

Creating a project in Zappar/ ZapWorks- v1

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PR2 – Guiding successful adoption



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To create a new project, you have to be on the project page



Projects



Analytics



Team



Distribution hub



Downloads & SDKs



Training

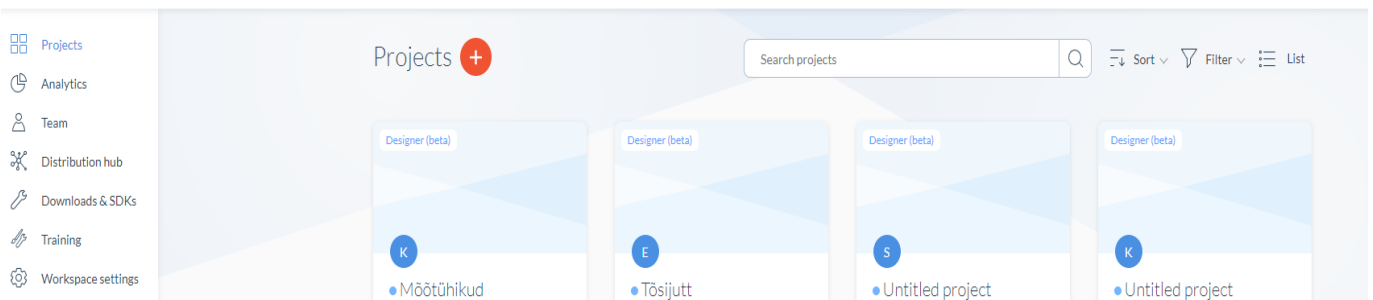


Workspace settings

Then press the red + sign

zapworks

You are on the Education plan



Next, select your project type



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Select a project type

Last used



Designer (beta)

Create 2D and 3D experience with our drag-and-drop editor. No code needed!

Select & continue

More ways to create AR



Studio

Create 2D and 3D experience with our powerful AR-first engine.



Universal AR

Power up your favourite frameworks and engines with our AR SDKs.



Designer (legacy)

Image tracked experiences using images, video and audio.



Widgets (legacy)

Templated AR experiences tracked to a zapcode.

Then choose how students will access the project - QR code, deep link or Zapcode (different project types may have different triggers).

< Select a trigger

A trigger is an entry point that will allow end users to launch your AR experience. Projects may have multiple triggers for the same experience. [Learn more.](#)

Triggers



QR code

Simple to use and popular across the world. Scanning the QR launches your AR experience in browser with WebAR.



Deep link

Deep links allows users to launch an experience without first having to scan a zapcode. Useful for non-imaged tracked experiences launched from an app or mobile web.



Zapcode

Zapcodes can be scanned using the free to download Zappar app. Simply point and scan and the user will be able to enjoy your content.

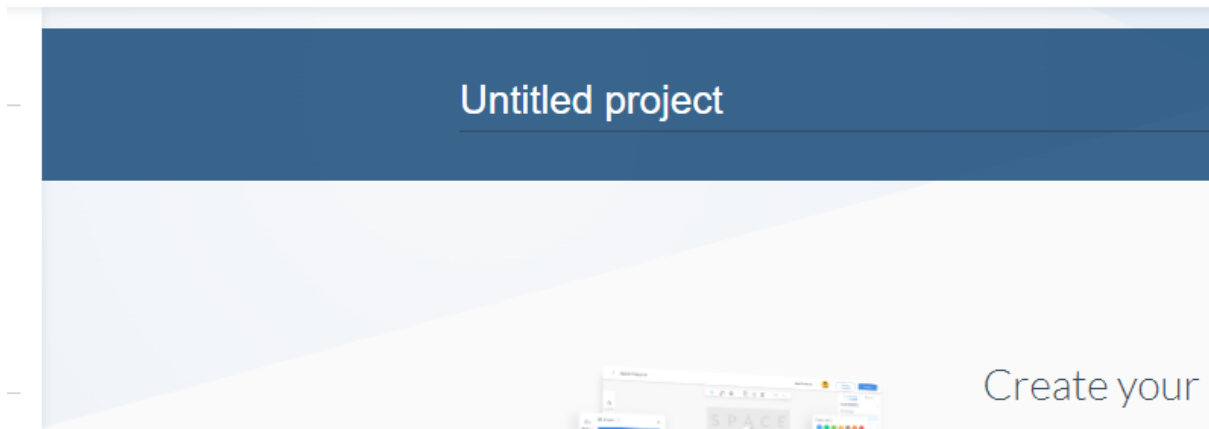
Name your project.



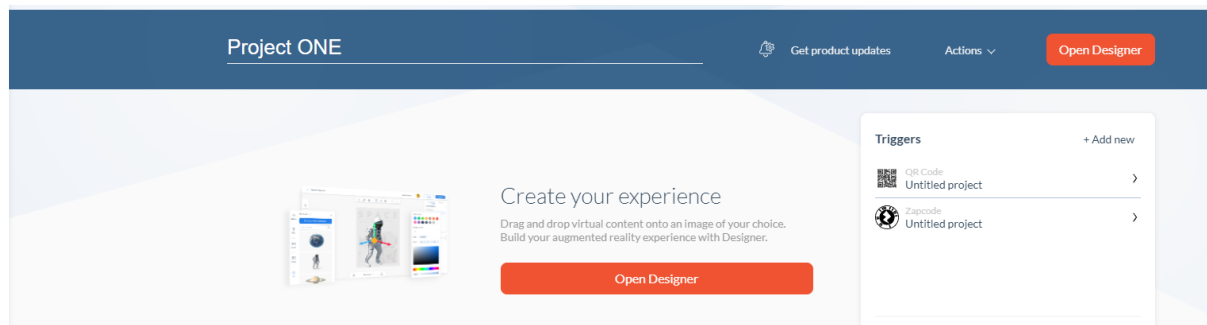
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You are on the Education plan



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



... and you can start to create your AR experience.