

CreationsAR

User Guide

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Starting Notes:

1. **CreationsAR must be run on a physical iPhone 6s or newer from a Mac (Mr. Sea has Macs)**
2. **You must find a cable which can connect the phone to the computer**
3. **Ensure that your phone has internet connection through the download process. This is necessary to verify the application with Apple**

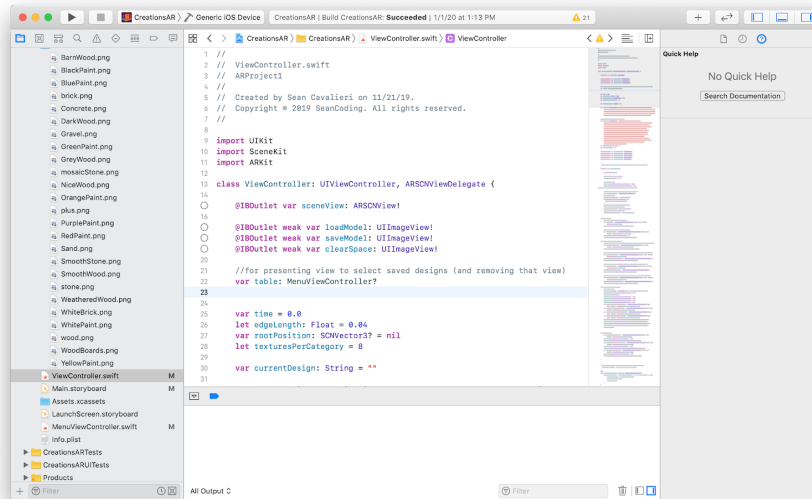
Download Instruction:

This sections dictates how to download CreationsAR onto your iPhone

1. **Download XCode from the App Store**
2. **Unzip Project File**
3. **Click “Open another project...” In bottom right corner of opening window**



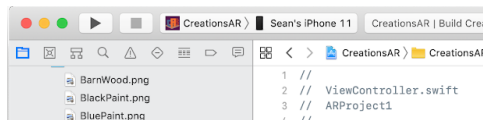
4. **Navigate through the finder window to the Project File**
5. **Select the folder “CreationsAR” and press open**
6. **XCode should open a window with all project files**



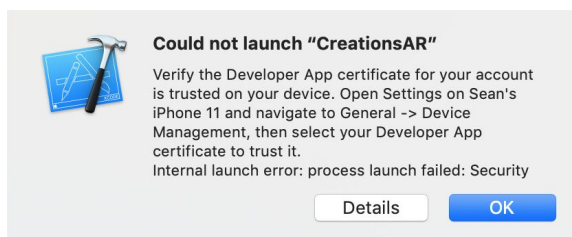
7. Tether your phone to the Mac with your cable

8. If XCode does not automatically find your device, click on “Generic iOS Device” On the left of the top menu bar and select your device.

9. XCode should now replace “Generic iOS Device” with your device’s name. This is shown below as “Sean’s iPhone 11”

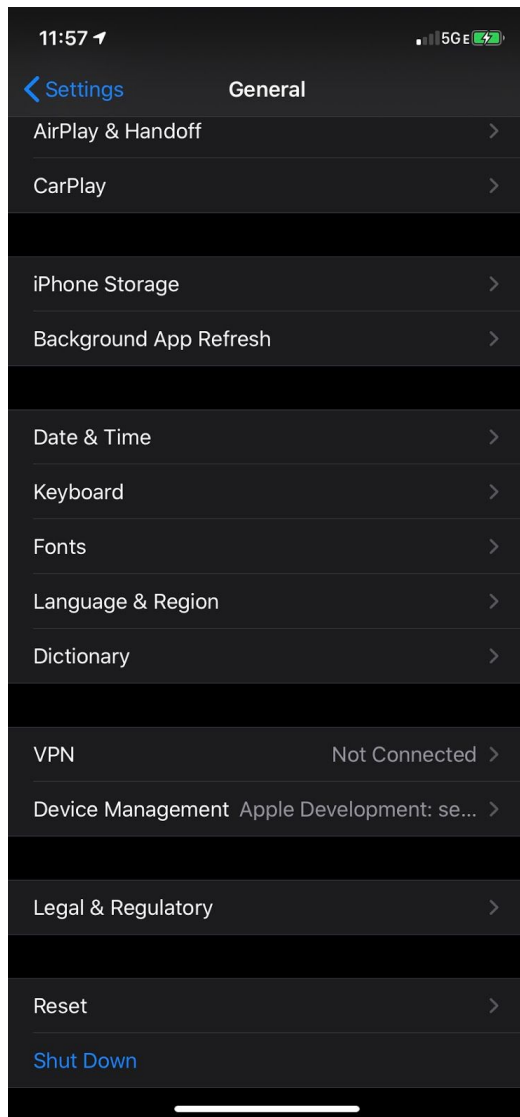


10. Finally, Click the play button “▶” in the top left. After a few moments, you should get this error message:



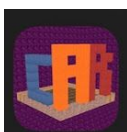
11. To run the app, go to the setting app on your phone. Go to “General”→”Device Management”→”Apple Development: sean@cavalieri.com” (Note: The Device

Management button may take a few seconds to appear. Reference the image below for where it should be. Wait a few moments on the general page if it has not yet appeared.



12. Once the Device Management option appears and you click on “Apple Development: sean@cavalieri.com”, click “trust” and enter your password if necessary.

13. The app should now appear on your phone and you can click the icon to open:

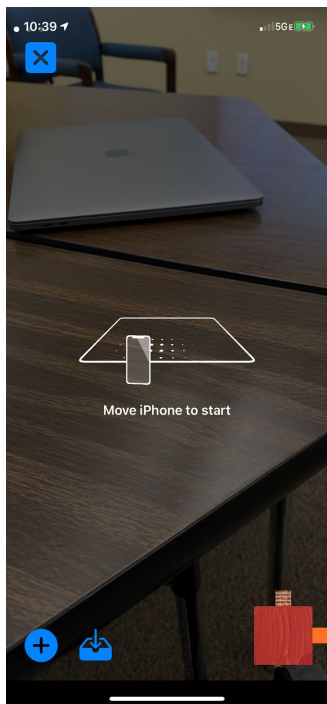


14. Congrats, You are now running CreationsAR!

App User Guide:

How to utilize all functionality of CreationsAR

- 1. When the app first opens, you will be asked to give permission to CreationsAR to use the camera. Grant this permission. If you do not, the app will not run and you need to go to the settings app to grant this permission.**
- 2. You will be presented with this screen:**

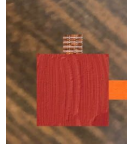


- 3. Follow the instructions in the middle of the screen while pointing the camera at a flat surface (Note: If there is significant glare or the surface is reflective, the app may not be able to find the surface). When the coaching overlay disappears, the app has found the surface you are pointing the camera at. You are now ready to begin building!**



4. The following instructions explain the functioning of the app:

- a. In order to place a block, simply tap on your phone screen on the surface you are pointed at. To place more blocks, you can place elsewhere on the surface or on a face of another block to place adjacently.**
- b. In order to delete a block, hold down on a block until it is deleted. Warning: If you do not then lift up your finger, more blocks will keep being deleted behind.**
- c. To change which block texture you are placing, swipe right, left, up, and down on the screen. On the bottom right, the big image shows your selected texture. The smaller images around the big central one are the textures you can get to. Swiping down will bring the texture in the small image at the top down into the selected texture slot. The other four directions function similarly. There are 24 textures to use. Swiping left and right moves within a category, while swiping up and down changes the texture category (Categories: Paints, Building Materials, and Woods).**



- d. To clear your workspace of all blocks, press the X in the top left corner. You will be asked whether you want to save the design. If you choose to save, provide a name to save the design under.



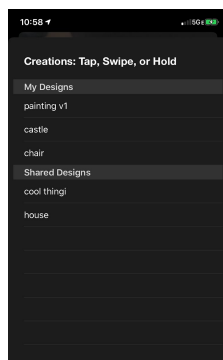
- e. To save a design without deleting, press the bucket icon near the bottom right. This will prompt you for a name to save under.




- f. To view and load your saved designs, press the plus icon in the bottom left. This will open up a menu.

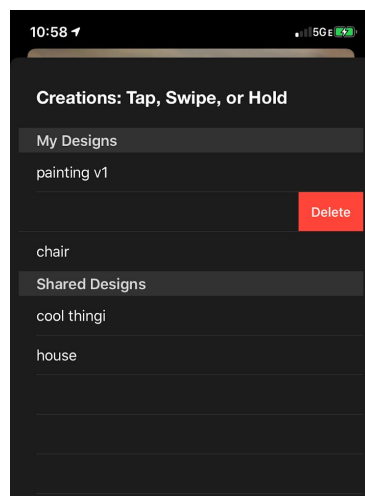


- i. Instructions for the Saved Designs Menu:

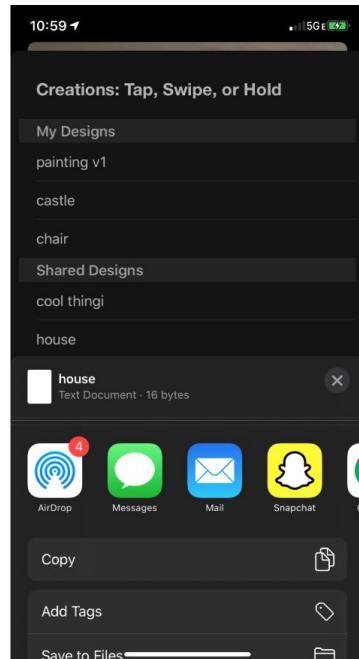


- ii. To leave this menu without performing an action, swipe down from the top of the screen.

- iii. **There are two categories of designs: “My Designs” and “Shared Designs”**
- 1. All of the designs you have created and saved will be in the “My Designs” category.**
 - 2. All of the designs that were sent to you by friends will be in the “Shared Designs” category (More on sharing designs later: see subsection ‘vi’)**
- iv. **To open a saved design, simply click on the name and you will be brought back to the home page. Your selected texture will now be a plus icon: . Press on any surface in the same way as placing a block, and the design will be put into your workspace.**
- v. **To delete a design, swipe to the left on the name and a delete option will appear. Press delete and the design will be gone. This action cannot be undone.**



- vi. **In order to share a design, long press on the name of the design you wish to share. The apple share sheet will appear.**

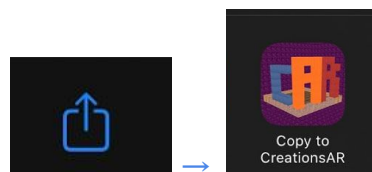


vii. **Airdrop, Text, Mail, etc your design to friends.**

Open a Shared Design:

How to open a shared design file with CreationsAR

5. **If the file was airdropped to you, click Accept then select CreationsAR from the menu**
6. **If the file was texted or emailed to you, click on the file then press the share arrow in your mail or messaging app and select “Copy to CreationsAR”**



7. **Both options above, or any other method of opening files, will bring you into the CreationsAR app, automatically save the design, and ask you to place the item into your workspace.**

Thanks for Using CreationsAR!!!

