

AR Looping Instructions - Adobe Aero

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Important Information:

Before reading these instructions, be sure to have created (or selected) three images. Each of the images **must be saved as a .png**. Once all images are ready, move them to a new folder in the computer and **Compress or .zip** the folder.

You will then take this zipped folder on your computer and email it to yourself (or Airdrop it if in close proximity to an Apple Computer / Apple Mobile Device) so that you're able to open this folder on your **Apple Mobile Device (iPhone / iPad)**. It is recommended that you have 'Files' installed on your device, so that you may save / download your zipped folder to your Files application. This zipped folder will only be able to open through 'Files'.

Instructions to Compress (create a .zip) Folder on Computer

Microsoft - [Link](#)

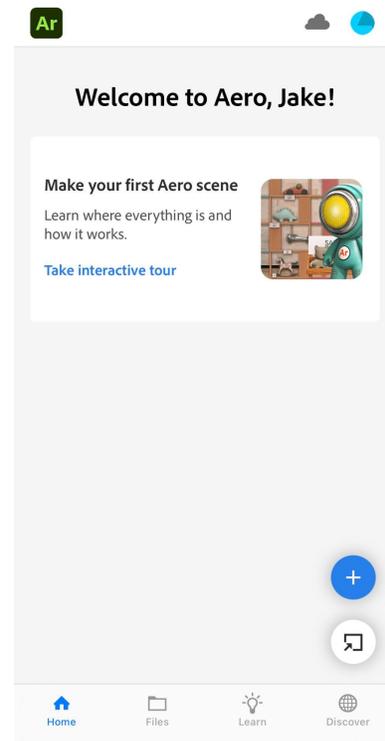
Apple / Mac - [Link](#)

Apple 'Files' Application - [Link to Apple App Store](#)

Once the above steps have been completed, then you may follow the below instructions.

Step 1:

Open Adobe Aero and press the **'Blue +'** icon.



Step 2:

Scan the nearest available surface. It's encouraged to slowly move your phone around for the program to lock onto a nearby surface.



Step 3:

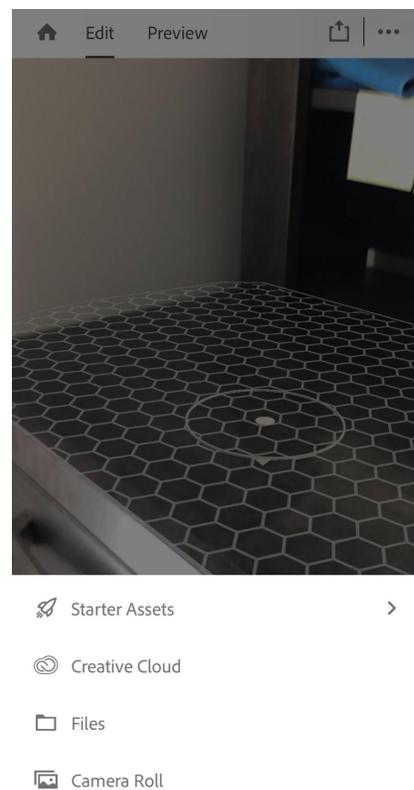
Once a surface is detected, tap to set your anchor point. This point will be the area where your 'Asset' or image will appear.

Once you've set your anchor point, press the '**Blue +**' icon on the bottom left corner. This will allow you to import an asset.



Step 4:

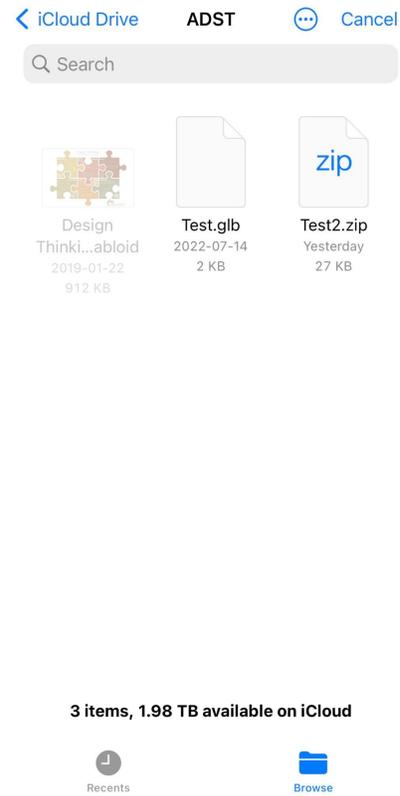
Press the 'Files' selection. This will open the 'Files' application that is installed on your Apple Mobile Device.



Step 5:

When inside your 'Files', be sure to locate the appropriate .zip folder and select it.

In this particular instance, I've named my .zip folder '**Test2.zip**' and will select it to open it.



Step 6:

Once you've opened the proper .zip folder, your asset will appear. Tap on the asset (*in this case, the big blue 'J'*) and additional menu items will appear at the bottom of your screen.

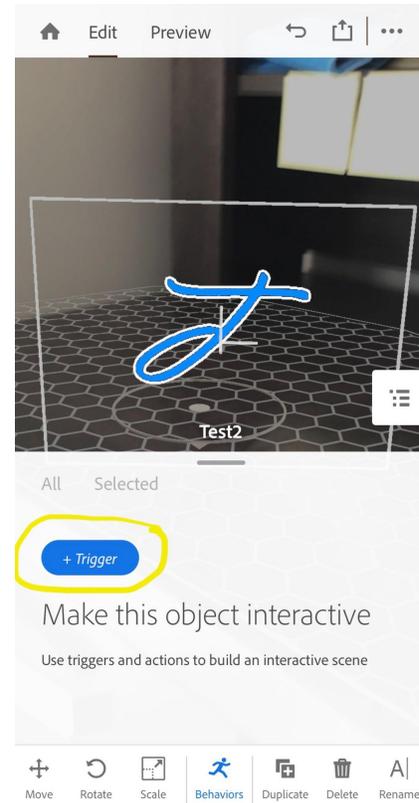
Select **'Behaviours'**.

Note: Even though the .zip folder contains 3+ images, only one of the images will appear. This is normal!



Step 7:

Once you've selected '**Behaviours**', a new screen will appear. Press the blue, '+ **Trigger**'.

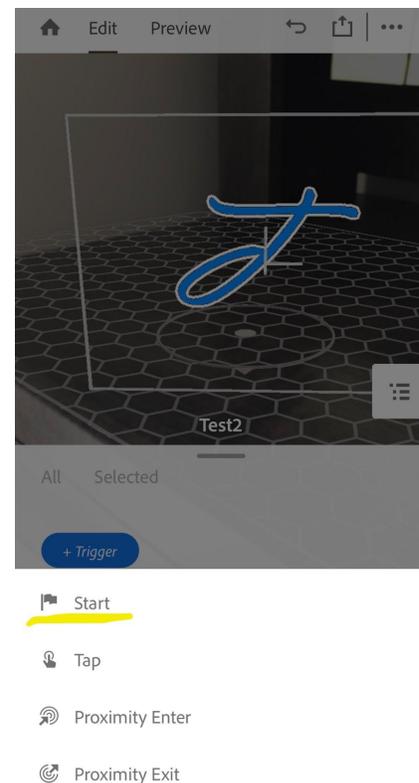


Step 8:

If you wish for your looped images to begin the moment someone opens your AR experience without any additional prompt, then press '**Start**'.

Tap will make the loop begin once someone has tapped it. **Proximity Enter** and **Proximity Exit** will either begin, or stop the looping sequence when you either get too close, or too far away from the Asset.

For this demonstration, we'll press '**Start**'.

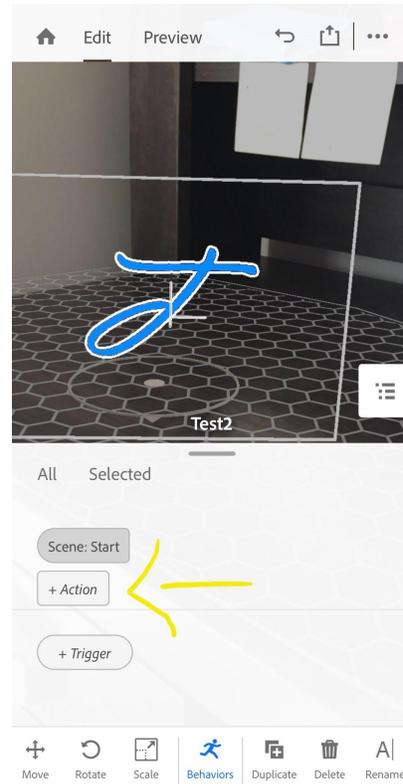


Step 9:

Once you've selected 'Start', a similar screen will appear, but this time will show you the path of Triggers and Actions.

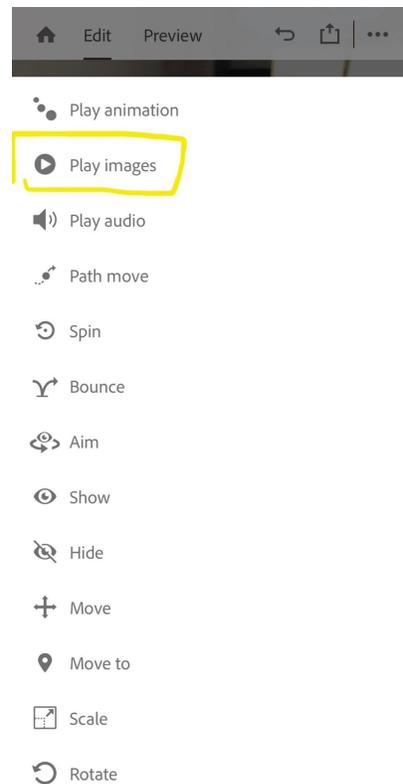
Similar to coding, a programmer can create a series of events or 'Actions' that can be added to force the program to perform whatever action is being asked of it.

Let's press '+ Action' to tell the program what we need it to do.



Step 10:

There are many 'Actions' that one can add to an AR experience. Because we have multiple images in our .zip file, and because we want to create a 'Loop', let's press '**Play Images**'.

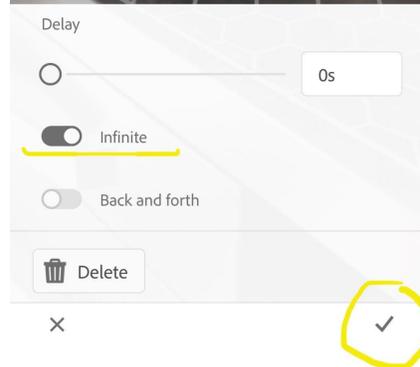
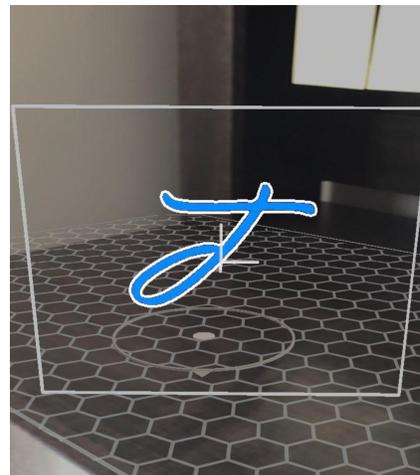
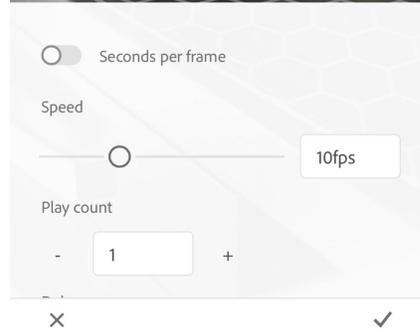
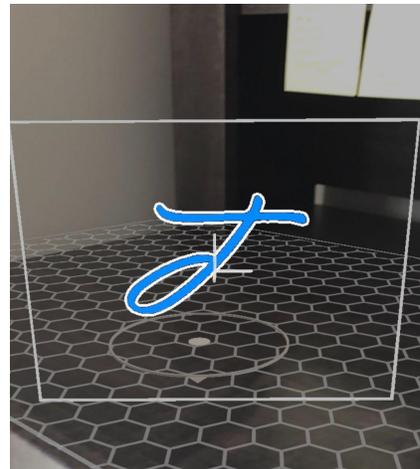


Step 11 :

Once we press on 'Play Images' we can now specify exactly what we want to happen to this action. In here we need to scroll down to do the following:

- 1) Change the speed to which the images appear. **We will change it from 15fps (Frames Per Second) to 10fps.**
- 2) Ensure that '*Infinite*' is turned on. This way, the loop will continue looping until the user itself decides they've had enough.

Once both of these have been changed, be sure to press the '**Checkmark**' on the bottom right corner of the screen.



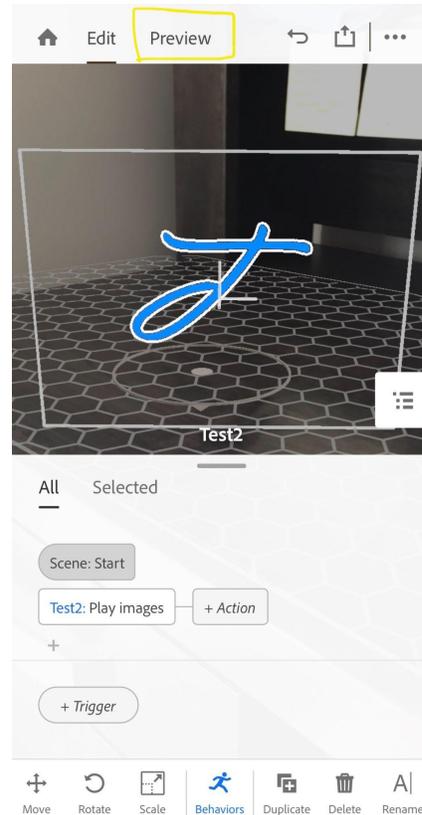
Part 12:

Once you've pressed the Checkmark, you should be brought to a screen that looks like this.

This screen is confirming a few things:

- 1) When the user opens the AR simulation, the AR behaviour will begin immediately as denoted by the 'Start' trigger.
- 2) That the action is to play a series of images.

Once you've created those two behaviours, you may '**Preview**' the loop. This will show you what your user will see when they open the AR program. You can find '**Preview**' by looking at the top of the screen.



Part 13:

This is what your preview should look like!

As you can see, the images themselves are looping between them all! (AR Image Frames 1-3).

All that's left is to share it with the world!

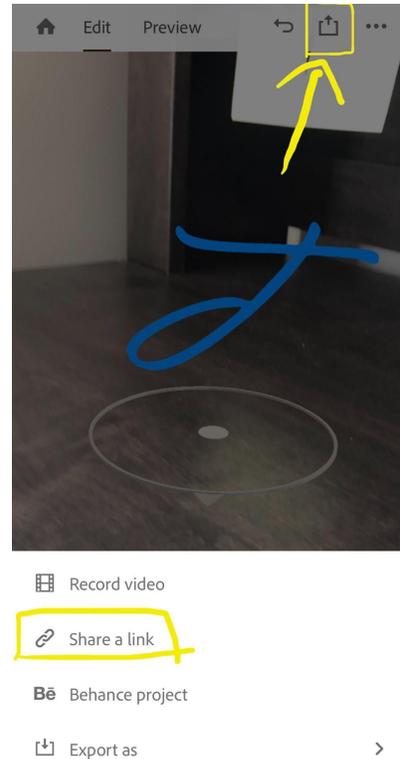


Sharing your Project (Part 1)

Once you're happy with your project in Adobe Aero, you have the opportunity to share your project in multiple different ways.

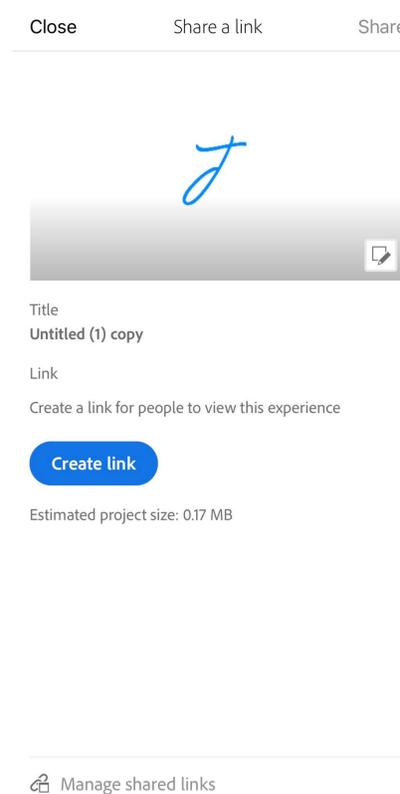
To begin, you'll want to press the **'Share Icon'** on the top of your screen. (This looks like a box with an arrow coming out of it!)

Once you've pressed the icon, you'll be presented with Sharing Options. To generate a QR code, you must press **'Share a link'**.



Sharing your Project (Part 2)

Once you've pressed 'Share a link', you'll be prompted to press the blue **'Create link'** icon. Press 'Create Link'.



Sharing your Project (Part 3)

Once you've pressed 'Create link', you're now able to press on the **very small QR Code Icon**. This will generate a shareable QR code.

You will want to save this in your phone to email or share out however you'd like.

For assessment purposes, save (Screenshot or download) the QR Code Image, and send it via email to yourself to open on the school computers and prepare it for submission.

Close

Share a link

Share



Title

Untitled (1) copy

Link

Anyone with the link can view this experience

<https://adobeacro.app.link/j4gGN7f4Qrb>



Estimated project size: 0.17 MB



Manage shared links