Aurasma: Creating from Web

In order to use Aurasma through the computer, you will need to create an account at studio.aurasma.com. Using Aurasma Studio allows you to create Auras online that would be viewed using a mobile device. If you already created an account through the Aurasma app, you would use the same username and password.

Once you are first logged in you will see a Content Tutorial that pops up. This will walk you through the different parts of Aurasma Studio. Through Aurasma Studio you can manage and create channels as well as trigger images, overlays, and auras.

Four Steps to Creating an Aura
1. Upload a trigger image.
2. Upload an overlay image or video.
3. Create a channel for your Auras to go in.
4. Add the finished Aura to your channel.

Upload a Trigger Image

To upload a new trigger image simply select the 🔲 **Trigger Images** icon on the main screen, then click on ➕ **Add**.
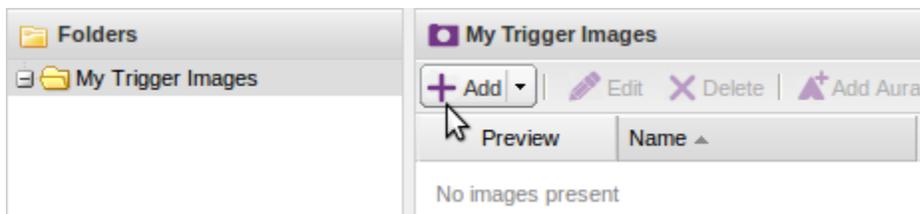
When adding a new image, you will need to provide the following details:

Name
The name of your image. This is just for your own reference.

Coordinates (optional)
The exact location where the image can be found if it is going to be used in a Location Aura - *leave this blank for now* as we want our Aura to be viewable anywhere.
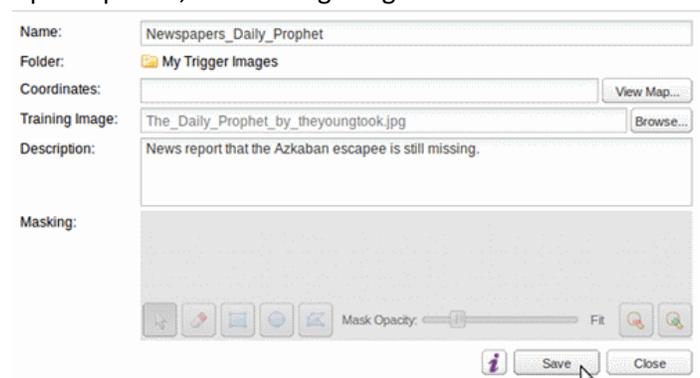
Training Image
The image on your local computer from which to create the trigger.
For example, if you want to make an Aura on top of a poster, the training image should be that poster.

Description (optional)
A description of the image, for your own reference only.
Once the necessary details are entered, simply click **Save** to create your trigger.

Aurasma: Creating from Web

Upload an Overlay

To upload a new overlay, simply select the 🦋 **Overlays** icon on the main screen, then click on ➕ **Add**.

When adding an overlay, you will need to provide the following details:
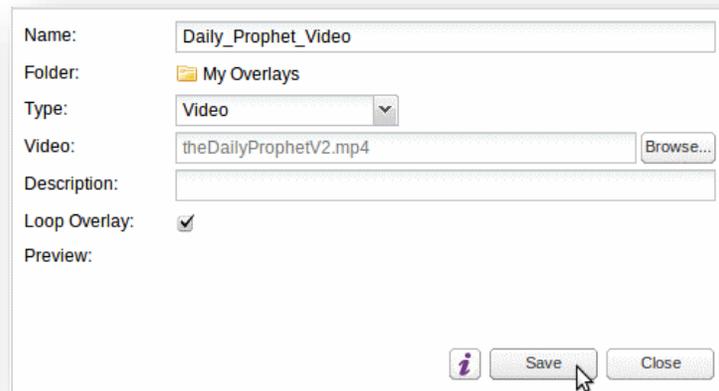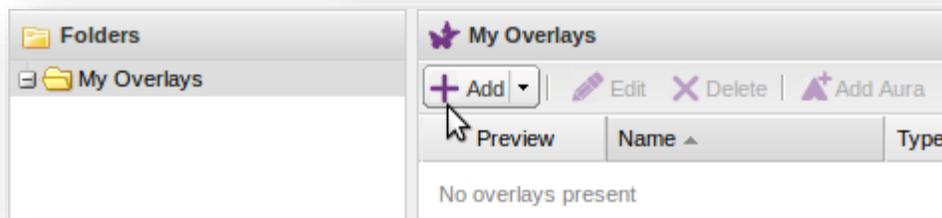
Name
The name you want to give to your overlay. This is just for your own reference.

Type
Choose either **Image** or **Video**.

File
The file you want to upload from your computer to create your overlay.

Description (optional)
A description of your overlay, for your own reference only.

Loop Overlay (videos only)
If you're uploading a video overlay, you can choose whether or not the video will start again from the beginning when it finishes playing in the Aurasma viewer.

Once you have filled in the necessary fields, simply click the **Save** button. Your file will be uploaded to AurasmaCentral and your overlay will be created.
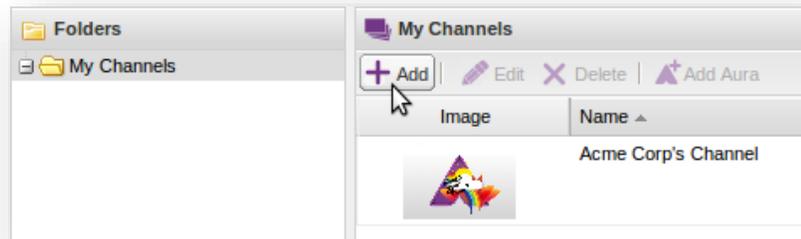
Aurasma: Creating from Web

Create a Channel

Channels are used to organize Auras, allowing users to select the content they are interested in – every Aura is placed in a channel.

Select the 🗨 **Channels** icon on the main screen then create your first channel by clicking on ➕ **Add**.

To create a channel, you will need to give it the following properties:

Name

This is the name by which your channel will be known to the users, and the name by which they will be able to find it in the Aurasma application. The best names describe the type of Auras in the channel.

Description (optional)

Allows you to give a longer description about the channel's purpose and what content a user might find if he/she subscribes to this channel.
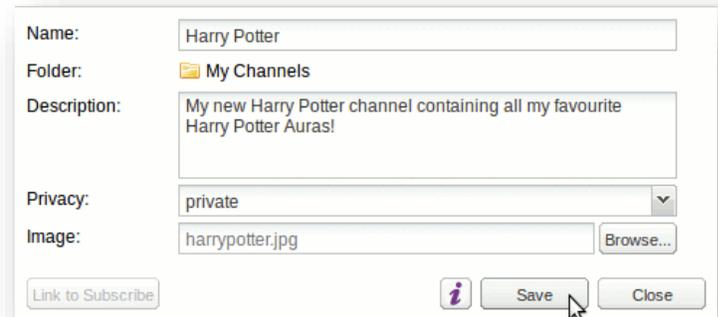
Privacy

Choose **Public** if you would like your channel visible to everyone in Aurasma. Set this to **Private** if you do not want your channel returned from a channel search in Aurasma and you want to prevent people from subscribing to it.
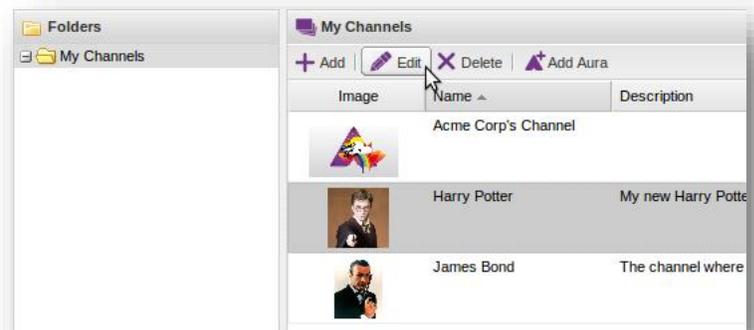

Image

Upload the image that you would like to represent your channel in the app.

Once you've entered the necessary details, click on **Save** to create your channel.

Remember you can always change these details later by selecting your channel and choosing ✏️ **Edit**.

mesa Educational Technology
PUBLIC SCHOOLS

Aurasma: Creating from Web

Create a Channel

The final step is to create the finished Aura. In the 🖳 **Channels** window, select your channel and click on 🔺 **Add Aura** to create a new Aura.

When adding a new aura, you will need to provide the following details:

Name
The name of your Aura.

Trigger Image
Use the drop-down box to select the Trigger Image you uploaded earlier. A preview will appear in the positioning window at the bottom.

Channel
Select the channel in which you would like to place the Aura.

Overlays
Use the drop-down box in the highlighted blue area to select an overlay. A preview of the overlay on top of the trigger image will appear.

You can add **more than one** overlay to the same Aura by clicking the ➕ **Add Overlay** button.

If you have multiple overlays, you might want one overlay to appear to 'overlap' another. To achieve this effect, you can choose the order to stack them as they appear on the screen by using the ⬆ and ⬇ buttons. Overlays at the top of the list will appear in front of those further down the list.
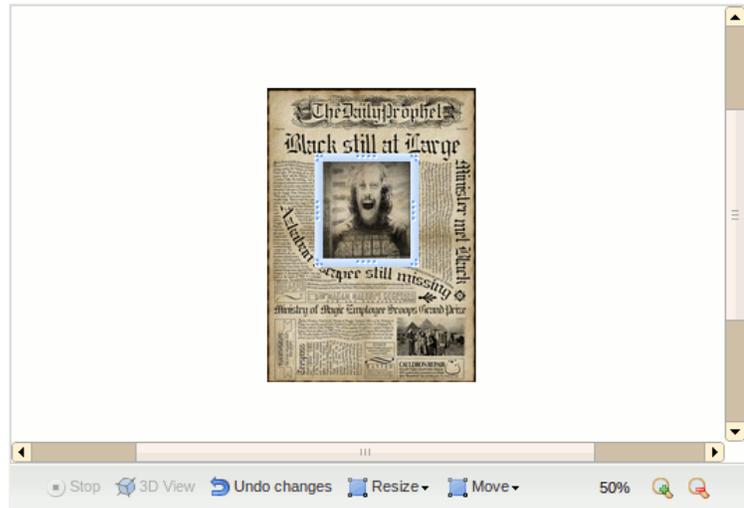
Click the ✖ button next to an overlay to remove it.
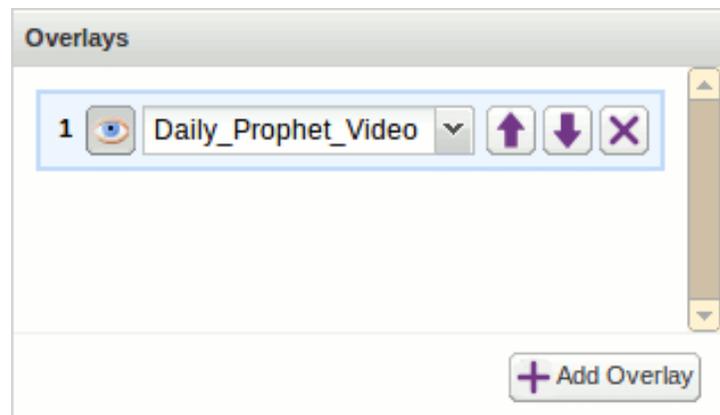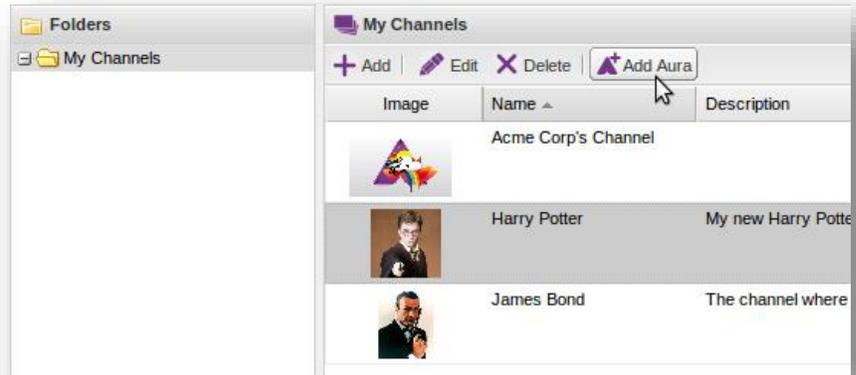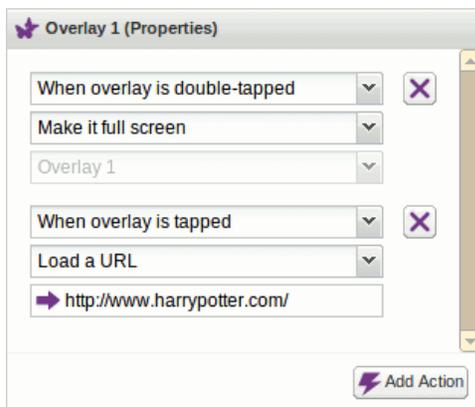
Aurasma: Creating from Web

Positioning Window

The positioning window can be used to manipulate the size, shape and position of overlays to create the Aura.

Use your mouse to grab the edges of an overlay to resize it, or click in the middle to drag it around.

Overlay Properties (optional)

You can assign special Actions to your overlays so that they respond to user interaction.

For example, whenever a user taps their finger on the overlay, you could have the device load a web page of your choosing.

By default, every new video overlay has an Action assigned to it that makes the overlay appear "full screen" if the user taps their finger twice on it.

You can remove that Action (or indeed any Action) by clicking the ✕ button next to it.

Once you've entered the necessary details, click on **Save** to create your Aura.