

Guide to use the augmented reality apps:

AUGMENT

1st One component of the group needs to download Sketch Up software in a computer (at home).

2nd Open Sketch Up and import your 3D building model from warehouse.

3rd Export the files of the 3D buildings models from Sketch Up in .dae format and then transform the folder with the files into .zip. Be careful because sometimes the .dae file is out of the folder, so include it into the folder before transform it into .zip.

4th Go to Augment website and sing in

5th Go to “My models”, “All models”, “Add model” and y add the folder.zip. Once you have done it, in “basic settings” name the 3D model file and add a briefly description of the building. In the Advenced tab write the URL of Madridrocks website and add tags (architecture, Madrid de los Austrias...)

6th Add one photo of your building that you have done during the schooltrip, this image it is going to be use as a trigger (model's thumbnail). BE careful, sometimes it doesn't work because the image has too much pixels, so down the quality of the image (less pixels)

7th Save and publish. Once you have saved it, back to “All models” and click into preview (eye symbol) and from there you can share it through social nets, embeded in the web (teachers' task), copy the link and share...and the most important you have a “QR code”. Save this code as an image because it is what you need to include the 3D model in the magazine.