

Import / Export - Blender File and Adobe Aero

Updated July 2022

Note:

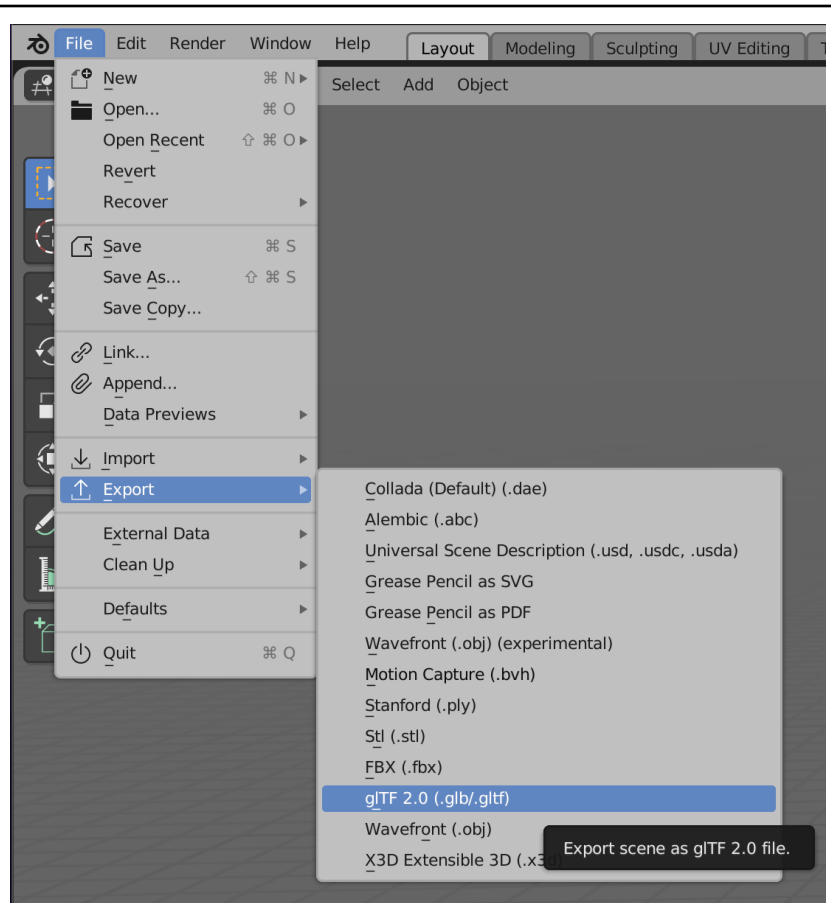
Adobe Aero (currently) only works for Apple devices (iPhone, iPad, Mac). Exporting or attempting to use the program on an Android device is not supported.

Part 1: Export your File

When your Blender file is ready for exporting, conduct the following:

File → Export → glTF 2.0

Name the file and pick a location to save it to where you know where it will be for the next step.



Part 2.1: Option 1 - Email

Ensure that you have an email client on your Apple Device (Apple Mail, Gmail, Outlook...etc.) as well as the 'Files' app (*Standard with every Apple Device*)

On the computer, send an email from yourself, to yourself so that the file will appear on your Apple Device.

Note: If sending from Apple to Apple, Airdrop can be utilized.

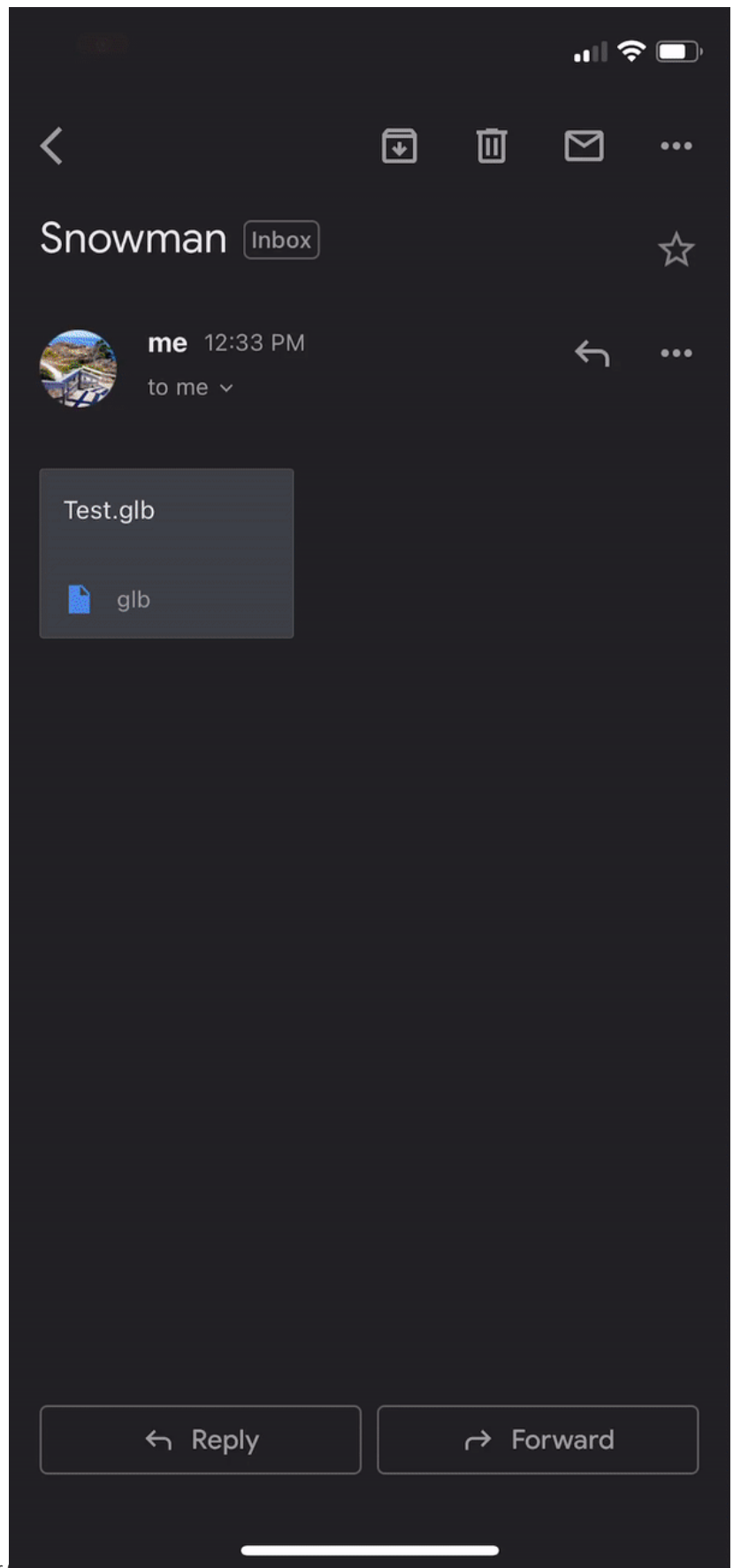
Once you have received the email on your phone, you can save that file.

If using the Gmail App, you would select the file and press the 'Share Icon' on the top left hand corner.

Save your exported file to either:

- a) iCloud
- b) On your Phone/Ipad

Note: If your phone does not have enough storage, consider saving to your iCloud Drive.



Part 2.2: Option 2 - Google Drive

If your exported file is large and cannot be sent via email, using a client such as Google Drive or Dropbox. For this example, we will use Google Drive.

Note: Must have both Google Drive and Apple Files applications downloaded on your mobile Apple Device (iPhone/iPad)

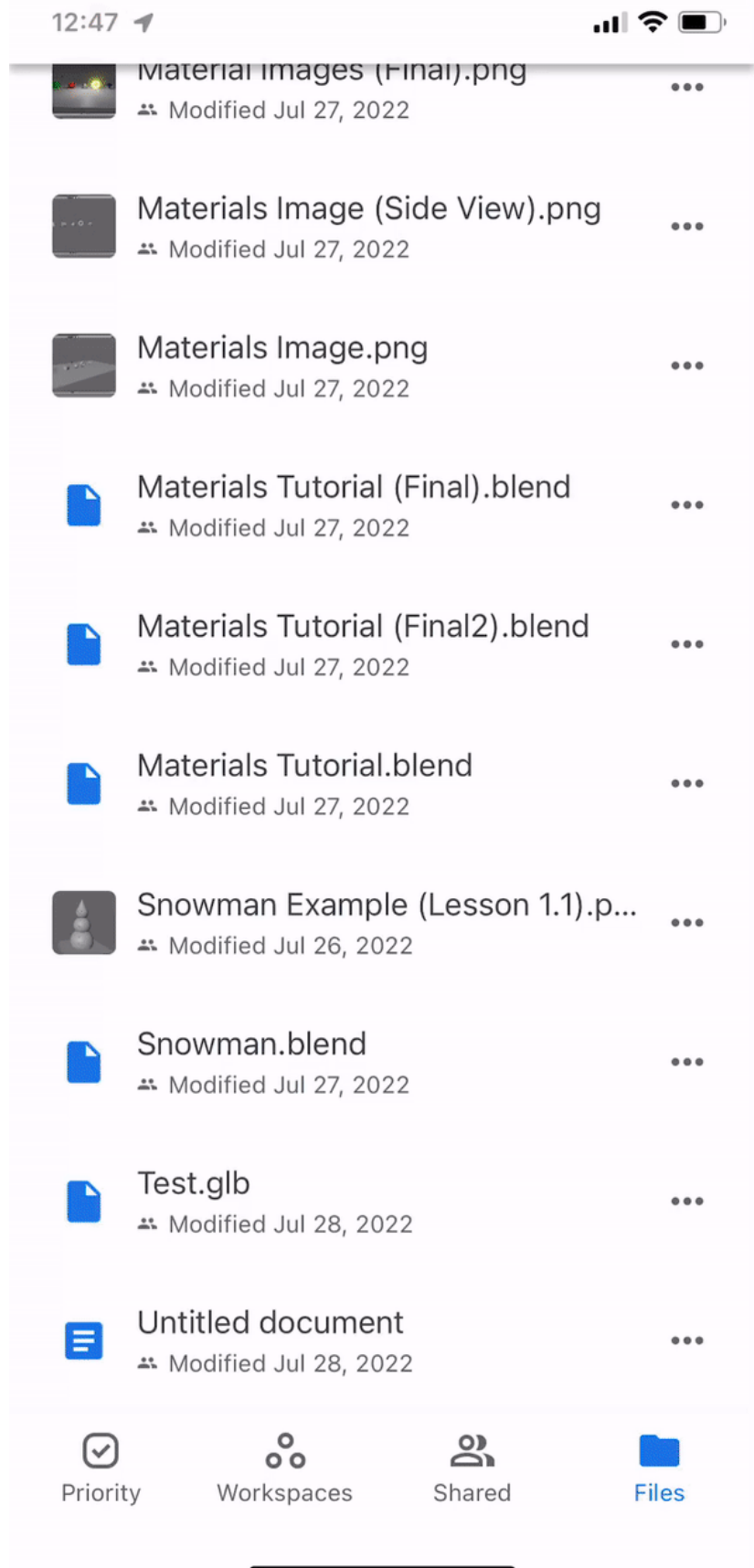
On your computer, upload the exported File to your Google Drive in a folder that you can easily find again.

On your mobile apple device, open the Google Drive App and navigate to the folder where you've saved the exported file.

Press on the '...' on the top right hand corner, then press 'Open In'. Google Drive will prepare the file for export.

Once presented with options, press 'Save to Files'. Find a location to save it either on your iCloud or on your Apple Mobile Device (iPhone/iPad)

Note: If your Apple device is low on storage, it is recommended to store it on iCloud.



Part 3: Opening File in Adobe Aero

With your exported Blender File now exported and saved inside your mobile Apple Device, open Adobe Aero.

Press the blue '+' on the bottom right corner of the home page.

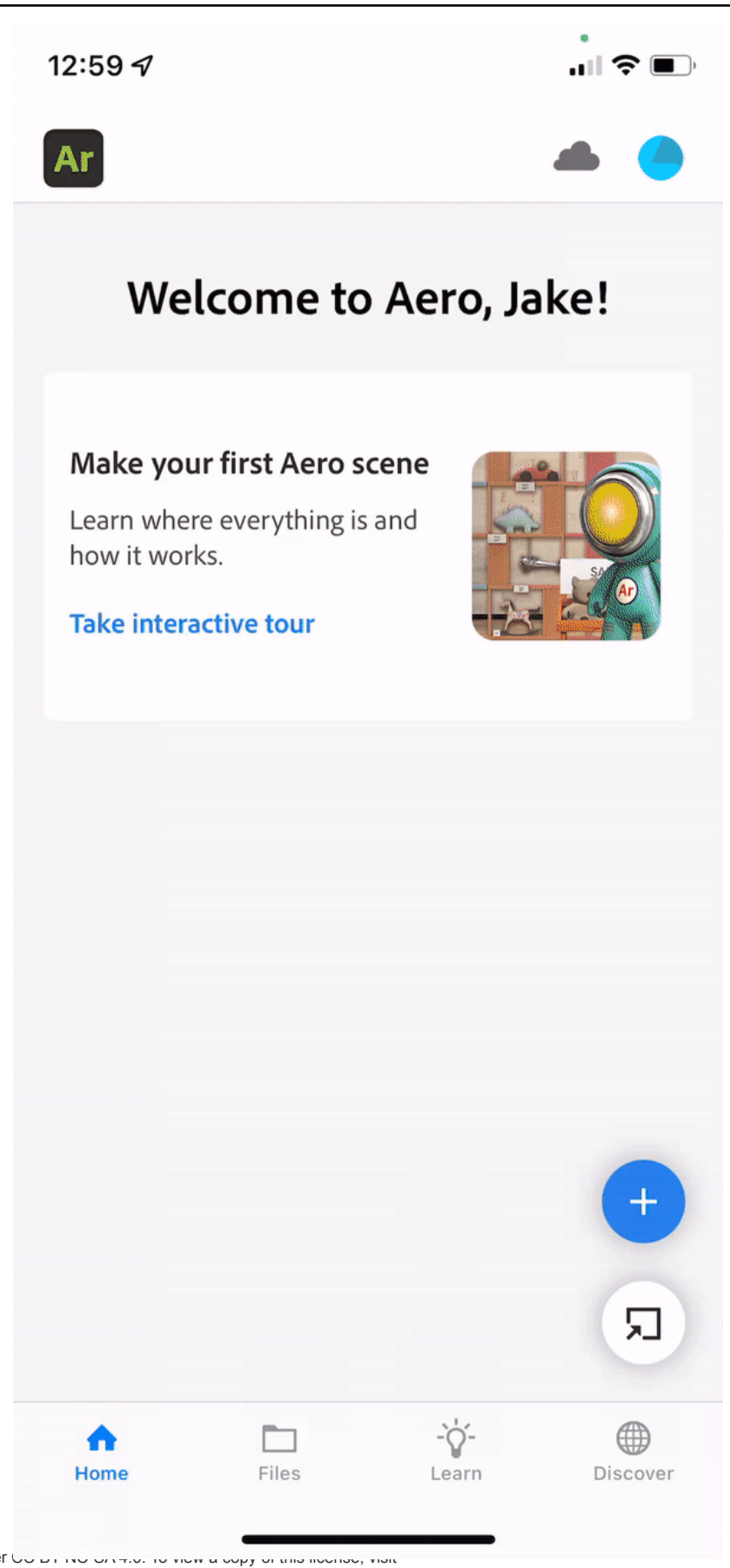
Move your phone around in order for Adobe Aero to find a suitable surface. Once it has, tap a location where images will be imported.

Once you have set an anchor, you'll be ready to import your file.

Press the blue '+' on the bottom left corner. Select 'Files' and locate your exported file in the location you've saved it in.

Once you've done that, your image should appear inside Adobe Aero!

Select a place for it to stay anchored, and then play around!



Part 4: Exporting your Adobe Aero AR Experience

Once you've created an AR Experience and you're ready to export your file, do the following.

- 1) Preview the file first by selecting 'Preview' at the top of Adobe Aero. Make sure that whatever is in 'Preview' is what you'll expect others to see.
- 2) Press the 'Share Icon' at the top right corner.
- 3) Press 'Share a Link'
- 4) Press 'Create Link'

At this point you have two options:

- 1) You can use the prepared link and use that to share with others
- 2) Press the small 'QR Code' icon next to the link, which will provide you a unique AR code. You can save this image and prepare to print it, or share the link in whatever way you'd like.



