User Manual

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UNIVERSITY OF TURKU

Team Aistikattila

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Introduction

This document describes the steps necessary to use the Aistikattila Experience program to its full potential. The following functionality can be expected with the Aistikattila Experience project:

- Launching visual sceneries
- Customising an existing scenery
- Importing a new scenery
- A Python script that can interface with the physical lighting in the USee interface

Additionally, there is a chapter about how assets/sceneries can be bundled together to be able to be imported into the Aistikattila Experience project.

Aistikattila Experience UI guide

The Aistikattila Experience project can be cloned using git by running

```
git clone https://gitlab.utu.fi/aistikattila/Aistikattila
```

This will install the necessary Aistikattila Experience files in a directory called Aistikattila. Next, to have access to the actual project, the user must open the project in Unity and build it, by selecting File → Build and Run. This will instantly build and run the Aistikattila Experience project.

Once built, the user will be greeted with the Aistikattila Experience UI, which can be seen below.
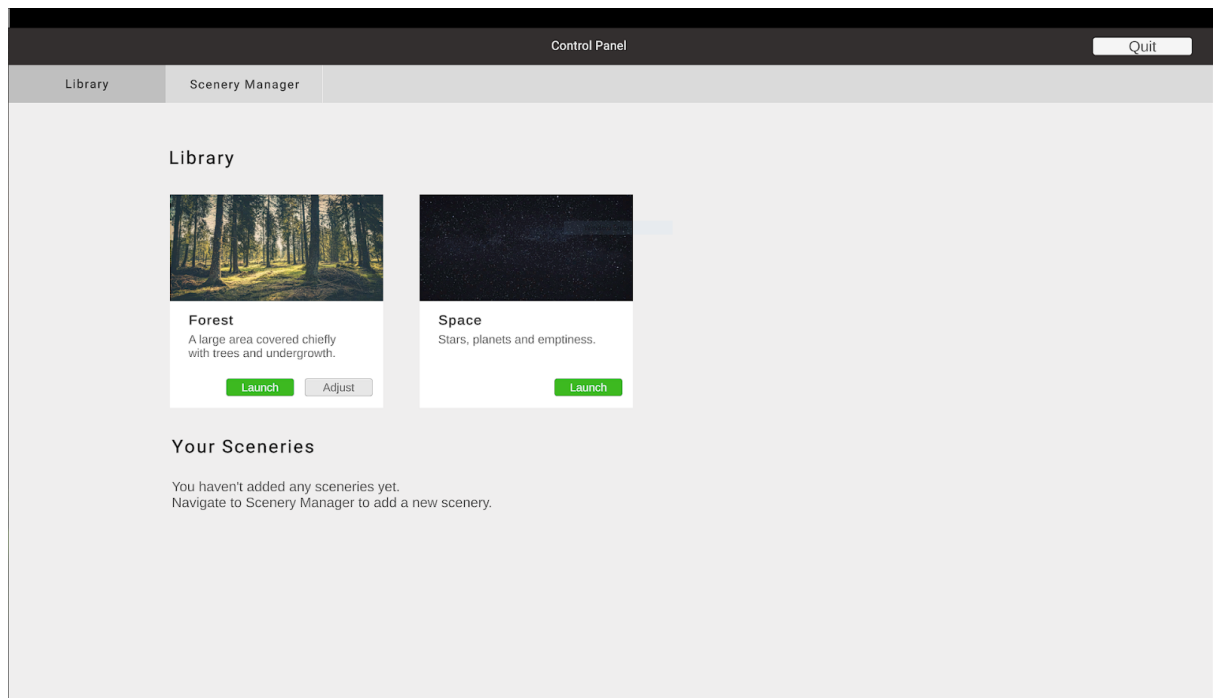
Running a scenery

To run an already existing scenery, the user simply needs to select any of the existing sceneries that can be found in the scenery library and click on the button "Launch".
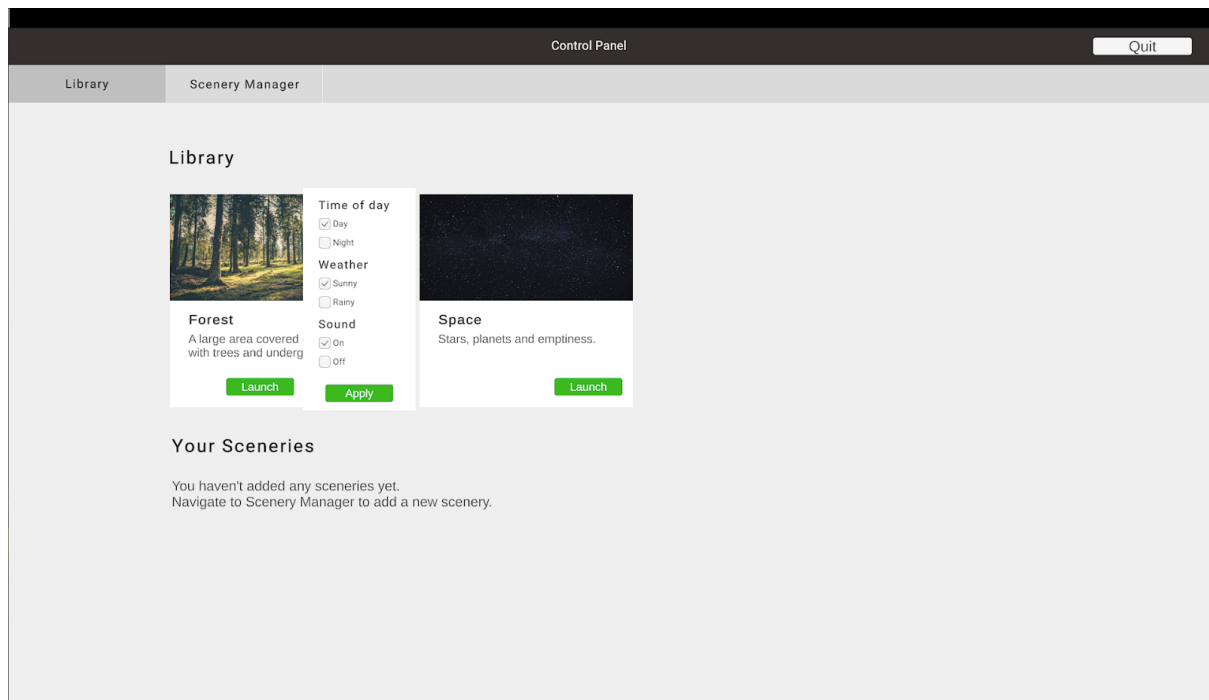
Exiting a scenery

Once a desired scenery is launched, the user can exit said scenery via the "Exit" button found on the main display of the device it is running on, whereas the other displays will be playing the scenery.

A Space scene is being displayed

Exit
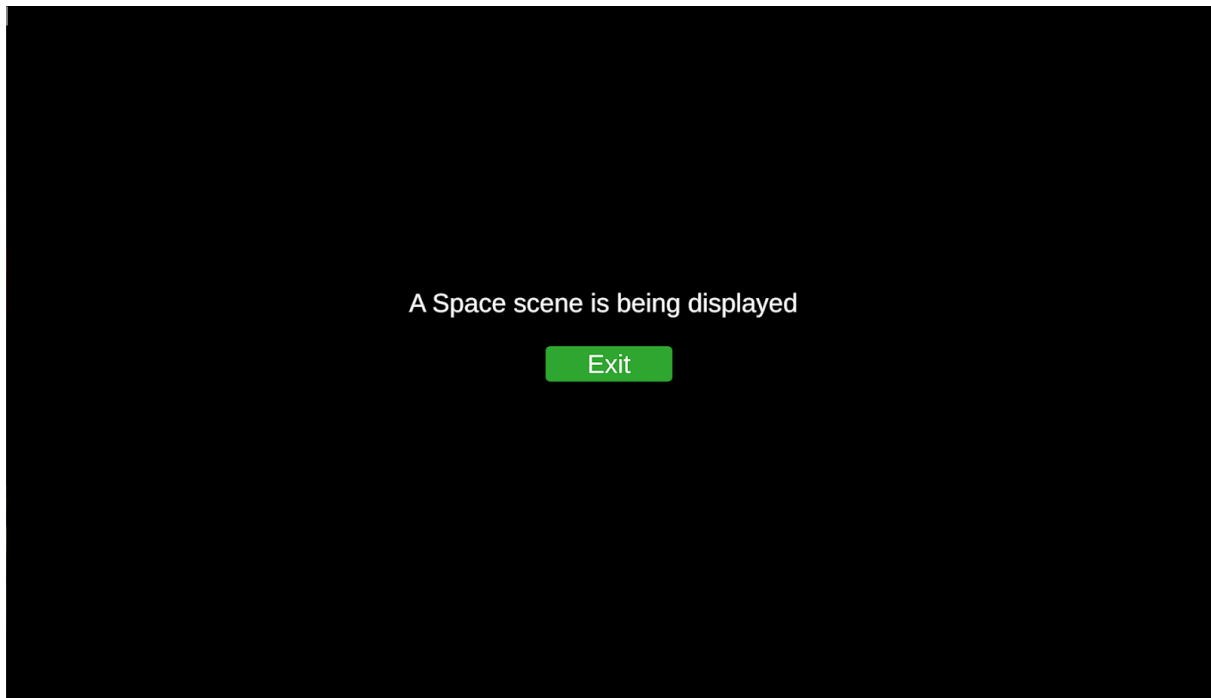
Customising a scenery

If a user wishes to customise an already existing scenery, they can click on the "Adjust" button seen under a scenery in the main UI library. This will open up a new window where the user can customise values such as the time of day (Day/Night shift), weather effects if applicable, and switching the sound on or off.

Note that such customisations are *not available* for certain sceneries where it does not make sense for it (e.g. such as day/night shifts in space), or in custom additionally imported sceneries by other users.

Bundling a scenery for import

To bundle a custom scenery for importation to the Aistikattila Experience, the user must first create a Unity scene with the preferred content. Multiple different tutorials for creating a Unity scene corresponding with the user's preferences can be found from the Unity User Manual (https://docs.unity3d.com/Manual/index.html). After the required scene has been created, the user can then make the required preparations for bundling the scenery to work with the Aistikattila Experience.

If the user isn't using the Aistikattila iMac, they must first import the preferred scenery to the Aistikattila iMac and open it in Unity. After this the steps are simple. First, the user must make sure the scene they wish to create an AssetBundle from is open. Then the user should navigate to the Unity menu bar and choose Assets > Build AssetBundles. This might take a while depending on the size of the scenery assets. After the build progress bar has finished, the file is stored within the currently active Unity project within Assets > AssetBundles.
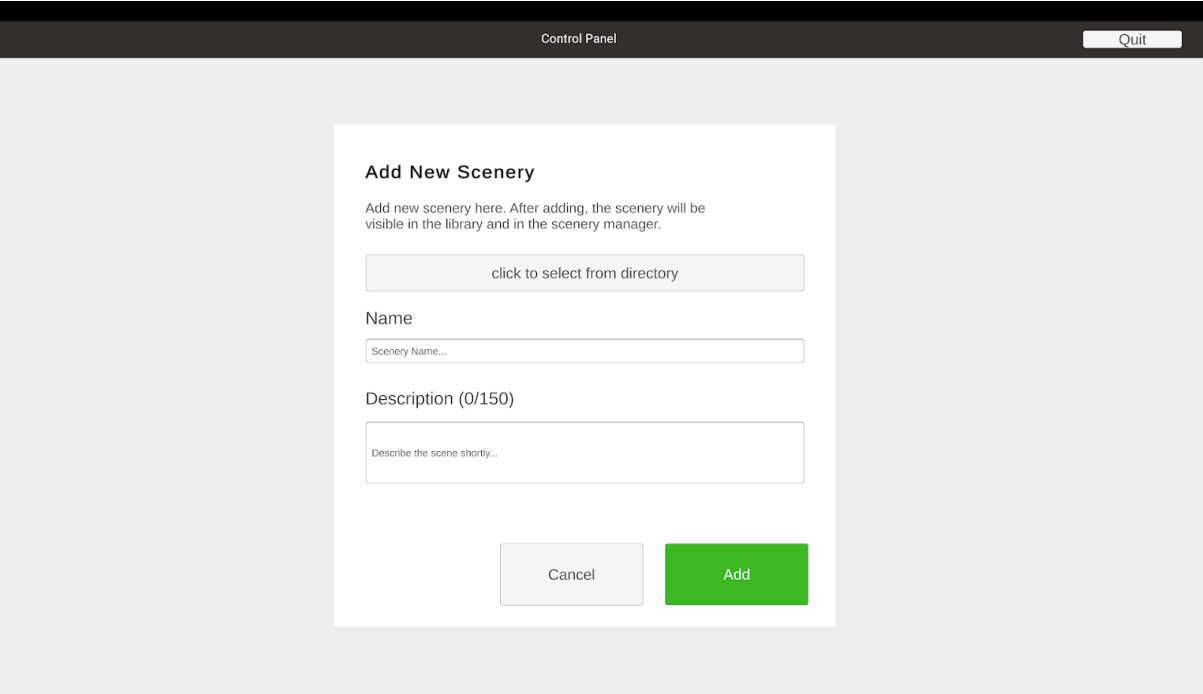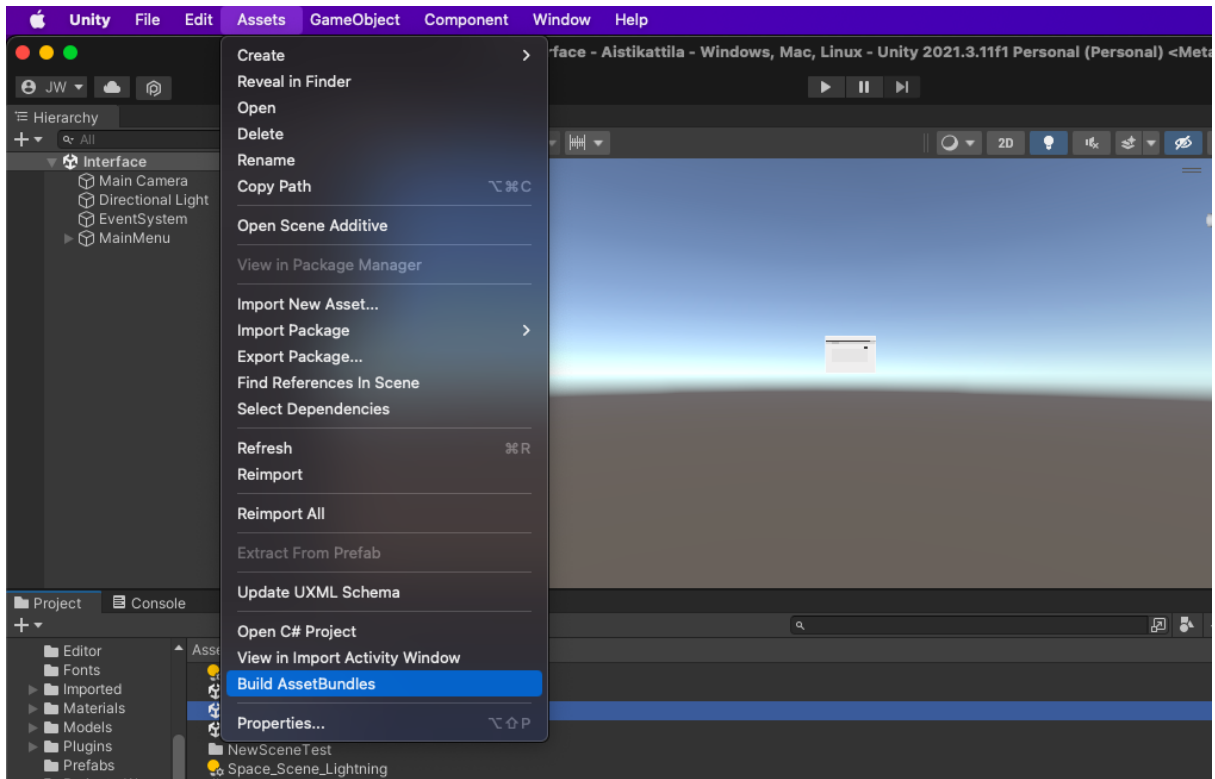
Importing a custom scenery

To import a custom scenery, a user can click on the Scenery Manager tab found in the main UI, which in turn shows the Scenery Manager.
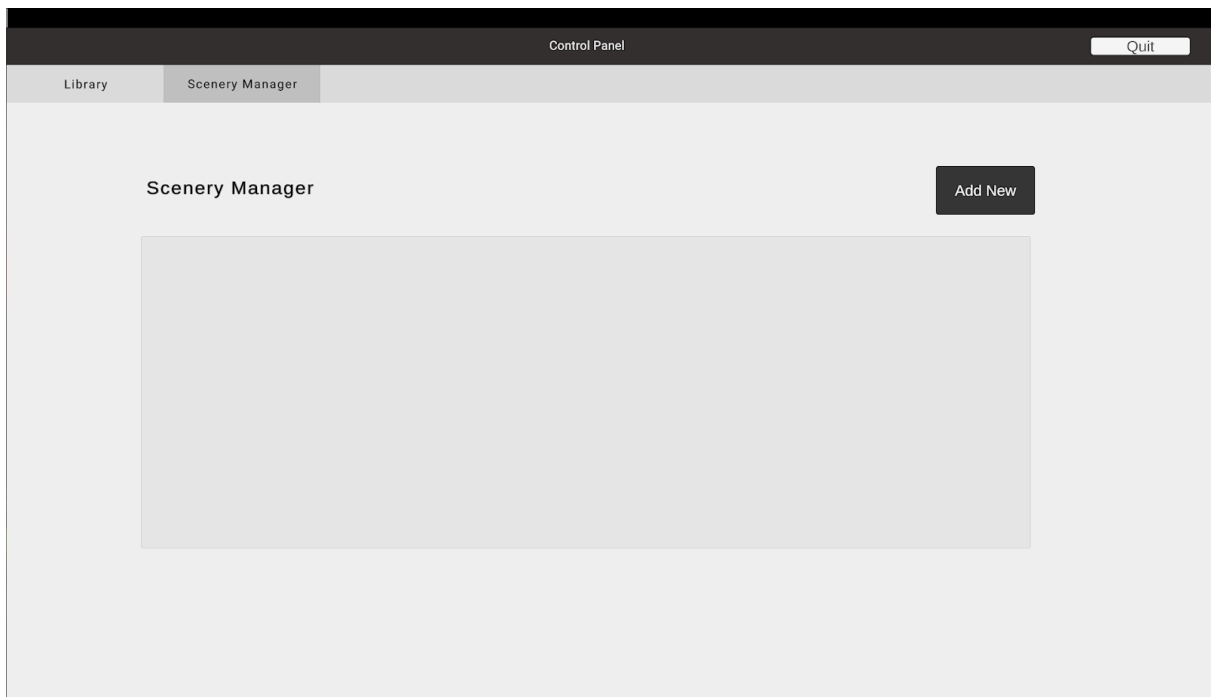
Here, a user can decide to import new sceneries that will then show up in the library of the main UI. To do so, simply click on the "Add New" button, which will prompt a new window to appear.

In this window, the user can then search for a bundle (the steps for it are described in the previous chapter) in a desired directory, name the scenery as well as add a description to it. Once everything is set up as desired, simply click on "Add".