



EON-XR v9.5

AUGUST 2022



EON Metaverse Builder

QUICKSTART GUIDE



OVERVIEW

BUILDING YOUR FIRST METAVERSE EXPERIENCE

ADDING ADDITIONAL OBJECTS TO THE SCENE

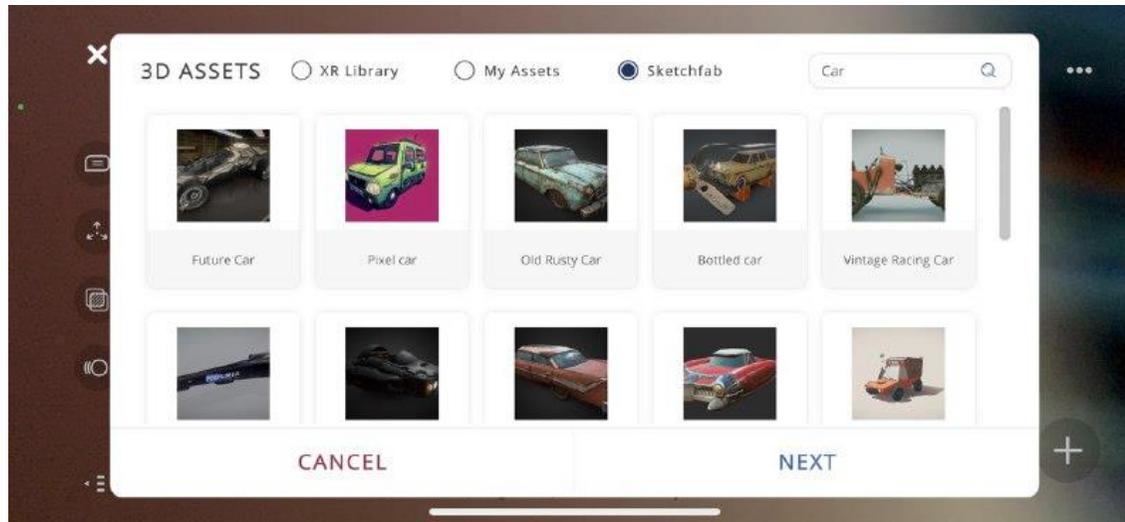
ADDING A KNOWLEDGE PORTAL TO AN EXISTING OBJECT

ADDING A MEMO TO AN OBJECT

ADDING ASSESSMENTS USING THE ASSESSMENT PORTAL

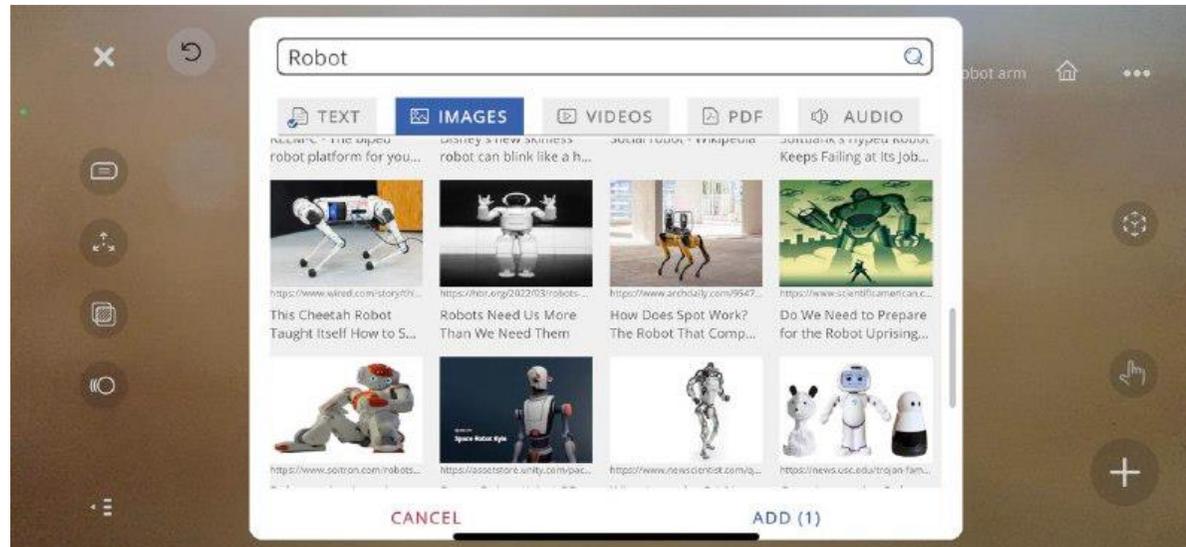
GETTING HELP

With the 9.5 release of EON-XR, we are introducing a new product called **EON Metaverse Builder**. It offers a new experience where you can browse and compose multiple 3D objects together in 3D and AR, and then easily inject knowledge into them. Furthermore, while in 3D and AR mode, you can continue to add assessments using the new Assessment Portal, optimized for the new experience.



1. Select **Create** in the EON-XR mobile app.
2. Select **Metaverse Builder**.
3. The app launches in AR mode and you can add your first object by describing what you want to create and selecting the  icon. This brings up the voice recognition panel, where you can input the search word(s) either by voice or keyboard.
4. Based on the search words, the app presents the 3D objects matching these words, in the 3D Assets dialog:
 - XR Library** - display assets from the public XR Library
 - My Assets** - display assets from your own assets (that you have previously imported by other means)
 - Sketchfab** - display assets from Sketchfab, an external 3D repository with many models to choose from.

Note: When you choose an asset from this group, it is imported into the public XR Library in the background while it's being added to the current scene.
5. Choose one object and select **Next** to proceed.
6. Anchor the object to a surface location.
7. The object is downloaded to the anchored location, indicated by a spinning object.
8. It's possible to cancel the ongoing download by selecting the **x** in the progress label.
9. After the object has been added to the scene, the app will automatically prompt you to add a Knowledge Portal to the object. If you want to skip this part, select **Cancel** in the **Set Annotation** dialog. Otherwise, continue the steps below.
10. Choose a point on the object by targeting with your device and select the **Set Annotation Point** button. This creates the annotation point that the Knowledge Portal is linked to. Select **OK** to confirm the annotation point location.



11. The **SERP Knowledge** panel appears.
12. You can search for texts, images and videos and add them to the Knowledge Portal.
13. By default, the search words are taken from the same you used when searching for an object to add, but you can change this in the text field at the top of the SERP Knowledge Panel.
14. You can also add a PDF file or audio recording either by creating a new recording or using an existing recording from your device, to the Knowledge Portal.
15. Select **Add** to add the selected items to the Knowledge Portal. The number of items are displayed in the parentheses next to the **Add** button. You can add up to one item from each category.

If you want to add additional objects, just repeat the steps outlined in the section above.

If you have skipped adding a Knowledge Portal while adding the object, you can add it afterwards by using either the **Voice Annotation** or **AI Camera** tools. These can be found by selecting the + button in the lower right-hand corner.

Please refer to the EON Merged XR for more information on how to use these tools.

A **Memo** is a text element that you can create via speech or keyboard input, and then let the app read back the text out loud using synthesized voices. Depending on the language chosen, there are usually at least two voices to choose from (male and female).

To create a Memo:

1. Select the object you want to attach the memo to.
2. Select + button.
3. Select **Memo portal** button.
4. On the Memo portal, select the **Microphone** button to start recording the memo. (If there are memos created already, you need to select + button to create a new one, before you can see the Microphone button).
5. The words you speak now will be interpreted live and appear in the text field on the Memo portal.
6. If you want to speak in another language, change it in the **Voice Input** list. Note that the available languages in the list are the ones that you have installed currently in the system. If you want to use additional languages, select the + button beside the Voice Input list, which will take you to a system settings dialog where you can add additional voice input languages.
7. When you are done, select the **Stop** button.
8. If you need to adjust the recognized text, select the text field to edit it using the onscreen keyboard.
9. Choose a voice from the **Voice Output** list. This will determine how the memo sounds like when it is read back loud by the voice synthesizer. The list will vary depending on voice input language.
10. Finally, select the checkmark button to add the memo.

An assessment is an activity that assesses how well the learner has acquired the knowledge embedded in the object. There are several types of them and you can create all of them in the Assessment Portal, by following these steps:

1. Press + in the lower right corner.
2. Select **Assessment Portal** icon.
3. In the Assessment Portal, choose the type of assessment you want to create by selecting the corresponding tab.
4. Select + button on start creating a new assessment.
5. Depending on the assessment type, you will be required to fill in various information for the assessment.
6. Except for the 3D assessment type, the first thing you need to do is to select the *target* of the assessment. This is the part in the object that the assessment should be associated with:
 1. For Quiz, the target will be outlined when the quiz is running
 2. For Locate, the target will be the part that the learner has to locate
 3. For Identify, the target will be the part name that the learner states as the answer
7. To select the target part, choose one of the annotations in the 3D view and select the **Check** button to continue.
8. For objects imported from external sources such as Sketchfab, there is usually no annotation created to represent the parts in the object. In that case, you need to manually create an annotation:
 1. Select the **New Annotation** button.
 2. Use the device to aim and set a location on the object representing the part.
 3. Select **OK** to confirm the annotation point location.
 4. Give the name for the annotation by saying it.
 5. You can also select the **Keyboard** icon and type in the name using the onscreen keyboard.
 6. Select the **Stop** button to finish the voice input and finalize the creation of the annotation.
 7. This newly created annotation will be selected automatically as the target of this assessment, and you will be returning back to the Assessment Portal.
9. Fill out the rest of the parameters for the assessment in the Assessment portal.
10. Select the **Check** button to finalize the creation process.

Notes:

- Assessments that you have created will be listed on the left side. If you go to the **All-Assessments** tab, you will see every assessment created for the currently selected object.
- You can preview each assessment by selecting it in the list.
- To edit a selected assessment, select the **Pen** icon.
- To delete a selected assessment, select the **Trashcan** icon.
- Select the **Pin** button to make the Assessment Portal stick to the camera, which means no matter where you go, the portal will be right in front of you. Select it again to unpin it.
- The moment you unpin the portal, it will be pushed forward some distance in front of you (in 3D space) but inheriting the orientation you have on the device. This means that if you want to put the portal at an angle to your right, rotate first yourself to the right (with the device), and then select the Pin button. When you rotate back, the portal will stay put where it was.
- The same behavior applies also when you toggle the portal on and off using the Assessment portal button in the + button row at the bottom of the screen.
- This Pin is available for the Memo Portal as well and works exactly in the same way.

If you have forgotten or need to get a reminder of what each button does in EON Metaverse Builder, select the **?** button in the upper right corner. This will reveal a description for each button in the user interface. If you first select the **+** button and then select the **?** button, it will show you the description of the creation tools hidden inside the **+** button.