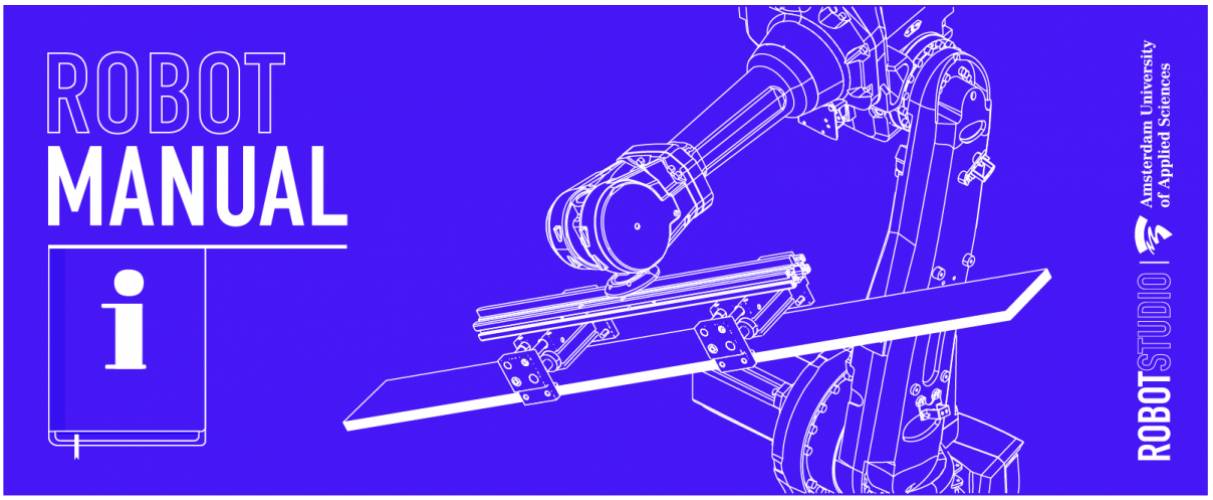
Manual - AR Library App



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AR Experience

Types of AR

Two types of AR are currently available: Marker and GPS.
Marker based AR makes use of an icon-like image to track the AR scene. Printing this marker works best but it also works on a screen. When your camera recognises this marker your model will be placed on top of it. The marker needs to be visible at all times.

GPS based AR requires you to provide real-world coordinates. The model will appear while you're near and looking towards those coordinates. This doesn't work well indoors because GPS won't work as accurately. The pro over marker based AR is that you don't need a marker to be visible but it's only really convenient when there's an outdoor showcase.

View in AR

After uploading your model you will find a QR-Code on its model page. Scanning that code with your phone will launch the experience. There's a small marker built into the QR-Code but you'll find a bigger, physical marker will work better.

AR Gestures

At the moment there are two gestures available: drag to rotate and pinch to zoom. The help button on the AR page will provide a diagram.

Settings

Animations will automatically play, if you want to disable the animation there's a pause button. Other settings like resetting rotation might be added later.

Model Library Website

3D Model Guidelines

To make sure your model works in AR smoothly there are certain rules you should try to follow:

Make sure your 3D model is exported to the **.gltf** filetype.

Keep your file size as small as possible. The bigger your file the harder it will be to view without jittering and the longer it will take to load. 15MB is ***really*** stretching it.

Elaborate node-based materials/shaders can't be exported. The universal Principled BSDF shader gives you the most options if you want to make a good looking material for your model.

Make sure your 3D model is orientated correctly. There isn't a way to turn your model upside down within the AR experience or hosting platform.

Only the actual models you want exported need to be exported. Lights, cameras etc. can be deleted from the scene.

Uploading a Model

Before uploading your model make sure you've made a render or screenshot of your model. This can be uploaded as a thumbnail so people know what to expect.

A good model name should give others a good idea of what they are going to look at.

If you plan on updating your model you could put a version number in the model name. You can later on edit your upload to update the name with a new version number and replace the 3D file. You could also choose to make a new upload so previous versions are still findable, in that case version numbers are a must to avoid confusion.

Give your model tags; it gives an impression of what to expect and also makes filtering possible.

When choosing GPS the easiest way to find the Longitude and Latitude of the place you want your model to appear is to find it on Google Maps. It will show the coordinates when you put a stamp down with left-click.

A description is preferably short, maybe about 3 lines. It should provide additional context for the model or the project.