Intro to AR Workshop

Activity Instructions

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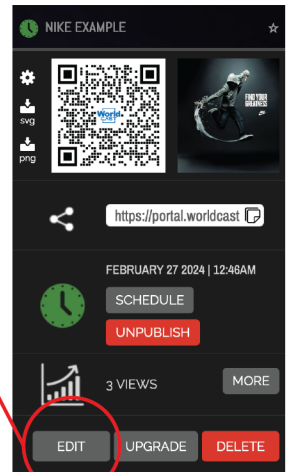
Getting Started

You should already be signed into WorldCAST and have a photograph pre-loaded into the software.
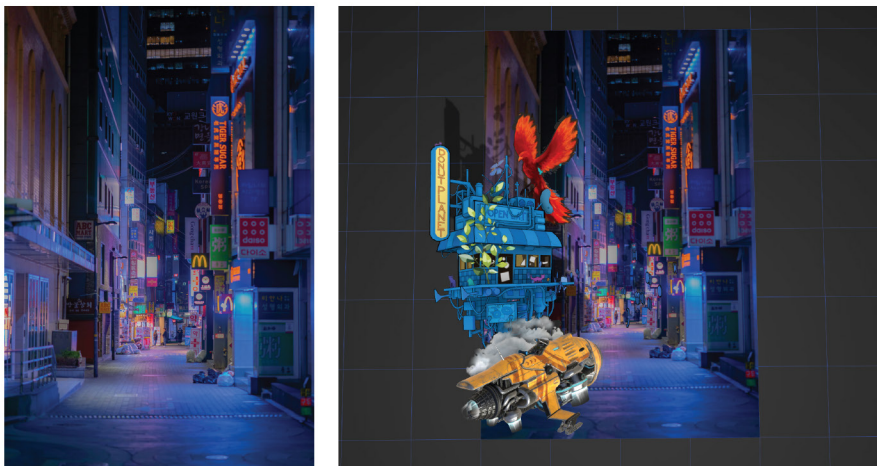

If you instead see a screen with different types of AR options, click on the 'folder' icon to the right, click on your group number, and press 'Edit.'

If you're not signed in at all, please come up to the front and let someone know.

Your Task

Add AR elements to your given location, and make it more fun, interesting, convenient and/or accessible. Blend reality with your imagination.

Here's an example of how AR can be used for a real cityscape. A mix of AR fantasy, sci-fi, and nature elements are creating a hovercraft going past a floating donut store. This experience is in the 'Example AR' packet.

How will this work?

In the 'Documents' folder on your computer, you'll find 4 asset libraries.

Fantasy

Futuristic/Sci-Fi

Nature

Everyday Objects

Use 3 assets from these libraries to transform the location in your photograph. Try to use assets from different libraries. Most importantly, don't stress too much about the prompt. **Experiment and have fun!**

Resources / Advice

Printed Resources

All assets in the 'Documents' folder will also be printed on a physical catalog. At the back of the catalog, you will find a place to either draw or cut out assets and experiment with your ideas.

Digital Resources

There are previews (in the form of videos/images) for all 3d models. **Please only use 1-2 three-dimensional models because they can signifcantly slow WorldCAST down.**

The tutorial video is also available in 'Documents.'

Roles

We recommend that you have roles in your team so that everyone is participating.

Role 1: Implementor

This is the person who imports and arranges assets into WorldCAST. **If you can, try to rotate this role** so that everyone has a chance to experiment in WorldCAST!

Role 2: Strategist

Since there's only one computer per group, most people will be strategists. Strategists will look through the printed asset catalog and plan the experience.

Navigation

Navigating the Environment (Mac Trackpad)
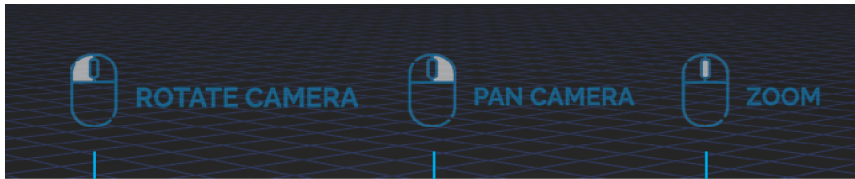
**Rotate your View**: click and drag with one finger on a trackpad

Reposition your View: click and drag with two fingers on a trackpad

Zoom your View: drag with two fingers on a trackpad (do not click)

Transformation Tool

The most important tool is the transformation tool which will allows you to scale, rotate, and move your object on the x,y, and z axes. The x and y axes are the flat plane, and z is the vertical axis to create a 3d space.
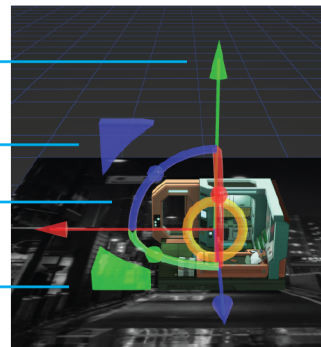
2D View
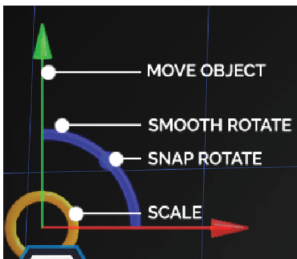
3D View

move up or down (z-axis)

move around on 2 axes (x and z)

free rotate on z-axis

move around on 2 axes (x and y)

Remember that Ctrl+Z or Command+Z will not work in this software to undo actions. You have to use the undo and redo buttons in the right side bar.

View Your Creation

Go to the icons on the right side of your screen.

For previewing your experience

For publishing your experience

Once you click on your preferred icon, there will be a pop-up. Choose the free creator package and continue.

CHOOSE YOUR PACKAGE

Creator — free — Free for personal and commercial use
Displays a WorldCAST banner
No Limits - Unlimited Views

Upgrade — starting at **10.00** USD — Removes WorldCAST banner
Analytics include locations and dates of views

Partner accounts available. Learn more.

CANCEL | CHECKOUT

After that, scan the QR code to view your experience! You will have to hold your phone over your poster to see your experience.

WOO!

CONGRATS!

You just created some epic new augmented reality content using PrintCAST Studio!

To view on your mobile device, go to this link, click the PREVIEW button in the Studio to view on your desktop, or scan the QR code to the side.

https://portal.worldcast.io/cast/9bwZjpgWOrVqQxn1rbpb1aXB6\

Check your email inbox for your live CAST confirmation.

svg | png

SCHEDULE CAST | UPGRADE | PREVIEW NOW | RETURN TO STUDIO

Be creative
and have fun!