

AR-media Plugin

Directions for model transfer

AR-media

Download the ARmedia Player app from iTunes for either your iPhone or iPad (or both)



iTunes

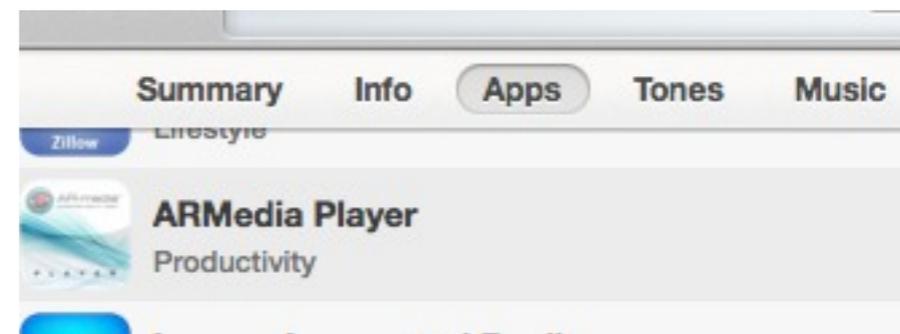
Connect your iOS device to ensure that it is synced to iTunes on your Mac or PC



Once synced...

Select the iOS device from the iTunes control panel.
Then click “apps”.

You will be able to scroll down to see all available apps.
Confirm it synced successfully.



File Sharing

Slide down to the “File Sharing” section under “Apps” - you will see AR Player here.



Select AR Player

View the panel next to AR
Player add content

File Sharing

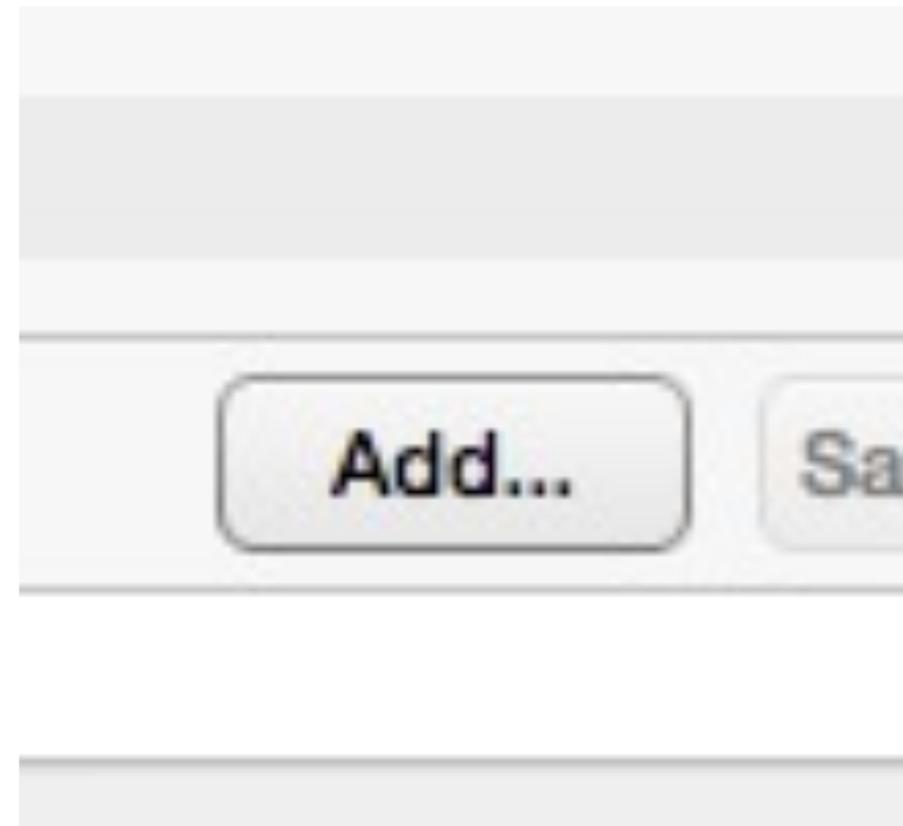
The apps listed below can transfer documents

Apps



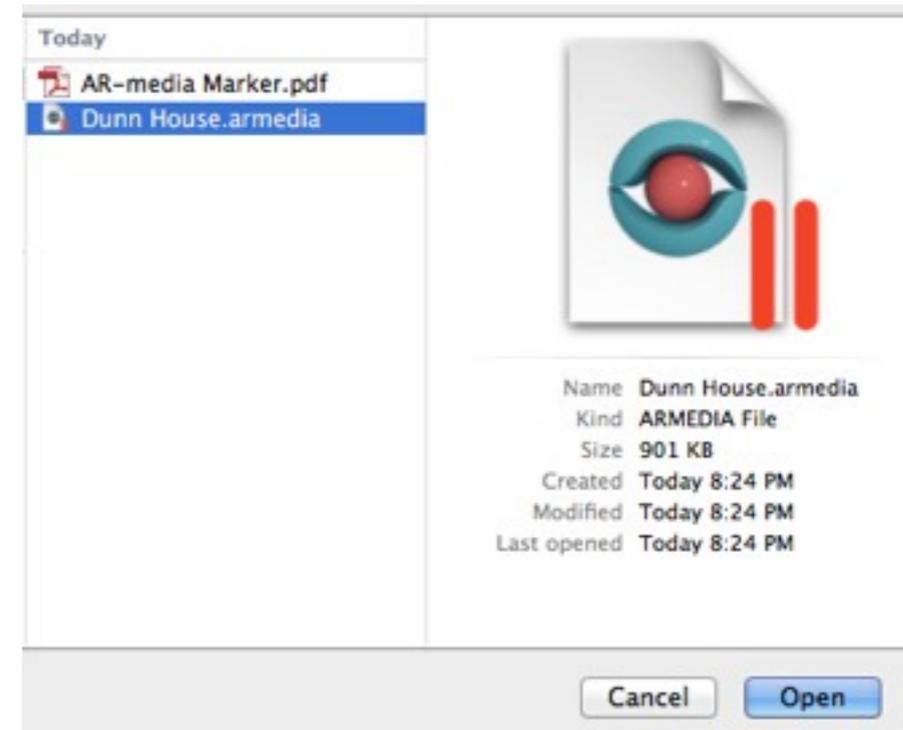
Add...

Click “Add”, locate the .armedia file that I shared with you.



Attach

Select the .armedia file,
then click “Open”.



Library

Confirm that the file has been added to the list of documents.

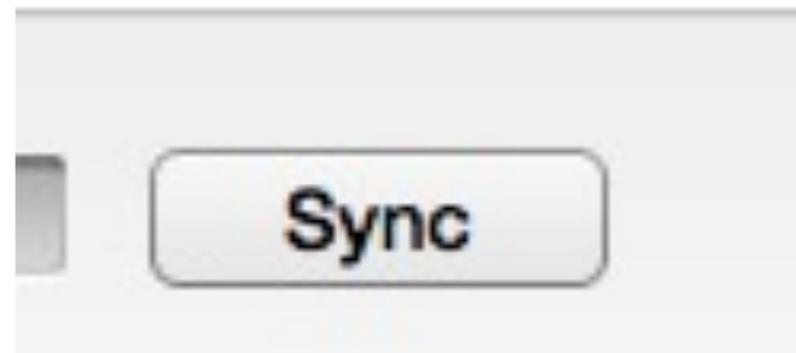
AR Player Documents

-  Dunn House.armedia
-  Garage_2.armedia
-  tall building.armedia

Sync

Be certain that your iOS device is still connected...

If so, select “Sync” from the bottom right side of the iTunes Documents screen.

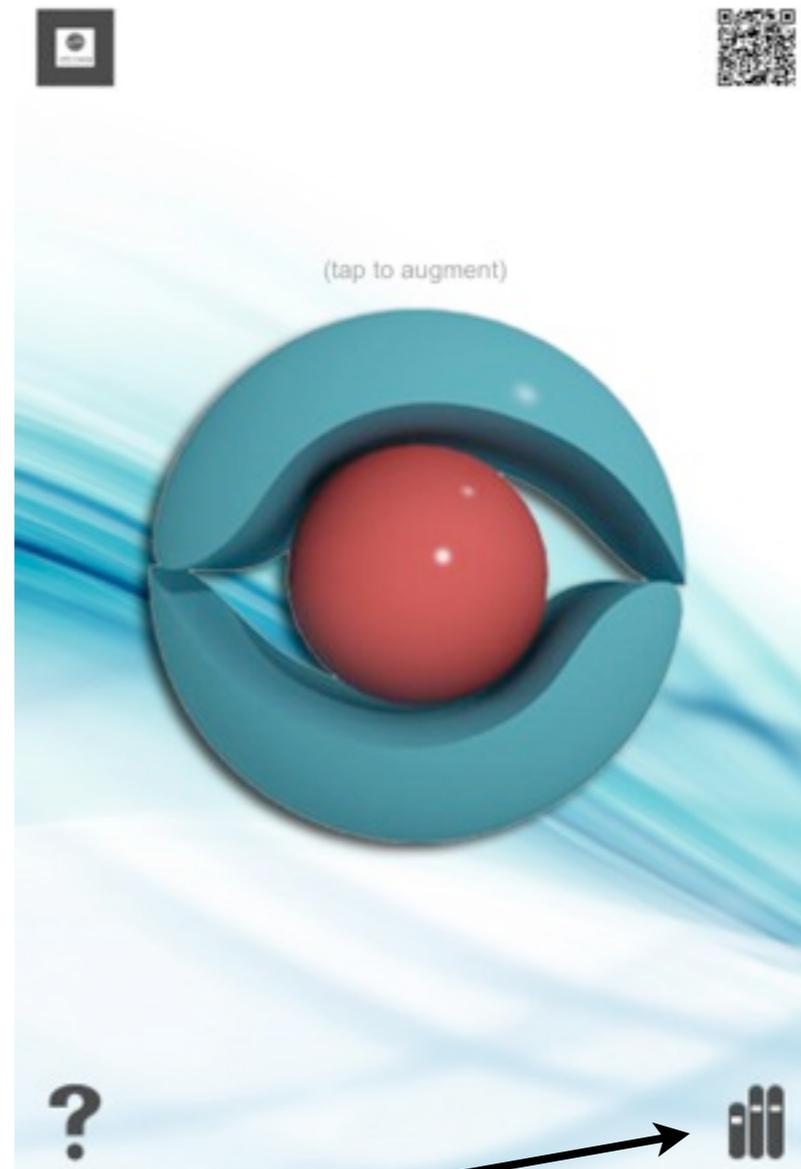


Open AR Player

On your device, open AR Player.

You'll see this.

Press the icon in the bottom right corner.



Refresh

Press the refresh icon (bottom left) to refresh your library.



Updated

A successful sync and upload will present the following message.

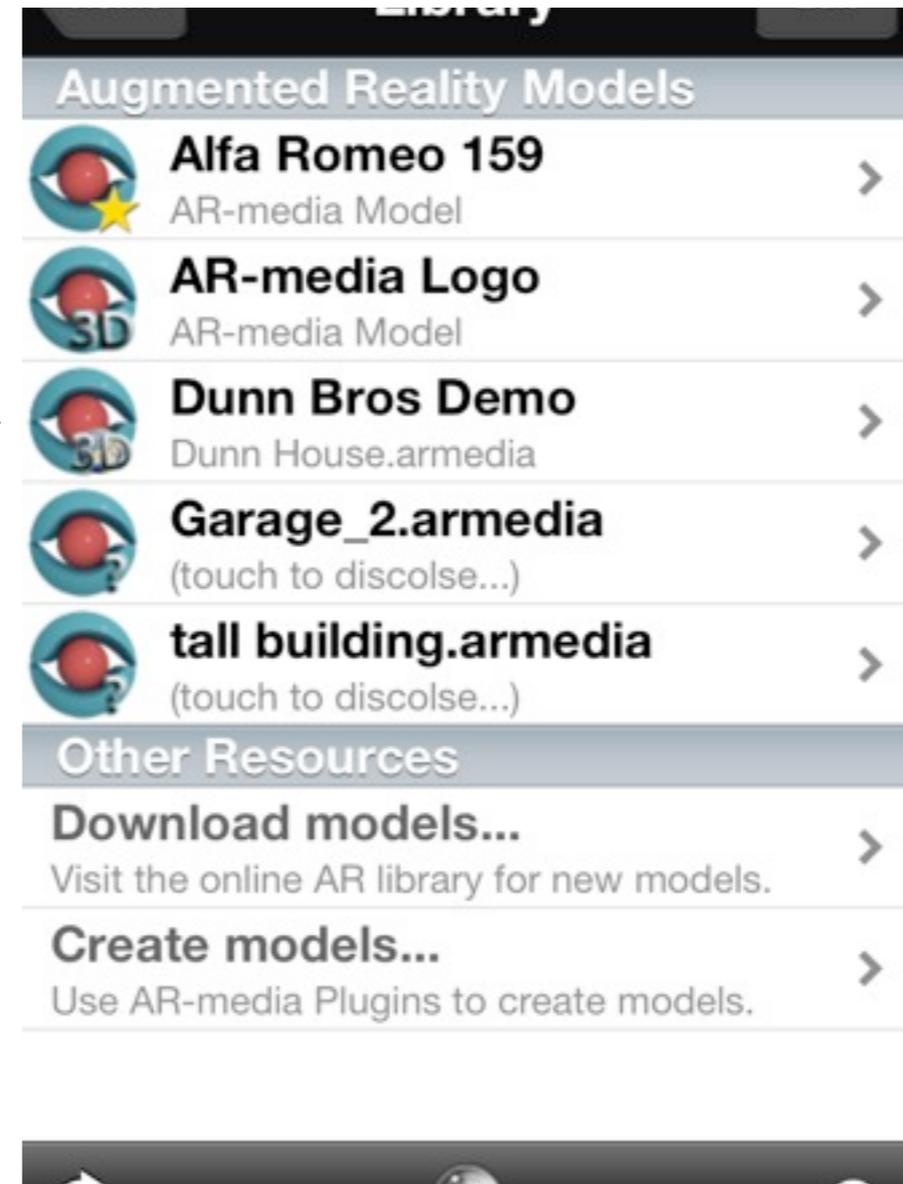
You'll see the Dunn House model in the back.

Press close.



To View ...

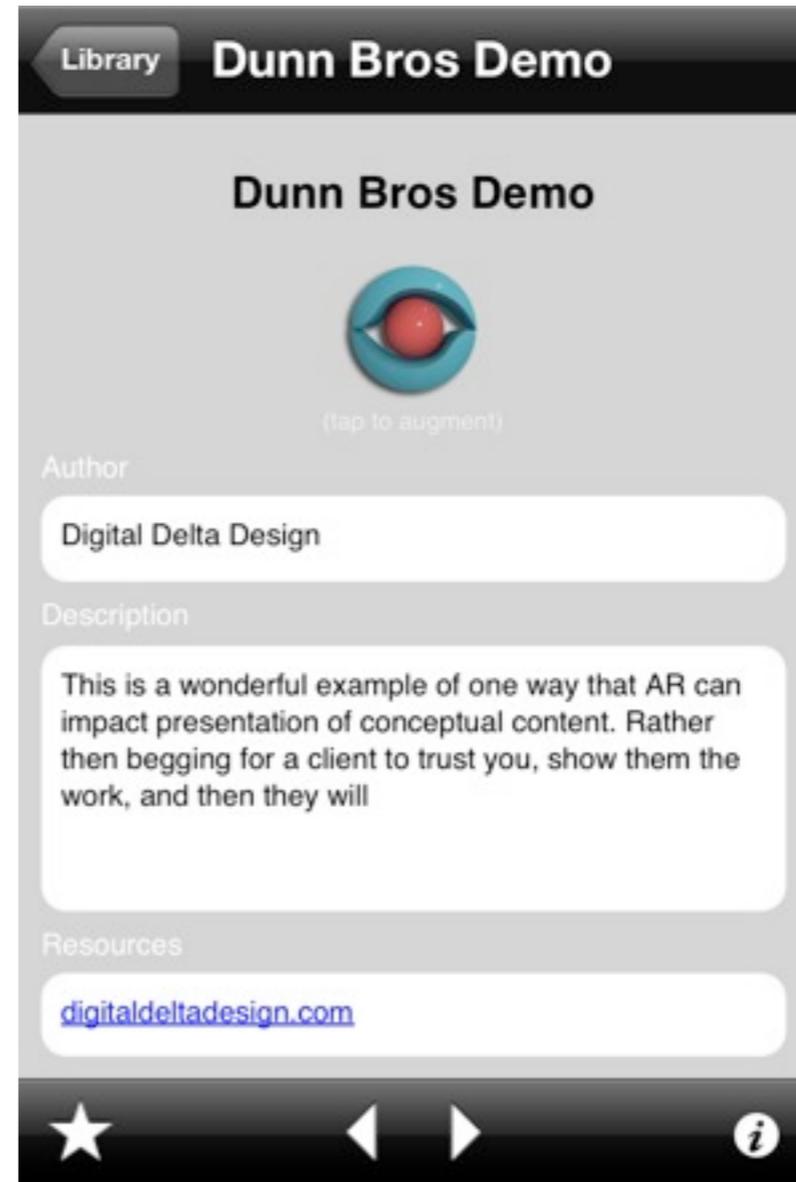
With the Ar-media marker, press
the file name from the library



Press

Press the Ar-media globe icon,
then aim the camera at the
marker.

Keep the entire marker border
within the camera view, or the
model will not show on screen.



Position

The model is situated with the marker anchored directly under.

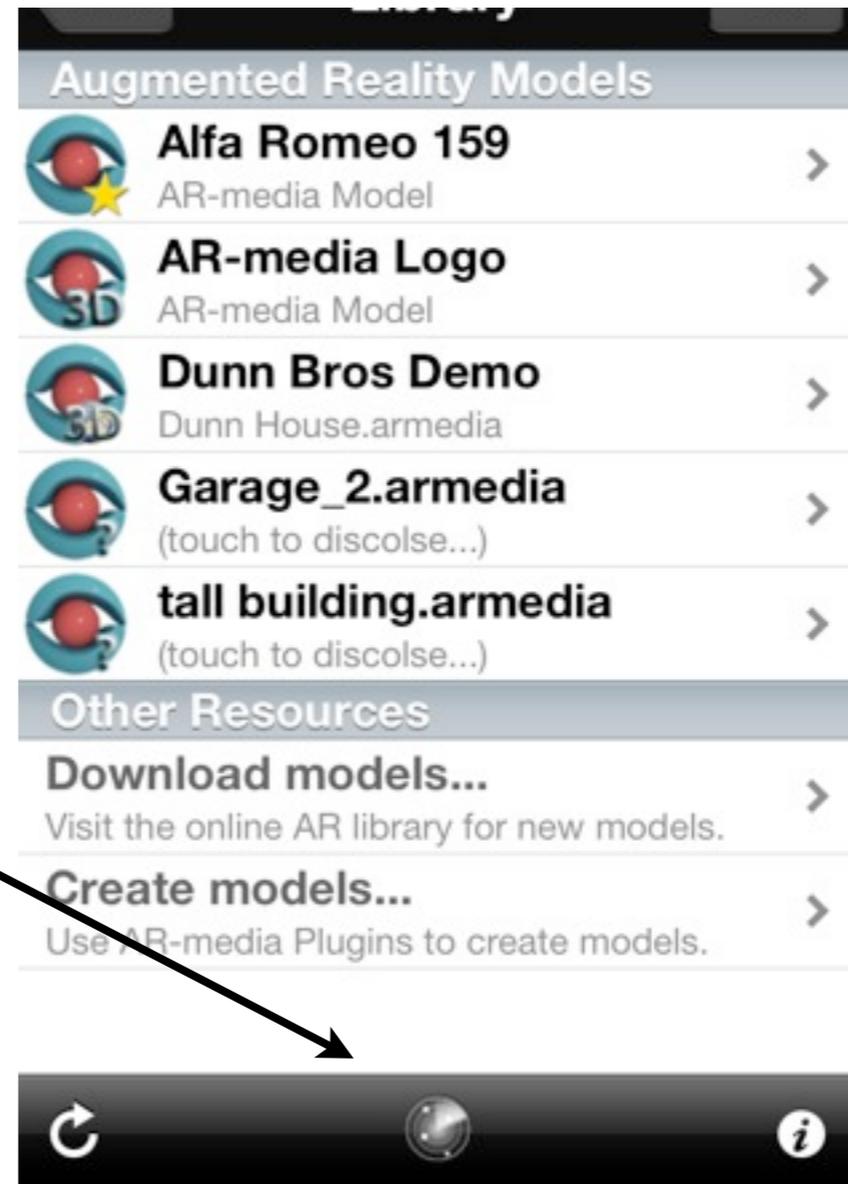
Swipe to scroll left/right.

Pinch to zoom.



To View...

using geo-location information,
press the icon in the middle-
bottom of the screen.



Map

If you are in close enough proximity, you will see an AR-media icon near your blue beacon.

Aim your device at the vicinity, and it will populate on screen.

