

Immersive Experience Challenge Recommended Tutorials

Examples of immersive applications you can create:

- Immersive Tour and Storytelling, e.g. informative walkthrough in VR/AR of your concept of a smart home, including the technological solution you are proposing. This can be created and viewed on a laptop/desktop computer. However, you have access to a suitable VR headset; it will be easier to create the environment in VR.

Software Recommendation for creating immersive tour:

Use Arkio (<https://www.arkio.is/>) to design your environment and share it on Spatial platform (<https://www.spatial.io/>)

To understand the workflow/process, please read the following step-by-step guide: <https://support.arkio.is/hc/en-us/articles/6070790287377-Arkio-to-Spatial>

To learn more about how to use Arkio on your desktop or VR headset to create your 3D environment, please go to Arkio learn website <https://www.arkio.is/learn/>

To get an understanding about spatial, please watch the following tutorial: https://www.youtube.com/live/1wZbQ_t9w2s?feature=share

- AR Storybook or Simulation, for example, https://youtu.be/NT_YBTyMN_4
- AR Training application to assist users in assembling/constructing/building a technological solution. Examples of AR in Education <https://youtu.be/fl6VlHg25v8>

Software Recommendation for creating AR application: Unity

- Unity Mobile AR Development Pathway
It is highly recommended that you complete the Unity AR development pathway to be able to utilise AR features very well
<https://learn.unity.com/pathway/mobile-ar-development>
- However, if you have a limited time, you might be able to create a simple AR application based on this Unity webinar on Introduction to AR <https://learn.unity.com/tutorial/january-18-intro-to-ar> and <https://youtu.be/FGh7f-PaGQc>

Alternatively, you can use a web-based platform such as MyWebAR.com <https://mywebar.com/>. This option is more suitable for junior competitors.

- VR Educational-Themed Game or Training Application to create an awareness of a topic or to assist users in assembling/constructing/building a technological solution.

Software Recommendation for creating AR application:

Unity only, and you will need a suitable VR headset:

<https://learn.unity.com/course/create-with-vr>

If you do not have a VR headset, you can use a Template-based WebGL using Spatial Creator Toolkit and Unity to be published in WebGL and VR

Demo video: <https://youtu.be/7POS5WNbBYM>

Submission Requirement

Maximum of 2-minute video containing

- audio/narration explaining the concept/purpose and how you developed the application. Please include information about the software used in the development and the sources of all the digital assets.
- the 'walkthrough video' showing how the VR/AR design works also at least 3 'backend' screenshots taken from when using the development platform to create the design/interactive

Additional Useful Links:

Getting Started with Spatial: <https://support.spatial.io/hc/en-us/articles/360060057511-New-to-Spatial-Start-here->

This instruction page will help you to get started with spatial Creator:
<https://docs.spatial.io/getting-started>

This tutorial will help you to use spatial on a desktop computer
<https://youtu.be/tdnSQcCkuo0>

This tutorial will help you to create a gallery using spatial.io
https://youtu.be/OgQENGkd_XY

Spatial.io Overview for multi-devices by The Creative Catalyst
<https://youtu.be/FPCh4ZB4QGw>