**Events** 

Main Events

All

Interested My Events Search

My Scheduled Events

My Past Events

My Draft Events

My Recently Deleted Events



**ASVR Tutorial Meeting** 

Thursday, March 3rd 7:00 PM GMT - 8:00 PM GMT

Finished 11 days ago



TCD Augemented Reality ...

Wednesday, February 16th 12:45 PM GMT - 2:00 PM GMT



Virtual Field Trip with Paul

Monday, June 21st 6:00 PM GMT - 10:00 PM GMT



XR Ulysses Live

Wednesday, June 16th 3:00 PM GMT - 5:00 PM GMT

Finished 9 months ago

# Finished 26 days a

Uploading your scene and creating a private event tutorial

#### Al Class Quick Meet

Wednesday, March 24th 1:29 PM GMT - 1:29 PM GMT

Finished 12 months ago

Gareth W. Young

3DcampVR - Walk and Talk

AR Tutorial Meetup

Thursday, March 4th 9:00 AM GMT - 8:30 PM GMT

Finished about 1 year ago

Tuesday, February 16th 12:12 PM GMT - 12:12 PM GMT

Finished about 1 year ago

iLRN 2020 Workshop: Gro...

Monday, June 22nd 2:56 PM BST - 2:56 PM BST

Finished over 1 year ago

∧ AltspaceVR

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SDK Developers

Support

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#### Software requirements

For this tutorial you will need the following software installed:

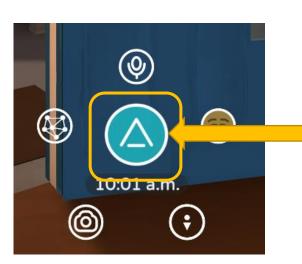
- Unity (version 2020.3.18f1) & Unity account [Windows / Mac / Linux]
  - (https://unity3d.com/get-unity/download/archive)
- AltspaceVR (via Windows Store or Steam) and an AltspaceVR account
  - (https://altvr.com/)

## AltSpaceVR – Enabling worlds beta

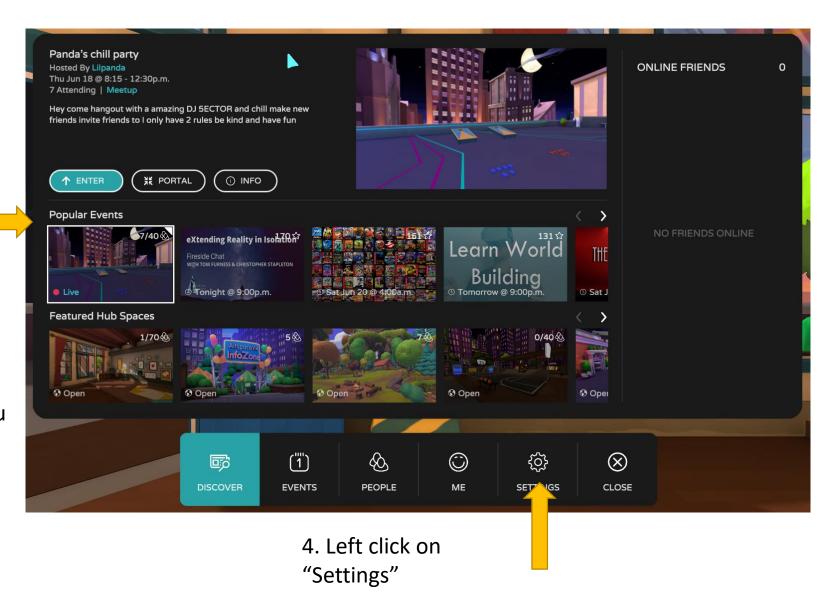
1. Open AltspaceVR on your desktop and log in



2. Once in AltspaceVR navigate to this menu



3. If the menu does not open, left click here to open it manually

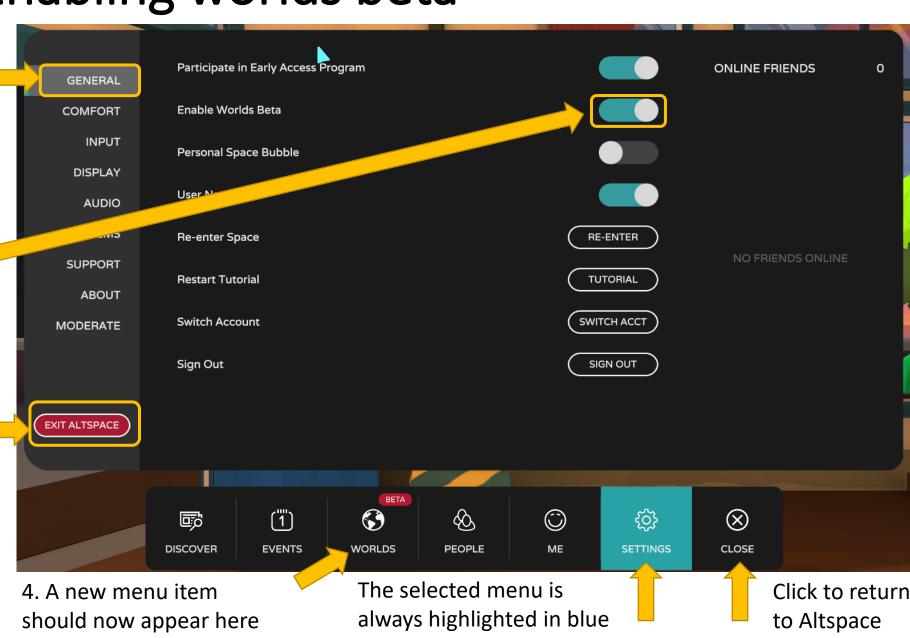


## AltSpaceVR – Enabling worlds beta

1. In "General", you should see an option to "Enable Worlds Beta"

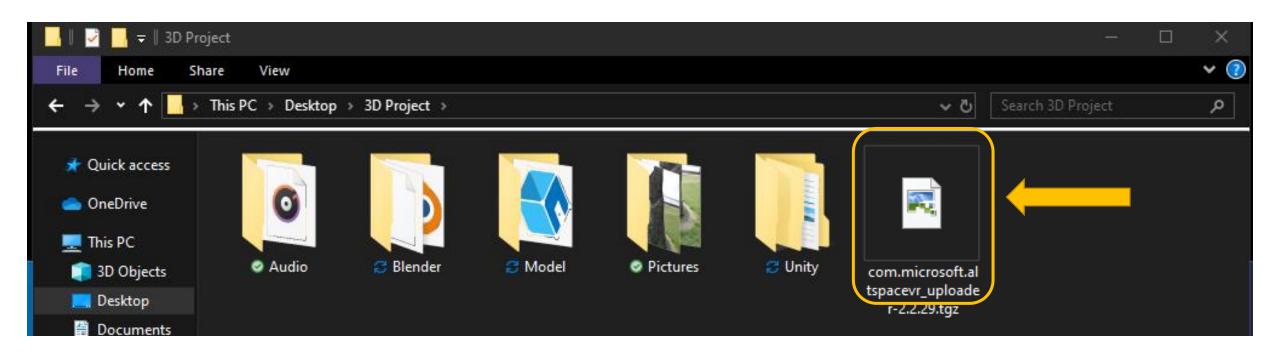
2. Click on the switch to enable this option

3. You can then exit
Altspace to continue
the tutorial or you can
explore the platform
further

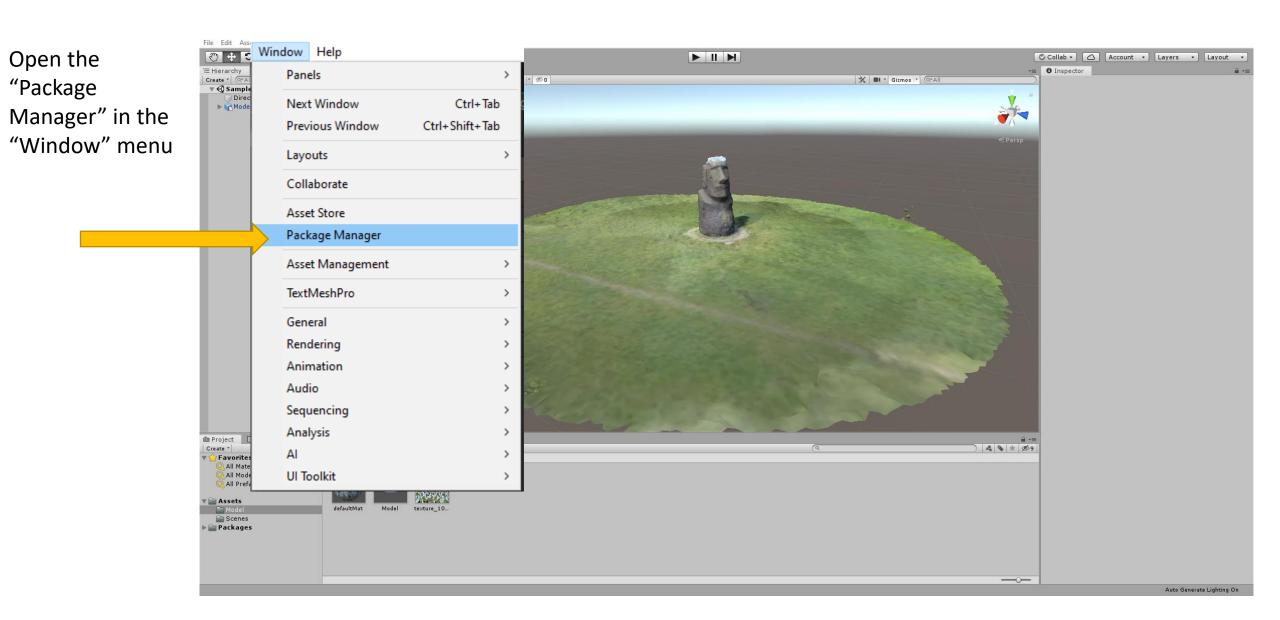


#### Download the AltspaceVR Unity Uploader

- Go to this address and download the latest "Unity Uploader" for AltspaceVR: <a href="https://altvr.com/download-latest-unity-uploader/">https://altvr.com/download-latest-unity-uploader/</a>
- The download of the Uploader Unity Package should start right away

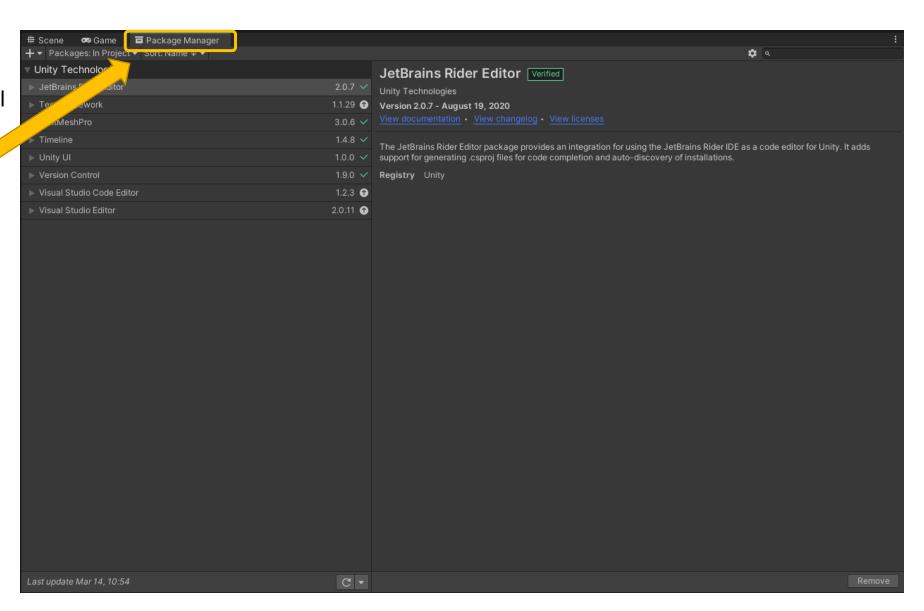


## Install the Unity Uploader

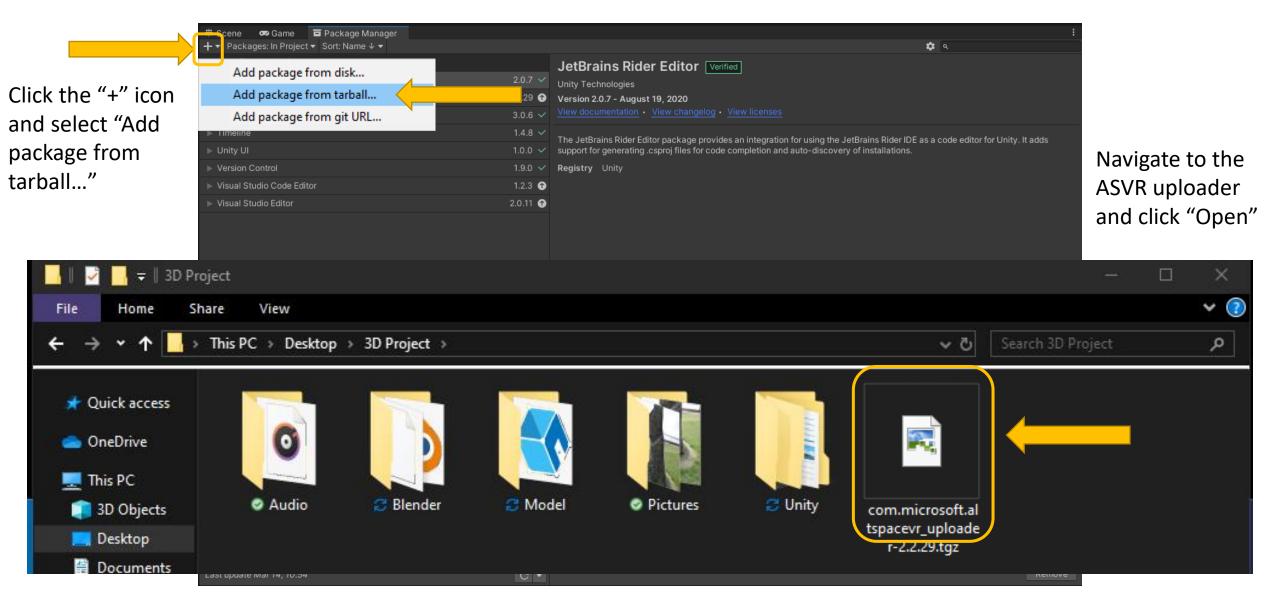


## Install the Unity Uploader

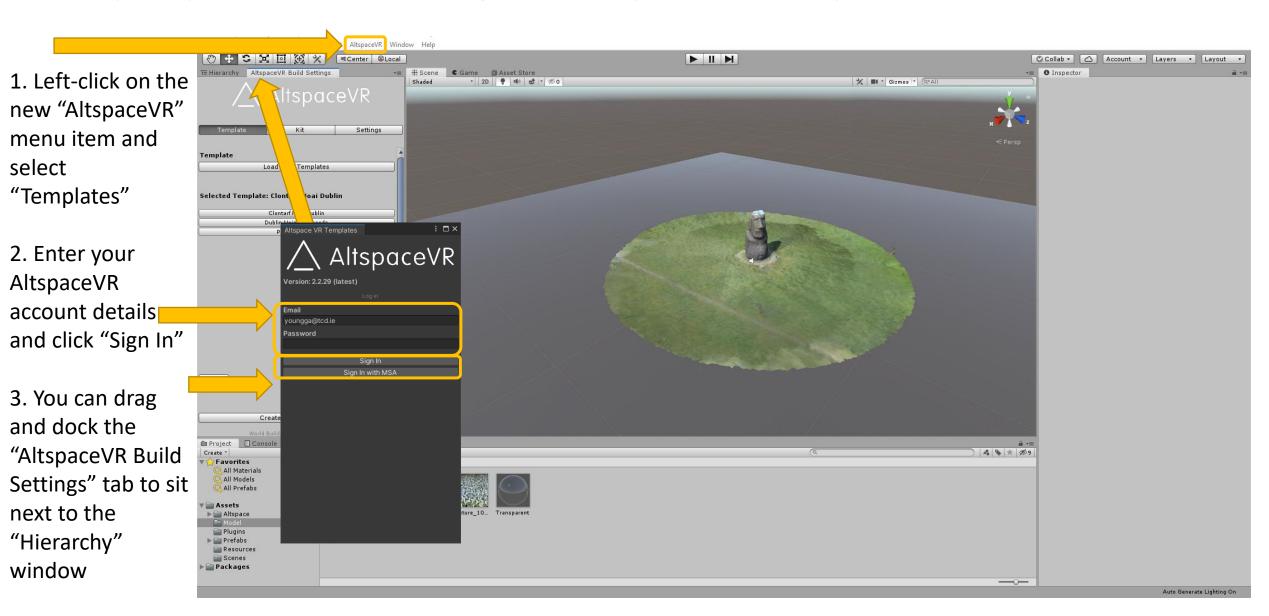
The "Package Manager" tab will be available here



#### Install the Unity Uploader

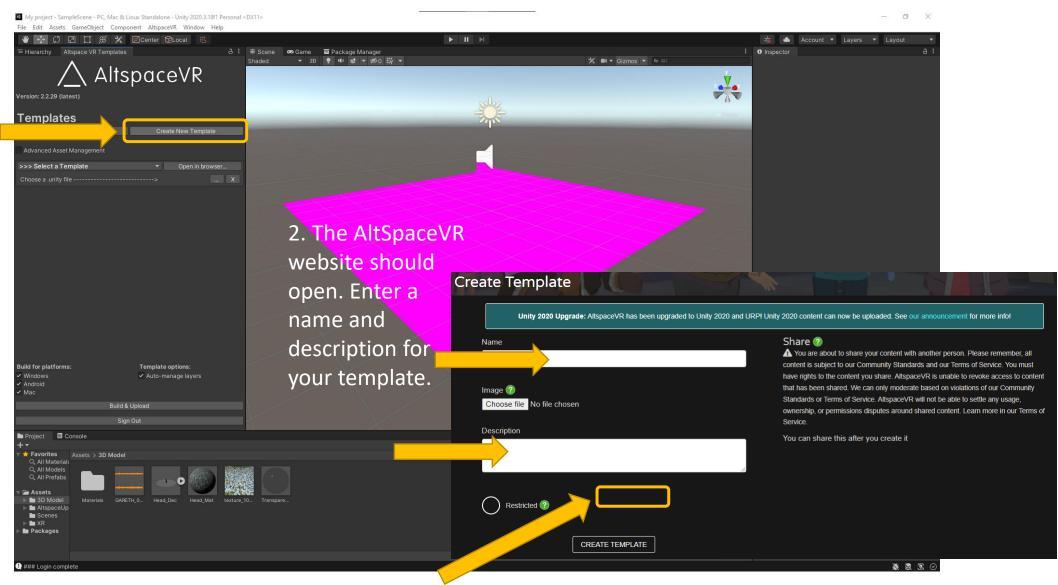


#### Unity Uploader – Log in to your AltspaceVR Account



#### Unity Uploader – Create a template

1. In Unity click
"Create New
Template" and fill
in the details on
the AltspaceVR
website

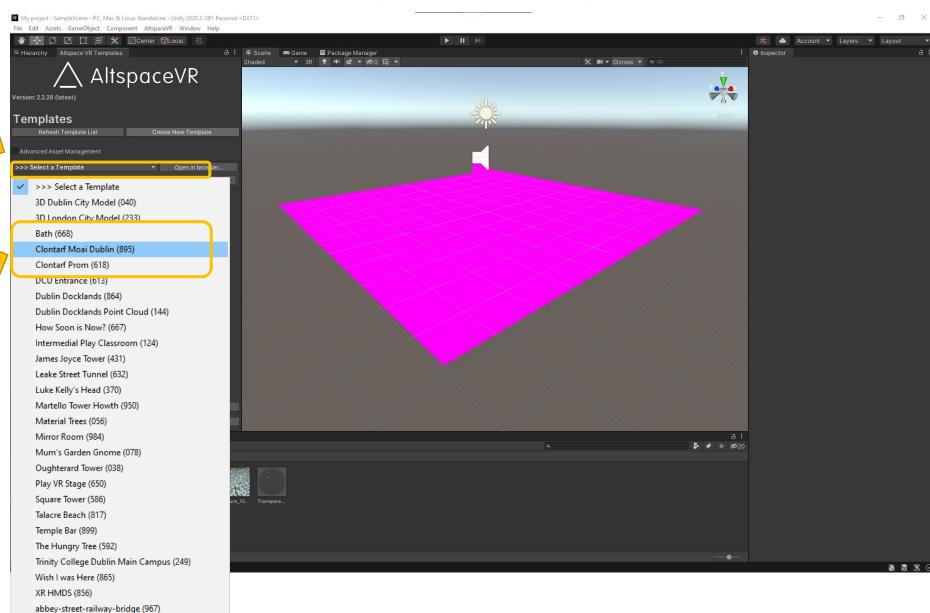


3. Click "Create Template"

## Unity Uploader – Select your template

1. Click "Select a Template".

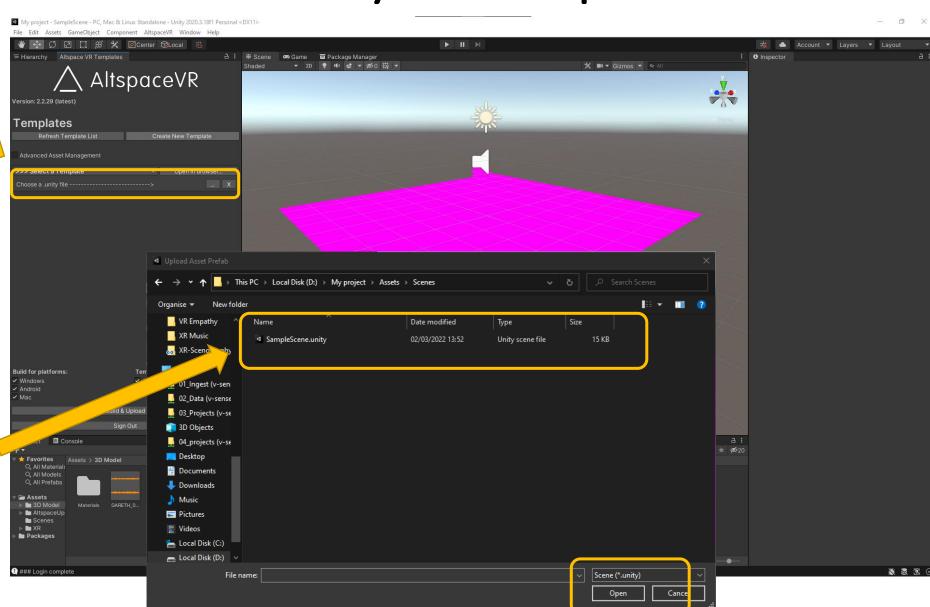
2. Select the newly created template from the list.



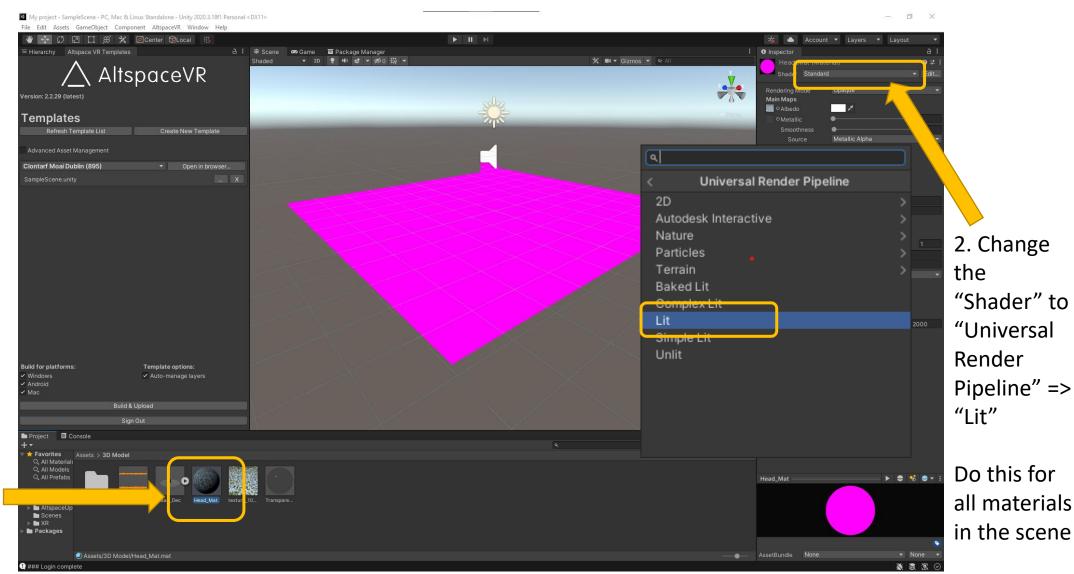
## Unity Uploader – Select your template

1. Click "..." next to "Choose a unity file."

2. Navigate to the "SampleScene" and click open.



## Unity Uploader – Fix materials



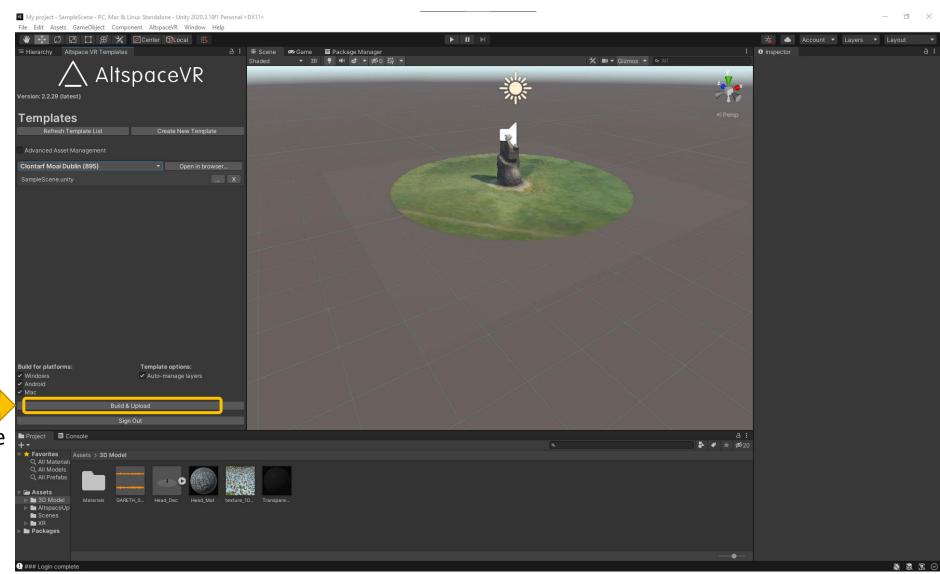
1. Select your 3D model "Material"

Do this for all materials in the scene

## Using Unity – Upload your scene

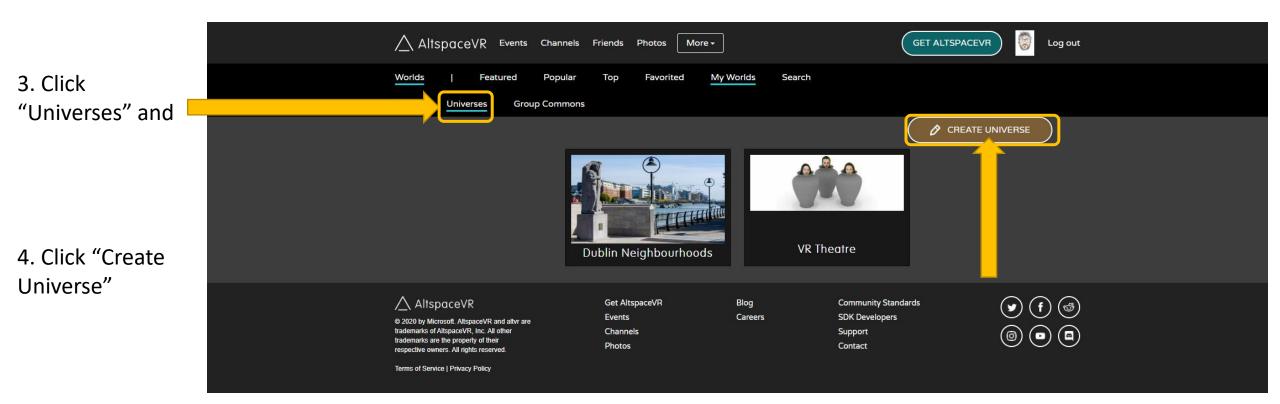
Click "Build & Upload" and your model will begin uploading to AltspaceVR

This may take some time, so please be patient.



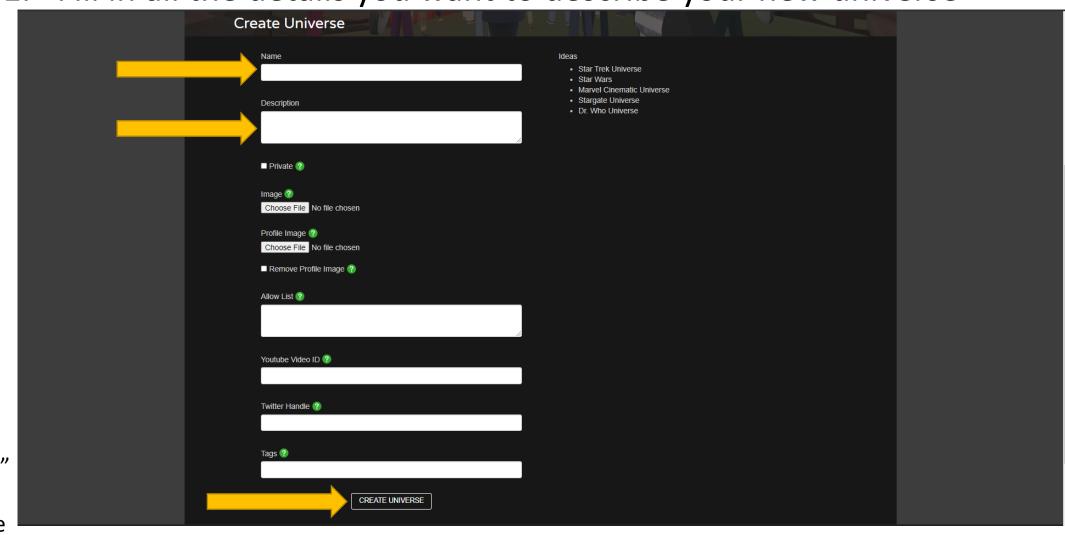
#### AltspaceVR Web – Setting up your universe

- Go to the AltspaceVR website at <u>www.altvr.com</u> and sign into your account
- 2. Click "More" and select "Worlds", then go to "My Worlds"



## AltspaceVR Web – Setting up your universe

1. Fill in all the details you want to describe your new universe



2. Click
"Create
Universe"
to
complete

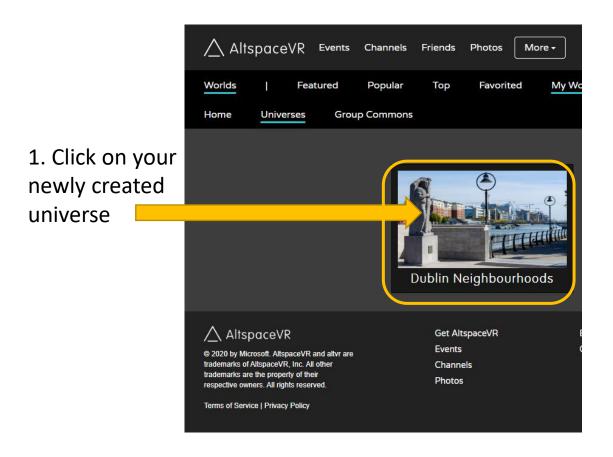
#### AltspaceVR Web – Setting up your world

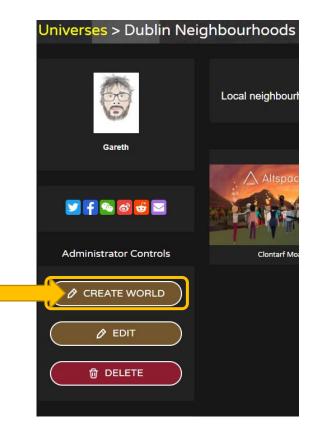
• I'm going to use "Dublin Neighborhoods" for my new 3D project

2. Select the

World"

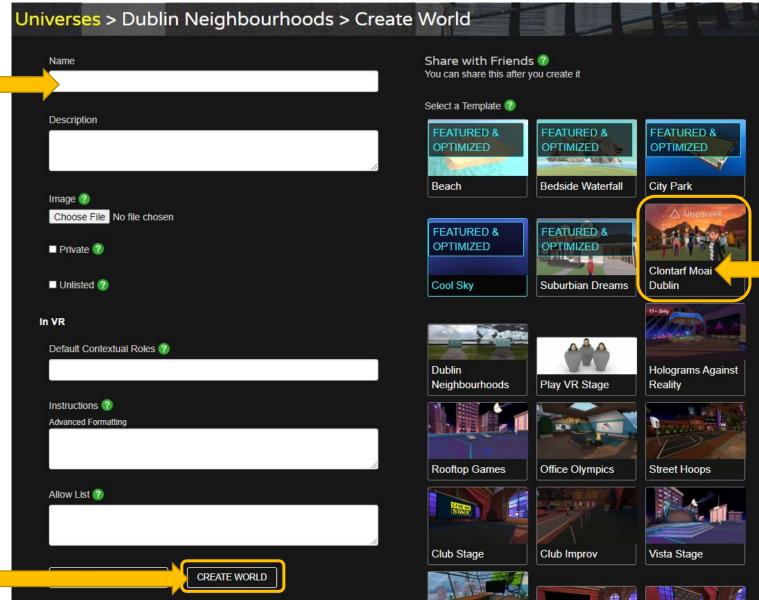
option to "Create





## AltspaceVR Web – Setting up your universe

1. Fill in all the details you want to use to describe your world

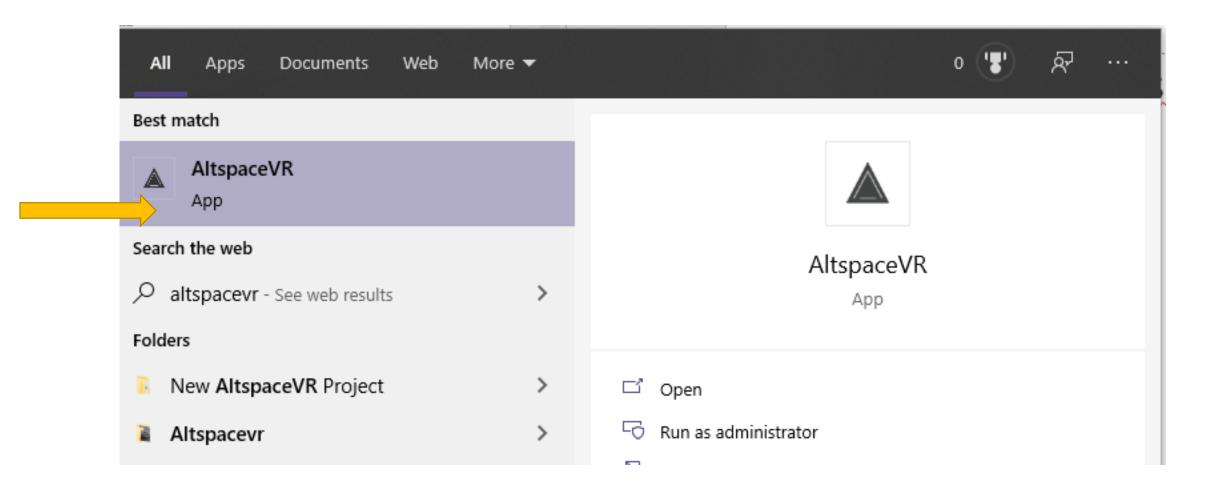


2. Make sure to select the "Template" that you created and uploaded earlier

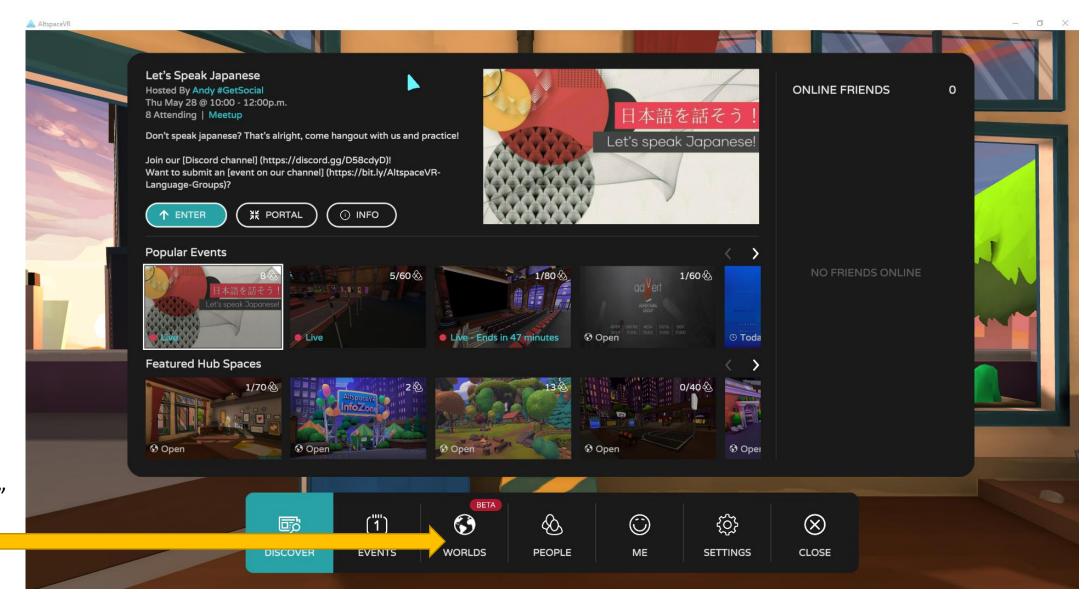
3. Click "Create World"

## AltspaceVR App – Entering your world

Open the AltspaceVR application on your PC

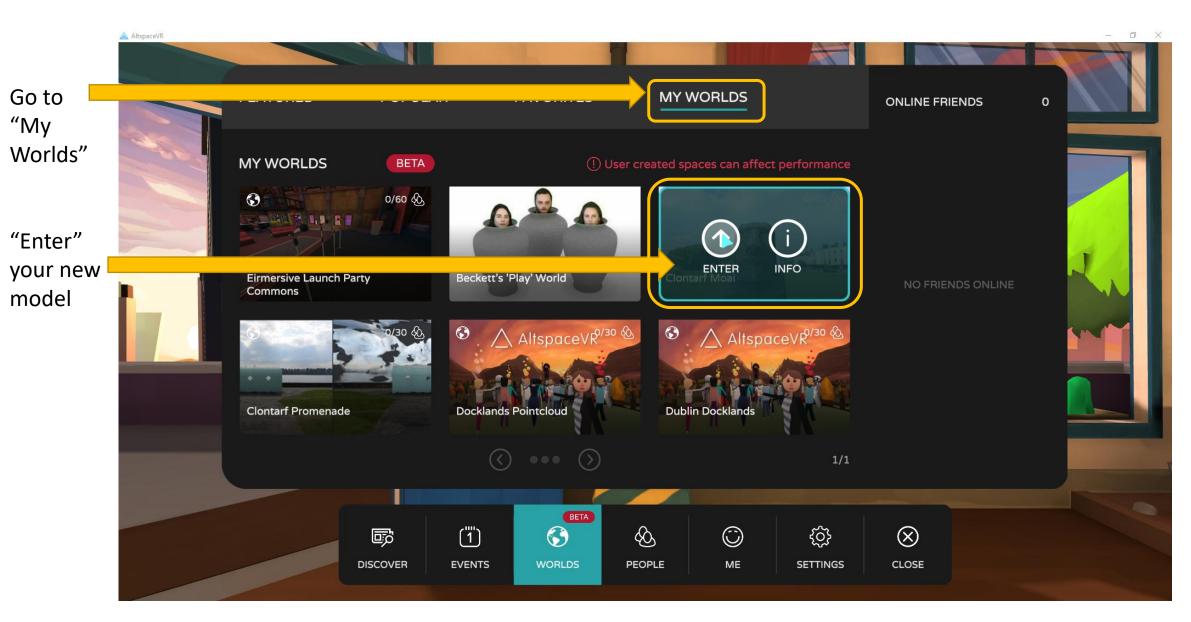


## AltspaceVR App — Entering your world

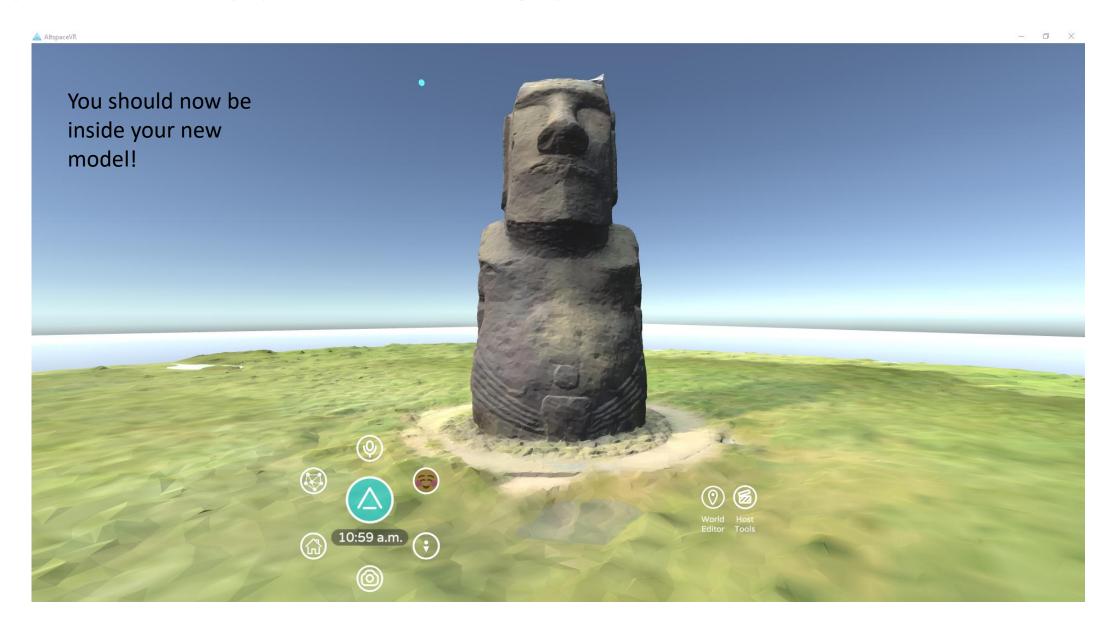


Go to "Worlds"

## AltspaceVR App — Entering your world

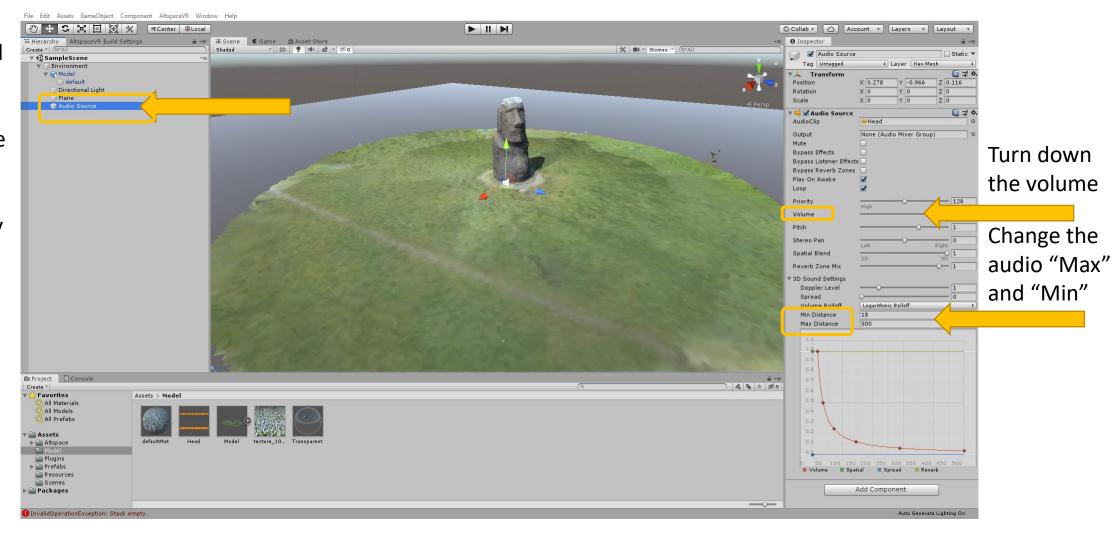


## AltspaceVR App – Entering your world



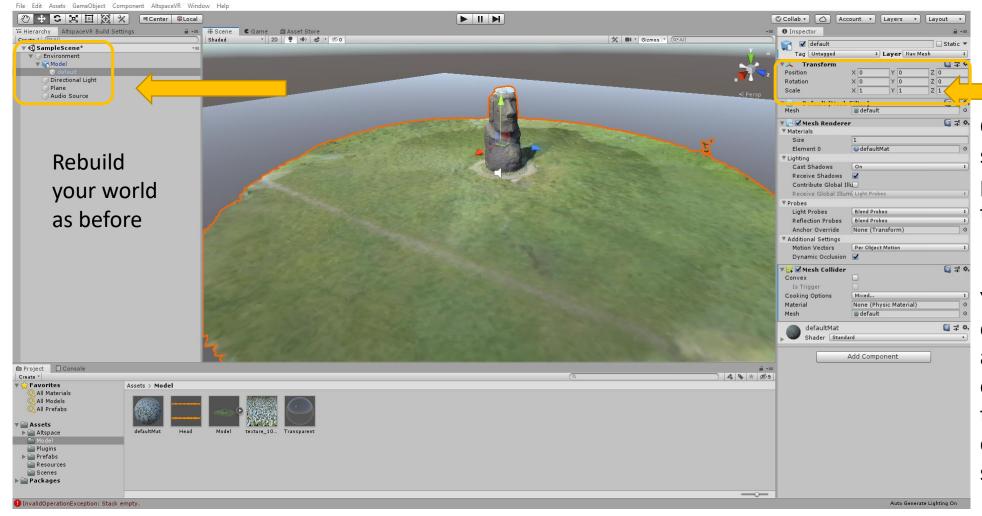
## AltspaceVR App – Modifying your world

There may be some trial and error with the scale of the model and the volume of the audio, but these are easy to fix



## AltspaceVR App – Modifying your world

You might notice that the "Hierarchy" has changed this is due to the "AltspaceVR Build Settings" and isn't anything to be worried about and you can still find the same objects as before



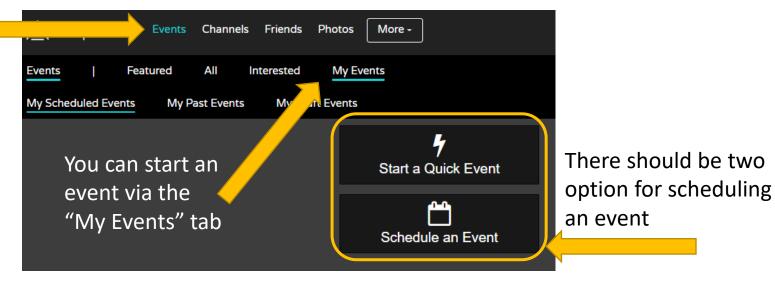
Change the scale and position of the model

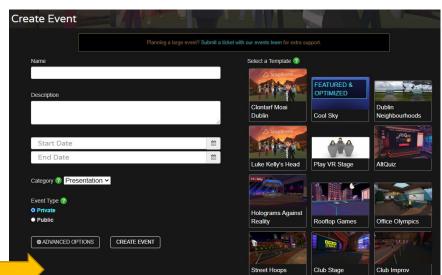
You can also experiment adding more objects to further enhance your scene

#### AltspaceVR App – Creating an Event

Log into your

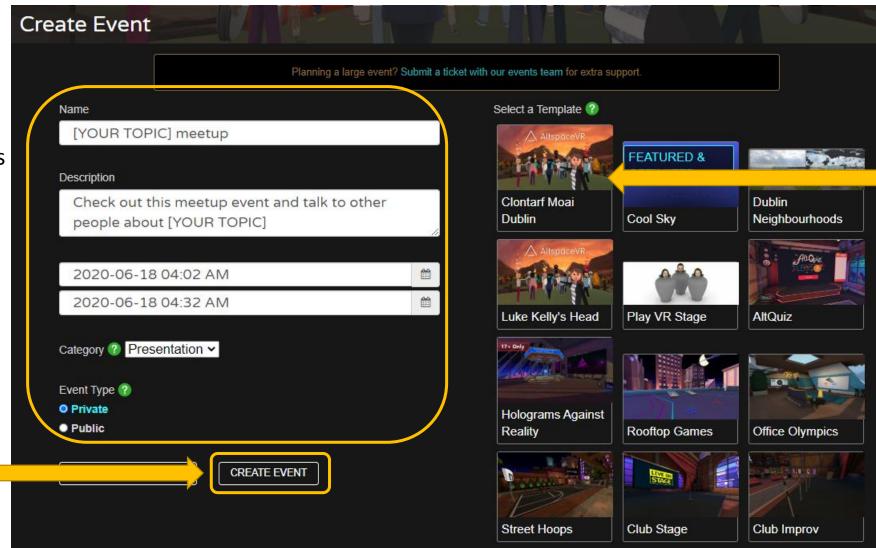
AltspaceVR account
via the website





#### AltspaceVR App — Creating an Event

1. Once you have selected an event type, the "Start a Quick Event" option will give you prompts as to what to enter for each section



2. Select the "Template" that you have just created

3. Click "Create Event" when you are ready

## AltspaceVR App – Creating an Event

1. Once you have created your event you will then be able to share the event link

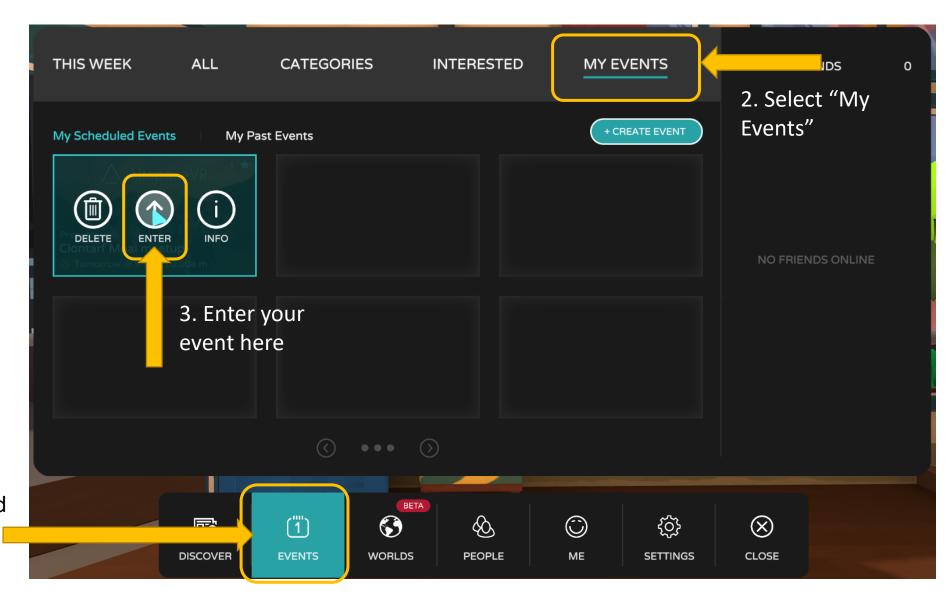




2. You can copy the link to share via your own network or you can select one of the option above the link to share on social media or via email

#### AltspaceVR App — Creating an Event

Back in the Altspace app, you can now enter your event and prepare it for visitors



1. Open the Altspace menu and select events

#### AltspaceVR App — Creating an Event

You should now be in your event world. When your event is scheduled to start, you can control the space via the "Host Tools"

You can find more information about running AltspaceVR events here:

https://medium.com/@SimonD arksideJ/running-an-event-inaltspacevr-an-end-to-end-guide-57f5c993cc9d



Select the
"Host Tools"
menu and
select "Amplify
My Voice" to
make sure
everyone can
hear you clearly