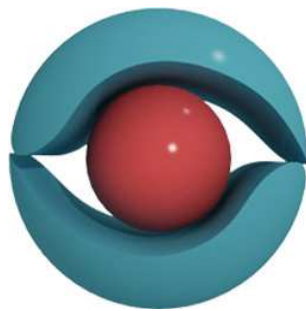


AR-media™ Player v1.5

INSTALLATION & USER GUIDE

(June, 2010)



(Windows XP/Vista/7)

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Introduction

AR-media™ Player allows you to display 3D models¹ in Augmented Reality easily and quickly, once installed just double click your models and enjoy. The player allows you to visualize any model (textured or not) in Augmented Reality and experience a totally new way to interact with digital content.

Requirements

Hardware

Minimum Hardware: 1 GHz Processor, 512 MB Ram, 100% Compliant OpenGL Video Card with 128 MB Ram, 50 MB of available Hard Disk space, USB 2.0 Webcam.

Recommended Hardware: 2 GHz Processor, 2 GB Ram, 100% Compliant OpenGL Video Card with 512 MB Ram, 50 MB of available Hard Disk space, USB 2.0 Webcam with 30FPS @ 640x480 resolution.

Software

Required Software: Microsoft Windows® XP/Vista/7, Latest Video Drivers.

Installation

The installation procedure requires full administrative rights, so be sure to have the required privileges before trying to install the software. The installation process will install the following components:

- AR-media™ Player
- AR-media™ Configuration Utility
- Help and Documentation files
- AR-media™ Marker

To start the installation process execute the AR-media™ Player setup and follow on screen instructions from the installation wizard.

¹ 3D content has to be produced by any of AR-media™ authoring tools (such as any of AR-media™ Exporters for many digital content creation software).

Usage

Supported Models

The AR-media™ Player allows you to display AR-media™ models in Augmented Reality, such kind of models have the .armedia file extension. You can get AR-media™ models in two ways:

1. by creating models by means of tools provided by AR-media™ platform
2. by receiving models created by third parties by means of AR-media™ platform

The AR-media™ platform includes authoring tools and utilities for the creation of files suitable for the player, such a tool may be any of the AR-media™ Exporters available for most digital content creation software.

Execution

To experience Augmented Reality with AR-media™ Player you'll need to print the provided marker and possibly fix it on a rigid, flat surface. You can print the marker from the AR-media™ Player program group by opening the "Markers" sub-group where the file "Marker.pdf" is available for printing.

In order to execute the AR-media™ Player you can double click any .armedia file or you can launch the player's executable from the AR-media™ Player program group. In the latter case a window that allows you to select your models will be displayed.

During execution point your webcam toward the marker to visualize your 3D content on it.

Interactions

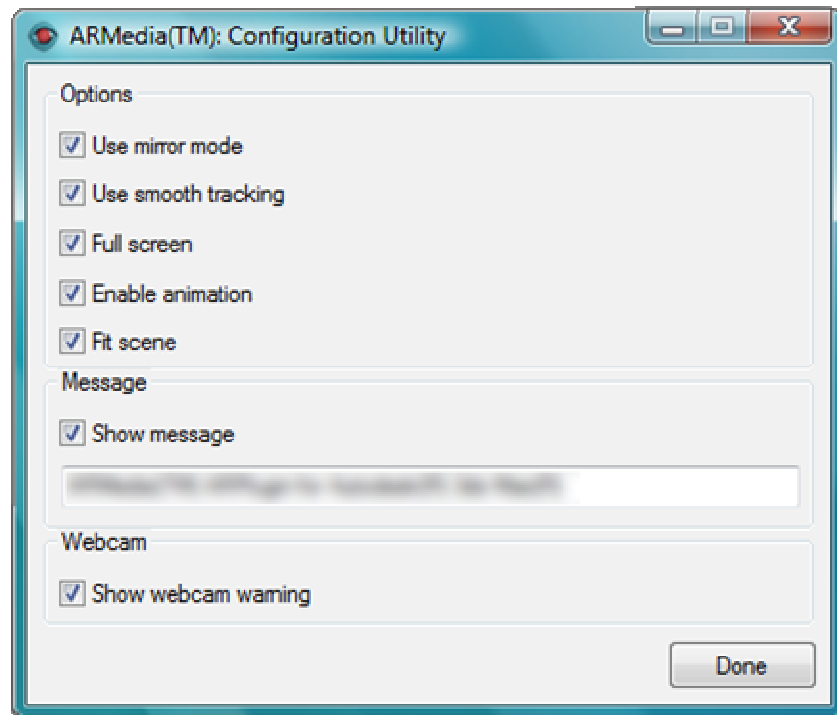
At runtime you can perform some simple interactions with your models by hitting the following keys:

- "w" key will toggle wire-frame mode "ON" and "OFF"
- "f" key will toggle full-screen mode "ON" and "OFF"
- "p" key will pause/start animations
- "r" key will rewind animations
- "e" will decrease animations speed
- "t" will increase animations speed
- "a" will make your model more stable
- "A" will make your model more responsive
- "s" will make your model smaller
- "S" will make your model bigger
- "+" will increase the lighting threshold
- "-" will decrease the lighting threshold
- ESC will terminate the execution

Modifying the lighting threshold will allow you to recognize the marker even in bad lighting conditions (too dark or lit environments).

Configuration

You can configure² the Player using the *AR-media™ Configuration Utility* installed with the AR-media™ software. The Configuration Utility window is shown in the following figure:



In the configuration window you can choose many options each of which is described in the following section.

Configuration Options

Use mirror mode: if enabled, the video stream will be horizontally flipped like in front of a mirror (this mode is suitable for cameras mounted in a fixed position and facing the user); if disabled the video stream will be not flipped (this mode is suitable for head mounted displays and in those scenarios where the user can move the camera around).

Use smooth tracking: allows to configure the tracker for using either a smooth or precise technique; if smooth tracking is enabled then objects will follow the marker in a soft manner and with a little delay, if smooth tracking is disabled then objects will be glued to the marker.

Full screen: allows to choose to run Augmented Reality in full screen or windowed mode.

Enable animations: allows to choose if animations have to played during the Augmented Reality experience.

Fit scene: use this option to automatically scale the scene so that it will always be visible with respect to the marker.

Show message: allows to choose to display a personal message during the Augmented Reality experience; you can set the personal message in the corresponding input box.

Show webcam warning: disable this option to avoid the warning that reminds the user to connect a webcam before starting the Augmented Reality experience.

When you click the *Done* button any change you've made will be applied.

² Please note that you must have full administrative rights to configure the software.

Licensing

The AR-media™ Player is available for free but in no cases it can be used for commercial purposes or included in any other product. For details refer to the accompanying license file. You can also refer to the Inglobe Technologies licensing service through the following email address: licensing@inglobetechnologies.com.

Support

For any problem or question you can write to: help@inglobetechnologies.com.