slovakia - ukraine project
InovEduc

User Guide
Standalone application InovEduc

Contents

InovEduc – Innovative Methods in Education for Supporting Partnerships

The project brings a unique fusion of interactive 3D models of historical, cultural, technical and natural monuments of Eastern Slovakia and Transcarpathian Ukraine and innovative learning approaches to improve historical and multicultural awareness in this border region.

In the framework of this project is a presentation of 24 objects with the possibility of interactive viewing with applications of the most up-to-date imaging technology, inclusive of virtual and augmented reality.

1. Installation

The application is designed for PCs with the operating system **_Microsoft Windows_**. The application does not require installation. After unzipping the zip file, it is possible to start the application by means of **_InovEduc.exe_**.

Minimum requirements:

processor	CPU with support SSE2 instruction set
Memory	4GB RAM
Graphics card	DX9 (shader model 3.0) or DX11 (feature level 9.3)
Disk space	2,5 GB
Operating system	Windows 7

2. Launch and termination

It is possible to launch the application by means of the **_InovEduc.exe._**

When you launch the application a table of choices for setting options will appear. The user has the possibility to choose the quality and resolution of the application as well as the option to run the program in the window or on the full screen.
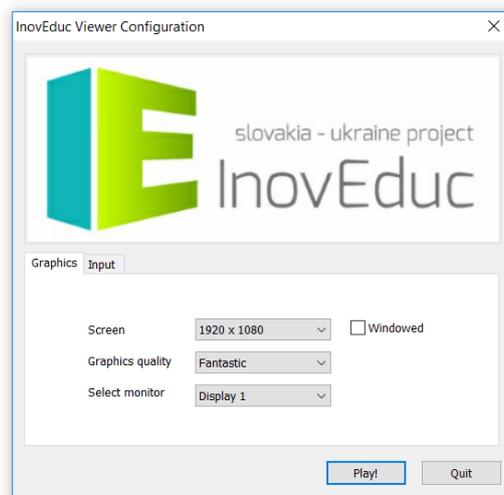
To continue with the application select the button **Play!** To terminate the application select the button **Quit.**

The application can be terminated at any time by pressing the key **ESC**.

3. Control

The application can be controlled by means of mouse and keyboard.

Key	Function
W,A,S,D	Movement in the scene
←,↑,→,↓	Rotation of camera in the scene
SHIFT	Movement acceleration
ESC	Termination application
On mouse, left button + move	Rotation of camera in the scene
On mouse, right button	Move the camera forward

4. User interface

4.1 Language selection

On the introductory screen it is possible to choose a language mutation, by selecting between the Slovak, Ukrainian, and English language versions. The language can be changed at any time during the program runtime.
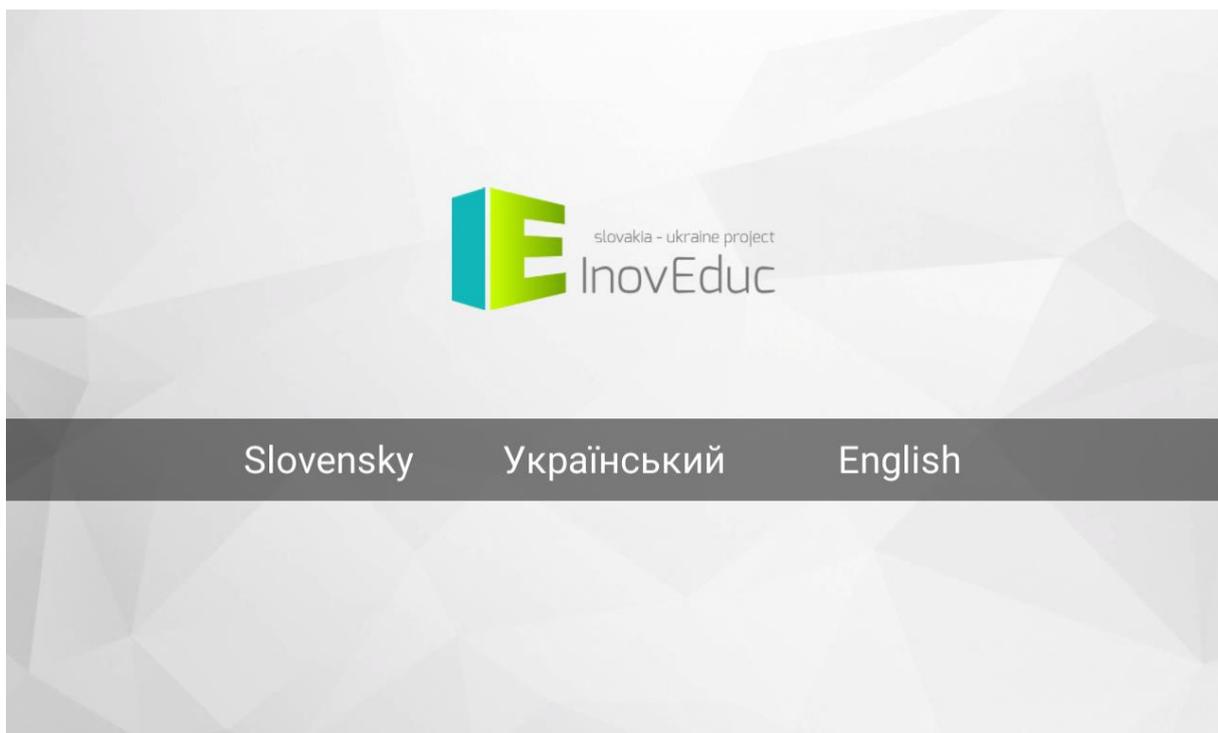
4.2 Object selection

It is possible to view the object by clicking on the selected object in the object list. The object can also be selected from the map view. The map can be displayed by using the icon **MAP** in the upper right hand corner of the screen. In the same way it is possible by means of the icon to change the language and display information about the project and guidance for the application control.
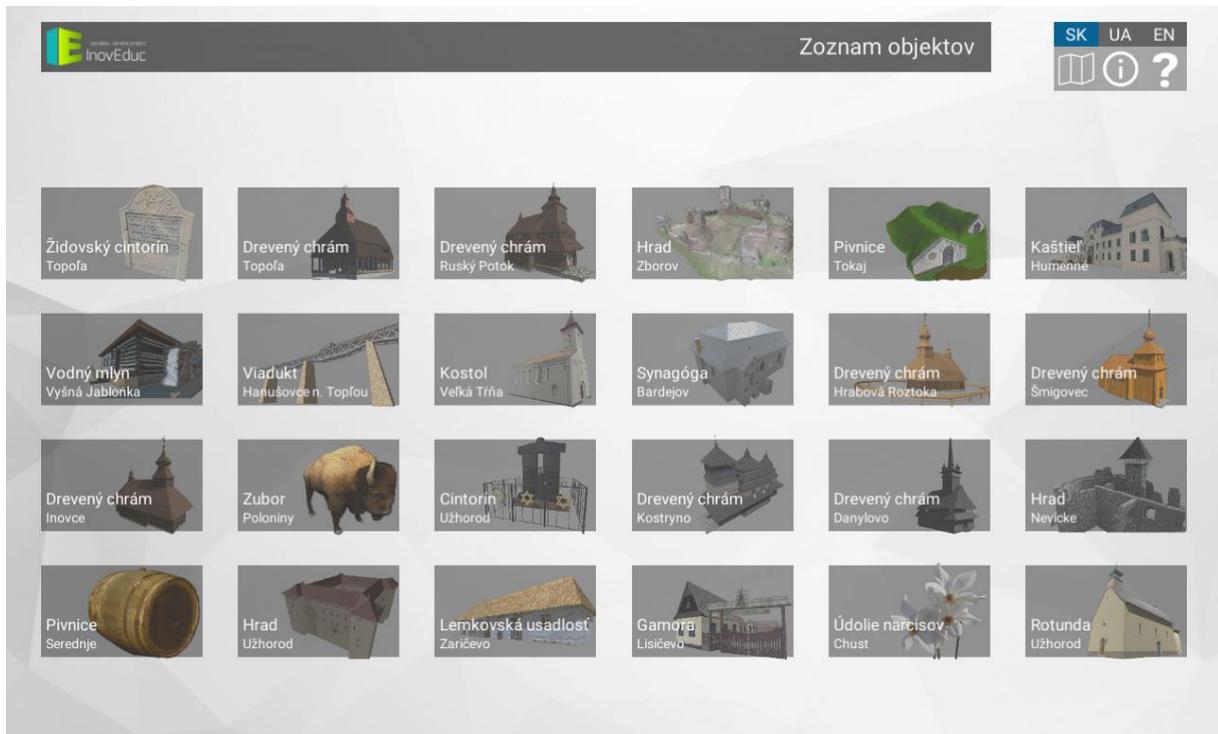
Within the map display it is possible to click the selected object in the map. To view the list of objects it is possible to use the icon **LIST** located in the upper-right corner of the screen.
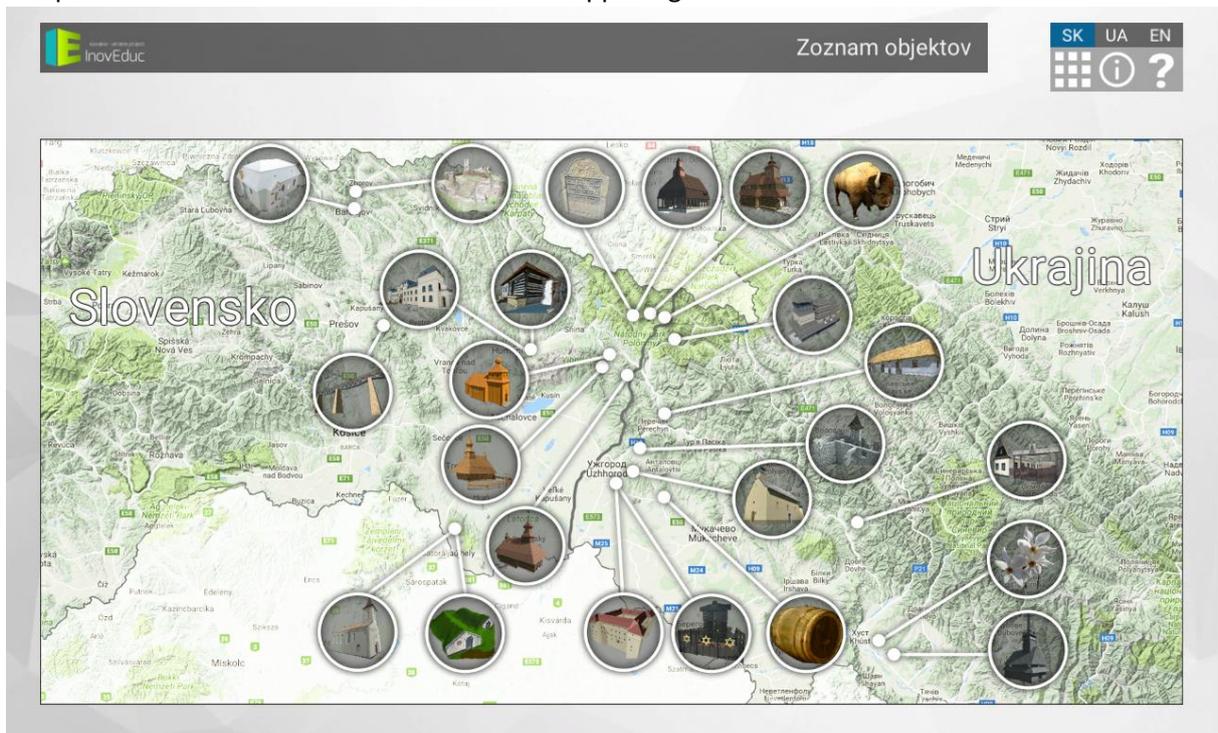
4.3 Displaying objects

The objects are displayed as 3D scenes and panoramas. Movement in the 3D scene or in panorama is secured by means of input devices. Within the user interface icons are displayed in the upper right corner of the screen, to change the language, view information about the project, and manage the application control. To return to the selection of objects use the icon **LIST** or **MAP**. For commencing and finishing the guided walks (automatic camera motion) there are buttons located at the bottom left side of the screen. Guided walks can be stopped at any stage by pressing the **STOP** button. In this section icons are situated for some objects, for the purpose of viewing different time periods, or alternatively viewing additional objects in further 3D scenes or icons for interacting with the object. On the right side there are buttons located for displaying the main object description, enabling/ disabling the descriptive text display, and muting/ unmuting the volume.
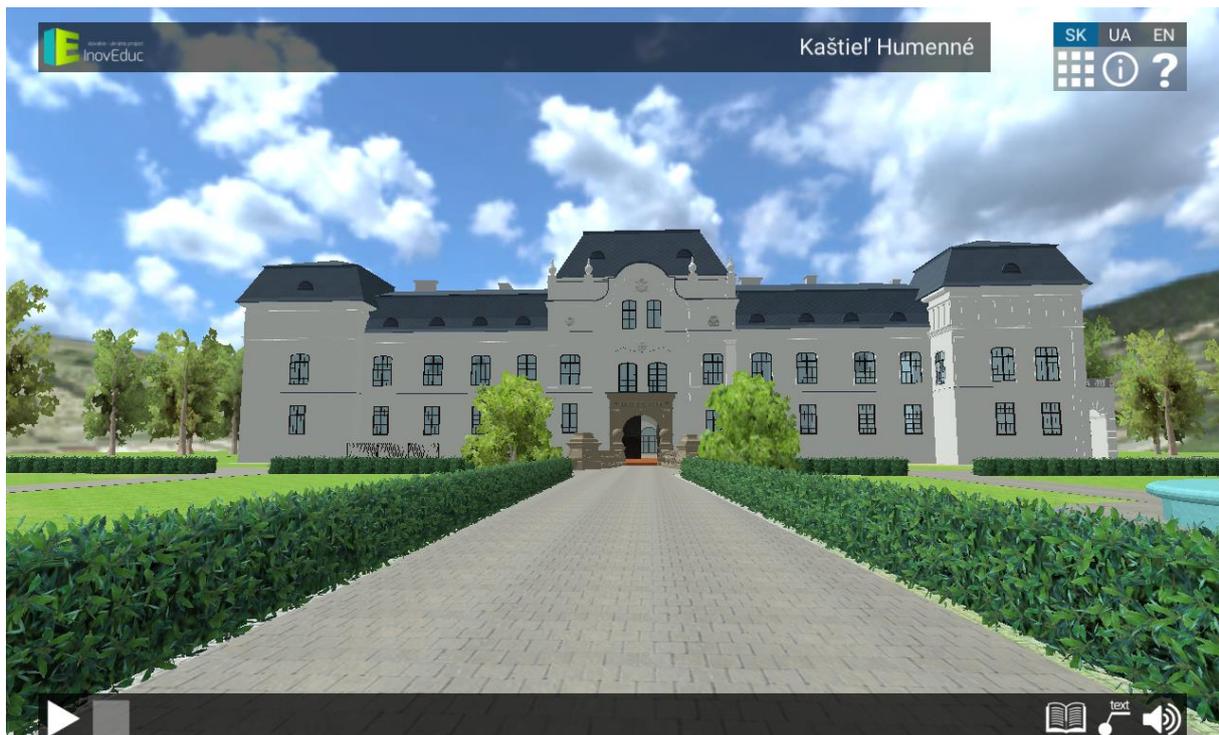
For some objects the interior can be viewed through panoramas (360° spherical photographs). Switching to panorama is achieved by clicking on the animated blue hotspot. It is possible to move between panoramas by clicking the blue hotspot. The green hotspot indicates a return to the hotspot of the 3D scene. At the top right of the screen some panorama plans are displayed. The user can also switch between panoramas by clicking each red panoramic symbol. The green symbol displays the actual panorama and also indicates the direction of view.
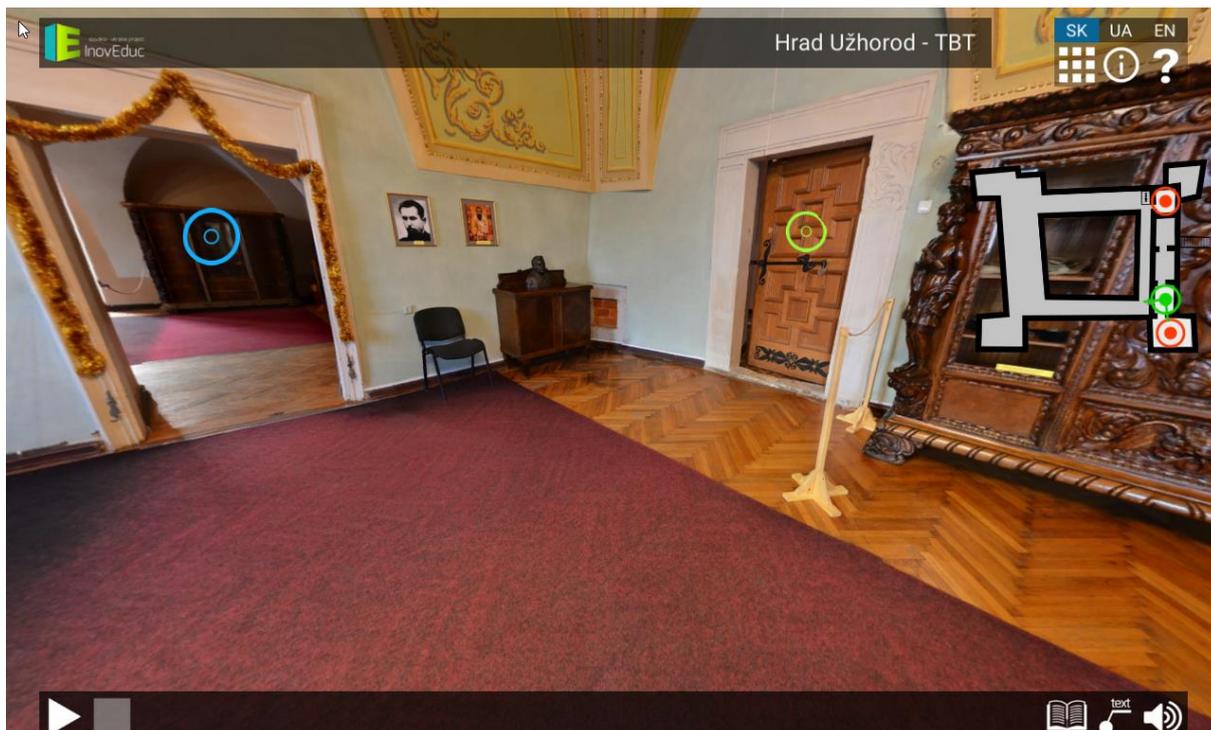
Within some panoramas the 3D model can be displayed by clicking the icon **VIEW 3D MODEL** (the eye in the circle).

To return from viewing the 3D model back to panoramas it is necessary to click on the icon **BACK** on the left side of the screen.

Within the object – the Church in Šmigovec it is possible to ''dismantle'' the model by clicking on the invidual buttons situated at the bottom of the screen. Invisible parts are indicated with a button on a blue background. To re-enable the layers you need to click again on the corresponding button.

4.4 Icons

Icon	Description and features
SK UA EN	Language option
	Display the list of objects
	View map with objects
	View instructions for controlling the application
	View information about the project
	Return to the previous scene
	Start the guided walks (automatic camera movement in the scene)
	Stop guided walk
text text	Enable/ disable the descriptive text display
	View information about the object

	Unmute/ mute sound
	Close the information window
	View the stages of development – The church in Veľká Tŕňa
	View the stages of development –Zborov Castle
	View additional objects
	View explosion – The Viaduct of Hanušovce nad Topľou
	View 3D models
	View the panoramas / switch from panorama to 3D model object