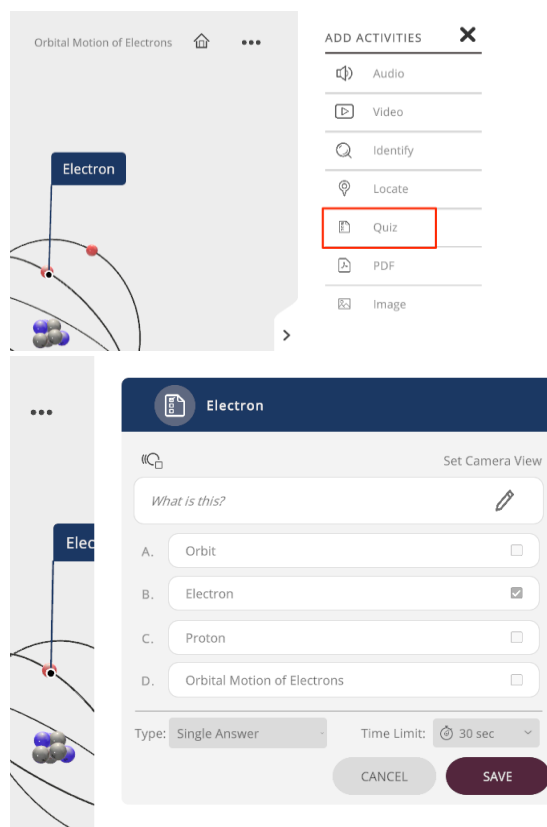
|	
To set the model view when the user is being asked to answer the question, select the eye icon. To play an animation when the user is being asked to answer the question, select the animation icon.	

3D Assessment

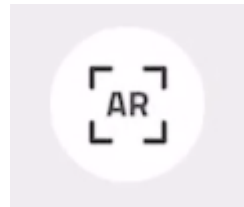|	
3D assessment is only available as part of 3D Recording. The 3D assessment asks a viewer to repeat the steps they see in a 3D recording. It is best used with assets that have multiple parts that need to be taken apart and put back together. From a 3D recording, select the checkbox in the graduation hat icon, to make the assessment from your 3D recording. This will appear as a separate item in the activity list for the viewer.	
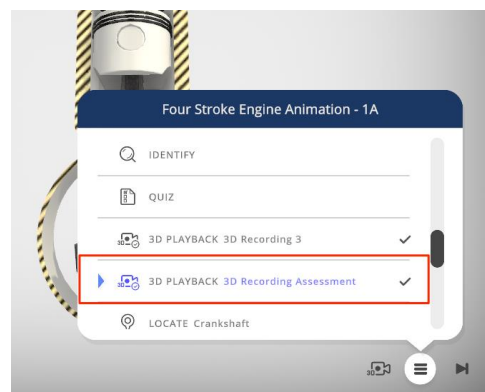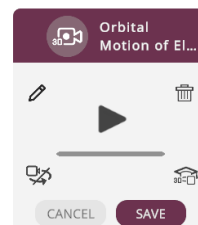
What do all these buttons on the left of the screen mean?

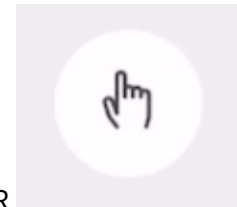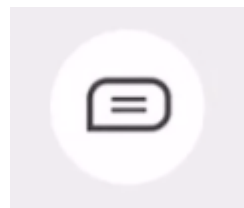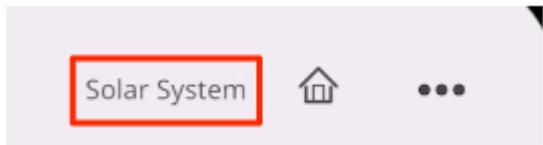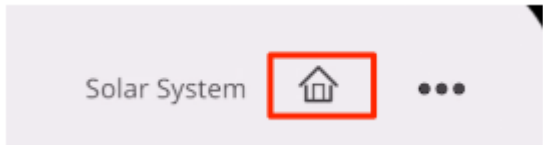|	
Closes the lesson. All your work is automatically saved. You can return again by going to My Workspace > Lessons.	✖
AR is Augmented Reality, and gives you the ability to project and interact with the asset in your environment. This "touch" icon will move your experience out of AR mode, and back into "touch" mode. Touch mode allows you to explore the asset from your screen with a plain white background.	[AR] OR 👆
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.

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.
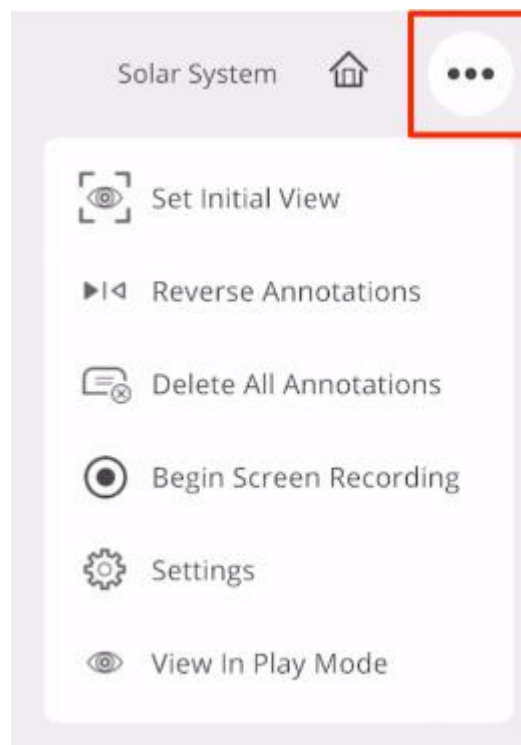
Begin Screen Recording: record screen and audio from your device. Excellent for providing video overview of using the lesson.

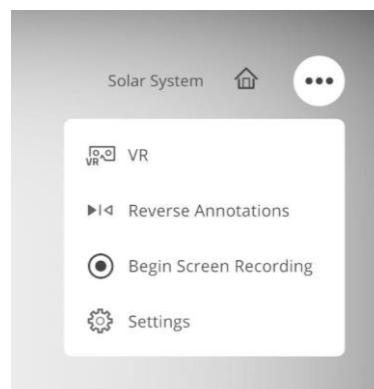**Settings**: Allows you to toggle shadows and high dynamic range (HDR) on your 3D model.

View in Play Mode: Preview this lesson as a student.

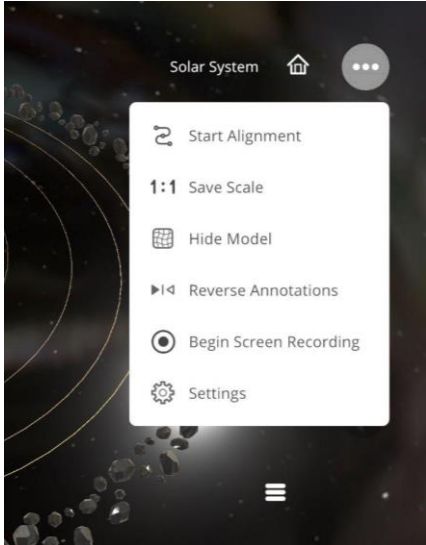**VR**: Toggles experience to VR for using mobile VR headsets.

On Mobile:

On Mobile in Touch Mode:

On Mobile in AR mode:

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.