



MARC  

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EDU

Mobile Augmented Reality Cloud – Education

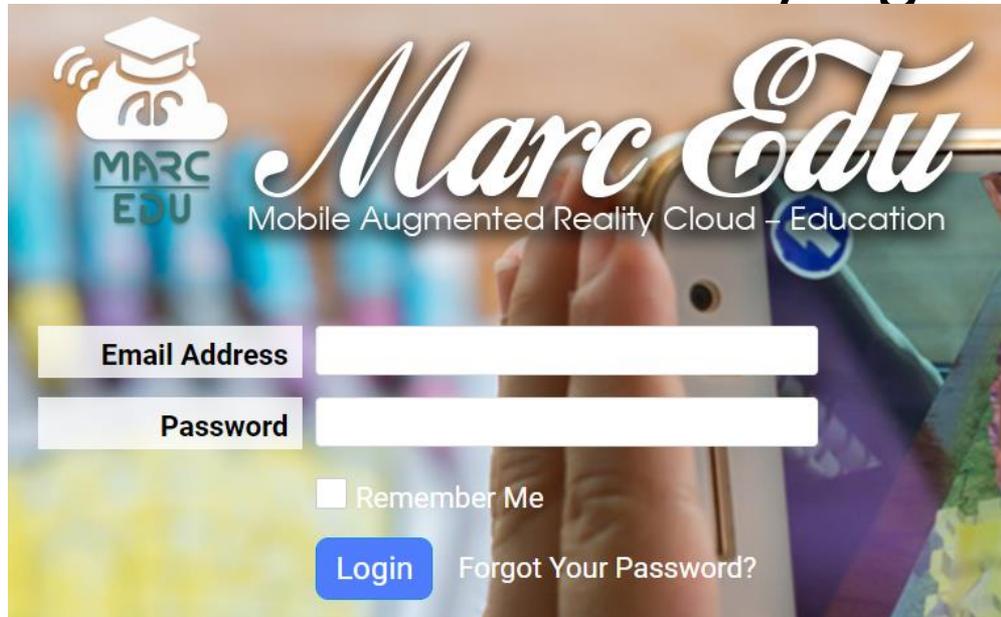


# Content

- MARC Edu Graphic User Interface
  - Create and Manage Users
  - Creating and Manage Projects
  - Creating and Manage Markers

# Login with Given account

- [www.marcedu.com/login](http://www.marcedu.com/login)



**MARC EDU**  
Mobile Augmented Reality Cloud – Education

Email Address

Password

Remember Me

[Login](#) [Forgot Your Password?](#)

- Key in your registered email address and password
- Click Login
- If you have forgotten your password, click on *Forgot Your Password?*
- Enter your registered email address and a reset link will be emailed to you.
- Create a new password, and login

# Your Homepage



Search...



Kaylyn  
Admin

- [Home](#)
- [Users](#)
- [Projects](#)
- [Markers](#)
- [Marc Wiki](#)

Welcome Kaylyn | [My Account](#) | [Logout](#)

What would you like to do today?



Create Editors

Manage Editors



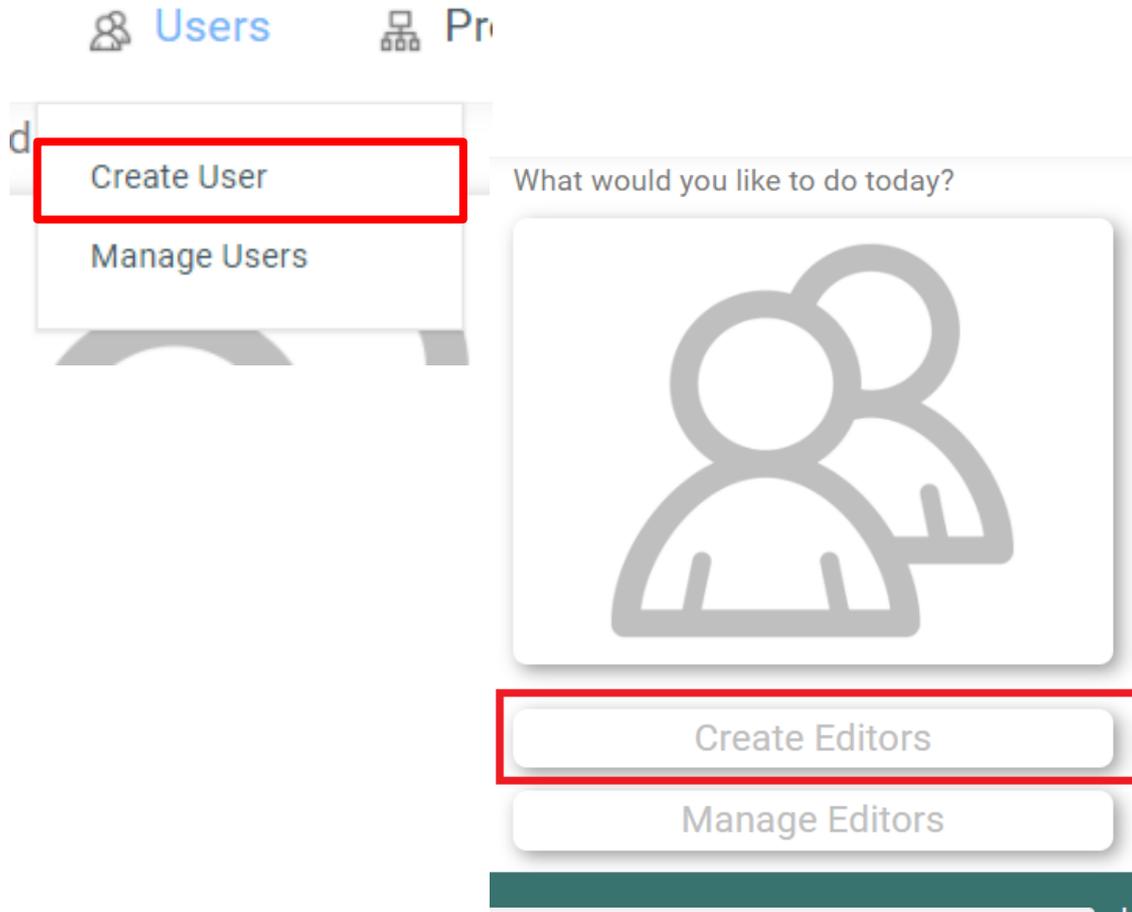
Manage Projects



Create Markers

Manage Markers

# Create Editor



- You can create a new user by clicking on **Users** → **Create User** or scroll down and click on **Create Editors**

# Create Editor

- Fill in the information required and set marker limit

**MarcEdu**  
Mobile Augmented Reality Cloud – Education

Search...

Kaylyn Admin

Home Users Projects Markers Marc Wiki Welcome Kaylyn | My Account | Logout

## Create User

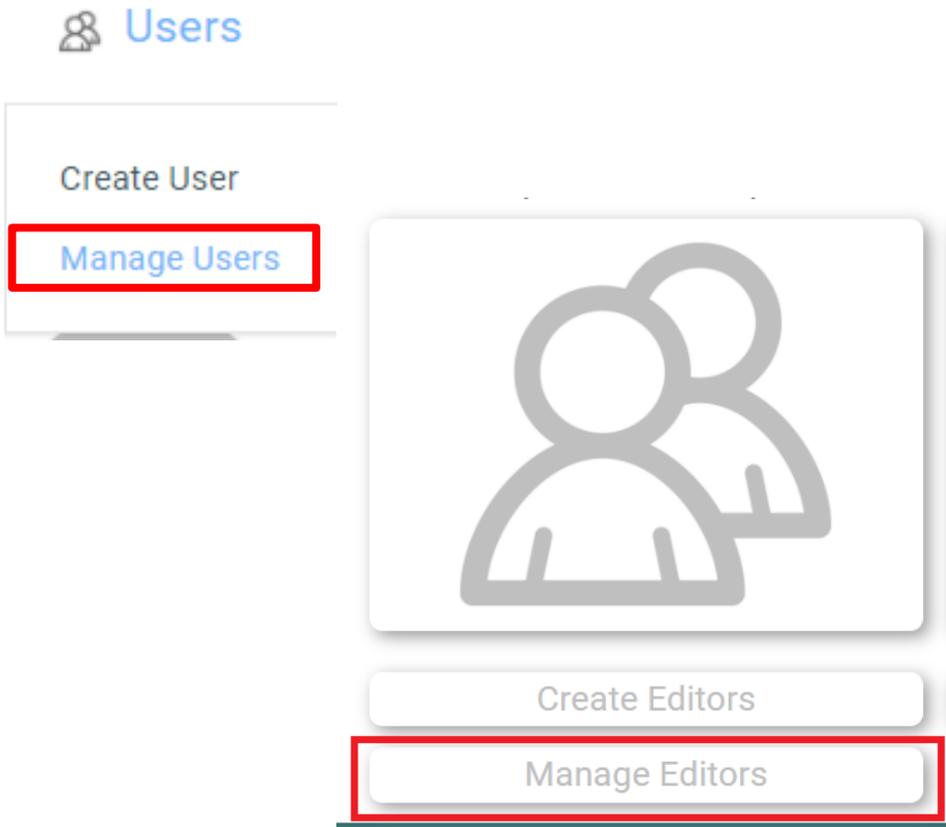
Create Marker  
Manage Markers

Markers Available: 990

Roles  Editor

Profile Picture  No file chosen Size: 200 pixels x 200 pixels

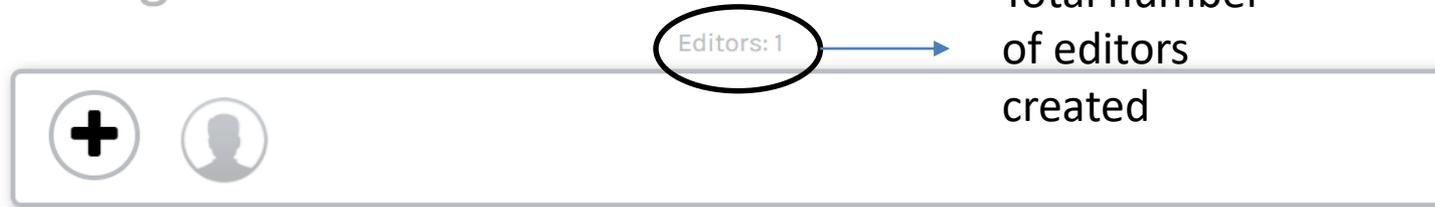
# Manage Editor



- You can view and select which editors that you have created by clicking on **Users** → **Manage User** or scroll down and click on **Manage Editors**

# Manage Editor

## Manage Editors



Total number  
of editors  
created

- To create editors, click on the “+” sign.
- To edit creators, select and click on the editors that you want to edit based on the profile picture uploaded.

Editors: 1



# Edit Editor

## Update User

Name

Email

Password

Confirm Password

Marker Limit

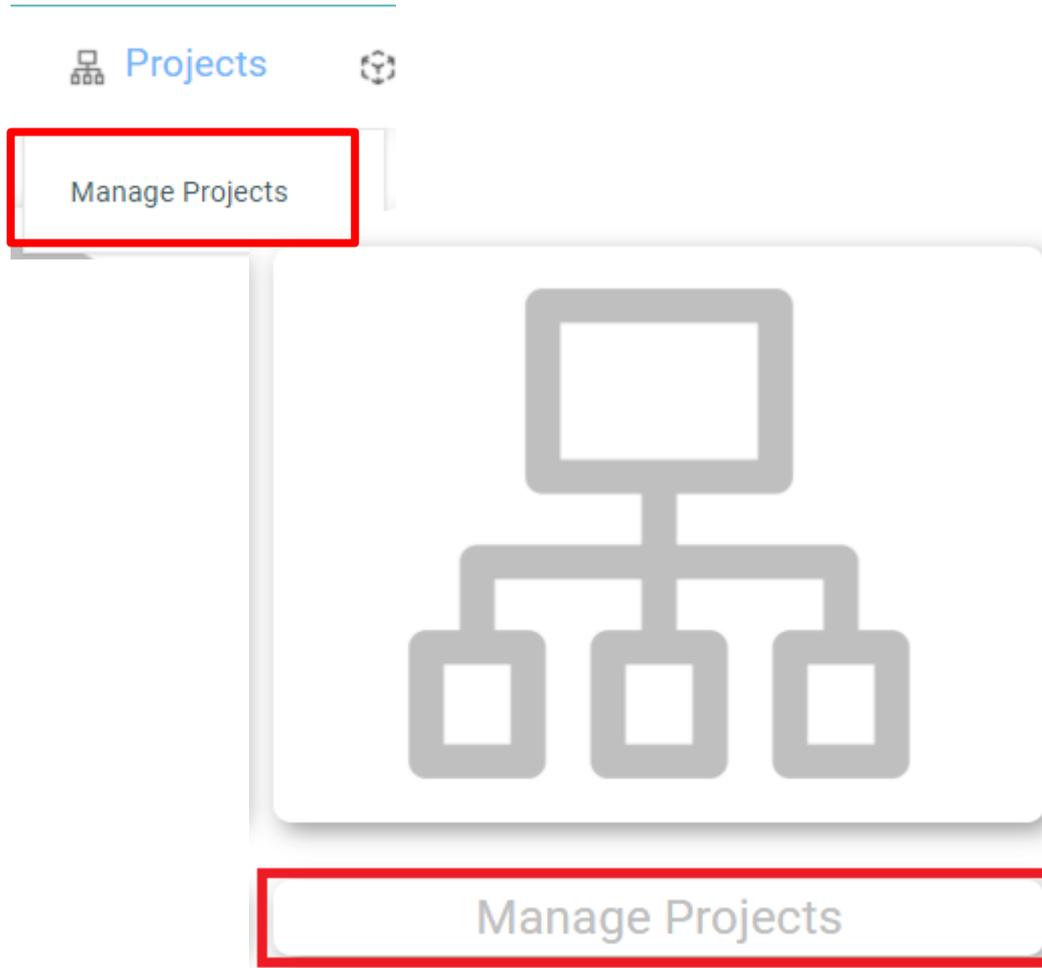
Marker Available: 990

Profile Picture  No file chosen

*Size: 200 pixels x 200 pixels*



# Add/manage project



- You can add and edit projects under **Manage Projects**

# Add Projects

## Manage Project

[+ ADD PROJECT](#)

Show  entries

Search:

Organisation	Project Name	Summary	Created by	Last Updated
--------------	--------------	---------	------------	--------------

No data available in table

Showing 0 to 0 of 0 entries

[Previous](#) [Next](#)

# Add Project

Manage Projects

+ ADD PROJECT

Show 10 entries

Organisation

No data available in table

Showing 0 to 0 of 0 entries

Project Name

Summary

Owners

REGISTER

All Rights Reserved. Copyright 2017. Powered by Marc Edu

- Fill in the information required on pop-up form and click on register.
- Assign owners to give them access to the project

# Manage Project

## Manage Project

+ ADD PROJECT

Show 10 entries

Search:

Organisation	Project Name	Summary	Created by	Last Updated	
	Kaylyn's testing	For testing	Kaylyn	18 Feb 2018	<a href="#">EDIT</a>

- To edit and make changes to your projects, click on the grey **Edit** button

# Edit Projects

## Update Project

Project Name

Kaylyn's testing

Summary

For testing

Owners

UPDATE

DELETE

- You can edit or delete projects from this page.
- To delete, click on the **Delete** button at the bottom right hand side.
- To update information and edit project, key in the information to update and click on **Update** on the bottom left

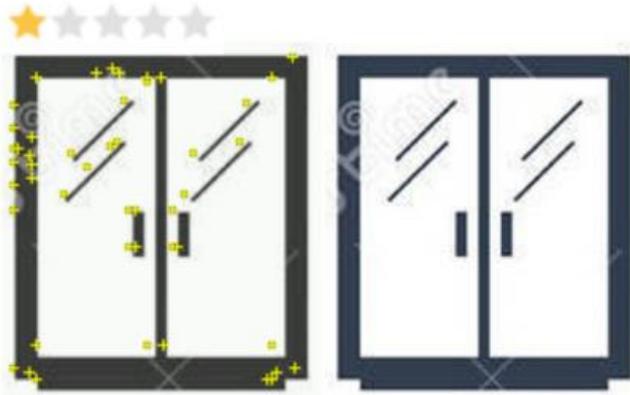
# What are AR markers?

- Markers are visual cues which trigger the display of virtual information
- Markers are normally in the form of images
- Each image is broken down into detection points depending on the contrast and complexity of the design

# What are good AR markers?

- A good marker has multiple points of detection helps our app detect the object quickly and accurately.
- It is best to make your markers as complex as possible (with as much colour and shape contrast as possible)
- You can do so by adding **WORDS** and **QR CODES** to the markers which will significantly increase the amount of detection points, thus reducing the amount of time required for the app to recognize the object accurately

# Difference between good and bad markers



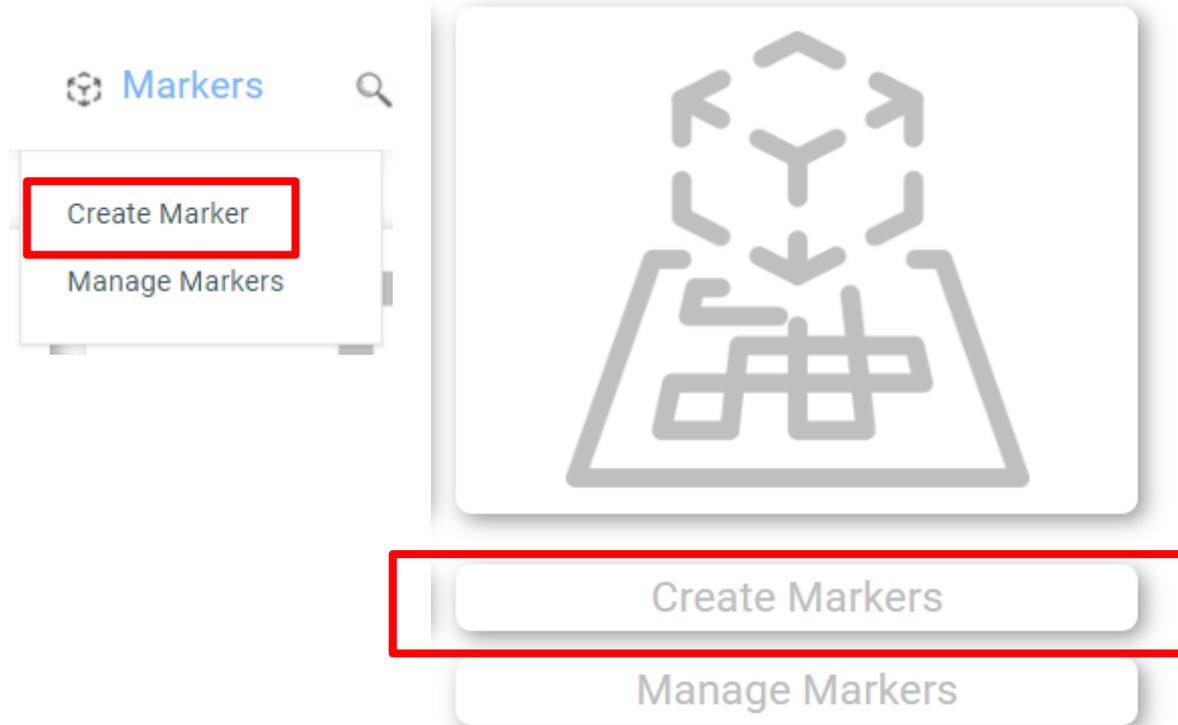
MAMMUT  
Children's Table  
with Chair



MAMMUT  
Children's Table  
with Chair

# Create Markers

- To create markers, select **Create Marker** from the **Markers** drop-down menu



# Different types of content

## Create Markers



Images



videos



- Select the type of content you want to make a marker for

# Create Markers

## Creating Image Content

### Create Marker



IMAGES

Marker Image  No file chosen  
Size: 400 pixels x 400 pixels (72 dpi)

Marker Name

Project Title

IOS & Android Content  No file chosen

Quiz Link

Expiry Date

Translation and Rotations

Advanced Options

- Choose the image file that you would like to use as a marker (Note: use only jpeg file)
- Enter a marker name and tag the marker to a project under the project title
- Upload your image content under IOS & Android Content

# Create Markers

## Creating Video Content

### Create Marker



IMAGES

Marker Image  No file chosen  
Size: 400 pixels x 400 pixels (72 dpi)

Marker Name

Project Title

IOS & Android Content  No file chosen

Quiz Link

Expiry Date

Translation and Rotations

Advanced Options

- Select **Marker Image**, enter marker name and select project as what was did for the image content.
- Select video file content (NOTE: change the extension to .3g2)
- If video is a transparent or a green screen video, please tick accordingly.

# Create Markers

## Creating Green Screen Video Content

### Create Marker



IMAGES

Marker Image  No file chosen  
Size: 400 pixels x 400 pixels (72 dpi)

Marker Name

Project Title

IOS & Android Content  No file chosen

Quiz Link

Expiry Date

Translation and Rotations

Advanced Options

- Select **Marker Image**, enter marker name and select project as what was did for the image content.
- Select video file content (NOTE: change the extension to .3g2)
- If video is a transparent or a green screen video, please tick accordingly.
- Set Chroma Key Color as **#00b140**

# Manage Markers

Markers

Create Marker

Manage Markers



Create Markers

Manage Markers

- You can add and edit markers under **Manage Markers**

# Manage Markers

## Markers Management



Listing



test

Display Size: [Small](#) | [Medium](#) | [Large](#)

- You can select the display size of the marker. The one shown above is in small
- Select and click on the marker that you wish to edit

# Manage Markers



The screenshot displays a user interface for managing AR markers. On the left, there is a grid of 12 educational cards, each featuring a number from 1 to 12, a corresponding illustration (e.g., a caterpillar for 'one', ladybugs for 'two', bees for 'three', etc.), and the number's name in lowercase letters. The cards are arranged in two rows of six. To the right of the grid, there is a metadata section with the following fields:

- Organization: test
- Kaylyn's testing
- Kaylyn
- 19 Feb 2018
- Marker Name:
- Project Title:
- Created By:
- Last Updated:

Below the metadata section is a button labeled "EDIT MARKER". In the top right corner of the interface, there is a large white "X" icon.

- When you click on the marker, the marker's information will pop out
- Click on **Edit Marker** if you wish to edit it

# Manage Markers

## IMAGES



Marker Image  No file chosen  
Size: 400 pixels x 400 pixels (72 dpi)

Marker Name

Project Title

IOS & Android Content  No file chosen

Quiz Link

Expiry Date

Translation and Rotations

Advanced Options

- You will be able to change and update the following items once you are in this page:
  - Marker image
  - Marker name
  - Marker Content
- Once you are done, click on the **Update Marker** button.

Any Questions?