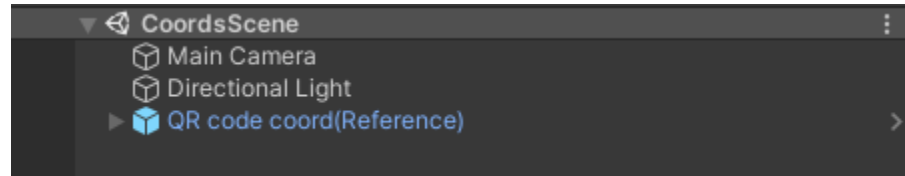


AR MUSE Unity Toolkit Test Guide

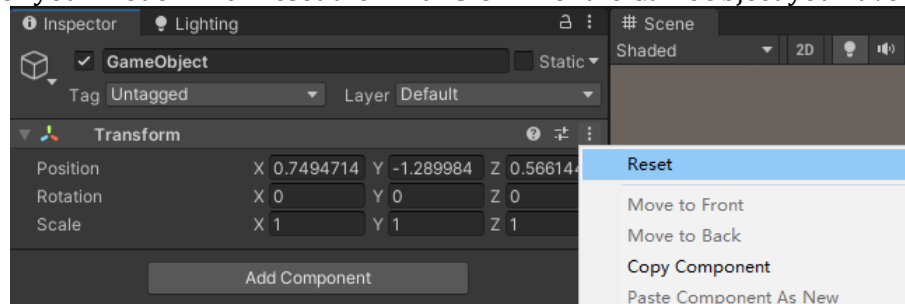
In this test, you are going to use Unity Editor to generate some AR-ready models, and then deploy them to a remote server in a few steps by using AR MUSE Unity Toolkit. In the end, you can use a mobile phone with AR MUSE Viewer App to have a look at what you have created.

STEP 1. Edit Model in Unity Editor with QR code Reference

1. Open “Asset - Scene - CoordsScene”



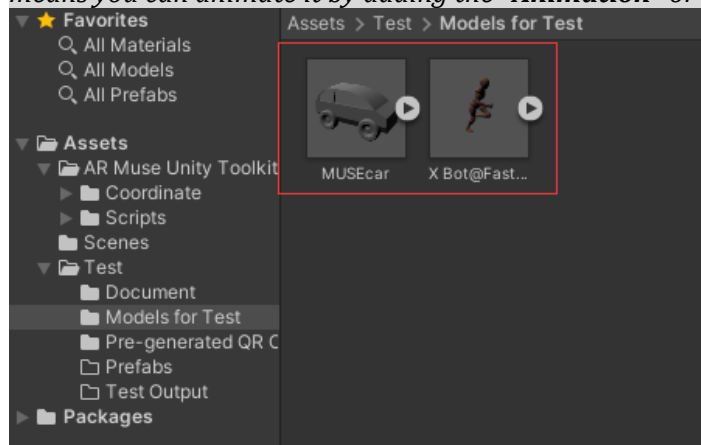
2. Press “Ctrl + Shift + N” to create an empty GameObject, this empty GameObject will be the container for your model. Then reset the “Transform” of the GameObject you have just created



3. Find “Assets - Test - Models for Test”. Select and drag one model to the empty GameObject created (This operation will make this model a child of the empty GameObject). Then you are free to make customizations to the models as you like it (Position, Rotation, Scale...)

Notice: Any “Transform” changes made to the empty GameObject will be overwritten when using Viewer App, so instead of transforming empty GameObject, you **HAVE TO** transform the models, which is a child of the empty GameObject

Optional: If you are familiar with Unity, the “X Bot” model comes with an animation clip, that means you can animate it by adding the “Animation” or “Animator” component



4. Select your model and make a new prefab by dragging it to “Assets – Test – Prefabs”, then select “Original Prefab” to save your customized model as a prefab

Create Prefab



Would you like to create a new original Prefab or a variant of this Prefab?

Original Prefab

Prefab Variant

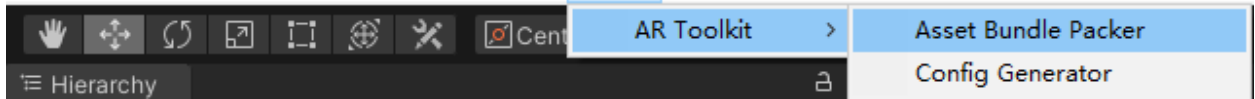
Cancel

STEP 2. Pack Asset

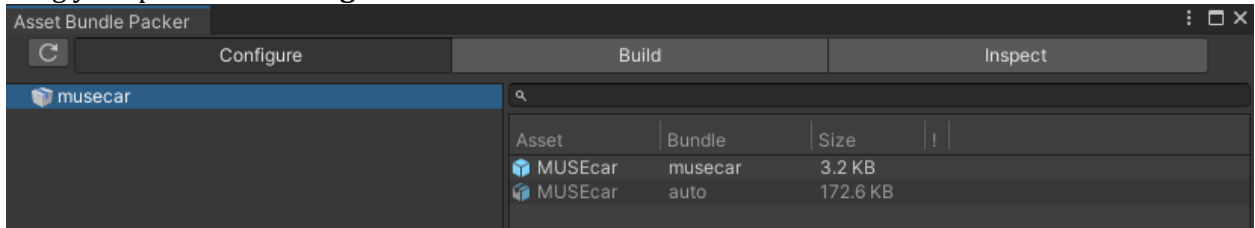
1. Select **"MUSE"** on the top menu bar, go to **"MUSE - AR Toolkit - Asset Bundle Packer"**

ARToolkit - CoordsScene - PC, Mac & Linux Standalone - Unity 2020.3.21f1 Personal <DX11>

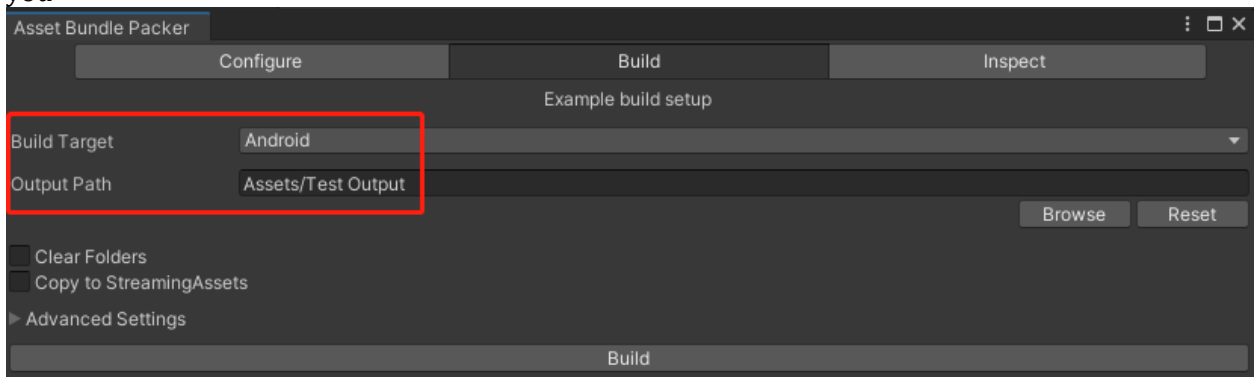
File Edit Assets GameObject Component **MUSE** Window Help



2. Drag your prefab to **"Configure"**



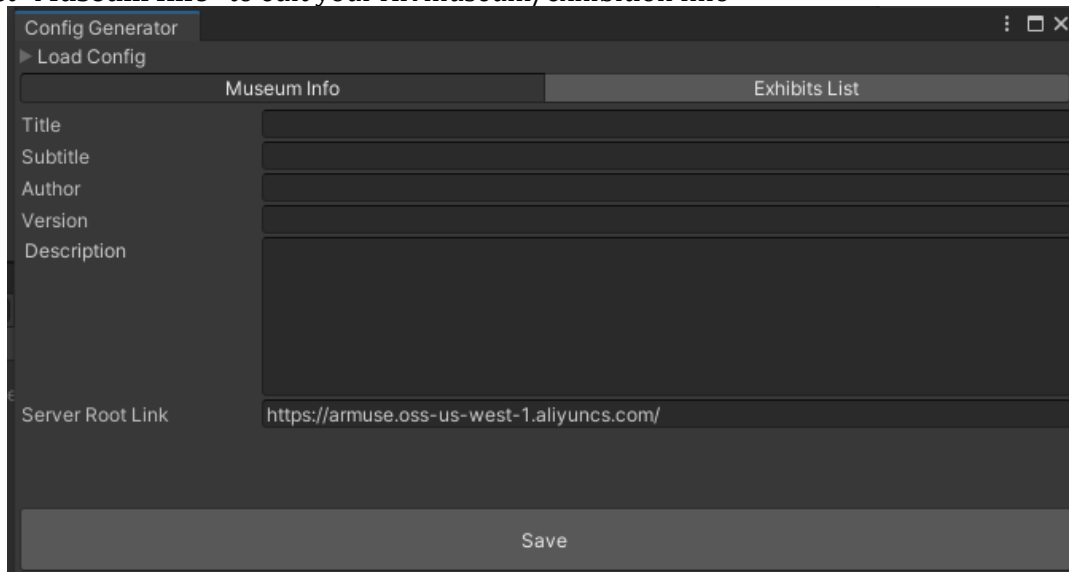
3. Select **"Build"**, and choose **"Build Target"** as **"Android"**, and we have set the output path for you



4. Click **"Build"** button to pack your assets

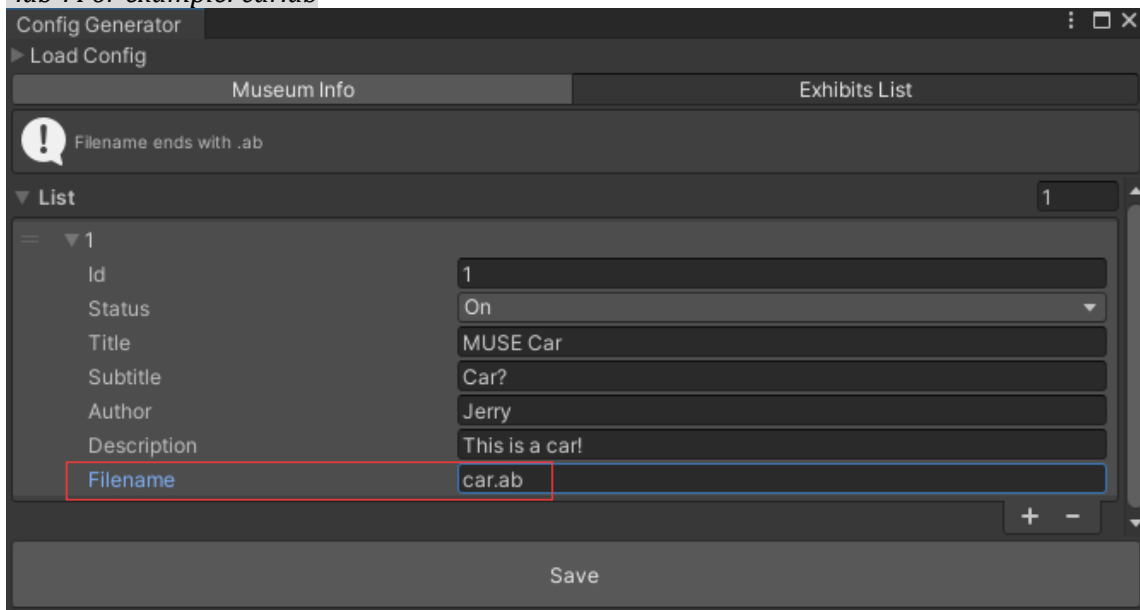
STEP 3. Generate XML Config File

1. Select **"MUSE"** on the top menu bar, go to **"MUSE - AR Toolkit - Config Generator"**
2. Select **"Museum Info"** to edit your AR museum/exhibition Info



The screenshot shows the 'Config Generator' application window with the 'Museum Info' tab selected. The window has a dark theme. At the top, there's a 'Load Config' button. Below it, the 'Museum Info' tab is active, showing fields for Title, Subtitle, Author, Version, and Description. The 'Server Root Link' field is populated with 'https://armuse.oss-us-west-1.aliyuncs.com/'. A 'Save' button is at the bottom.

3. Check if **"Server Root Link"** equals **"https://armuse.oss-us-west-1.aliyuncs.com/"**, if not paste it into text field
4. Select **"Exhibits List"** to add new Exhibits info, you can add multiple exhibits into this list
*Make sure you have input **ALL** the information*
*Make sure the **"Filename"** of each exhibit is the same as the packed asset name and ends with **".ab"**. For example: car.ab*



The screenshot shows the 'Config Generator' application window with the 'Exhibits List' tab selected. A warning message at the top states 'Filename ends with .ab'. Below, a 'List' section shows a table with one exhibit. The 'Filename' field is highlighted with a red box. A 'Save' button is at the bottom.

List	
Id	1
Status	On
Title	MUSE Car
Subtitle	Car?
Author	Jerry
Description	This is a car!
Filename	car.ab

5. Click **"Save"** button to save your config file

STEP 4. Upload To Server and Generate QR code

Let us do this for you :)

STEP 5. See it on Viewer App

1. Scan the Museum Entry Code
2. Scan the Exhibit Code and see your uploaded models

Optional: You can interact with any buttons you see on the screen, feel free to play with Viewer App. We will be happy if you find some bugs or problems ;)