Create an AR experience in Metaverse

Experiences are created in the Experience Storyboard (Figure 3), that is a drag and drop canvas where you combine components (Scenes and Blocks) in order to build your Experiences.

On the right-hand side of the Storyboard you can find various settings to configure the Scenes and Blocks that you have added on the canvas.
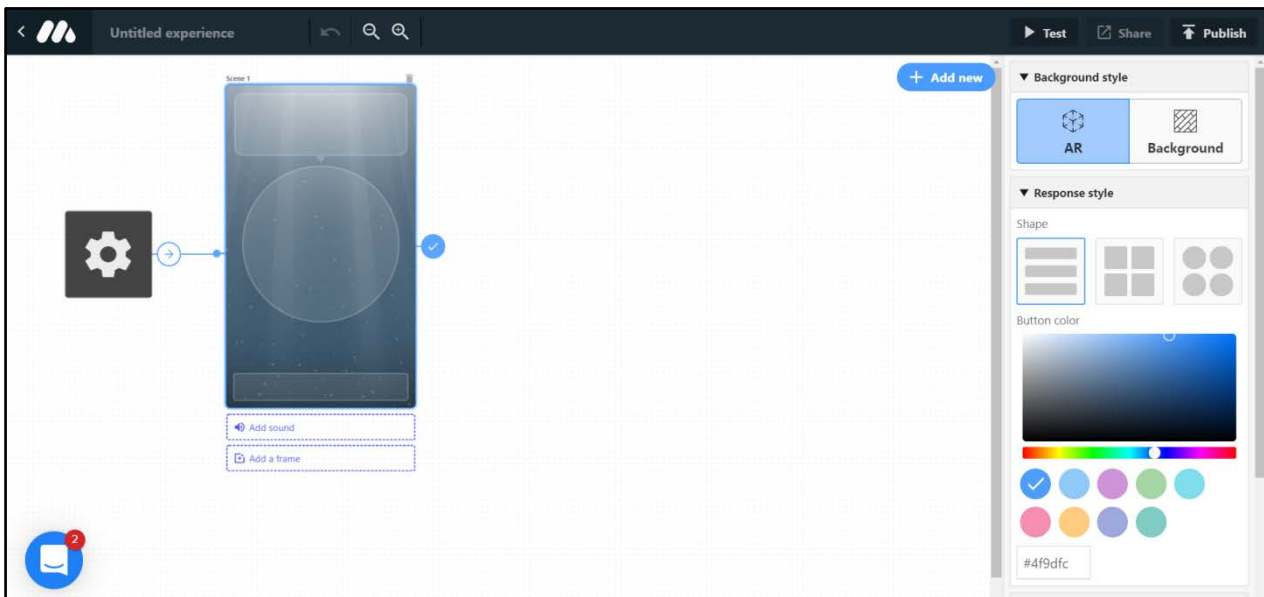

Figure 3: Experience Storyboard

The top bar of the Experience Storyboard allows you to give your Experience a title, undo changes, zoom in/out the canvas, test, share, and publish your Experience.

In general, the steps that you have to follow in order to create an Experience, are the following:

STEP 1: Click on **"Create experience"** to be transferred to the Storyboard. The canvas displays a settings Block (the grey block with the gear) and a Character Scene (Figure 3). The Character Scene is the most basic Scene in Metaverse, but you can find many other kinds of Scenes, such as Text Input Scenes, in the Metaverse library. The Block is automatically linked to the Character Scene with a blue line (i.e. the transition). It is extremely important that the settings Block is linked to a Scene or Block in order for your Experience to work.

STEP 2: Add a Character image, Dialogue (text) and interactive Buttons (input) to your Character Scene by clicking on the three corresponding areas, as shown in Figure 4. The corresponding Character or Button settings can be found on the right-hand side of the Storyboard. You can modify these settings as you wish.

NOTE: You do not have to use all three, that is Dialogue, Character, Button. For example, you can display a Character without text or buttons.
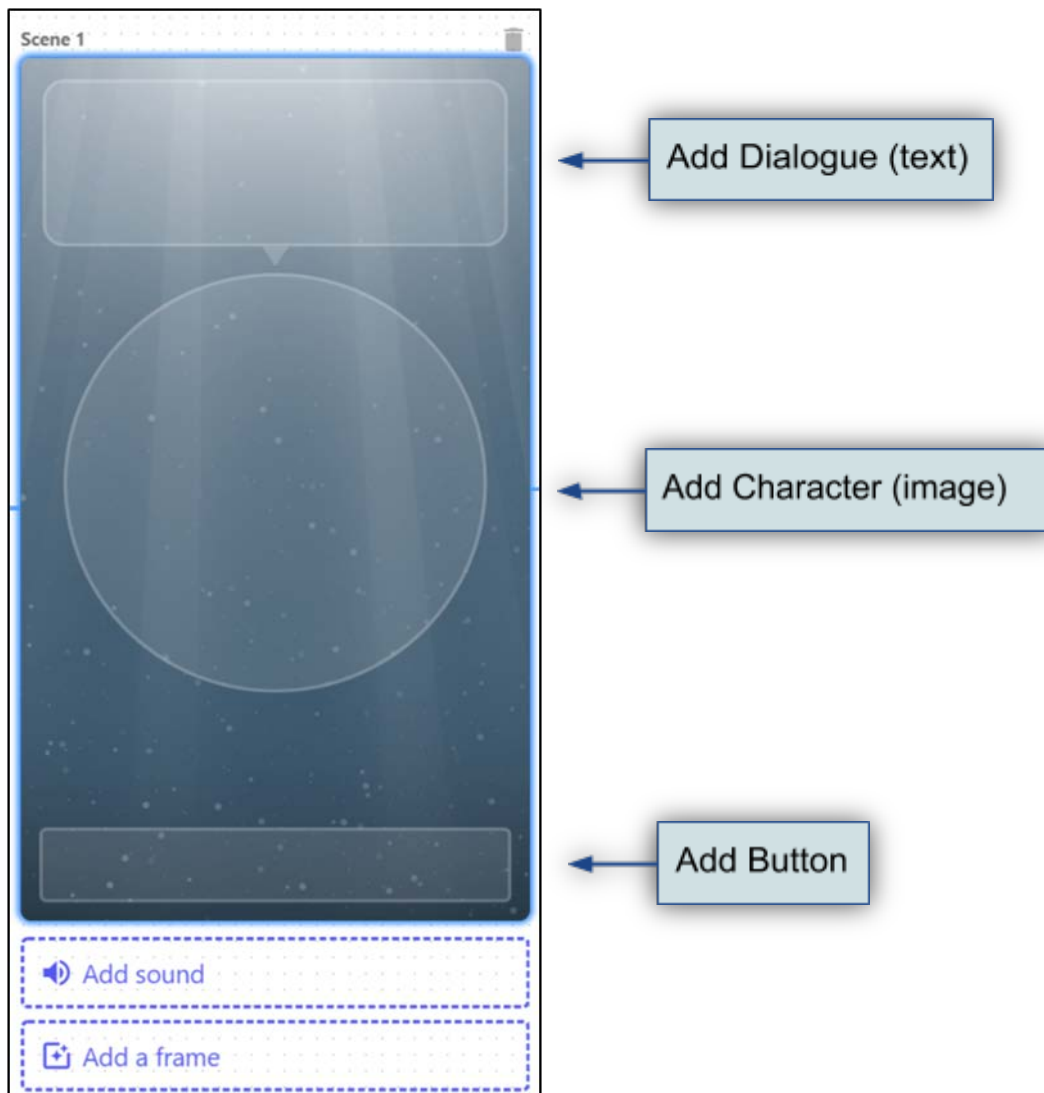
Figure 4: The Character Scene

STEP 3: Click the **"Add New"** button on the top right of the canvas to add a new Scene and/or Block. From here you can browse the Scene and Block library and click to import them into your Storyboard.

Actually, the Scenes are the visual elements of an Experience. These are what users actually see on their screen when they view the Experience. On the other hand, the Blocks are the logic elements of an Experience, that perform functions in the background, such as checking user's input, saving a photo or text, etc.

STEP 4: Link all of the Scenes and Blocks together with transitions (Figure 5 & Figure 6). *NOTE:* Experiences can contain only Scenes or Scenes and Blocks. Experience will not work with just Blocks.
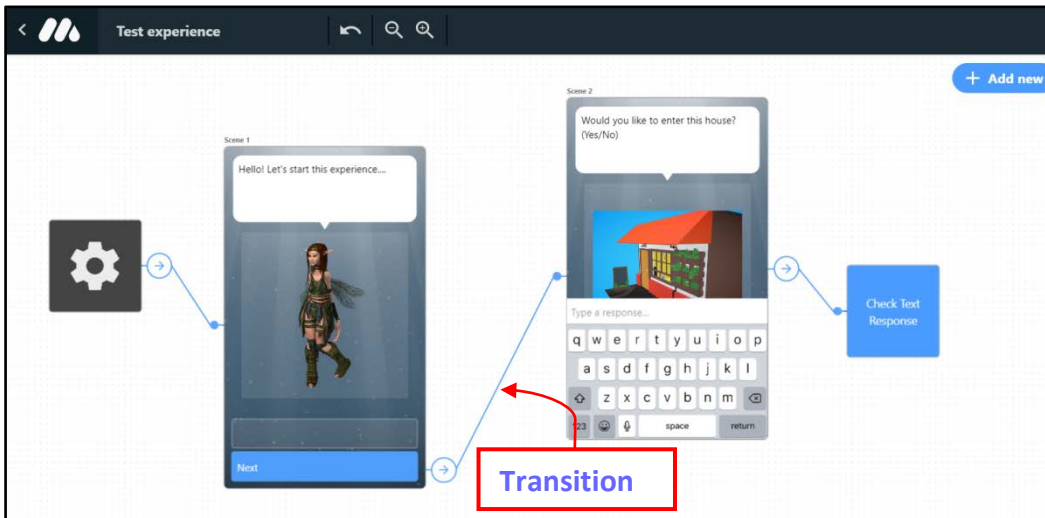
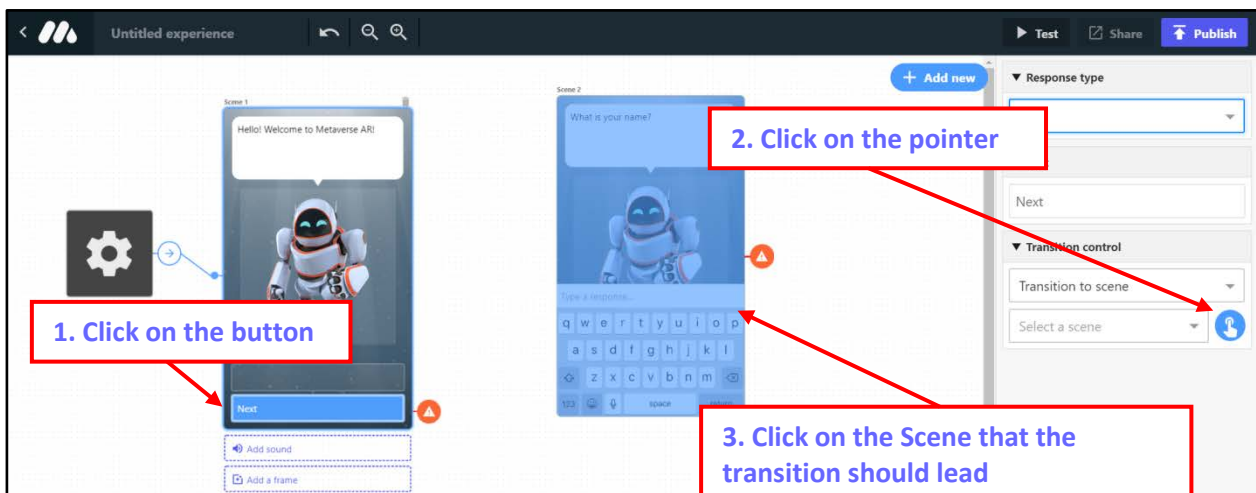**Figure 5: Transitions (blue lines) that link Blocks and Scenes**

Figure 6: How to add transitions

STEP 5: Click **"Test"** and scan the QR code with the Metaverse app to test your Experience in its current state. Keep in mind that you will need to set an **"End Experience"** transition on your last Scene if you would like it to close at the end of the test.

STEP 6: Click **"Publish"** to publish your Experience and make it live! Open the Metaverse app on your mobile device and scan the QR code to view and interact with your Experience.

You may publish your Experience as many times as you like. Publishing an Experience updates the Experience to the current Storyboard and save any changes you have made.

After publishing your Experience, you can share it by clicking **"Share"** to get the Share QR code. The Share QR code can be scanned by anyone to view your Experience.

Underneath the QR code is the **"Share URL"**. The Share URL can be sent to anyone or posted on social media, etc. Moreover, you can print the share page to get the Experience QR code and then paste the QR

code on objects, walls, etc. If a user opens the Share URL on their phone or tablet, and they have the Metaverse app installed, the Experience will open in the Metaverse app.

Experiences in Metaverse can be placed at **specific GPS locations**. Experiences placed at GPS locations, will require a user to be at that location in order to view and interact with the Experience. These Experiences have a pin icon on their preview card. The user has to tap on the pin icon button on the bottom of the app to open a map and then walk near the Experience in order to activate it and interact with it.