



# User guide

Web application ModelShare

## Contents

1. Launch .....	3
2. Browsing 3D models.....	3
3. Registration .....	4
4. Log-in and edit profile .....	4
5. Adding a 3D model .....	5

## **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.

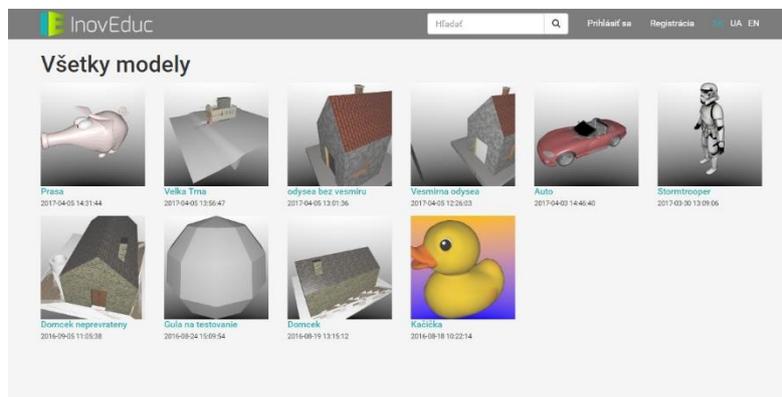
## 1. Launch

The application can be launched via the webpage: [modelshare.inoveduc.eu](http://modelshare.inoveduc.eu)

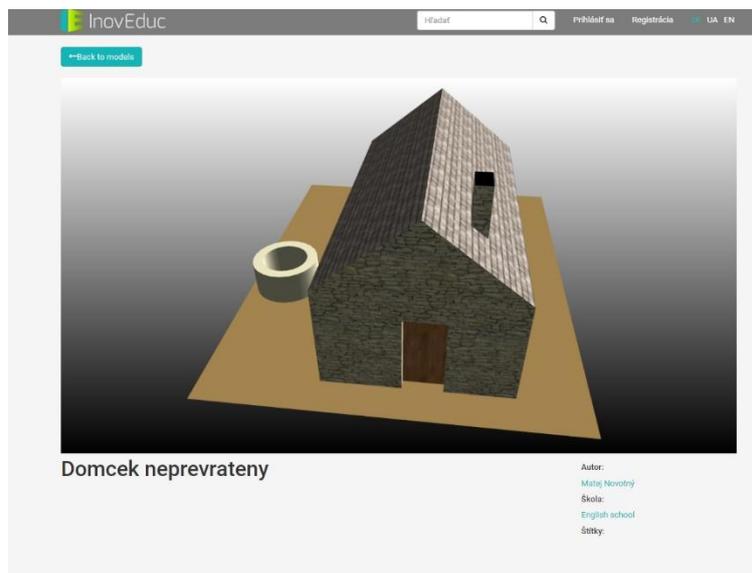
The application can be run in the browser: Firefox, Chrome, Edge, or Safari. (In all the latest versions).

## 2. Browsing 3D models

The models are displayed on the main page of the application in the list. The list displays a thumbnail of the object as well as the title and date of the object. The objects are arranged by date of addition. Objects can be found by their associated labels (tags) via the search bar at the top of the page. The language can be switched by means of the buttons in the upper-right corner of the page.

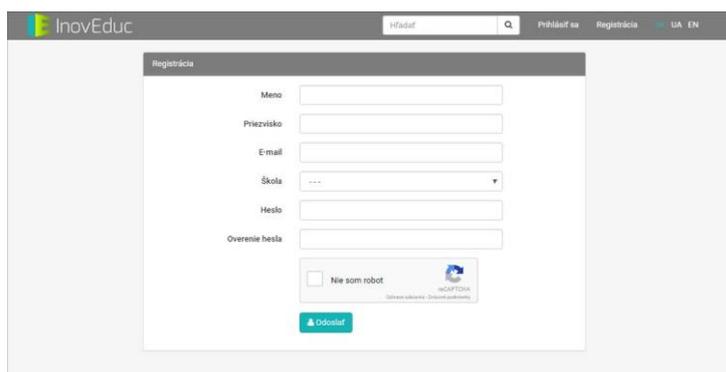


Click on the thumbnail image or the object title to view the object and rotate it by means of depressing the left mouse button while moving the mouse. It is possible to rotate the object around its centre. The name and information about the model's designer is displayed under the object, the school, and where applicable, the label for the specified object.



### 3. Registration

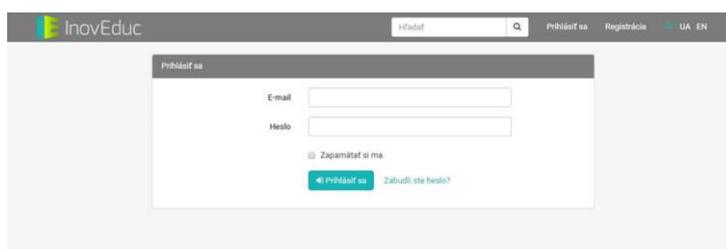
In the event that the user intends to insert their own 3D models on the page for teaching purposes, it is necessary to register first. The registration form appears when the **Registration** button in the main application menu is pressed, which is located at the top of the page. For a successful registration it is necessary to complete the required information and confirm it by pressing the **Send** button at the bottom of the form.



The screenshot shows the registration form in the InovEduc application. The form is titled "Registrácia" and contains the following fields: "Meno" (Name), "Priezvisko" (Surname), "E-mail", "Škola" (School) with a dropdown menu, "Heslo" (Password), and "Overenie hesla" (Confirm password). There is a checkbox for "Nie som robot" (I am not a robot) and a "GPTCHA" logo. A green "Odoslať" (Send) button is located at the bottom of the form.

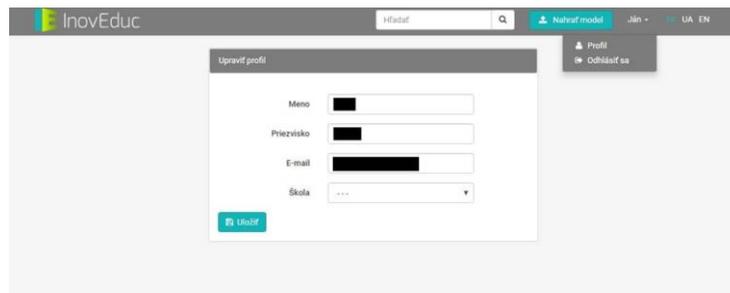
### 4. Log-in and edit profile

After successfully registering in it is possible to log in to the system. To do this click on the **Log on** button from the menu in the main application menu located at the top of the page. In the event of a forgotten password, click on the link "Forgot your password?" and follow the instructions on screen.



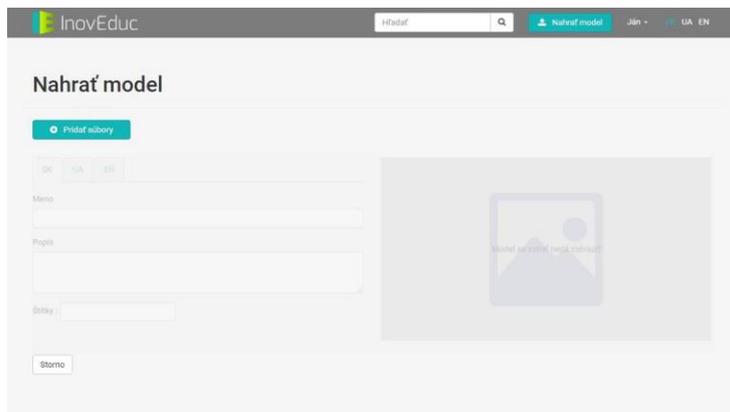
The screenshot shows the login form in the InovEduc application. The form is titled "Prihlásenie" and contains the following fields: "E-mail" and "Heslo" (Password). There is a checkbox for "Zapamätaj si ma" (Remember me) and a green "Prihlásenie" (Login) button. A link "Zabudli ste heslo?" (Forgot your password?) is located at the bottom of the form.

After successfully logging on, your name will be displayed in the menu. By clicking on it you have the option to edit your profile or to log off. Within your profile you have the option to edit your name, your last name, your email address, and choose your school.

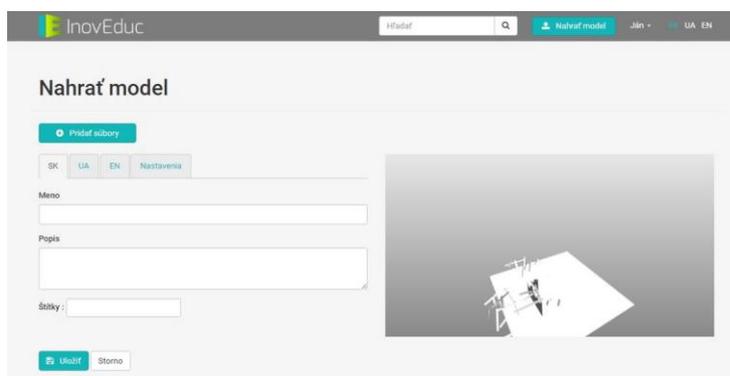


## 5. Adding a 3D model

The new 3D model can be inserted into the system using the **Upload model** button from the menu in the main menu application located at the top of the page. On viewing the form it is necessary to click the add files button. A window will appear in which the file can be inserted. The system supports embedding files in the formats **OBJ** and **COLLADA**. In the event that the 3D model includes more than one file, it is necessary to save the files for uploading to ZIP format and insert them as one file in the given format.



After inserting the object a preview is created. The author can add the names of the file, its description and labels which are in Slovak, Ukrainian, and English, by means of pressing any of the buttons in the form **SK, UA, EN**.



For the embedded object it is possible to change the camera position (the horizontal and vertical angle and zoom) and the background colour. It is also possible to set the basic position of the 3D model directly in view by turning it and pressing the button **Import settings from the preview**.

## Nahrať model

Príloha súbory

SK UA EN

Nastavenia

Horizontálny uhol: Vertikálny uhol: Zoom: Farba pozadia (hore): Farba pozadia (dole): 

Importuj nastavenia z nahľadku

Súčky: 

Uložiť Storno

