



DoubleVR/GeoVR User Guide

A DIY guide to using
the DoubleVR software
application



v1.0

We have been working on developing this software application for 3+ years now; it has been a long road, but we are now finally ready to present a system that works, with content representing all the partners in the project, as agreed per the individual contracts.

The software has been thoroughly tested, optimized, taken down, re-tested and extensively tweaked in recent weeks and months, but there is always a small chance that minor bugs might surface. If so we will try to address them as soon as possible.

The launched product contains all the features and requirements of the product MVP (Minimum Viable Product; a list of features and functions required to call it a launch ready product) signed by Mr. Pål Thjømøe, Project Lead for DA WP4. It DOES however contain more features and functions than the MVP, requires, and we plan to implement more features in the months to come.

DoubleVR will in time become a commercial product, but for now it is limited to host the geoVR project, containing content from the Drifting Apart and NORA programs. As we work towards a market release, more features, small design tweaks, more comprehensive “how tos” and guides and a more market adapted packaging will be added.

The DA partnership is somewhat unique, as 1) It consists of several partners sharing content in a single project, 2) has many more users registered on one account than the commercial version will allow, 3) has not uploaded and adjusted the content themselves (for the most part) and 4) will not start “from scratch” when it comes to creating projects, locations, scenes or hotspots.

Unfortunately, some of the partners failed to meet the deadline for raw content submittal, so we have been faced with the difficult task of balancing time-intensive programming and content processing. As a result there are a few content elements missing. Some are in production right now (28.03.18) and will be implemented in a few days or a week, and some are still missing input from the respective partners.

Welcome to DoubleVR and the geoVR experience.

Then again, that's what the CMS is for: For you to be able to upload content, place it and present it the way you like and publish it for the world to see.

We understand that just jumping right in and start tweaking and creating content can be a tall order. That's why we made this document; this is a “How to” for the DA Partnership, focusing on your project. A later, full versioned How To will be based on this.

We hope you enjoy the software, and we hope that the tool we have made will enable you to share experiences and inspire more people to explore the wonderful and exciting world of geology and the geoparks.

Happy publishing!

Magnus

On behalf of Double Think; Christopher, Rune, Einar, Kerem, Kjetil, Sjur and the rest of the DoubleVR Development Team.

General notes and tips

IMPORTANT: On every page and most section boxes there is a green circle with a question mark symbol. By clicking it you will open a dialogue box with information on what this page or box does; what you can edit and what you can do. It will help you get a better understanding of how the system is tied together and the general work flow.

The hierarchy of the solution is like this:
Project – Location – Scene – Hotspot

An example would be:
Magma Geopark – Jossingfjord – Power Station – Video hotspot/story

Please note: The software is LIVE, and everything is auto-saved (a small “changes have been saved” message will appear intermittently in the top right corner).

That means that any changes you make will instantly be visible/accessible for everyone, everywhere.

We have implemented a “breadcrumb trail” on the top of the page, indicating where you are in the publishing process. If some of them are greyed out that means that they are inaccessible from your current page for logical reasons. If they are green they can be pressed to jump between pages/sections.

There is one page not activated yet; the “create new Experience” page (“Experience” is what we call the final, published product

that will be available through the standalone Unity viewer or a web viewer). The reason is that this project is limited in scope by contract.

However, as soon as invoices are closed, all the partners will have a license through 2018, allowing you to create new projects. When the license fee (final invoice in this instance) is paid, you will get individual access to everything, and you will be free to create as many new Experiences as you like.

The top menu:

The top menu consists of three (four) buttons:

PROJECTS: This button takes you to the front page where you can see all your projects

• **MEDIA BROWSER :**This button opens the media browser, where you can see all the files that have been uploaded by your license (pictures, video etc.)

• **SETTINGS:** This button gives you access to My Dashboard, where you can see information on your license, administer your users and such, and the ability to log out.

• **EXPERIENCE EDITOR (Unavailable):** This is where you turn your PROJECTS into EXPERIENCES for everyone to see in Unity or on the Web. This option will become available once the license invoice has been paid (see above).

How to: Add and edit locations

In the project selection screen, the main page, we have listed all the geoparks, or “projects”. By hovering your mouse over them they will light up in color and three buttons will emerge:

A green button for editing “PROJECT DETAILS”

This button will take you to a page where you can edit the thumbnail picture, the name of the project (geopark), the descriptive text for it and more.

A green button for editing “LOCATION”

This button will take you to a page where you can add, remove or edit the various locations uploaded to the geopark.

A red DELETE button.

This button will delete the project/geopark! We recommend you do not press this, although you will be prompted to confirm for safety reasons. If you click it, the geopark will be removed and everything will have to be uploaded again, which would be tiresome.

There is also a green NEW PROJECT button on the right hand side. Pressing that will create a new project (or geopark, in this instance), and you will be taken directly to the “PROJECT DETAILS” page to fill out key information.

The Edit Location page

On this page you can add or edit locations available in your project/geopark. The system works in the same way as the project page; hovering over a location will show three buttons:

A green button for editing “LOCATION DETAILS”

This button will take you to a page where you can edit the thumbnail picture, the name of the Location, the descriptive text for it and more.

A green button for editing “SCENES”

This button will take you to a page where you can add, remove or edit the various scenes in the location. For example: Magma Geopark - Jossingfjord

A red DELETE button.

This button will delete the location! We recommend you do not press this, although you will be prompted to confirm for safety reasons. If you click it, the location will be removed and it will have to be recreated

How to: Add and edit scenes and hotspots

If you have navigated to the “scenes” page, you will see a section box with a list of scenes on the left hand side. Each of those scenes listed has an “arrow down” icon. By clicking it the scene selection will expand, a list of hotspots in that scene will be listed and the hotspot editor box on the right will change to the selected scene.

Note: The scene with a small “house” icon is the “landing scene” for that location, meaning that if you go to that location in the viewer, this is where you will land. The landing scene can be changed on the location page (see above).

The Scene list:

- The hotspots have four icons next to their name, indicating what type of content they contain; text, picture, video or sound. Please note: A hotspot cannot contain both pictures and video at the same time.
- By clicking “New scene” you will create a new scene in that location. The two boxes on the right will then change to empty canvases, allowing you to upload the 360 background picture or video, give the scene a name and description, upload background audio (like ambient sound) and choose a thumbnail for the scene.

- By selecting a scene in the list, the box on the right hand side will change, showing the uploaded 360 picture or video background for that scene, with the placed hotspots visible.
- By selecting a hotspot from the scene selected, you can edit the hotspots in the right hand box (see below).

NOTE: The “DELETE” button at the bottom serves a double function: If a scene name is selected in the list, it will delete the scene. If a hotspot within a scene is selected, it will delete that hotspot.

How to add, change or edit hotspots:

Hotspots can be either Media Hotspots (clicking them will open text or media; pictures, video, audio etc.) or Navigational Hotspots (clicking them will take you to another scene).

The types are indicated by different icons (circle for media, map marker icon for navigation).

- Clicking on a hotspot in the list changes the bottom section box, allowing you to change text, picture, video or audio for media hotspots, or the designated target for navigational hotspots.
- New hotspots, media or navigation, can be added in the selected scene with the two buttons beneath the picture in the right hand box. The section box below will automatically change to the new hotspot you have made, allowing you to input content.
- Hotspots can easily be rearranged by dragging and placing them around in the scene picture.
- Please note: Each hotspot has a “name tag”; a short text that will float above the icon in the Experience. It is a vital part of the user experience, so make sure the text is short and descriptive, so people know what to expect by clicking on them.
- Navigational hotspots will have a small thumbnail picture in them (editable in the bottom section box when clicking them), giving the user a glimpse of where they are “headed” if they click them

How to: Add and edit scenes and hotspots, *cont.*

That's it.

That's more or less it. Everything is editable, deletable and you are free to create new projects, locations, scenes and hotspots at your own pleasure and leisure.

The viewer links; the links to the standalone Unity viewer (for your visitor centers etc.) and the web viewer will automatically update with any changes, i.e. the links stay the same, but the content can change.

Please note: It might be necessary to restart the viewers for the changes to be visible, as the viewer and the computer downloads and caches the content upon launch.

Enjoy geoVR; please do not hesitate to ask of there are any questions, and please fill in the online feedback form you have all been invited to edit.

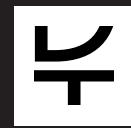
Best of luck!

Best regards,



Magnus

A handwritten signature in blue ink, appearing to read "Magnus". Below the signature, the name "Magnus" is printed in a smaller, sans-serif font.



DOUBLEVR

2018