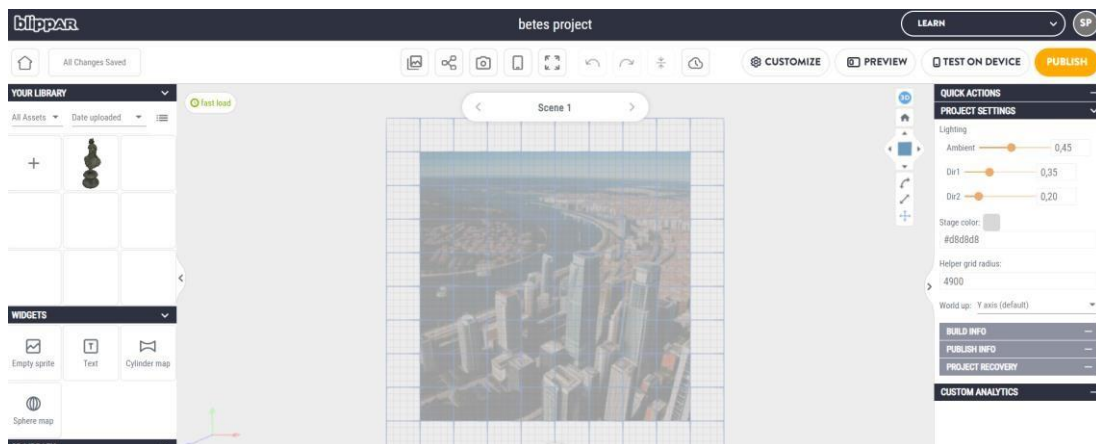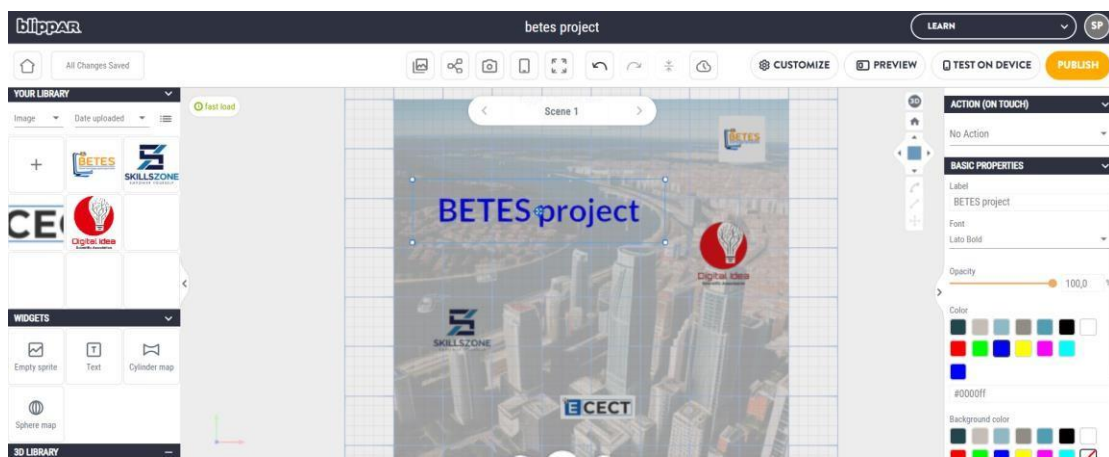# AR Workshop

In this workshop, you will Create your own augmented reality experiences for the web. You will create an AR, interactive poster for the BETES project, combining elements and knowledge you have acquired participating in it. To do so, follow the steps below:

1. Use an AI tool to generate a picture of e.g. the top view of a city. You can use https://picsart.com, https://pixlr.com, or similar. Download the image in .jpeg format. You can also use any other image from any source.
2. Visit https://www.blippar.com/ and click on GET STARTED.
3. Click on SIGN UP AND GET STARTED and select your Sign In method (Sign in with Google, Sign in with Microsoft, or Sign Up).
4. On the BLIPPBUILDER panel, click on CREATE A NEW PROJECT.
5. Give your project a name and click on CONTINUE.
6. You will be asked to select how you would like to use AR. Click on MARKER.
7. Create a NEW PROJECT, by selecting and adding up to 3 markers. BROWSE AND UPLOAD your markers, Confirm and you will now be able to see the BlippAR interface. Your screen should look like this:
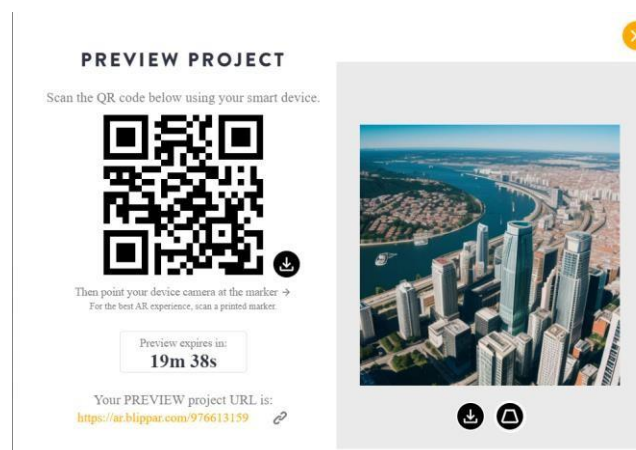

8. Browse on the left-hand panel, where you can select and add elements from your library, such as 3D models, Audio, Image, pdf, video etc. You can also browse the widgets, the 3D Library and Lights. By selecting an element (object), you can drag and drop it on your scene.
9. Select Image from Your Library, browse and upload images. In this example we are using the BETES project partner's logos. Drag and drop the images on your Scene and move them to the place you prefer.

10. Once you place the object, click on it, and use the right-hand panel to edit its properties. On the Action (on touch) panel you can select the action that will take place when you click on the object. E.g. Click on the Digital Idea logo, select Website and paste the https://www.digitalidea.gr/ URL. Click on Open in external browser.

11. Follow the same instructions for the rest of the logos you have imported on your scene to end with an action connected to each logo. You can use Audio, Video, Website link, Call, Email, YouTube etc.

12. From the Widgets menu (left-hand panel) you can also add Text. Try adding a text (from the left-hand panel) and edit its Basic Properties (from the right-hand panel) (edit the Label, font, color, etc.). Your result should look like this:
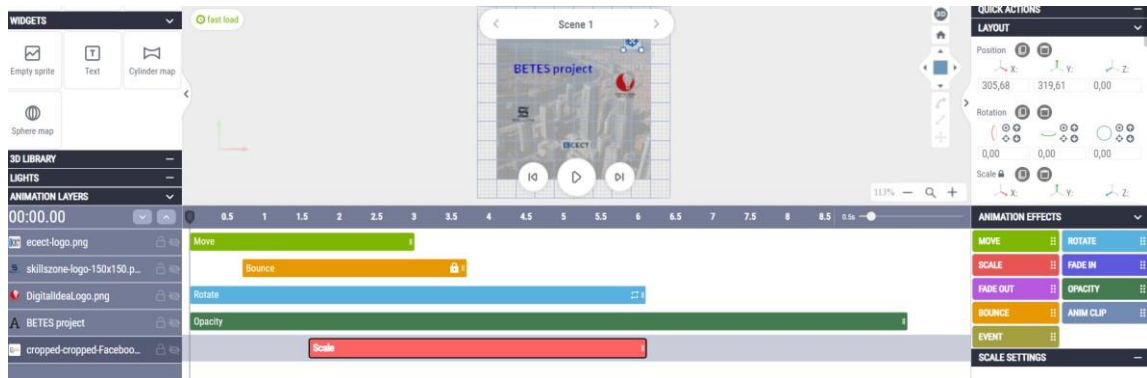

13. Now it is time to test your project. Click on TEST ON DEVICE, on the top right of the screen.

14. You will be guided to scan a QR code using your smart device or use a URL to preview your project. Scan the QR code on your device and wait for the project to load.

15. Follow the instructions on your device: You will have to frame the image as shown on the device to start. You will be able to see the objects you imported on your scene and click on them to see the actions you have

selected. You can also toggle the perspective view of your marker to better see the objects.

16. You can now go back to your project to add elements or make improvements. You can add some 3D elements from the 3D Library, or some Lights (left-hand panel).

17. To add some animation effects, select Animation Layers from the left-hand panel. You will be shown a timeline and the project's layers. After clicking on a layer, you can drag and drop an animation effect from the right-hand panel to the timeline. Your project should then look like the picture below:

18. You can edit the settings of each animation by double clicking on it.

19. Go to the TEST ON DEVICE button and test your project using your smart device.

20. Go back to your project to make improvements or adjustments.

Good job!

You have just completed your AR project!

- Take some time to practice on BlippAR.
- Feel free to use different images, widgets, objects, and settings to customize your AR projects.
- Think of – propose – discuss in plenary projects you could create using BlippAR. Think of a project you could use in your personal or professional life, something you would like to see available.

More tutorials on: https://www.youtube.com/user/blippar1/videos

Thank you!