

How-To Set Up Onirix

Here's how YOU can make amazing(?) AR animations



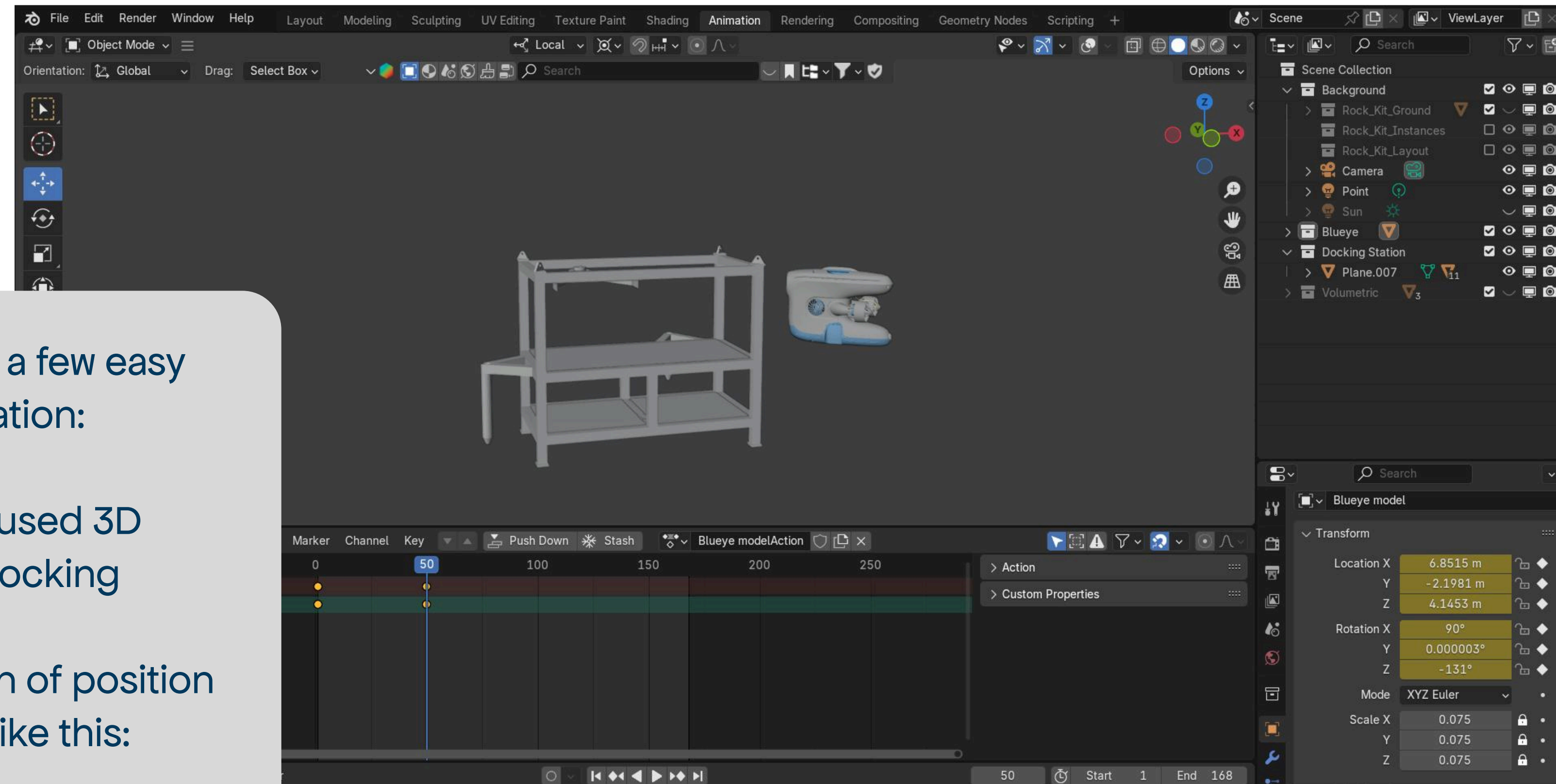
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Animation in Blender

I am no expert in Blender, but here is a few easy steps to make an easy Blender animation:

Step 1: Set up a simple scene, here I used 3D models of the Blueeye as well as the docking station.

Step 2: Make animation, for animation of position and location, watch a simple tutorial like this:
https://www.youtube.com/watch?v=658snAOffk8&ab_channel=blenderian

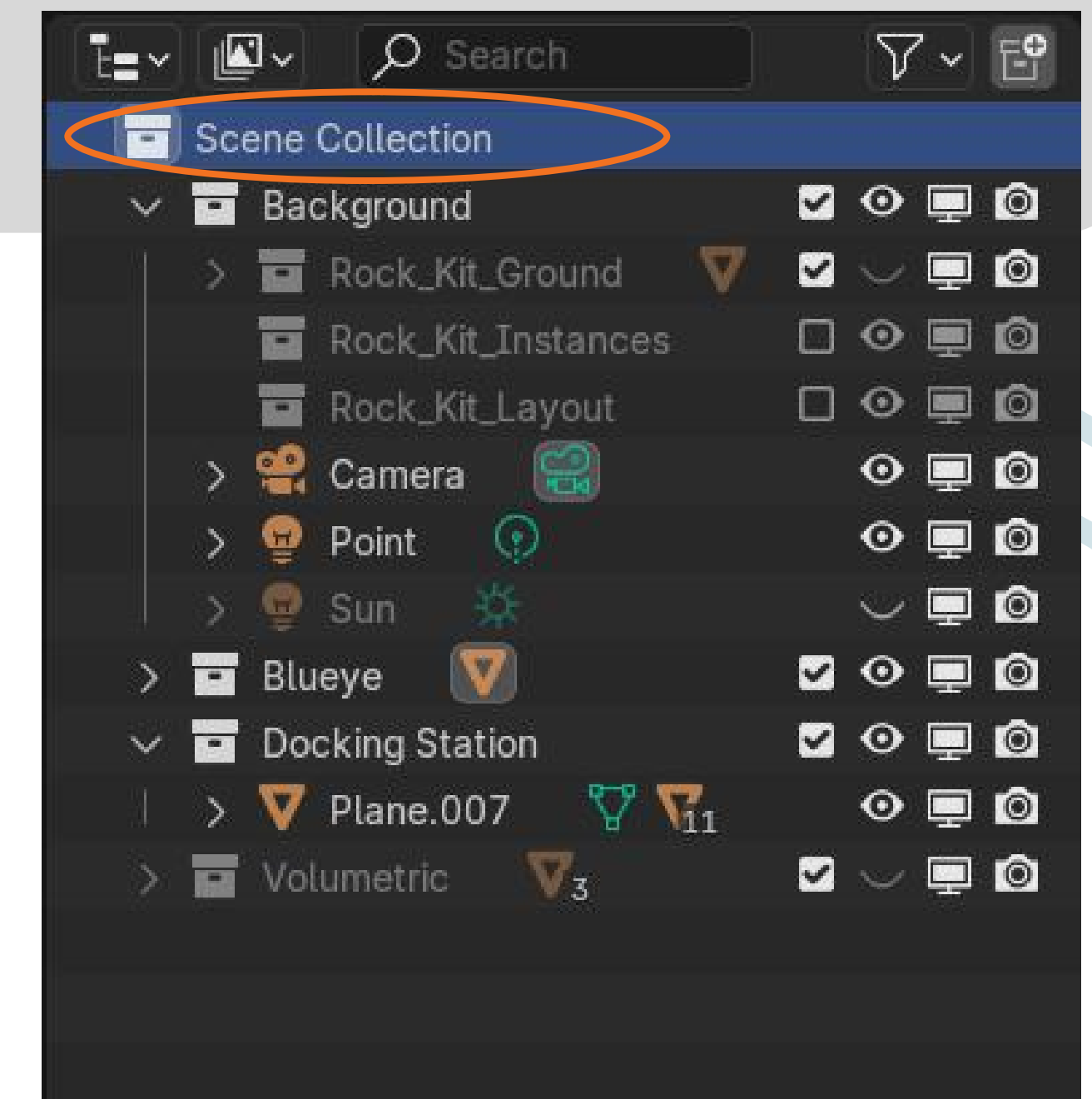
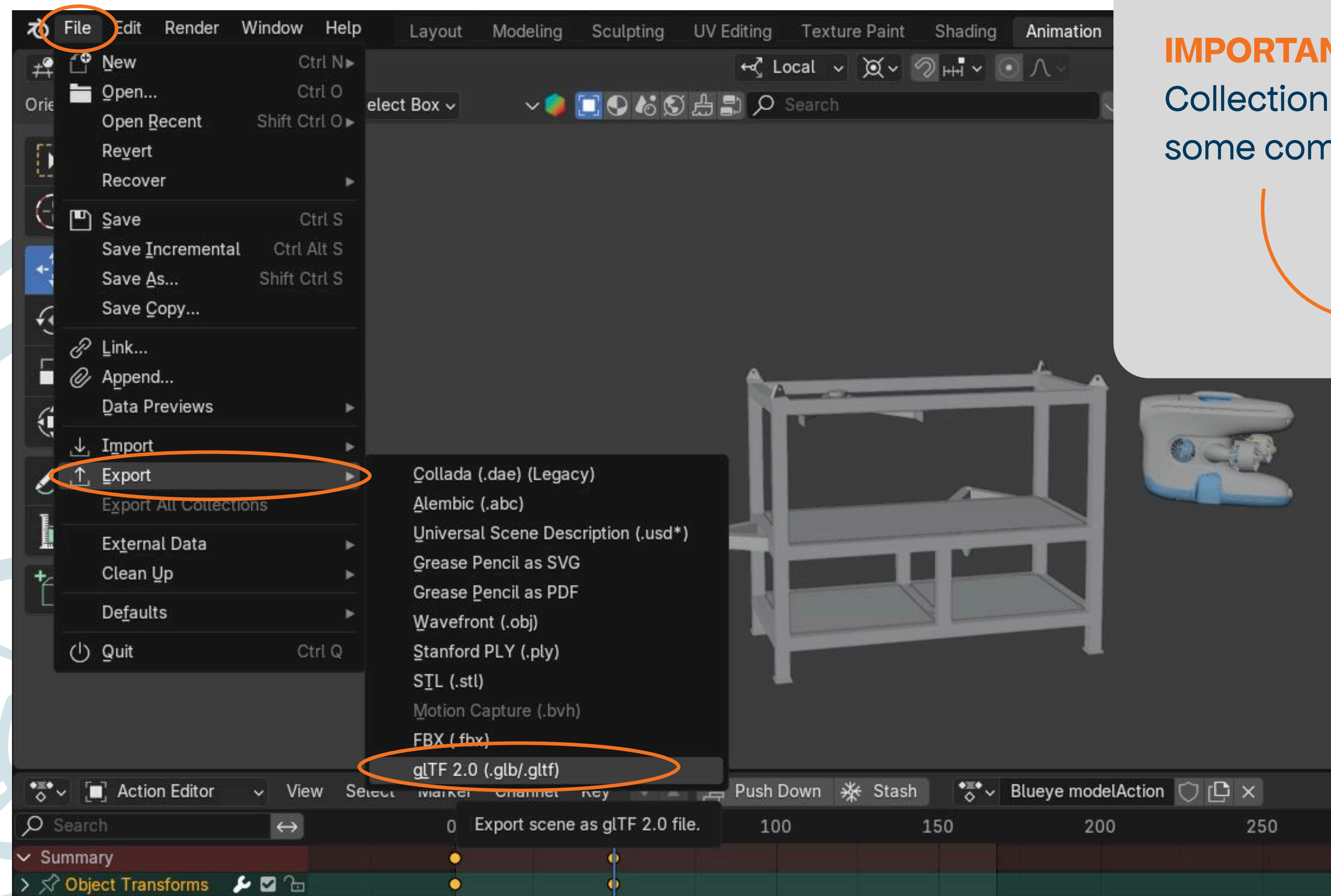


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Export animation

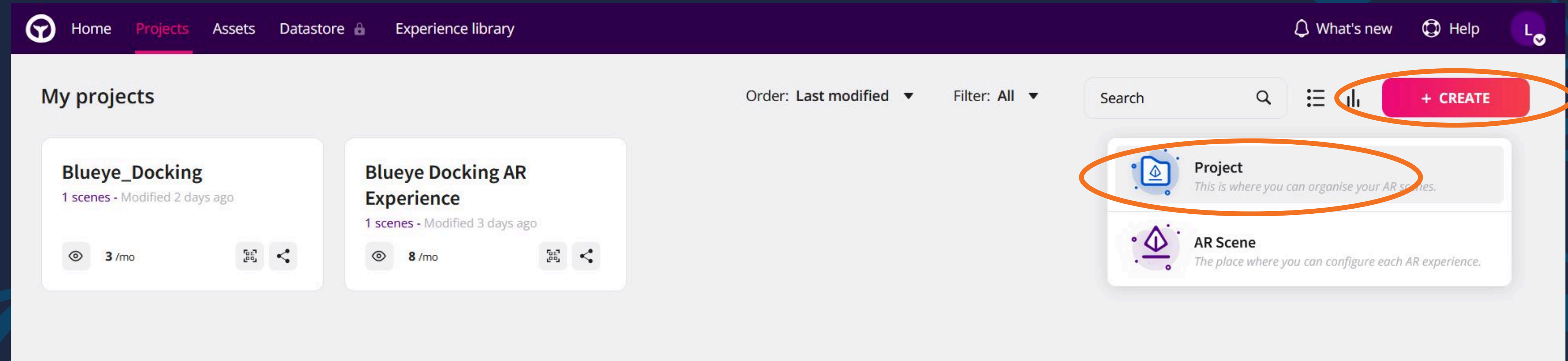
To export the animation for use in a program like Onirix, you need to export it in the **.glb** or **.gltf** format.

IMPORTANT: Make sure to select the main Scene Collection folder before exporting. If you don't, some components may be left out of the export.



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Set up project in Onirix



Once you have logged into Onirix, this is how the dashboard looks.

You can choose to create a project.

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Set up project in Onirix

Where do you want the content of your AR scene to appear?
On a recognisable image, or anywhere in front of the user.





Image ☒



Surface ☐

Scene name Required field

NEW PROJECT

Image to trigger AR content What's this? ?

Select image from library

upload from file

or drop here to upload

CREATE PROJECT & AR SCENE

For the purpose of this project, we'd like the AR scene to appear on a post card.

Give your project a name!

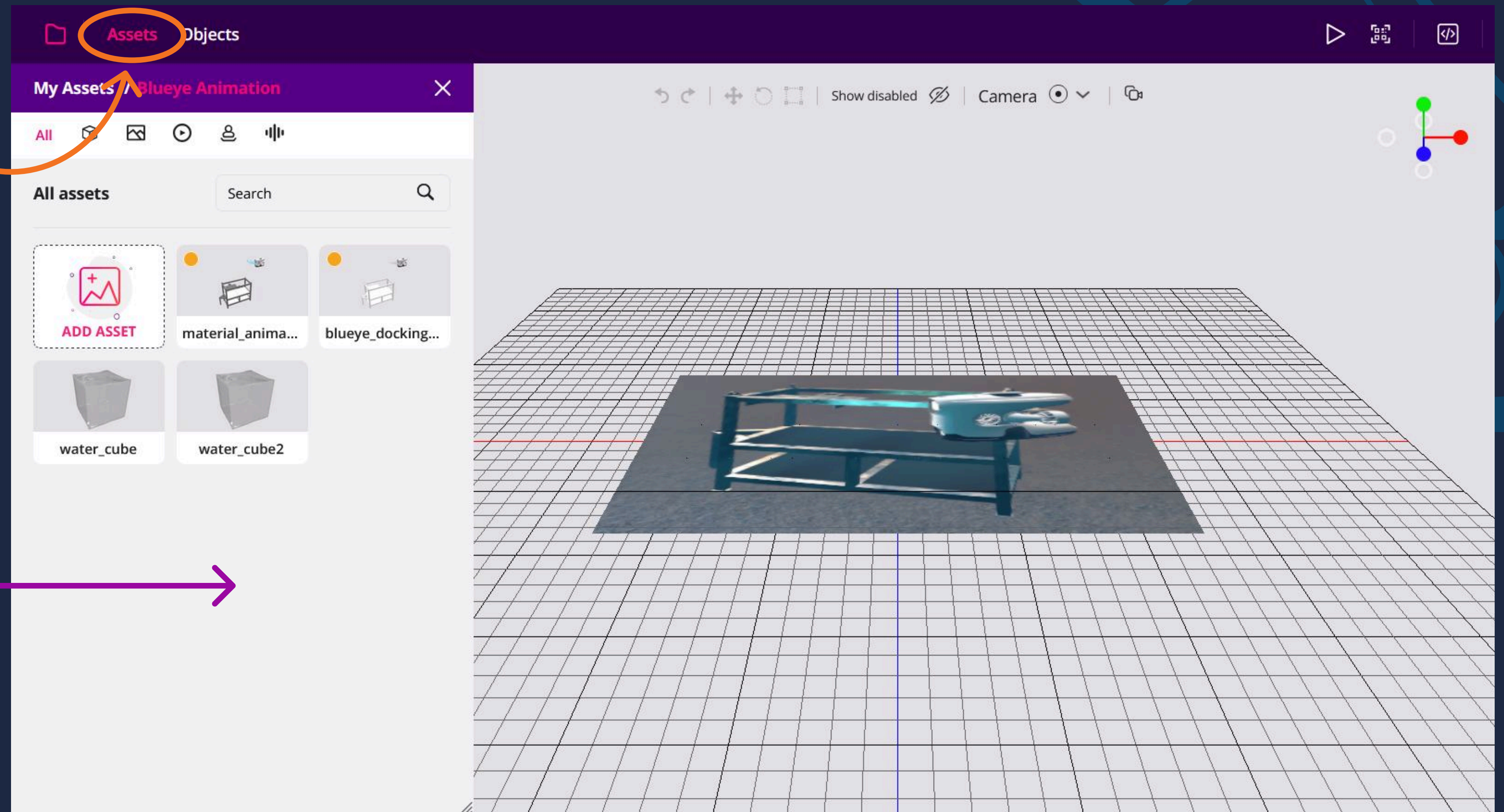
Here you can upload the image you'd like the AR scene to appear on. In our case it's our postcard.

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Import animation

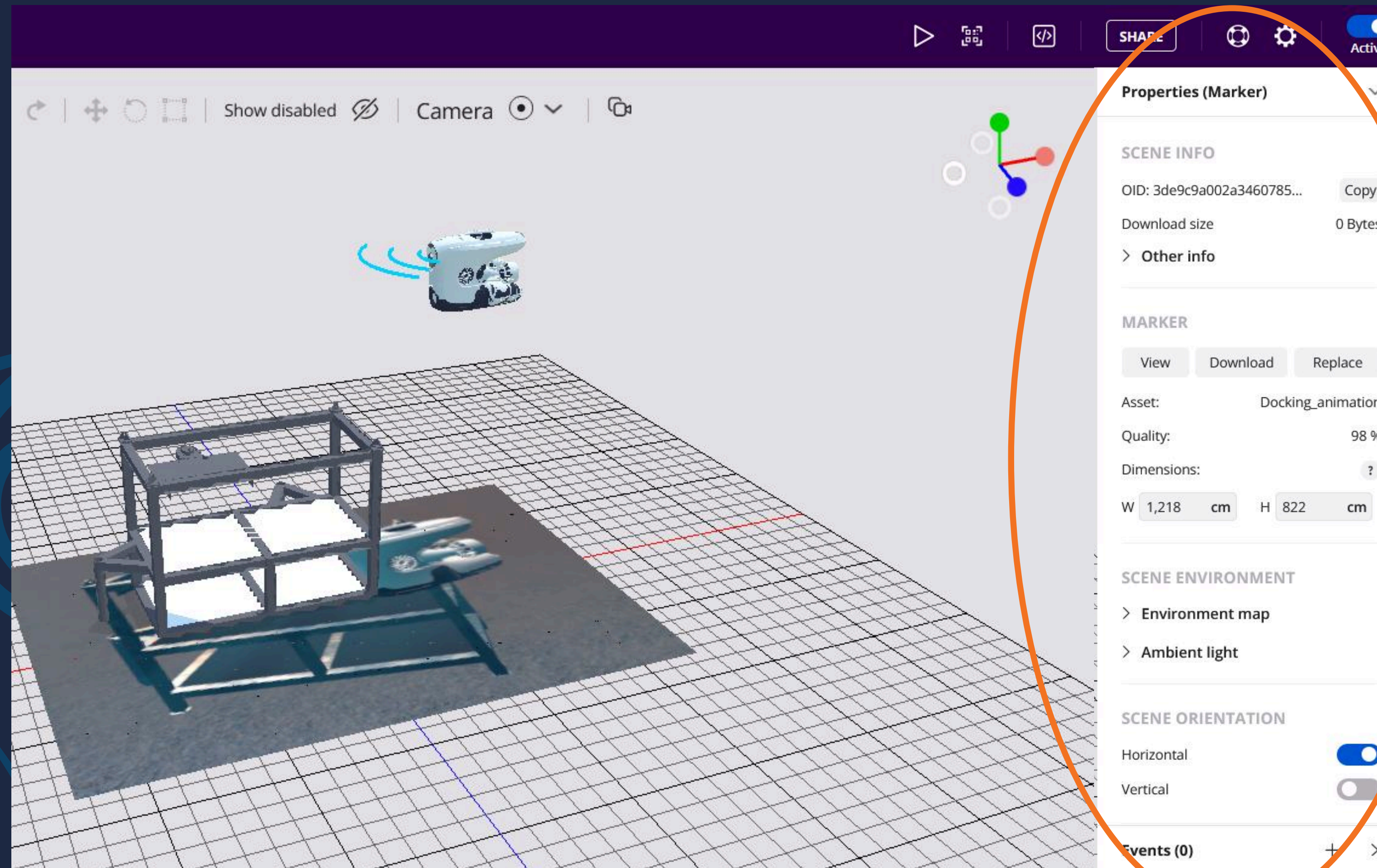
Once the project is successfully set up, you can import the .glb file in the Assets tab

Simply dragging and dropping is enough.



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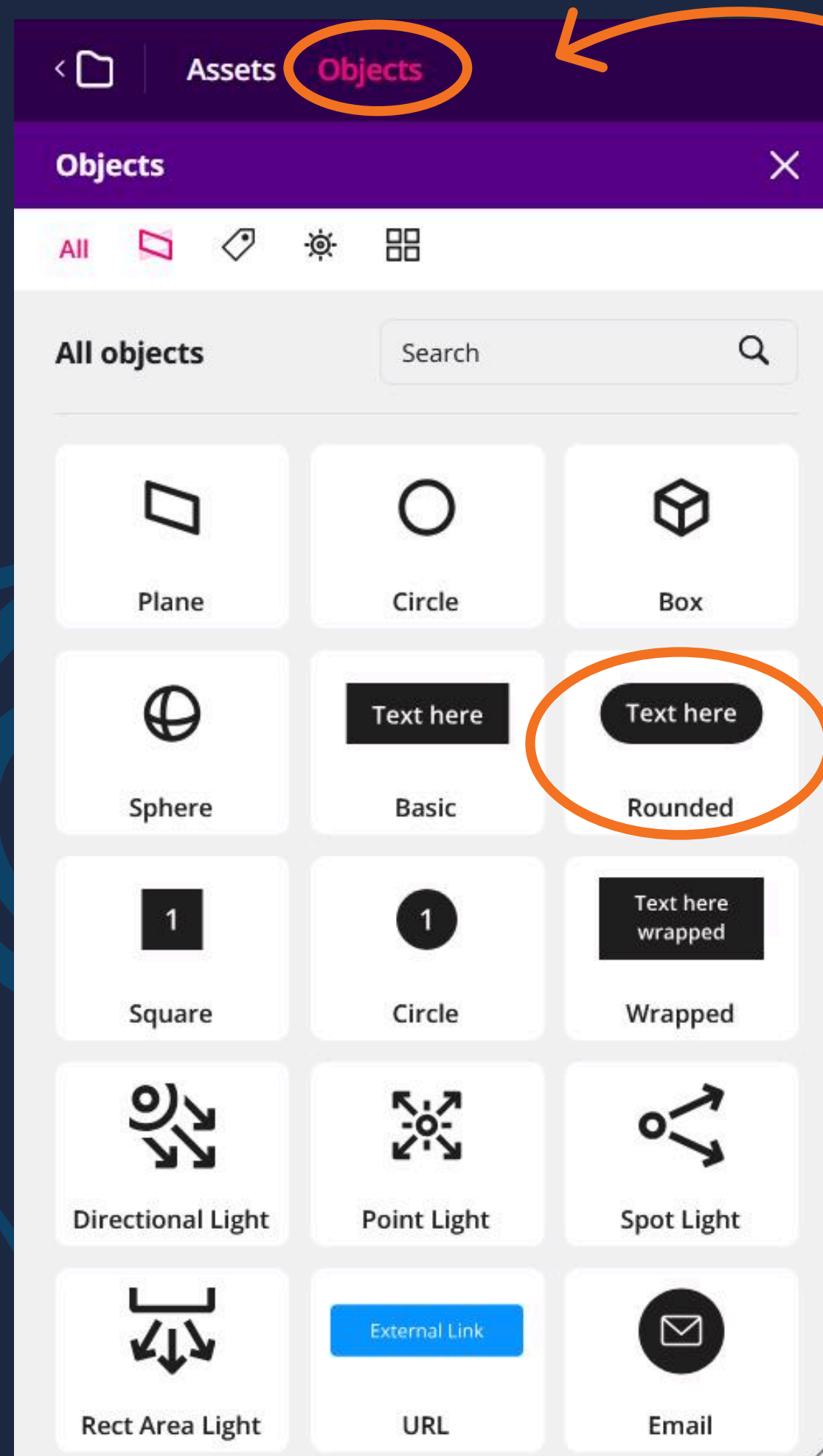
Adjust 3D scene



Now that your 3D scene is imported, you can use the panel on the right to adjust settings such as lighting, position, rotation, and more.

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Insert button



Use the Objects tab to insert additional assets.



Make a button so you can later add an event to start the animation

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Add event

Click to start animation!

1. Select the button

2. Add an event here

3. Here is how to set up the event!

Alerts >

Properties (Label) >

Events (0) + ✓

There are no events

1. Select an event

Event type

Click

2. Select an action

Action type

Play animation

3. Customize your action

Select element

Blueye

Select animation

Blueye_animation (5.42")

Animation duration

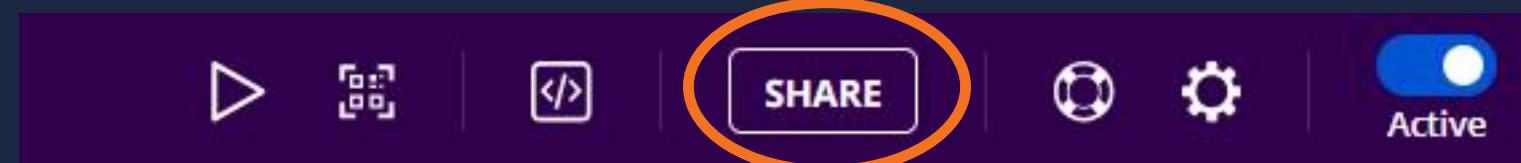
5.416666507720947 s ☐ Auto stop

Delay

0 s ☐ Loop

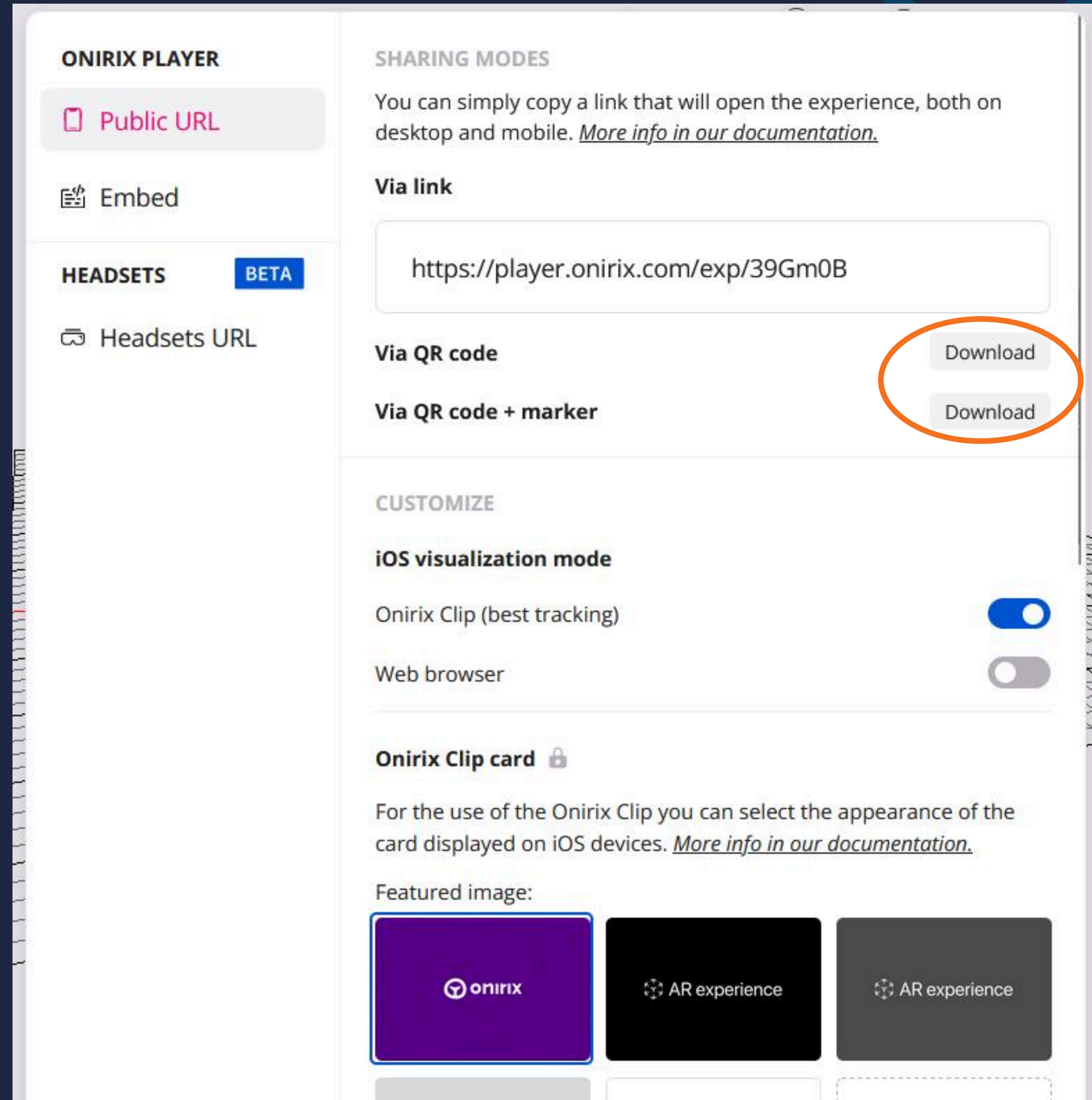
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Share AR scene



Share the AR scene

This will pop out when you share.



Choose either of these to generate QR code.

