Creating the Designer (beta) type of project in Zappar/ZapWorks- v1

MaFEA – Making Future Education Accessible

PR2 – Guiding successful adoption

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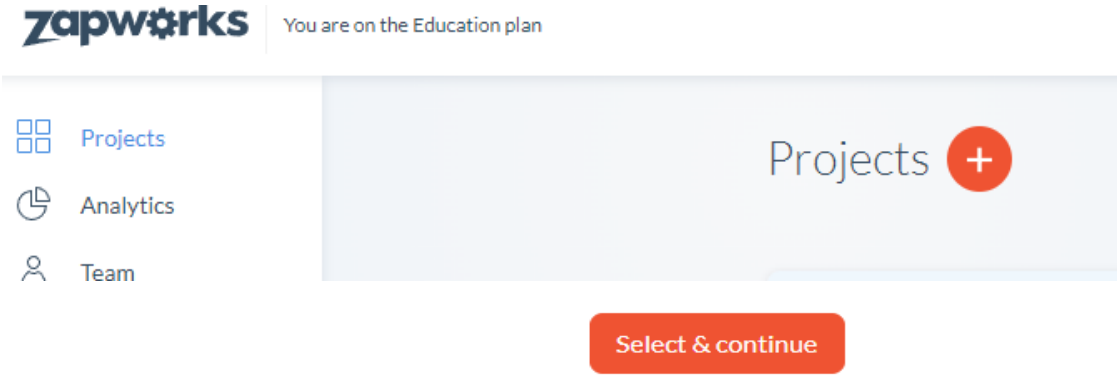
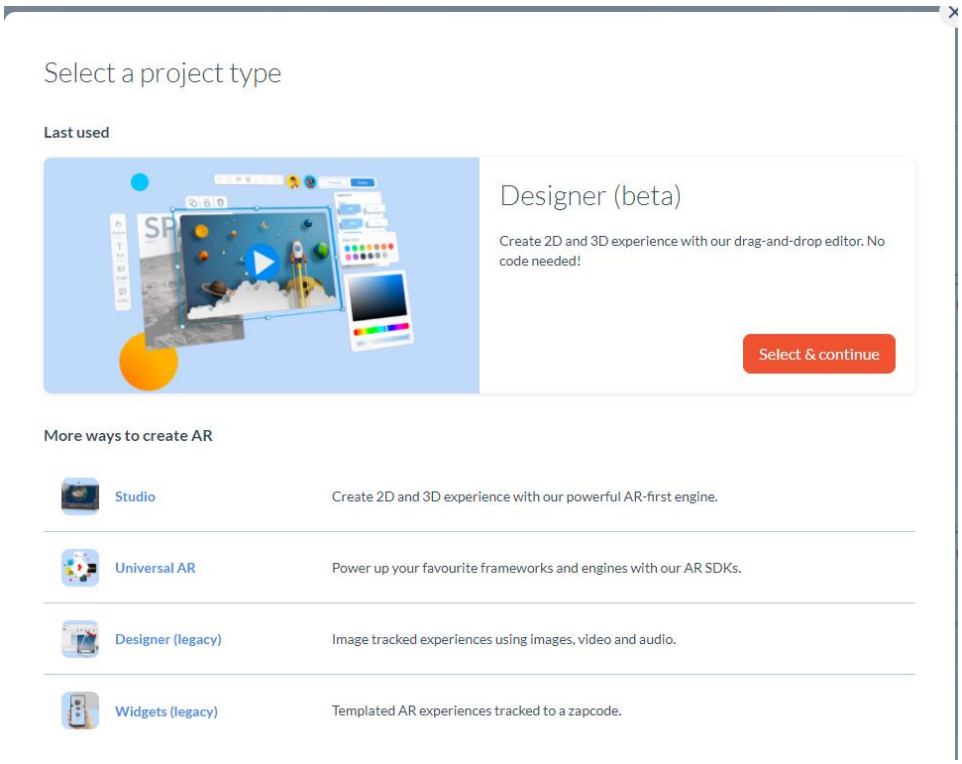
Starting with project

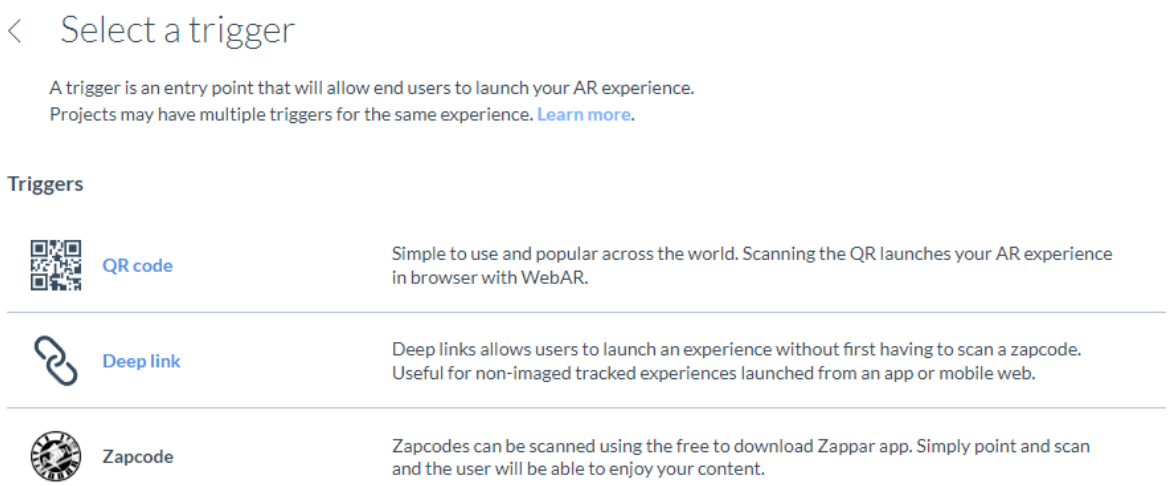
Log in to your ZapWorks account and click to project (red + sign).



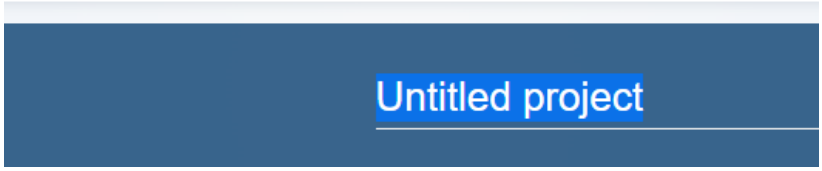
Choose Designer (beta) and tap the red button



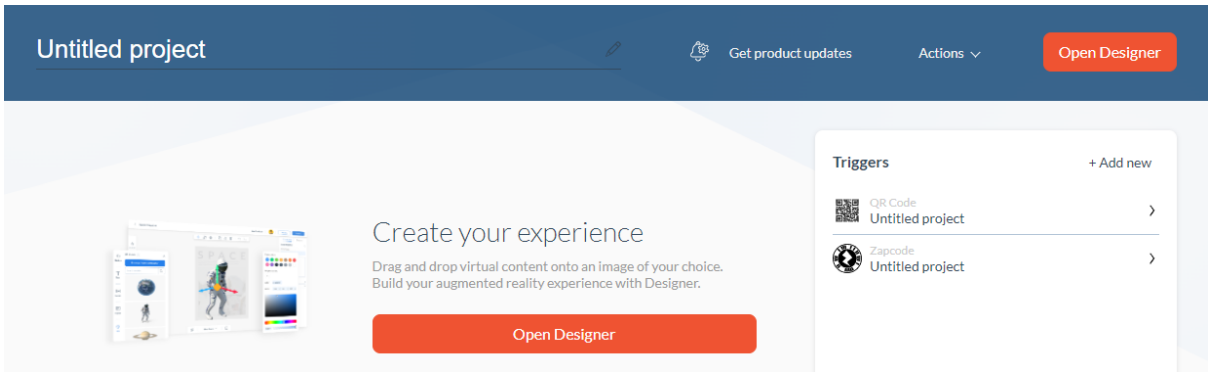
Select your trigger



Name your project.



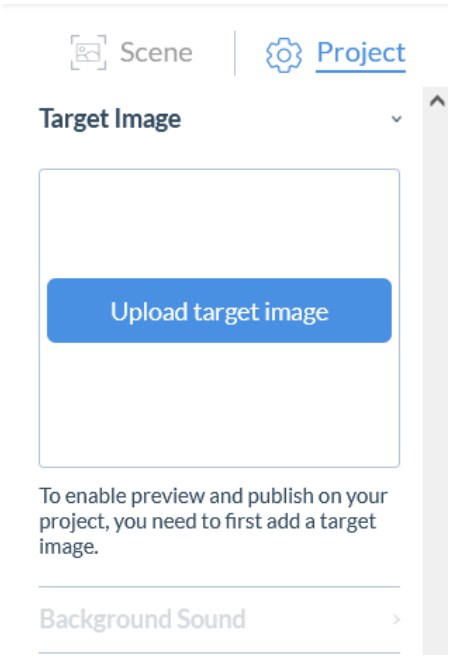
Open Designer (beta) (there are two options for open designer- in the middle or at the top right of the page).



Adding target image

To start a project, you first need to have a target image. In Zappar, target images are the base on which you build everything.

Once you have created your project, click on the **Upload target image.**



Choose an image file from your computer. Bear in mind that the image file should not be very big (max 4 MB).

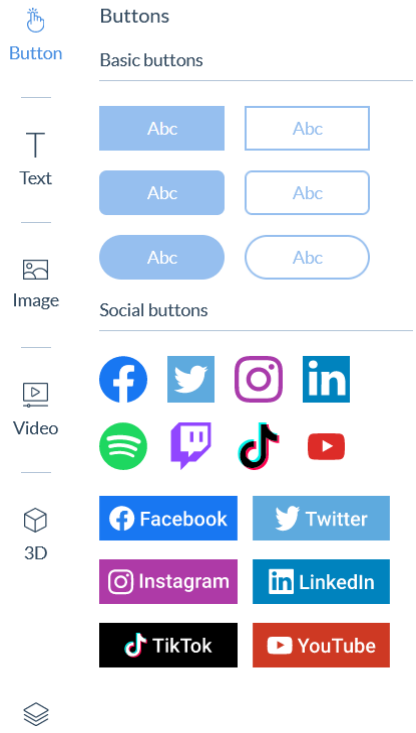
If the image file is too big, it might not load into the project or cause a massive time to load.

When you have chosen a file from your computer, click open. It will take 1-2 minutes to load the picture into the Designer.

If the image is too large or small, you can size it from the downright corner (+ to make it bigger, - to make it smaller).

Creating a button

Choose Button from the left menu. You will see quite a big selection of different buttons you can



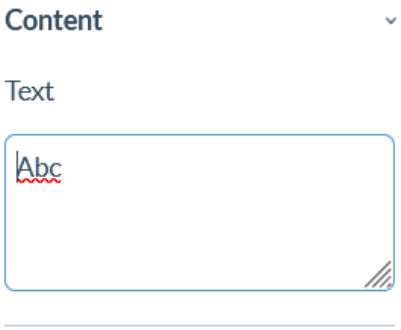
add.

Basic buttons (the first six) are customizable, so you can choose, which text goes on the button. Social Buttons include logos from popular social media sites. You can add those buttons when you want to link to a specific social media site.

To add a button to your scene, simply click and drag the button you chose to the picture.

Changing buttons text

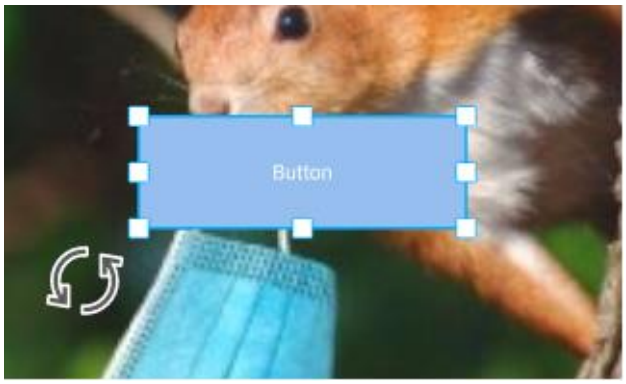
To change the text on a button, you can either double-click on the button (Figure 1) or click once on the button and find the Text gap on the right (Figure 2). Either way, you need to first delete the text and then write your own text. To finish, push enter.



Moving and changing the size button size

To move a button, simply click and drag it to the place you want.

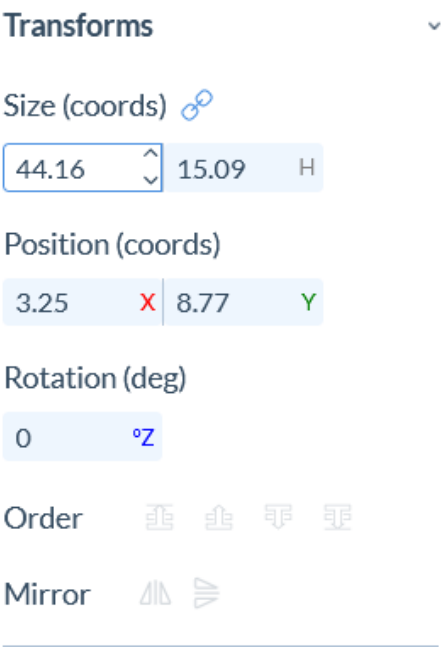
To change the button size you can click once on the button. There should appear eight white little squares on the sides of the button. Click on one of them and drag.



The corner ones let you size the whole button bigger or smaller. The squares on the sides (in the middle) let you only change width or height.

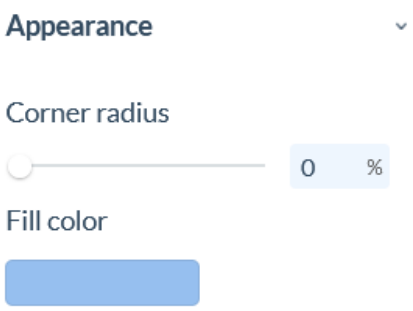
Another way to change button size is to choose Transforms from the right. There is a Size section, where you can change how wide and high the button is. To do that, click next to the number you

want to change. Now you can either write the number you want or change the coordinate bit by bit with the little arrows.



Changing the colour of a button

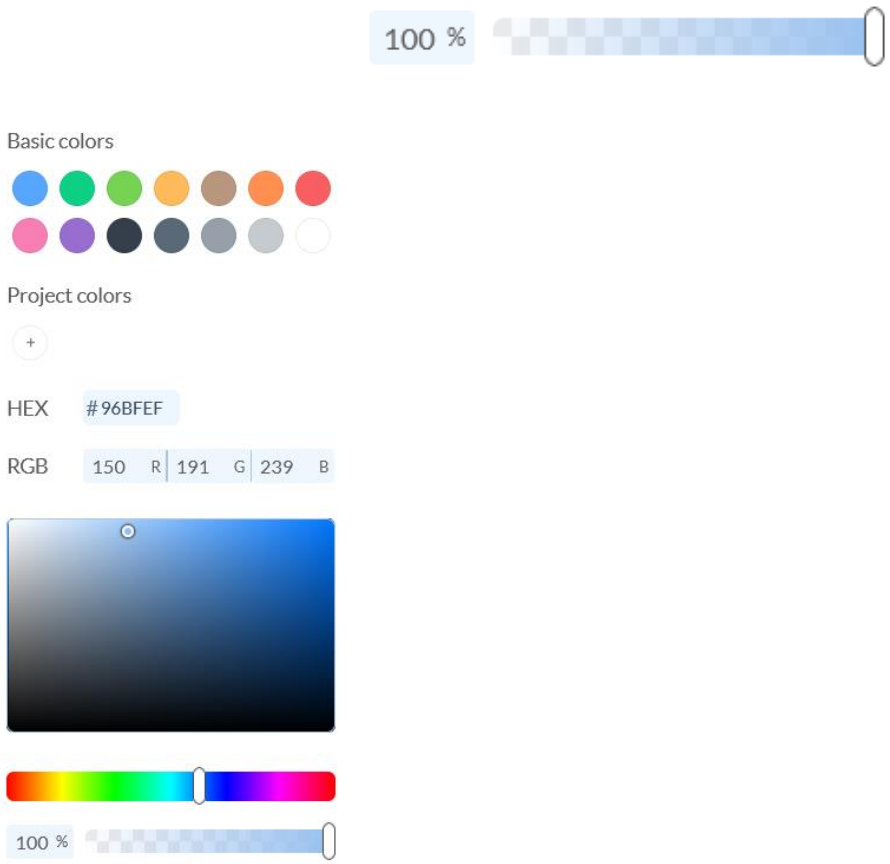
Click once on your button and choose Appearance from the right.



Click on the box under Fill colour. There opens a window, in which you can choose the colour.

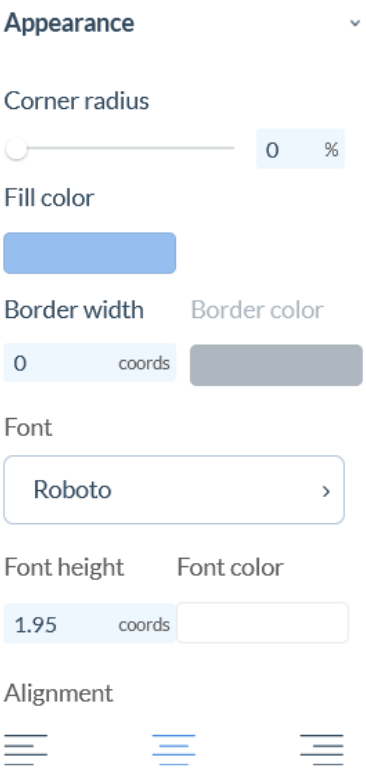
Upward are some **Basic colours** from which you can choose. Click on the colour to choose it. Under the **RGB** line, there is also a pad, where you can dim your colour a bit brighter or darker if need be.

You can also change the button so, that it has no colour. To do that, go straight down to the slider shown in the picture. This slider changes the opacity of the colour. To make the background colour go away, slide it to 0%.

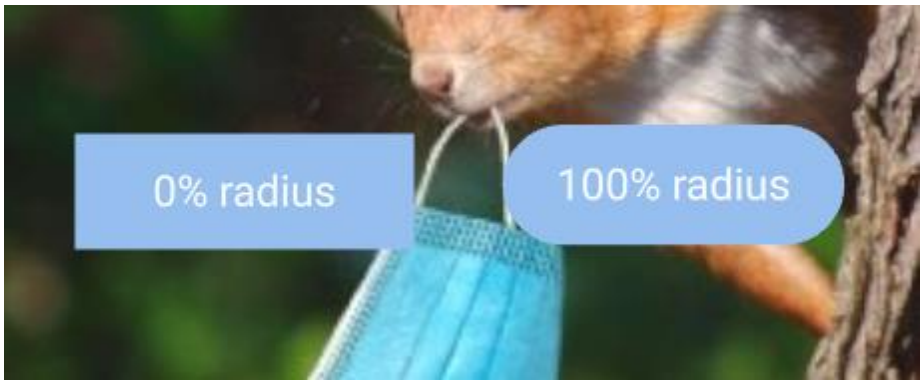


Changing the appearance of the button

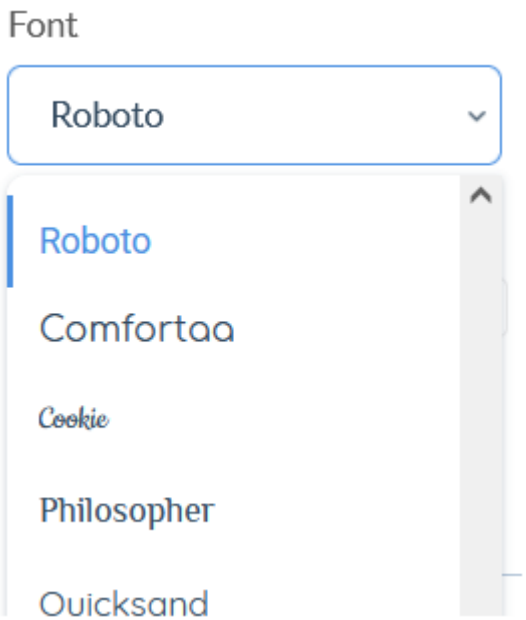
Click once on your button and choose **Appearance** from the right.



The first slider Corner radius lets you choose how round is the edges of your button. 0% means they are sharp and 100% means they are fully rounded as shown in the figure below.

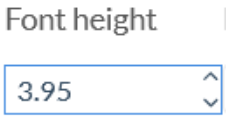


You can change the font of your text from **Font.**

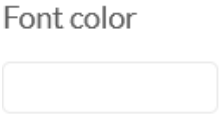


Click on the little arrow. From the drop-down menu choose the font you want.

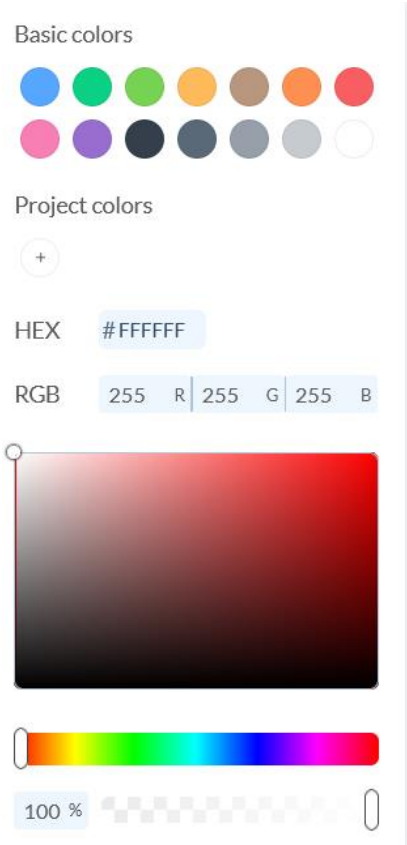
You can change the text size from **Font height.** Click next to the number. Now, you can write the height you want or change it with the arrows next to the number.



You can also change the colour of the text. Click on the box under **Font colour.**

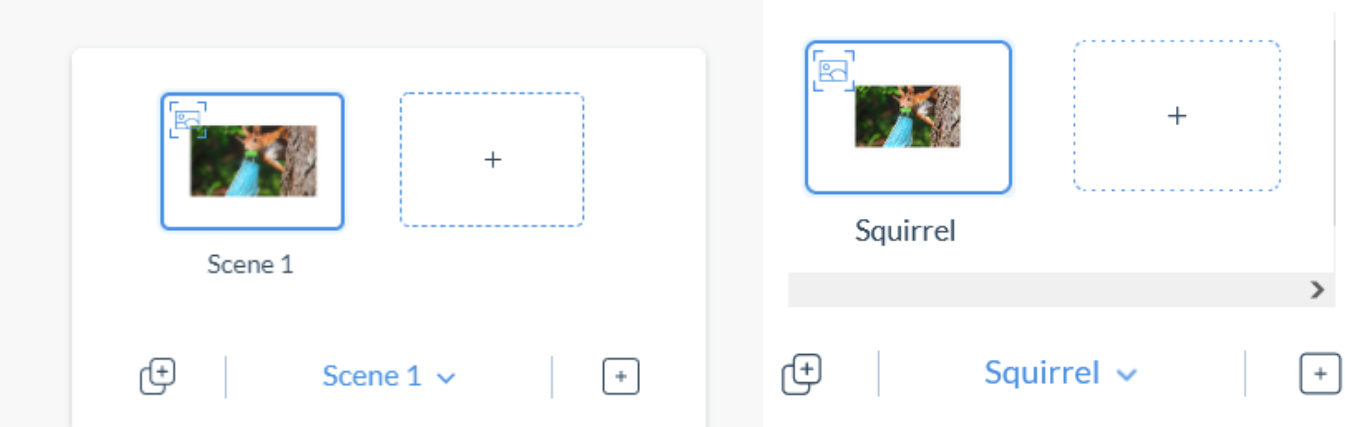


There opens a place where you can choose the colour of your text. Upward are some basic colours. Downward, under the **RGB** line, you can dim the colour to your liking. Simply drag the small white ball to the place where you find the colour you want. To close this window, click anywhere away from that window.



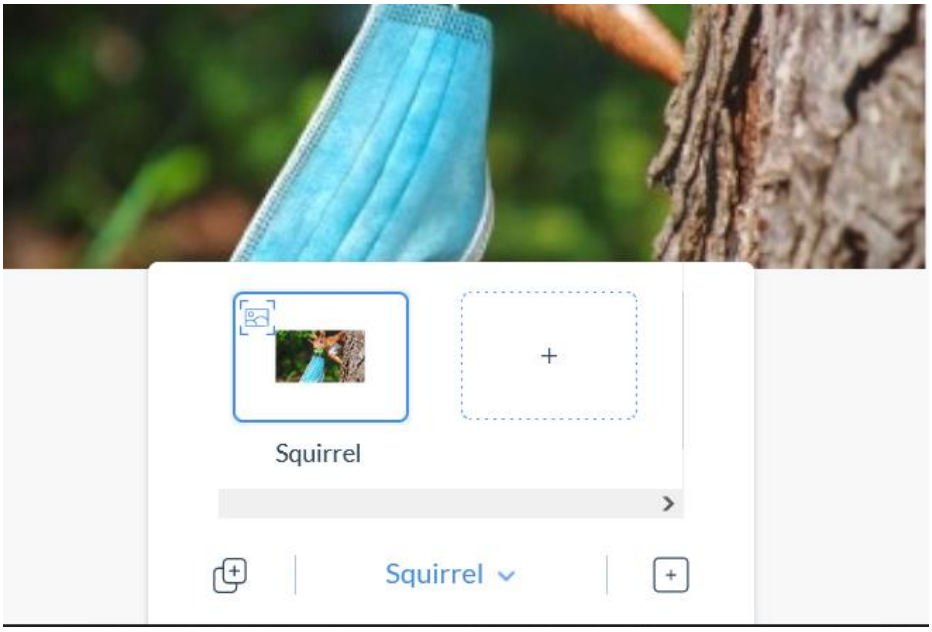
Naming a scene

Click on Scene 1. Right now, the first scene is named Scene 1. To change the name, click on the text under the picture and write the new name.

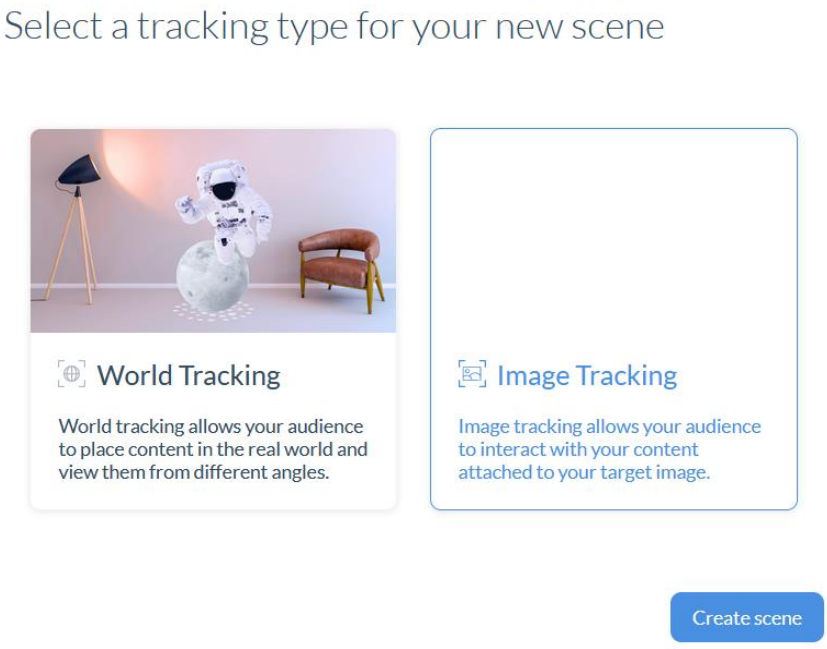


Adding a scene

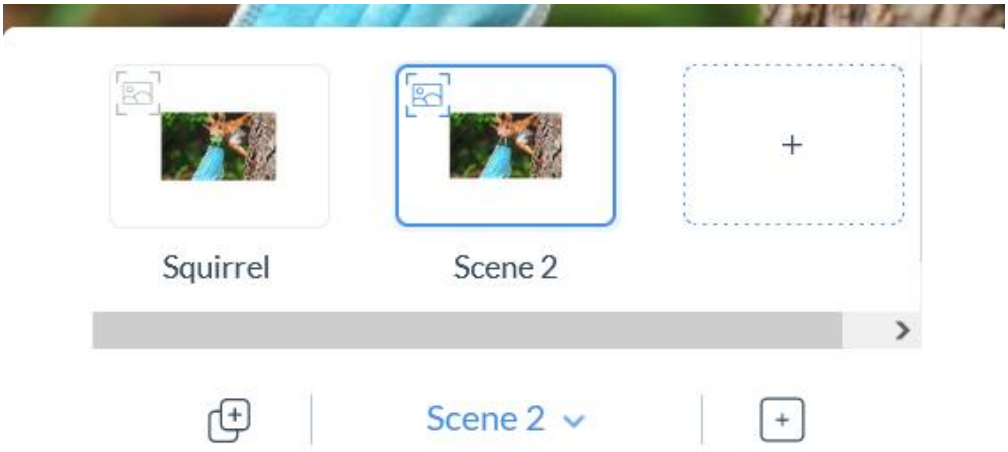
Open your scene view at the bottom and push the + next to your first scene.



From opened window, choose image tracking or world tracking and click Create scene.



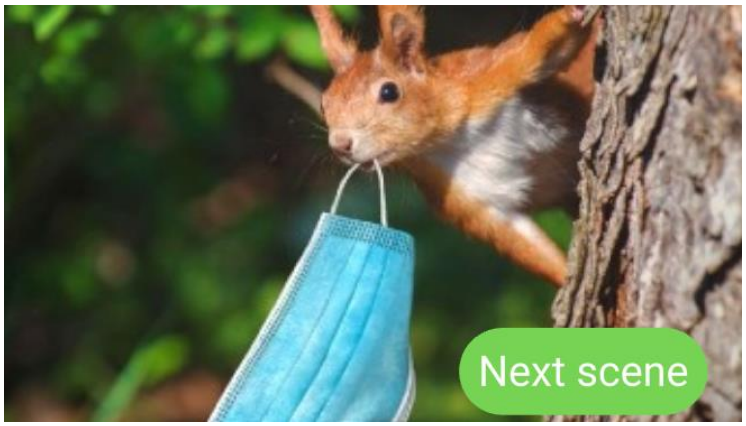
Now, you should have a new scene.



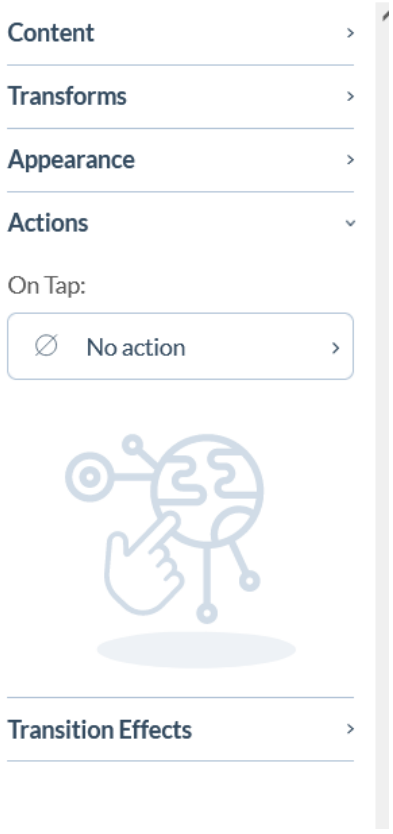
To move between the scenes, click on the scene button again and click on the scene you want to work on.

Linking to Scene

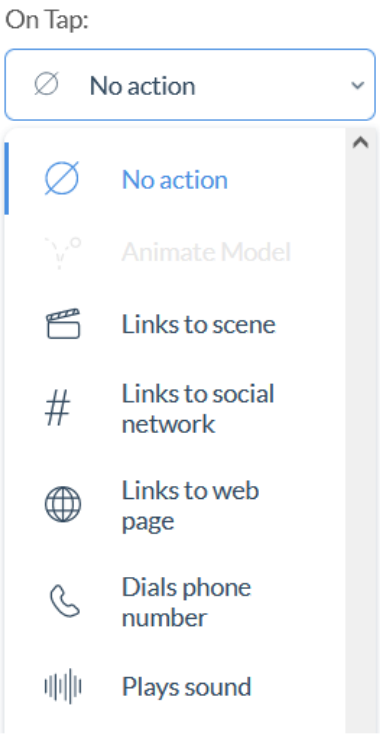
To move between scenes, you can use buttons. Create a button on the first scene.



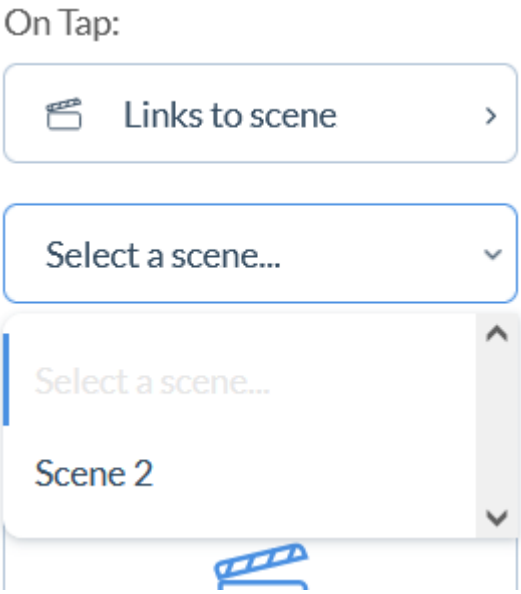
Click on your button and choose Actions from the right panel.



Under the line On Tap: you can choose an action for the button. Choose Links to scene.



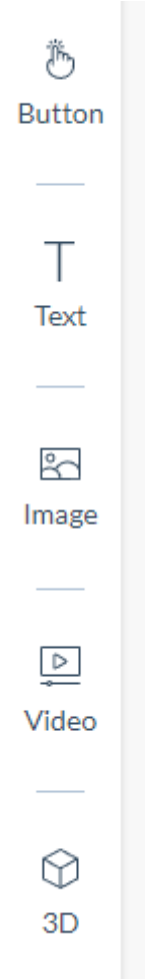
A new line appeared under the action choice where you can choose the scene that this button links to. Choose your scene from the drop-down menu.



Now the scenes are linked so that you can move from the first to the second scene.

Adding images and videos

You can add to your project photos and videos. Click on the corresponding image left side of your screen.

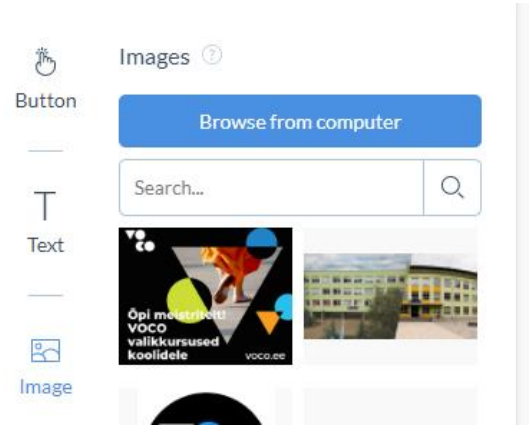


Image

The Image component allows supported image formats (JPG and PNG) to be easily imported into your project. Images are useful for adding visual elements but can also be utilized as buttons.

Good to know! Images must be under 10 MB in order to be successfully uploaded into the system.

To add an image to your project, select the image icon from the left, import your image and drag it onto your canvas.

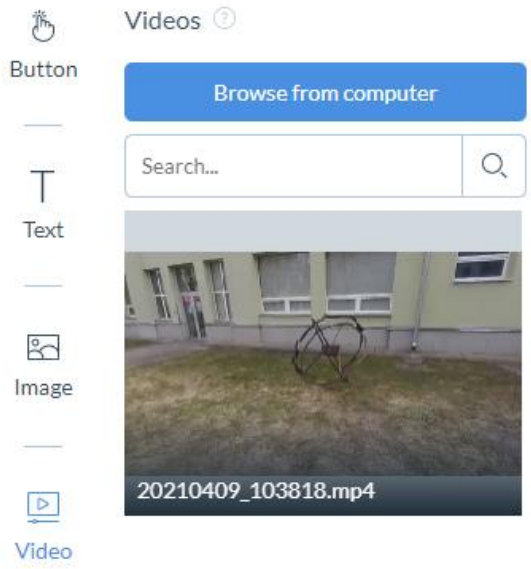


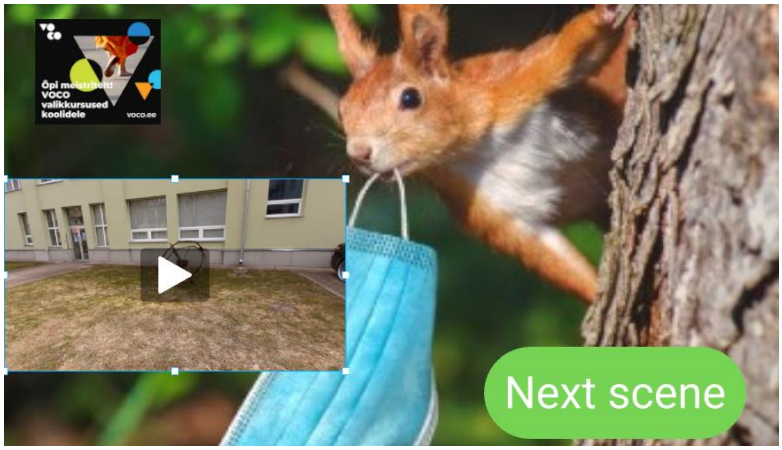
Video

The Video component enables the simple importation of supported video formats (mov; avi; mp4; mpeg; 3gp; flv; mkv). Videos are great for when you're wanting to add extra detail.

Good to know! Videos must be under 100MB in order to be successfully uploaded into the system.

To add a video to your project, select the video icon from the components panel and drag the desired video onto your canvas.



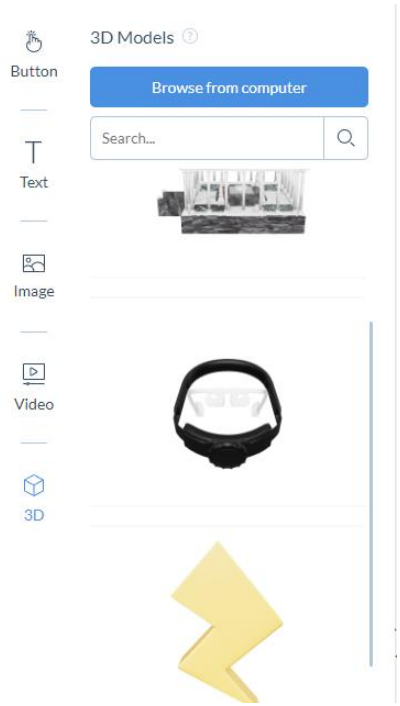


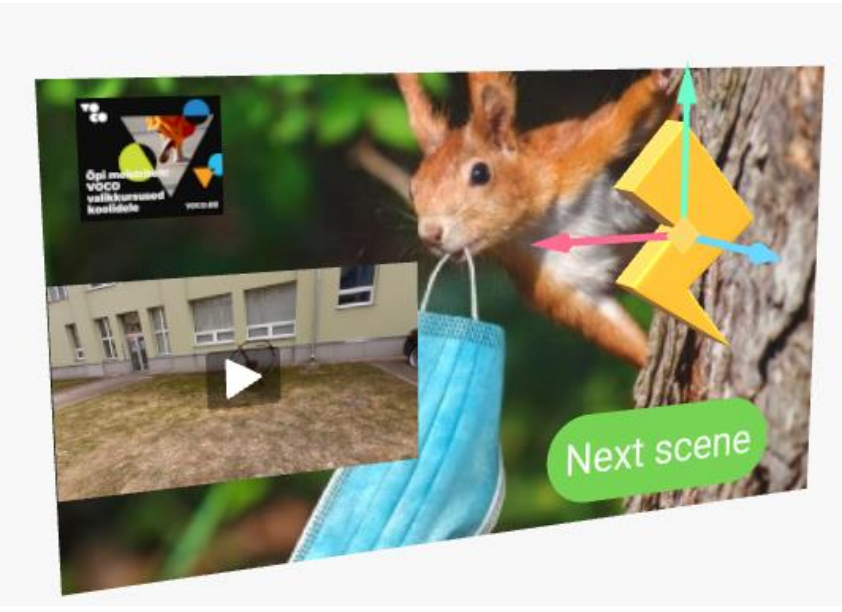
3D

The 3D component allows you to upload a 3D model to your project. Designer also includes a selection of pre-loaded 3D models to help you get started creating 3D projects straight away.

ZapWorks Designer supports 3D models in the following formats: GLB; glTF; Embedded glTF. Designer supports models that have a file size of less than 20MB.

By default, ZapWorks Designer is set to 2D mode. To enable 3D mode, you will first need to import a 3D model into your scene.



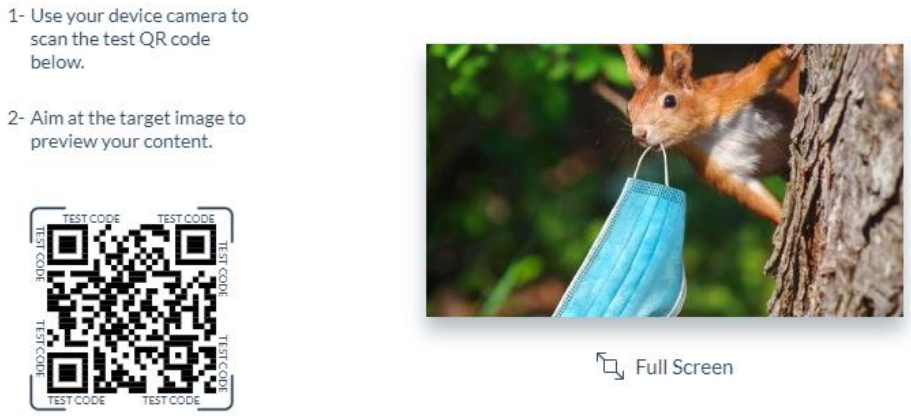


Preview and publish

During the design process, it would be necessary to check from time to time how Design works on the mobile device.

You can see two buttons in the upper right corner: Preview and Publish.

Clicking the Preview button opens a preview window showing the QR code and image.



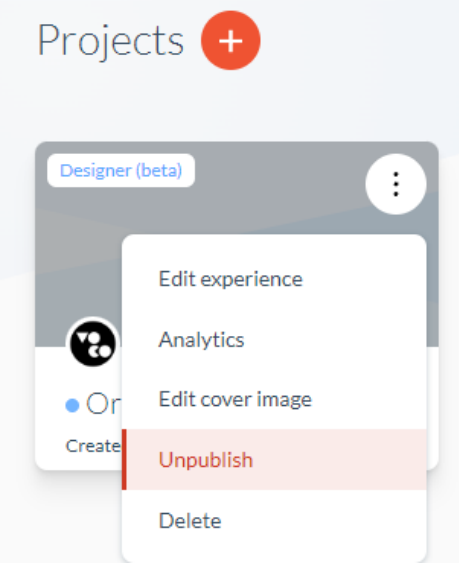
Scanning a QR code with the QR code scanner on your mobile phone or tablet launches a preview of the design you have created.

Publishing

Once you've tested your experience and want to share it, you can click the **Publish** button.

In this case, the message

: will appear in the window.

Unpublish

The created design can be hidden from users by clicking on the design icon and selecting Unpublish from the drop-down menu.