



# Student handbook

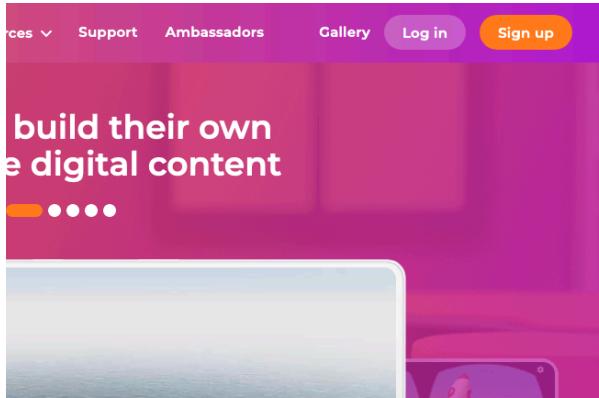


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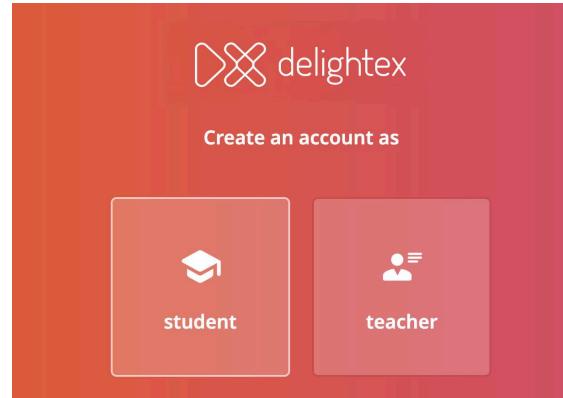
**Step-by-step guide for  
students getting started  
with Delightex**

# 1. Register

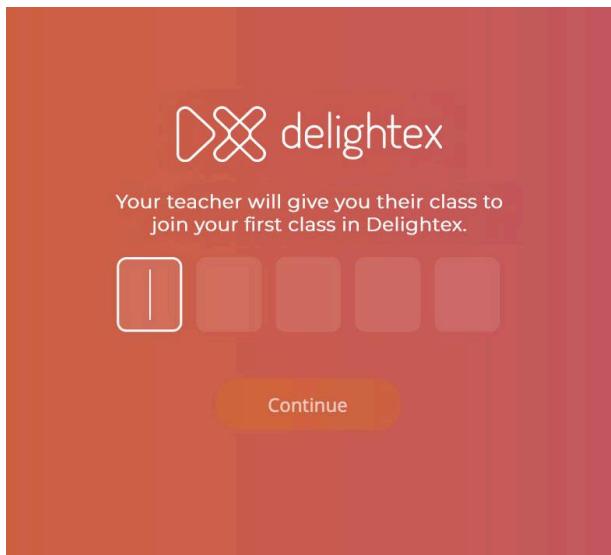
1. Go to [delightex.com](https://delightex.com) and click **Sign up** to create your account.



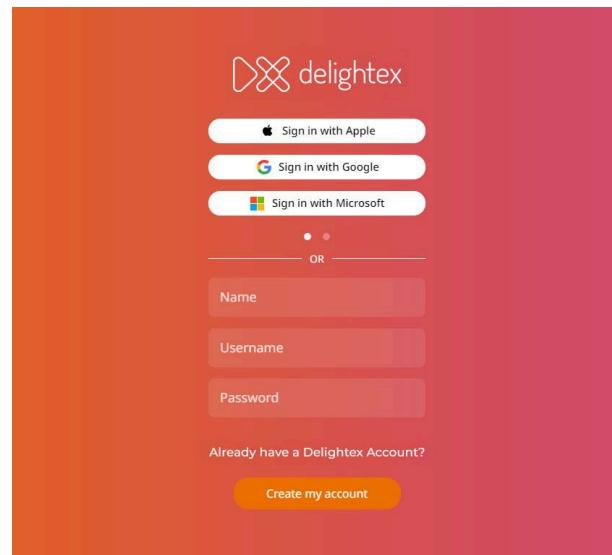
2. Create an account as a student.



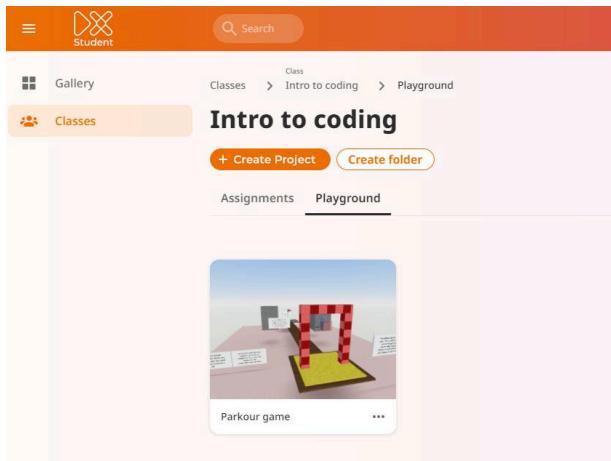
3. Enter the **class code** that you received from your teacher and click **Continue**.



4. Choose the appropriate login option and click **Create my account**.



## 2. Create

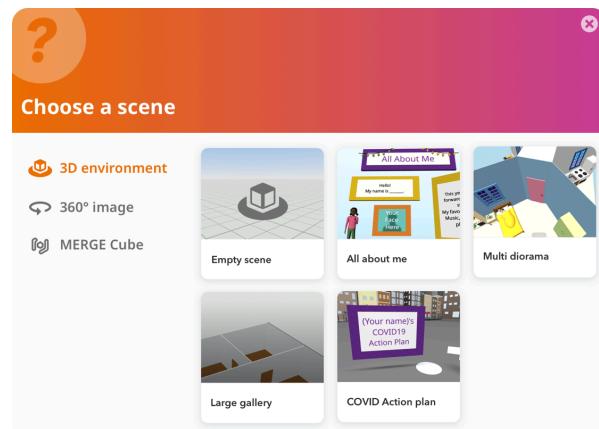


Click **Classes** and enter your class to view your assignments.

If your teacher allowed it, you can create your own Projects in a **Playground**.

Start by exploring the welcome Project to get familiar with the basics.

To create a Project, click **Create Project**.

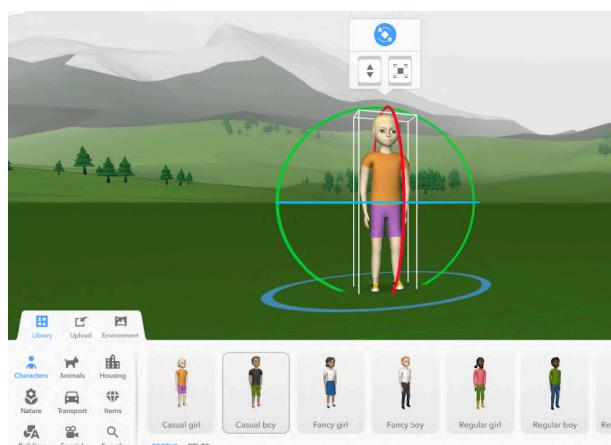


To start with, you can choose the first scene to build in.

You can create inside of a **3D environment** of your choice and view it in VR and AR.

You can also build upon a **360° image** that you choose and view it in VR.

If you're lucky to have this extra option, you can even build for the **MERGE Cube**!



Drag and drop 3D objects from the **Library** to add them to your scene.

You can even build your own using building blocks under **Building**.

Go to **Upload** to add 3D models, images and GIFs, videos, and even sounds!

## 3. Explore

The magic is that you can explore your Projects in many ways!



### Play mode

The **Play mode** lets you easily explore a Project and move around it on any device. Simply open a Project and click Play.



### Gyro mode

You can explore a Project with the Gyro mode using a **tablet** or a **smartphone** and the **Delightex mobile app**. This lets you move your device to look around your Project through the screen.

Open a Project in **Play** mode and click the **Gyro** icon.



### VR (Virtual Reality) mode

Your creations can be experienced in VR using the ClassVR headsets or with a mobile VR headset. To explore with mobile VR, open the **Delightex mobile app** on a VR-compatible smartphone, **Play** your Project and click the **VR** icon.



### AR (Augmented Reality) mode

Using an AR-compatible tablet or smartphone, open the **Delightex mobile app**, **Play** your Project and click the **AR** icon.



# Student checklist

Simply follow the steps below to start using Delightex.



## Create your Delightex account

- From a computer, go to [delightex.com](https://delightex.com) and click Sign up.  
From a phone or tablet, install the Delightex app.
- Create an account as a **student**.
- Enter the **class code** that you received from your teacher.
- Choose your login details. Use something you're sure that you'll remember later on!
- Let your teacher know if you need help to join Delightex.



## Enter your class

- On the left menu, go to **Classes** and enter your class.
- Let your teacher know if you can't find your class in Delightex.



## Open your assignment

- When your teacher gives you an assignment, you'll find it in your class.
- Make sure to read the assignments' instructions before getting to work!

# Key application videos

These tutorials explore some of the key applications of Delightex!  
Scan the QR codes below or click the links to watch the videos.



## 360° tours

Learn how to build your own 360° tour

[youtu.be/Mi5MYVpAmuU](https://youtu.be/Mi5MYVpAmuU)



## Virtual exhibitions

Learn how to design a virtual exhibition

[youtu.be/xQU60KryO2E](https://youtu.be/xQU60KryO2E)



## Storytelling

Learn how to create an interactive story

[youtu.be/SAaLoXmpUig](https://youtu.be/SAaLoXmpUig)



## Games

Learn how to program and play your own game

[youtu.be/uzbVkiWZAUc](https://youtu.be/uzbVkiWZAUc)



## Simulations

Learn how to visualize or simulate anything in 3D

[youtu.be/vtcIENClmGo](https://youtu.be/vtcIENClmGo)

# Desktop shortcuts

## EDITOR

### Navigation:

|   |                                 |   |                                |
|---|---------------------------------|---|--------------------------------|
|  | = Rotate camera view            |  | = Center in on selected object |
|  | = Zoom in/ out                  |  | = View whole scene             |
|  | = Move camera view              |  | = Zoom in                      |
|  | = Zoom camera to mouse position |  | = Zoom out                     |

### Building:

|   |                                   |  |                           |
|---|-----------------------------------|--|---------------------------|
|  | = Rotation mode                   |  | = Select all objects      |
|  | = Turn grid snapping on/ off      |  | = Copy selected object(s) |
|  | = Group/ ungroup selected objects |  | = Paste object(s)         |
|  | = Duplicate and move              |  | = Deselect object(s)      |

### CoBlocks:

|   |  |
|---|--|
|  | = Copy selected CoBlock(s)                     |
|  | = Paste CoBlocks                               |
|  | = Copy all CoBlocks from the current workspace |

## PLAY MODE

### Flying camera:

  = Move forward

  = Move left

  = Move backward

  = Move right

 = Move up

 = Move down

### Walking camera:

  = Move forward

 = Jump

  = Move left

  = Move backward

  = Move right

### Orbit camera:

 = Rotate camera view

 = Zoom in

 = Move camera view

 = Zoom out

 = Zoom in/ out

# Mobile shortcuts

## EDITOR

### Navigation:

- |   |                                     |   |                    |
|---|-------------------------------------|---|--------------------|
|  | = Rotate camera view<br>left/ right |  | = Zoom in/ out     |
|  | = Tilt camera view up/ down         |  | = Move camera view |

### Building:

- |   |                 |   |                         |
|---|-----------------|---|-------------------------|
|  | = Select object |  | = Scale object          |
|  | = Move object   |  | = Open object inspector |

## PLAY MODE

- |   |                      |
|---|----------------------|
|  | = Object interaction |
|---|----------------------|

### Walking/ Flying/ Fixed camera:

- |   |               |   |                |
|---|---------------|---|----------------|
|  | = Turn camera |  | = Move forward |
|---|---------------|---|----------------|

### Orbit camera:

- |   |                                     |   |                    |
|---|-------------------------------------|---|--------------------|
|  | = Rotate camera view<br>left/ right |  | = Zoom in/ out     |
|  | = Tilt camera view up/ down         |  | = Move camera view |