



# **User Guide**

## Web application InovEduc

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## **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 website: [www.inoveduc.eu](http://www.inoveduc.eu)

The application can be run on the entire site by means of the button in the bottom part of the screen.

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

Recommended minimum configuration

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

## 2. Control

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

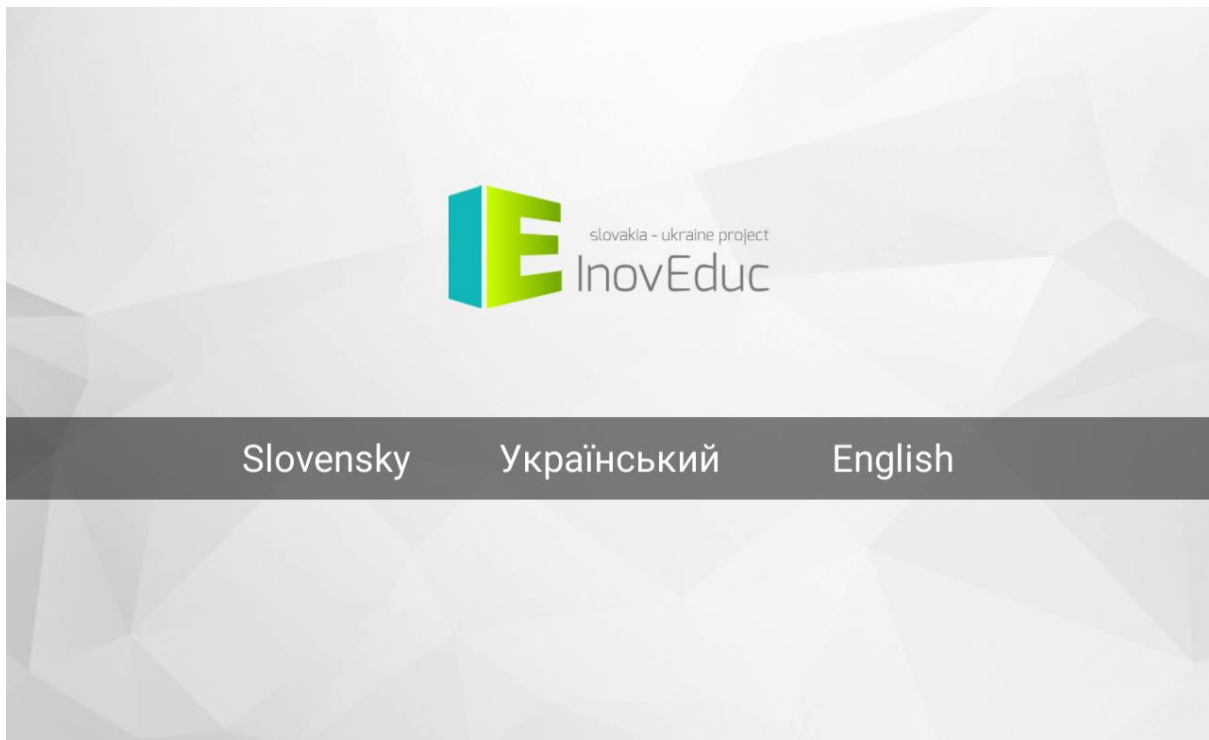
Key	Function
W,A,S,D	Motion in scene
←,↑,→,↓	Rotation of camera in scene
SHIFT	Movement acceleration
ESC	Exit application
On mouse, left button + move	Rotation of camera in scene
On mouse, right button	Move the camera forward



## 3. User interface

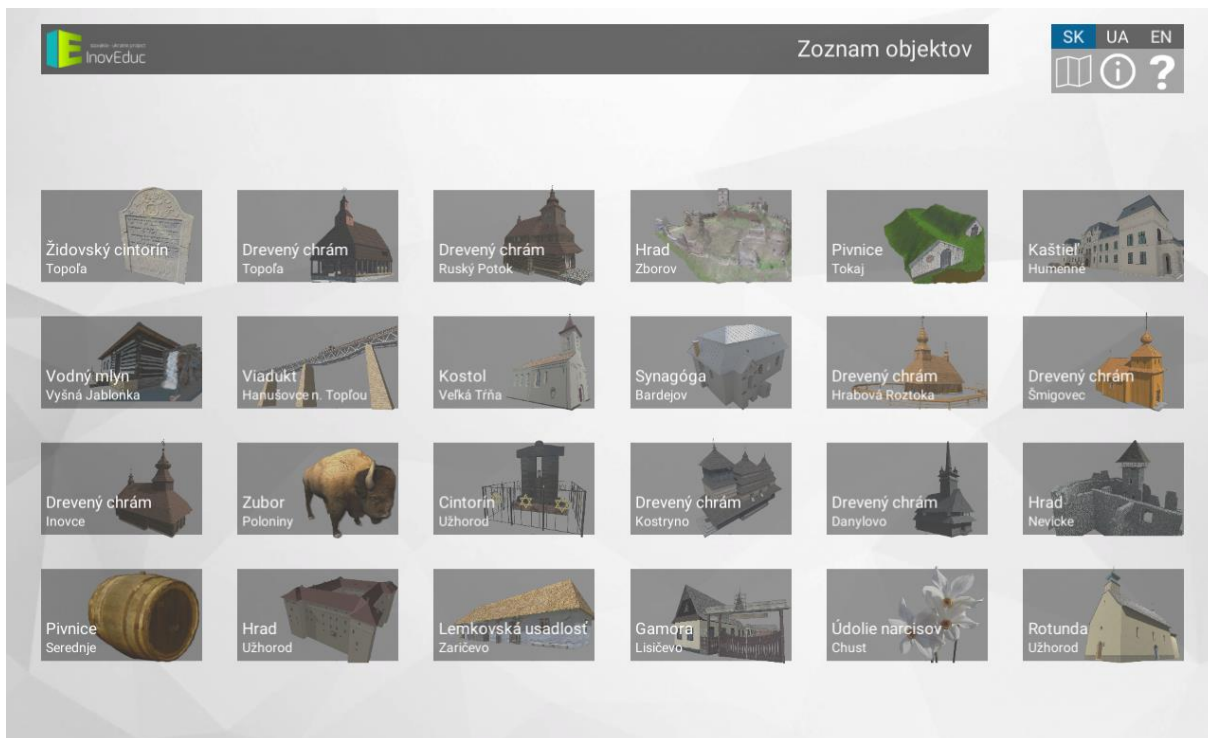
### 3.1 Language selection

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.

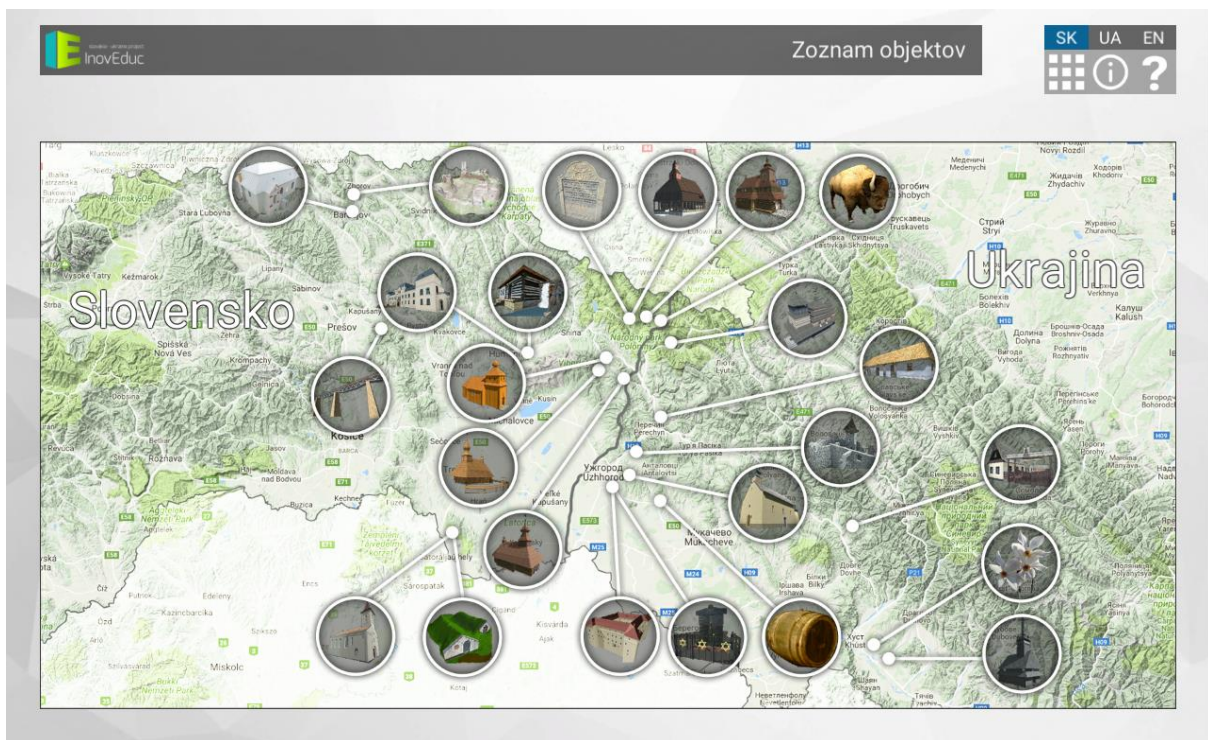


### 3.2 Object selection

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.



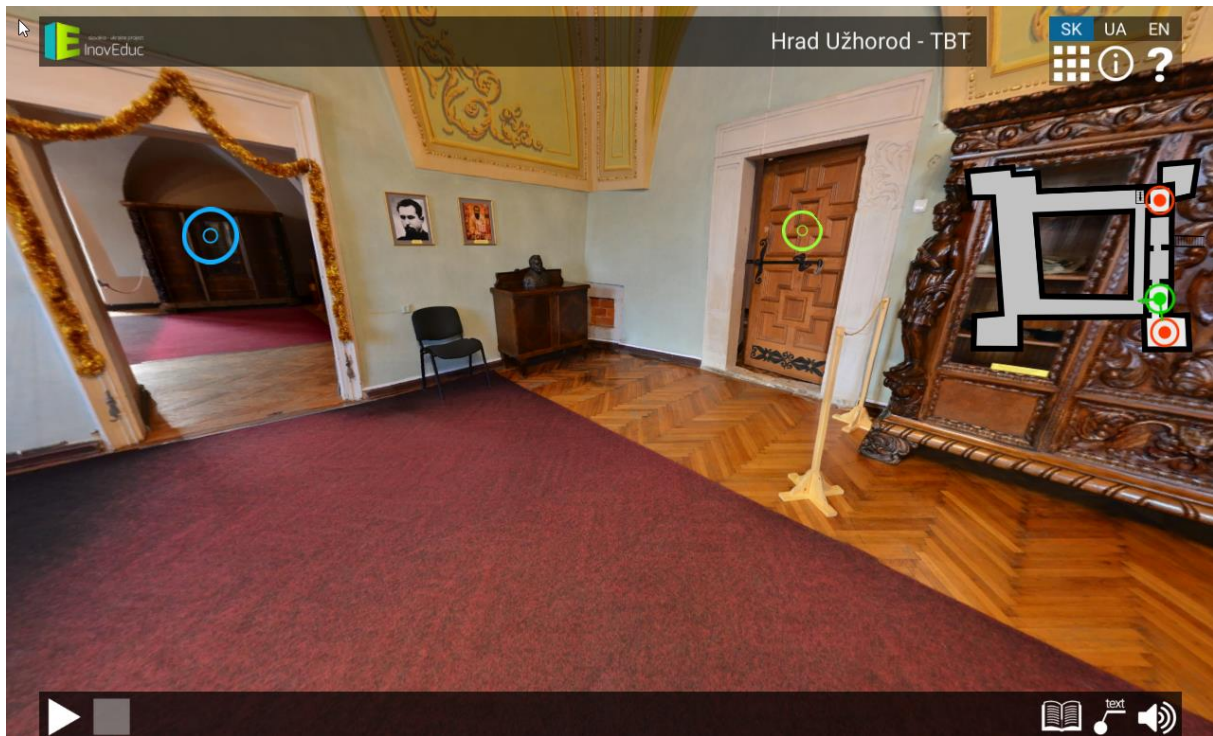
### 3.3 Displaying information

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.

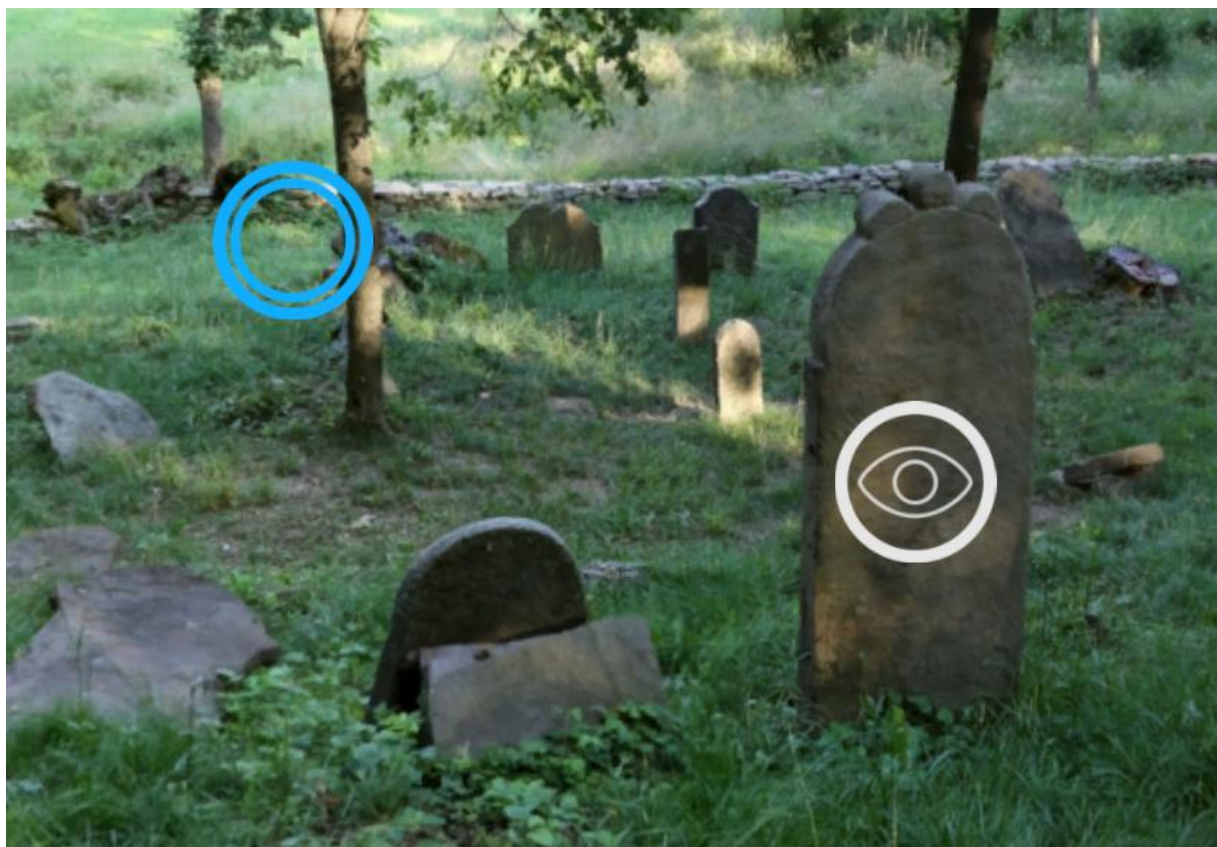


For some objects the interior can be viewed through panoramas (360° spherical photographs). Switching to panorama is achieved by clicking on the animated blue hotspot. It is possible to move between panoramas by clicking the blue hotspot. The green hotspot indicates a return to the hotspot of the 3D scene. At the top right of the screen some panorama plans are displayed. The user can also switch between panoramas by clicking each red panoramatic symbol. The green symbol displays the actual panorama and also indicates the direction of view.



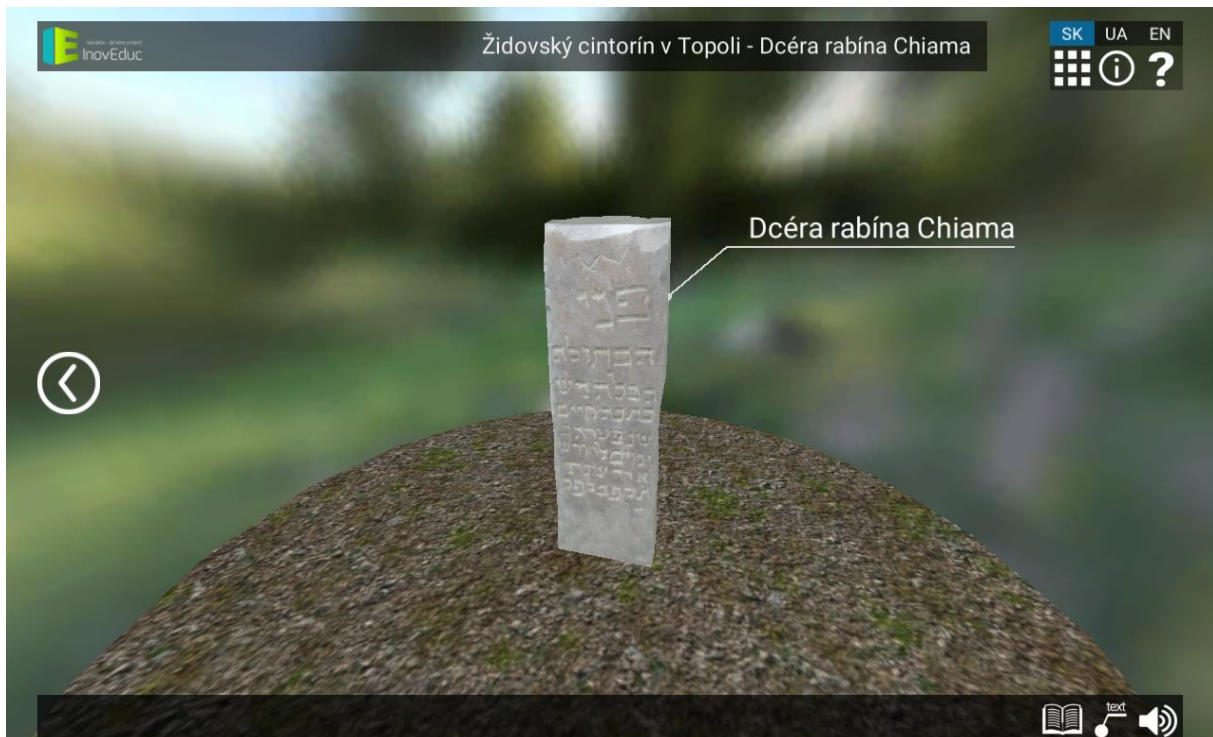


Within some panoramas the 3D model can be displayed by clicking the icon **VIEW 3D MODEL** (the eye in the circle).





To return from viewing the 3D model back to panoramas where 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 individual 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.





### 3.4 Icons

Icon	Description and function
	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 guided walk (automatic camera movement in the scene)
	Stop guided walk
	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 Velká Třída
	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