



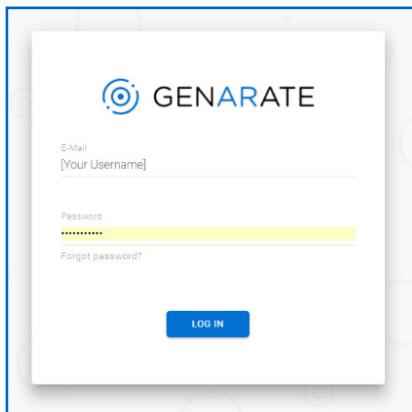
# genARate **HOW TO GUIDE**

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# 1 CREATE YOUR FIRST AR EXPERIENCE (“WONDERPAGE”)

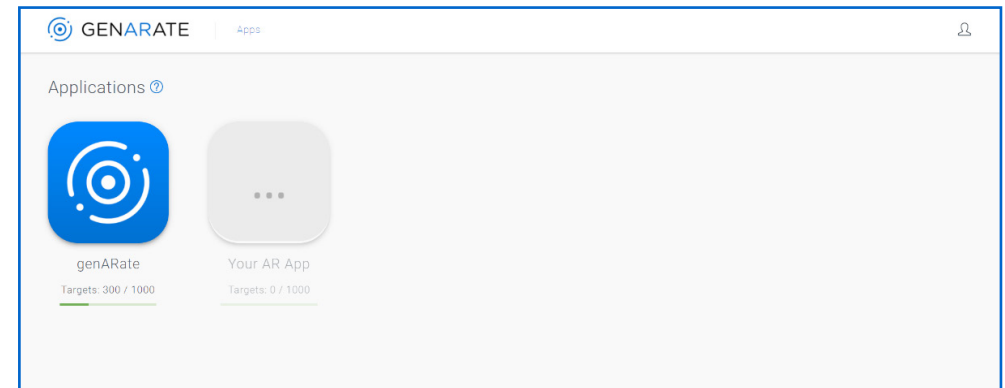
To create your first AR experience, follow the step-by-step explanation below. Please note that this sample will show you how to create a very basic AR experience; consisting of a WonderPage which contains one trigger image and a simple text element as digital overlay.

## LOGIN TO THE GENARATE STUDIO



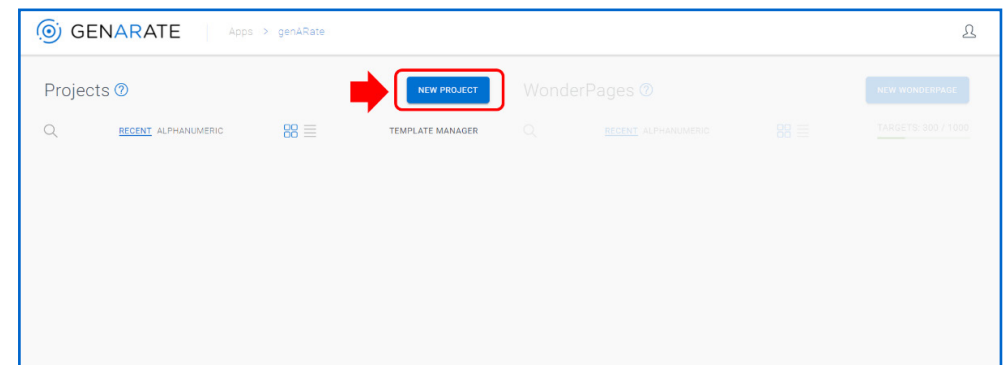
- Open this link to access the genARate studio web tool:  
**<https://www.studio.genarate.com/>**
- Login with the provided account credentials.

## 1A APP OVERVIEW



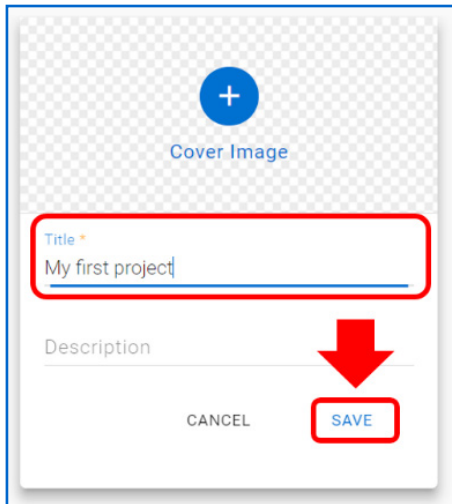
After successful login, all apps which are connected to your account will be displayed.

## 1B CREATE A NEW PROJECT



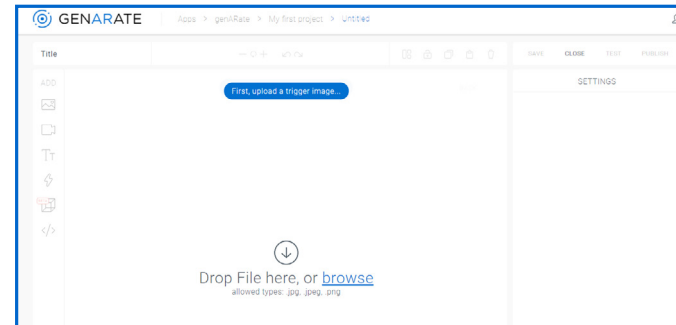
- For an easy start please select the official genARate app by clicking on the icon.
- After selecting the app, create your first project inside the app by clicking on 'New Project'.

## 1C SAVE A NEW PROJECT



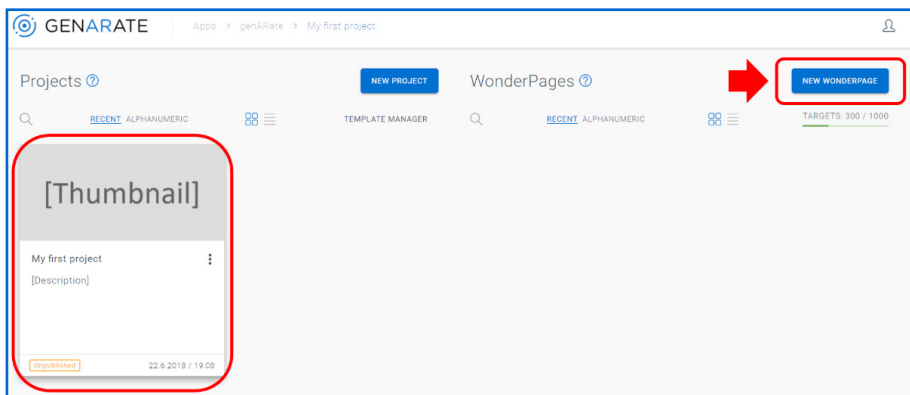
Enter the name of your project (mandatory) and add a cover image and description (optional) before you save.

## 1E UPLOAD A TRIGGER IMAGE



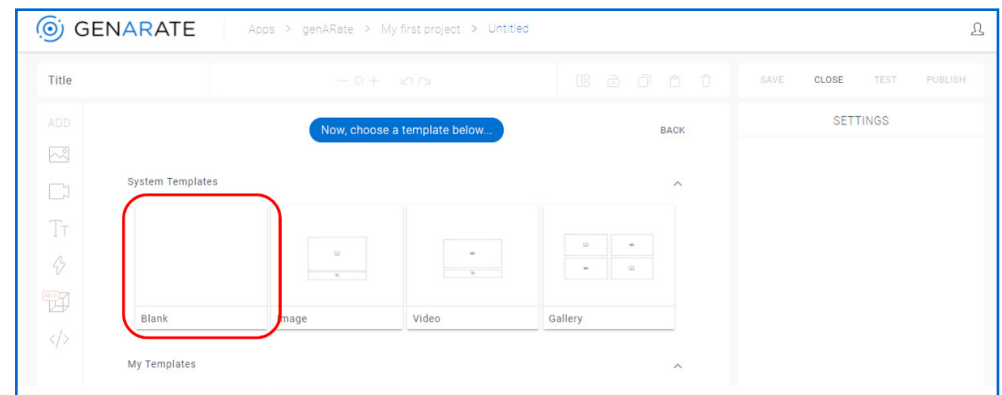
Upload your trigger image (the image which will be used for image recognition in the final experience).

## 1D CREATE A NEW WONDERPAGE



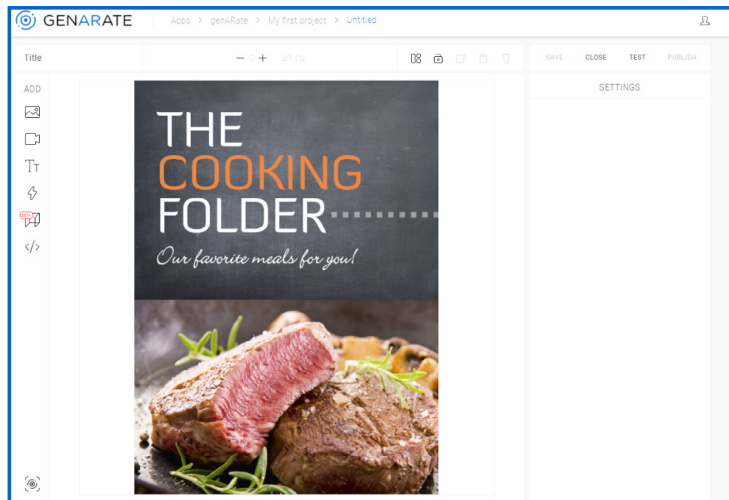
- After saving the project, it will be listed (as shown below).
- Select your project, to activate the WonderPage section on the right side of the page.
- Click on 'New WonderPage' in upper right corner.

## 1F SELECT A TEMPLATE



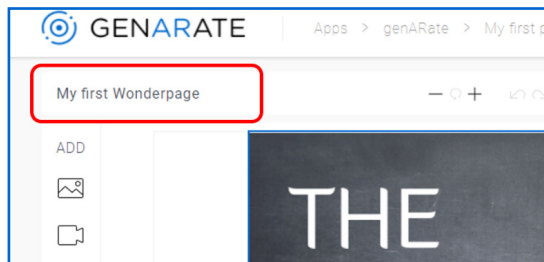
For an easy start, please select the template 'Blank' during the upload of your image.

## 1G THE EDITOR INSIDE GENARATE STUDIO



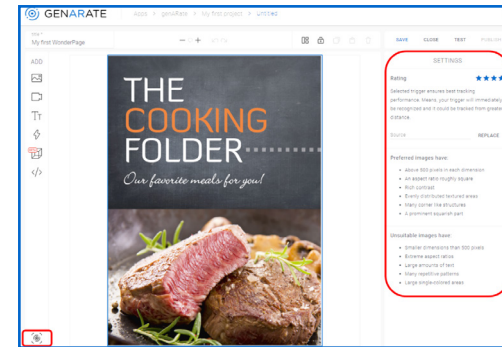
Now you can see the uploaded trigger image as background in the WonderPage Editor.

## 1H NAME THE WONDERPAGE



Please always make sure to add a title in the upper left corner, this is mandatory to be able to save your WonderPage later.

## 1I AUTOMATIC EVALUATION OF TRIGGER IMAGE



Before starting to add digital contents please click the button in lower left corner to see some more information about your uploaded trigger image. The star rating indicates whether your uploaded trigger image fulfils the requirements for the image recognition ('tracking').

### 0-1 Star

- The image does not provide enough contrasts/rich elements for a proper working image recognition, we highly recommend using a different image.

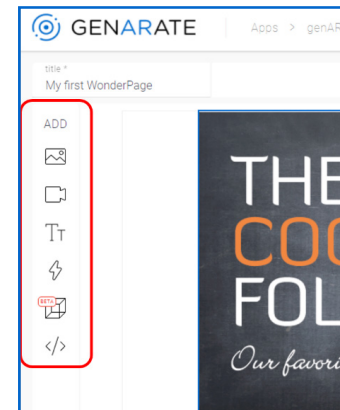
### 2-3 Stars

- The image should work 'OK' but tracking might react sensitive to reflections or bad lighting conditions.

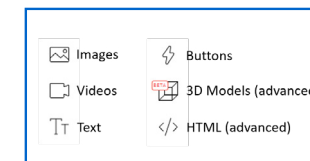
### 4 stars

- The image provides rich contrasts and features for a properly working tracking.

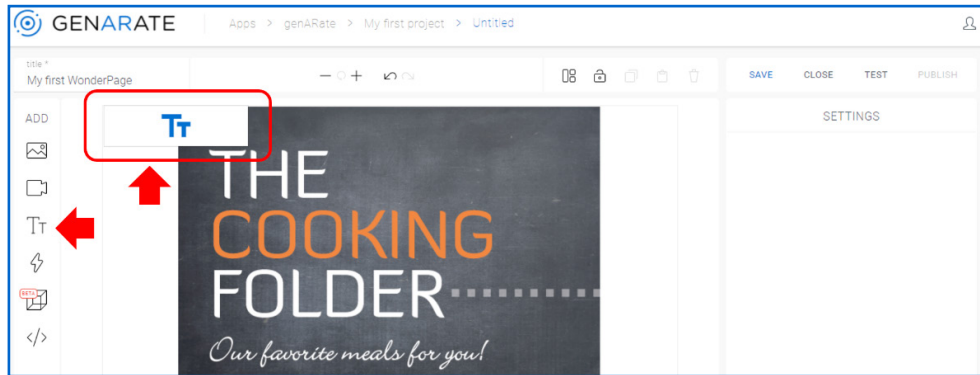
## 1J CONTENT TOOLBAR



- Please also note other requirements and tips are provided in 1.5.
- If your trigger image meets all requirements you can go on with adding contents to your AR experience.
- Use the toolbar on the left to select and add the individual content types.

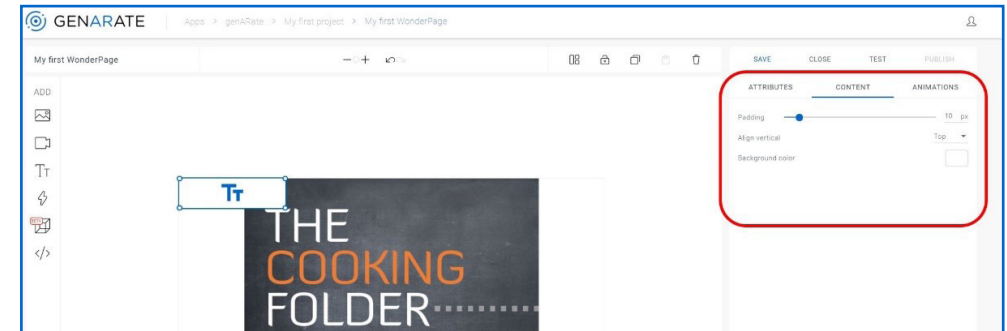


## 1K ADD CONTENT ELEMENT 'TEXT'

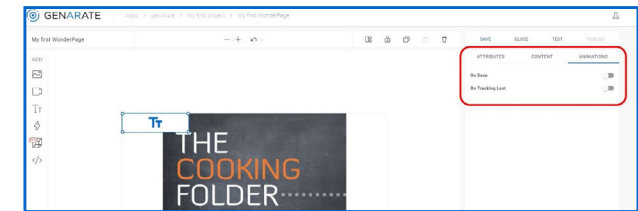


- For this basic scenario please add a simple 'Text' element and click on the 'Tt' button in the toolbar.
- A small thumbnail with a 'Tt' icon will appear in upper left corner of the editor.

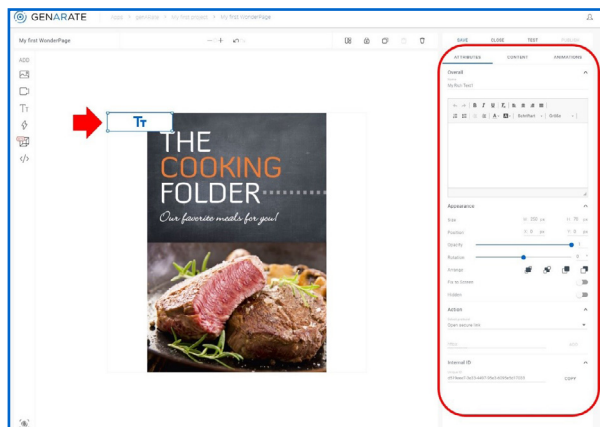
## 1M SETTINGS - CONTENT



More settings for each content element can be found when you click on 'Content' (Note: Tab 'Content' does not exist for content type 'Image'!) or 'Animation'.

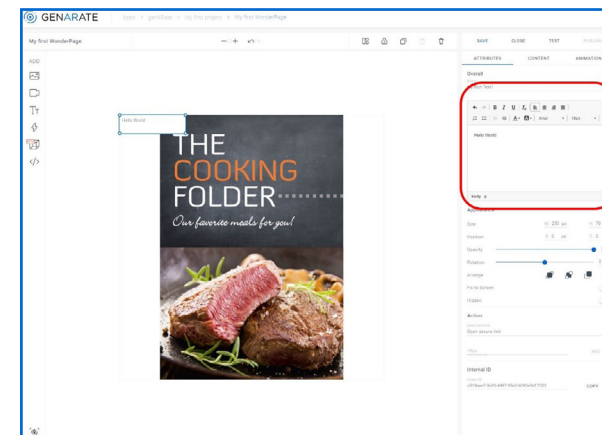


## 1L SETTINGS - ATTRIBUTES



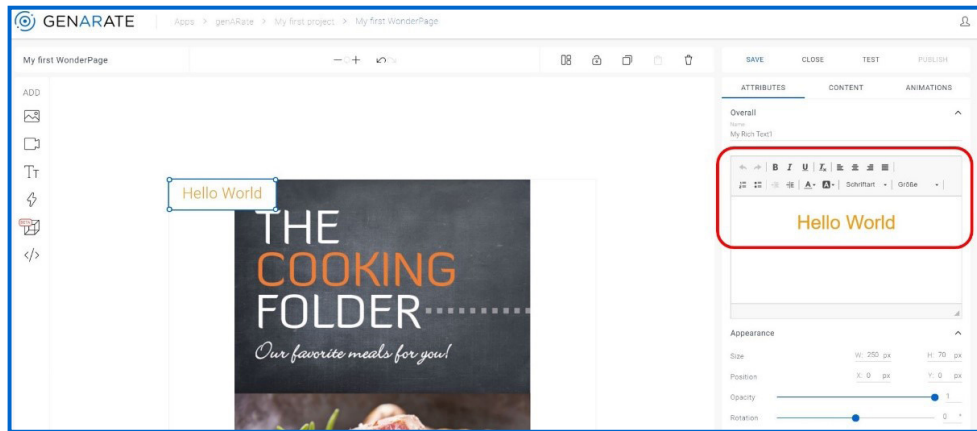
When selecting the icon, the individual settings of this element will open on the right (thumbnail will appear with a blue outline and the settings will appear on the right-hand side of the editor. 'Attributes' will be pre-selected).

## 1N INCLUDE TEXT



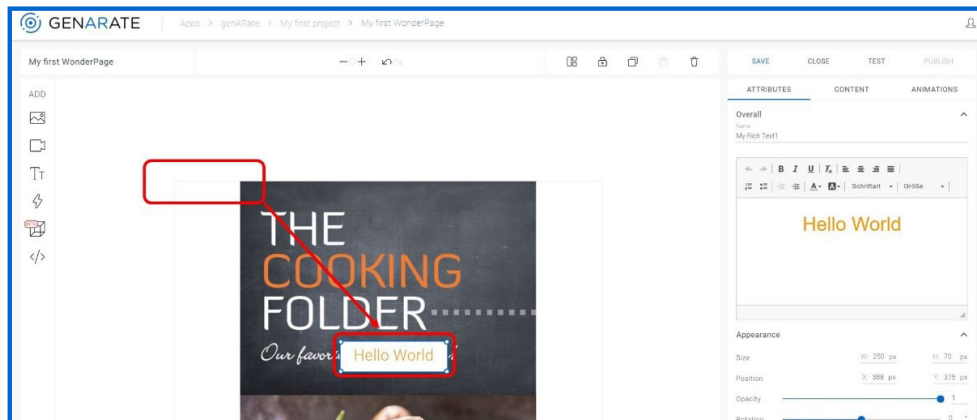
Go back to 'Attributes' and write 'Hello World' in the content field. The written text will appear immediately inside the thumbnail also.

## 10 LAYOUT TEXT



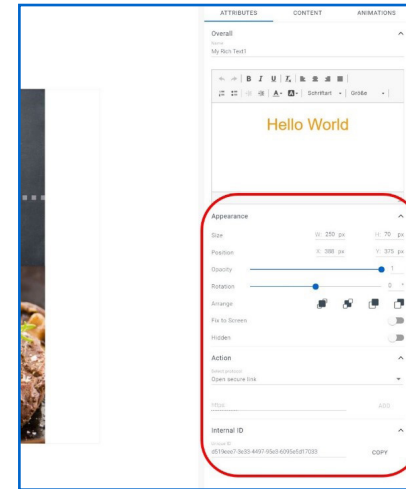
Adjust the size, position and colour of the text inside the box (as per Microsoft Office tools).

## 1P DRAG AND DROP THE TEXTBOX



Drag and drop the text box with the cursor to place it in its final position (fine tuning can also be done in settings by using the fields 'Size' and 'Position').

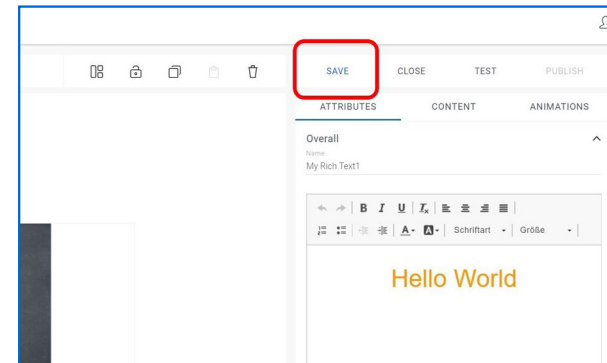
## 1Q ADVANCED SETTINGS



More advanced settings for the text box (Rotation/Opacity/Padding/Link/etc.) can be found further down in Tab 'Attributes'.

To learn more visit: <https://support.generate.com/knowledge-base/augmentations/text-box/>

## 1R SAVE YOUR WONDERPAGE



Now save the WonderPage by clicking on the highlighted blue button in upper right corner (Note: In case Save Button is greyed out, please enter a name for your WonderPage as explained previously).

- After the WonderPage has been saved successfully, either close it (to go back to project overview) or continue with testing/publishing.
- Further content like, images, videos, buttons or even HTML elements or 3D models (HTML only recommended if you have experience with HTML/JS/CSS) can be added at your own leisure.

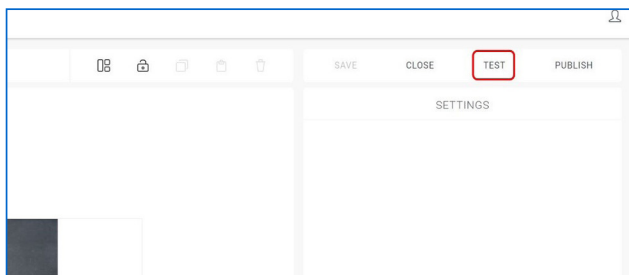


## 2 TESTING OF WONDERPAGES

To be able to test your WonderPage(s) you'll need to install the genARate app on your mobile device. Please download it here:



### 2A TEST YOUR WONDERPAGE



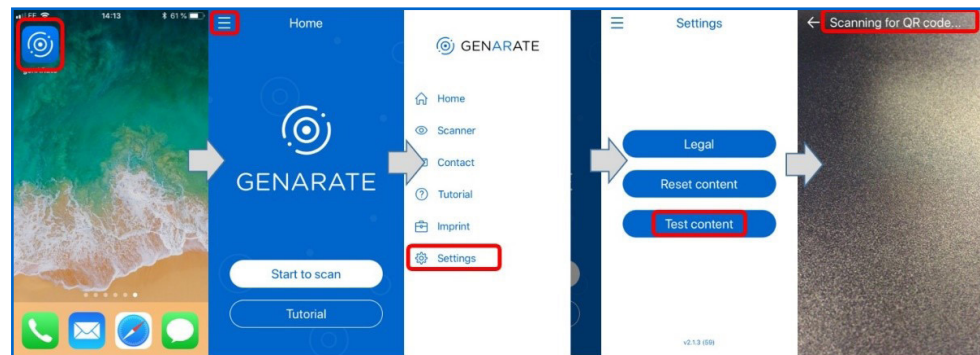
- Open the WonderPage in genARate Studio (on your computer).
- Click on 'Test' button in upper right corner.

### 2B POPUP FOR TESTING



A pop-up appears providing a QR-Code (Step 1) and your trigger image (Step 2). Please click the 'Next' button to switch between the QR Code and the Image.

### 2C TEST WONDERPAGE IN GENARATE MOBILE APP



Now start the genARate App on your phone, click on the menu (upper left corner) and select 'Settings' then 'Testing'.

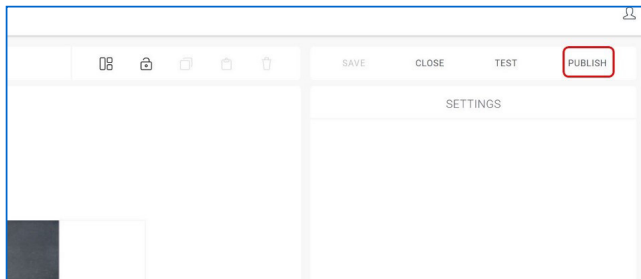
- Scan the QR Code (Shown on PC screen step 2B/image on left) using your mobile phone.

- A cross hair appears on screen on your mobile phone after a short loading period.
- Scan the trigger image shown on your PC screen (step 2B/image on right).
- Your AR experience should appear on your phone after another short loading period.

# 3 PUBLISHING OF WONDERPAGES

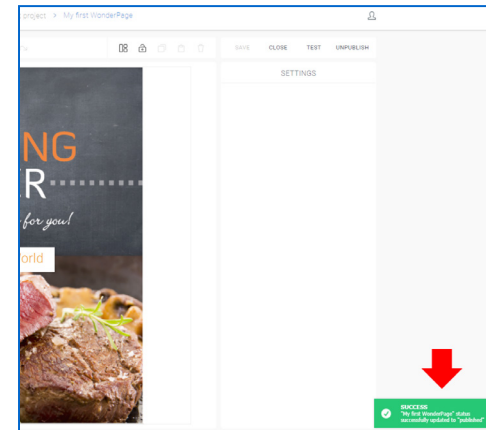
To be able to experience your published WonderPage, please download the genARate app on your mobile device from the App Store or Google Play store (see step 2 for links and QR Codes).

## 3A PUBLISH WONDERPAGE TO MOBILE APP



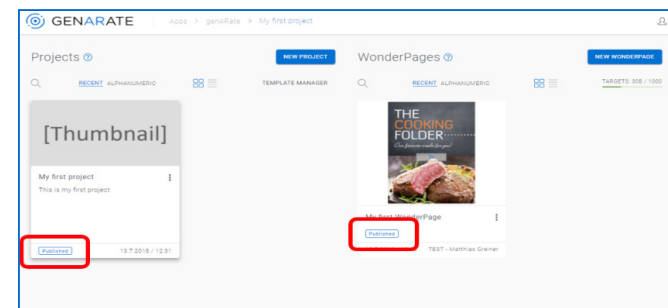
- Open the WonderPage in genARate Studio on your computer.
- Click on 'Publish' in upper right corner.

## 3B CONFIRMATION AFTER PUBLISHING



After the loading process is complete, a confirmation message appears on your screen in lower right corner.

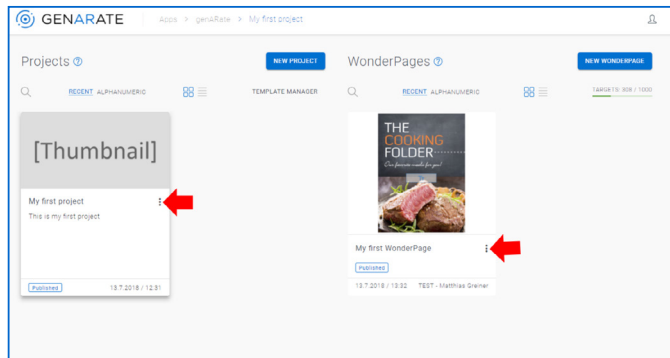
## 3C CHECK PUBLISHING STATUS OF PROJECT AND WONDERPAGE



Close the WonderPage and make sure your WonderPage and your project both show the blue 'Published' tag in the overview.



### 3D CHANGE PUBLISHING STATUS OF PROJECT AND WONDERPAGE INSIDE PROJECT AREA

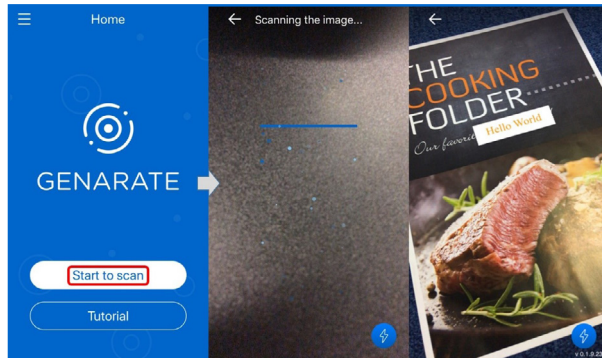


You can publish/unpublish projects and WonderPages directly inside the project area by clicking on the three dots next to project or WonderPage title.

#### NOTE:

- The mobile app is refreshed with newly published WonderPages directly after startup.
- Therefore, you'll need to restart the mobile app to be able to access recently published WonderPages.
- In addition, the local caching might cause a delay before you can access recently published WonderPages in the genARate app, especially on devices which have been used during the creation and testing of the experience.
- Inside the settings of the mobile app, you can clear the cache/data.

### 3E LIVE AR EXPERIENCE INSIDE GENARATE APP



- As soon as both, the Project and WonderPage are public, everyone can access your WonderPage inside the mobile app without the need to scan the QR Code before scanning the trigger image directly.
- Start the genARate app on your phone and click on 'Start to Scan'.
- Scan the trigger image (on screen or printed) to get your AR experience displayed.

