ASSEMBLR | EDU

TEACHER'S GUIDE

Everything you need to know and to get started with **Assemblr EDU**

WELCOME TO ASSEMBLR EDU!

We are glad to have you join our growing community of educators around the world!

Assemblr EDU is a mobile application that helps you create a more accessible and exciting learning experience. We understand that frequently, students have a hard time grasping lessons through mere 2D images. So do educators, who often have to explain abstract and difficult concepts without adequate teaching aids, props, or models. This inspired us to build something that could empower teachers to engage with students better — and that's how Assemblr was created!

This booklet will guide you through all the steps in Assemblr EDU as well as getting all the information to help you get started. By using Assemblr EDU, teachers could easily make their own illustrations and teaching props in the form of interactive 3D models.

With Assemblr EDU, anything can be visualized!

Happy Assembling!

Hi! My name is BLR!

TABLE OF CONTENTS

BUCKLE UP!

Assemblr is very easy to master! This booklet will guide you through Assemblr EDU. Here are some steps to help you master it in no time:

1 Download and sign up

2 Browse through the subjects and lessons

3 Create a classroom

4 Invite students to your classroom

5 Share a lesson to the classroom

GET SUPPORT

For technical support, contact our support team and we will get back to you in no time.

E-mail: **edu@assemblrworld.com**
Call/WhatsApp: **+62 812 2080 1101**

Learn more on our website:
edu.assemblrworld.com

DOWNLOADING ASSEMBLR EDU

How does Assemblr EDU work?

There are two Assemblr apps: **Assemblr EDU (mobile app)** and **Assemblr Studio (desktop app)**. Below is a list of minimum specs for your devices to be able to run Assemblr.

TABLET AND MOBILE APP

ASSEMBLR EDU

GET IT ON Google Play   Download on the App Store

Compatible with mobile devices running at least:
- iOS 9 (for Apple)
- 5.0 Lollipop and at least 2GB RAM and 5 MP camera (for Android)

⬇ Download here:
https://asblr.app/download

DESKTOP APP

STUDIO

Compatible with PC running at least:
- Windows 7 and Windows 10
- Sierra 10.12+ (for MacOS)

⬇ Download here:
assemblrworld.com/studio

TECH CHECK!

Difference between Mobile App and Desktop App

The Assemblr EDU tablet and mobile app, lets you create and explore Assemblr on a smartphone or tablet.
To upload custom 3D into Assemblr EDU, you will need to run the desktop app (Assemblr Studio).
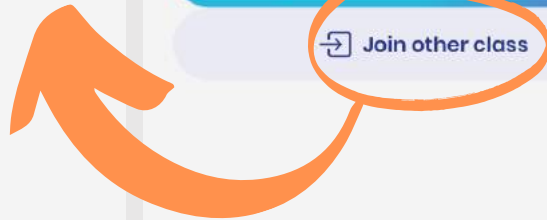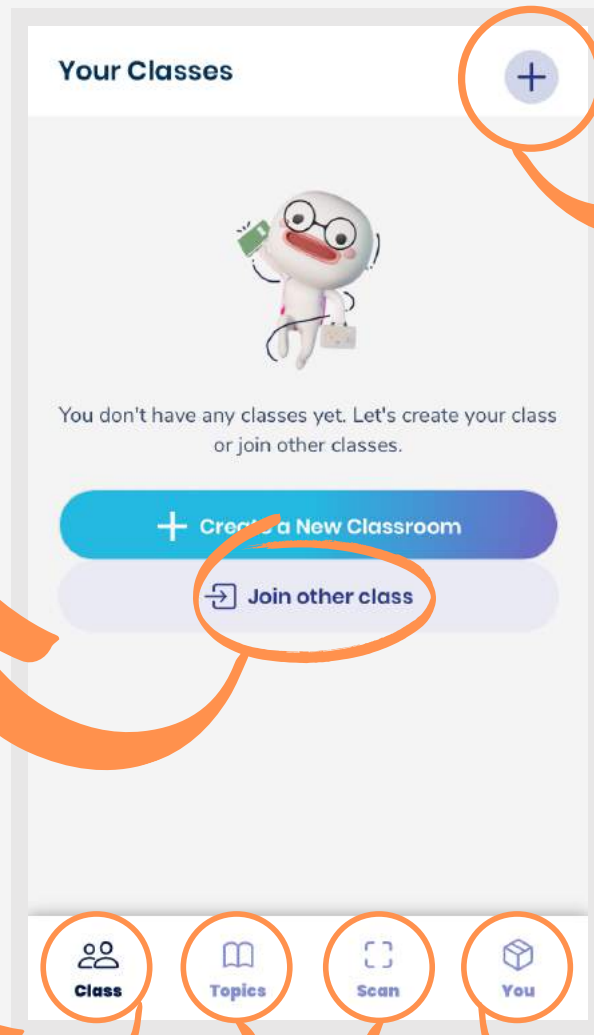
Network access requirements

Some schools have firewalls that may block certain domains and prevent you from accessing Assemblr EDU. To fix this issue, it's necessary to allow all of the domains needed to access the Assemblr EDU website and mobile app.

EXPLORING ASSEMBLR EDU

This button lets you create a class

Your Classes

You don't have any classes yet. Let's create your class or join other classes.

+ Create a New Classroom

Join other class

If you have been given a code by a teacher, friend or parent, tap on this menu

Access your classrooms through this page

Class | **Topics** | **Scan** | **You**

This is your profile page where you will be able to access your projects
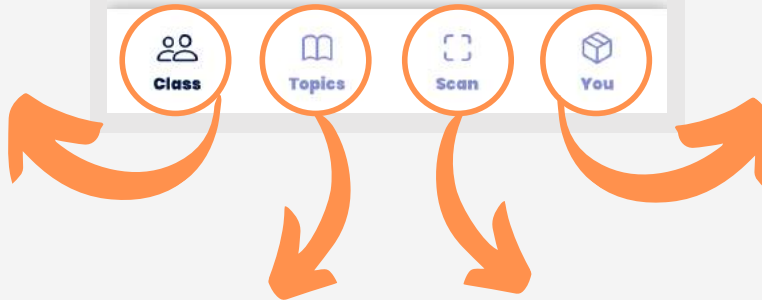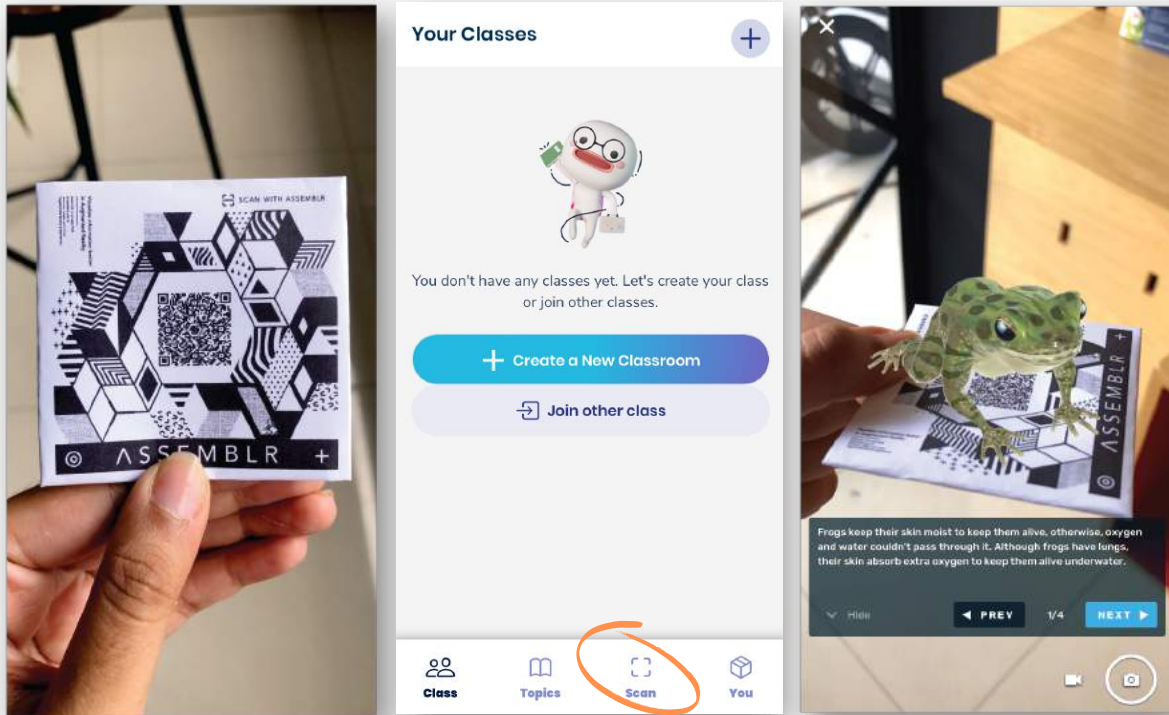
You will be able to access a wide variety of lessons and share it to your classroom

Scan QR markers or image markers to see them come to life with AR technology

SCAN EVERYTHING

Did you know that images around you might be scannable using Assemblr EDU app?

Find an image or QR code

Tap on the scan icon

Scan and experience AR

You will be able to experience Augmented Reality just by scanning on QR codes or images—or what most people call it—markers! Simply **tap on the scan icon** located on the bottom menu and you will be redirected to scan AR mode. Try it!

P.S. This works only for QR codes, images or markers that are generated by Assemblr EDU

TEACHER'S CHECKLIST

☐ **Download Assemblr EDU app**
- Assemblr supports iOS and Android devices
- Download through this link https://bit.ly/Assemblr-Edu

☐ **Sign up on Assemblr EDU app**
- Sign up for an Assemblr EDU account for free

☐ **Optional: Upgrade your account**
- To upgrade your account, visit account.assemblrworld.com
- Paid plans unlock many features such as the educational library and get more seats for your class
- Upgrade your account to be able to upload more custom 3D objects and image markers
- When upgraded, you will receive a monthly educational kit for free

☐ **Log into Assemblr**
- Connect to Assemblr through the mobile app or the desktop app (Assemblr Studio)
- Enter your login details to access your Assemblr Edu account

☐ **Create your first classroom and invite your students**
- On the "class" page, tap on the plus button and create your first classroom
- Invite your students to your classroom and share lessons by sharing a code

☐ **Create your first project**
- On the home screen, tap the plus button on the bottom right and select Simple Editor
- To see the step by step process, flip over the pages on this booklet to learn more on how to create a project

☐ **Share your project through QR marker**
- Save your project when you're finished
- Tap on the icon on the upper right corner and tap "Download Marker"
- Your project will be saved on your device and ready to be distributed to your students

☐ **Checking your project through QR Marker**
- Go to the home screen and tap on the "Scan" button on the bottom
- Point your camera to your QR marker and your project will appear

☐ **Create a task or assignment**
- Send your QR Marker as a part of an assignment for your student.
- Let them explore your project to help them fully understand your lesson through visual learning

STUDENT'S CHECKLIST

☐ **Download Assemblr app**
- Assemblr supports iOS and Android devices
- Download through this link https://assemblrworld.com/mobile-app

☐ **Sign up on Assemblr app**
- Sign up for an Assemblr account for free

☐ **Log into Assemblr**
- Connect to Assemblr through the mobile app or the desktop app (Assemblr Studio)
- Enter your login details to access your Assemblr Edu account

☐ **Join a classroom**
- Ask your teacher for an invitation code to be able to join a classroom

☐ **Open your assignment**
- Go to the home screen and tap on the "Scan" button on the bottom. Point your camera to your QR marker and the project will appear

☐ **Create your first project**
- On the home screen, tap the plus button on the bottom right and select Simple Editor
- To see the step by step process, flip over the pages on this booklet to learn more on how to create a project

☐ **Share your project through QR marker**
- Save your project when you're finished
- Tap on the icon on the upper right corner and tap "Download Marker"
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☐ **Checking your project through QR Marker**
- Go to the home screen and tap on the "Scan" button on the bottom
- Point your camera to your QR marker and your project will appear
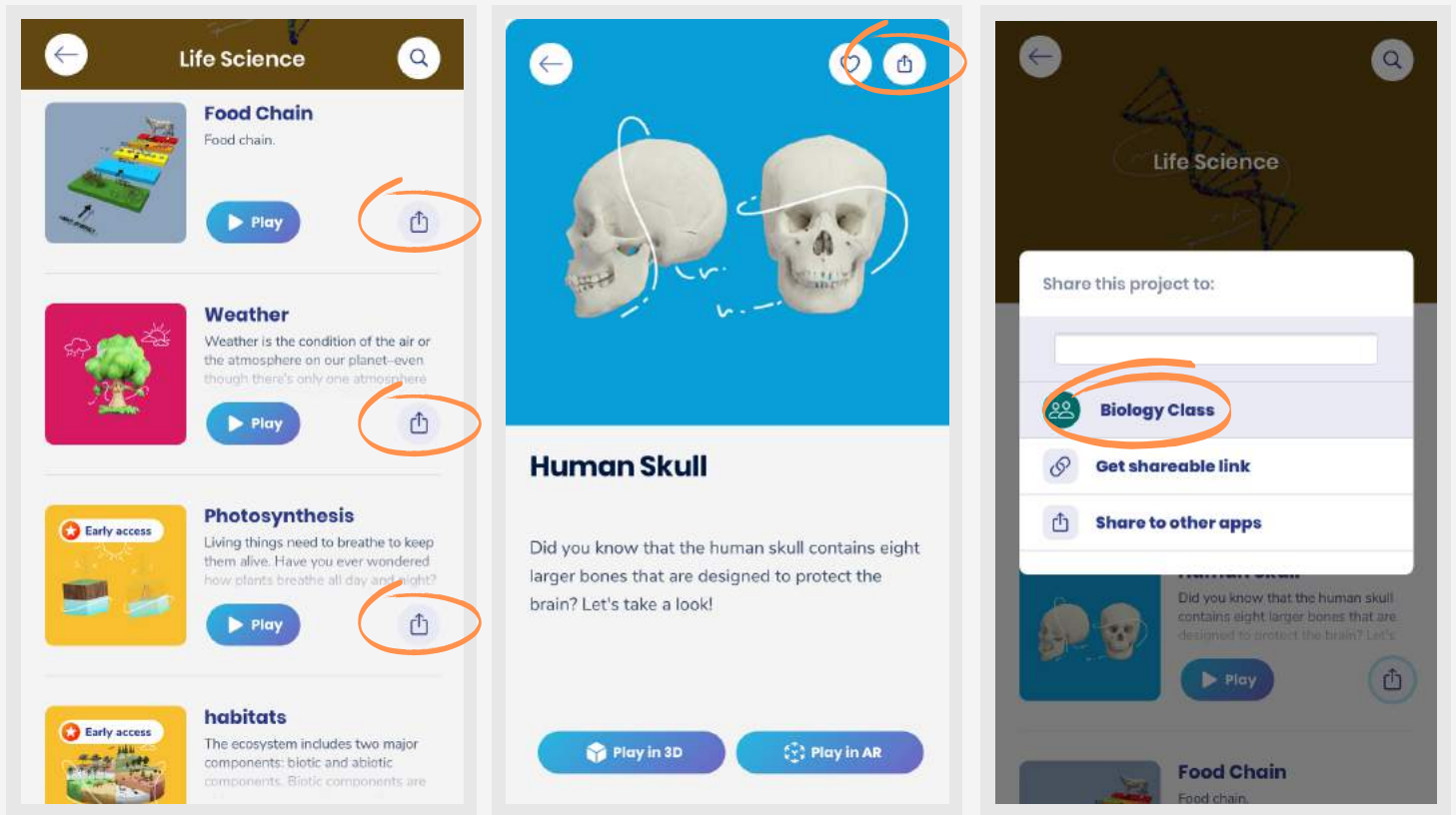
CREATING YOUR FIRST CLASSROOM
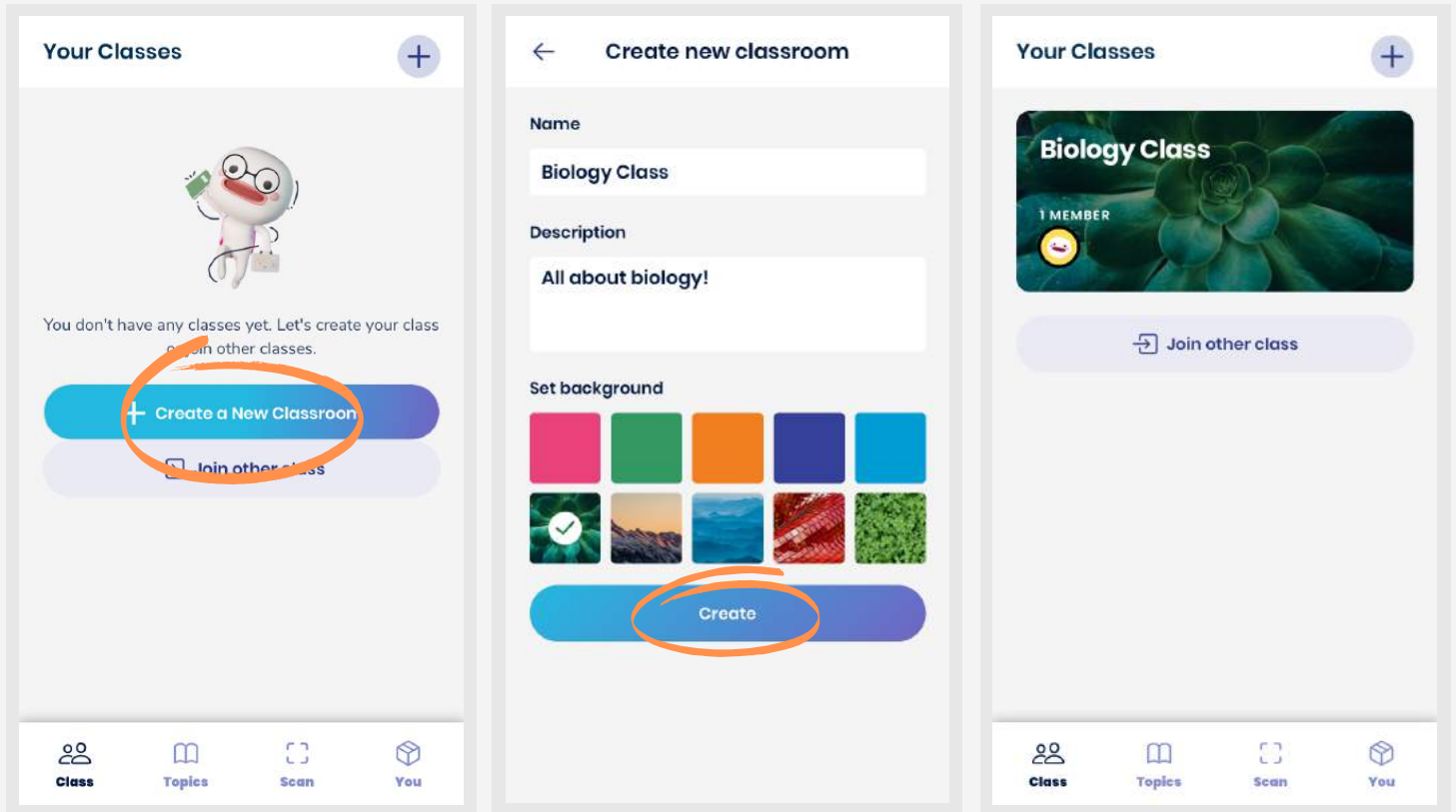
Classroom feature helps you organize your class by submitting lessons and inviting your students. First, **tap on "Create a New Classroom"** to set up your first classroom. Fill in the required fields and pick your background. When you're done, tap on "Create" button. Your classroom is now ready!

INVITING STUDENTS
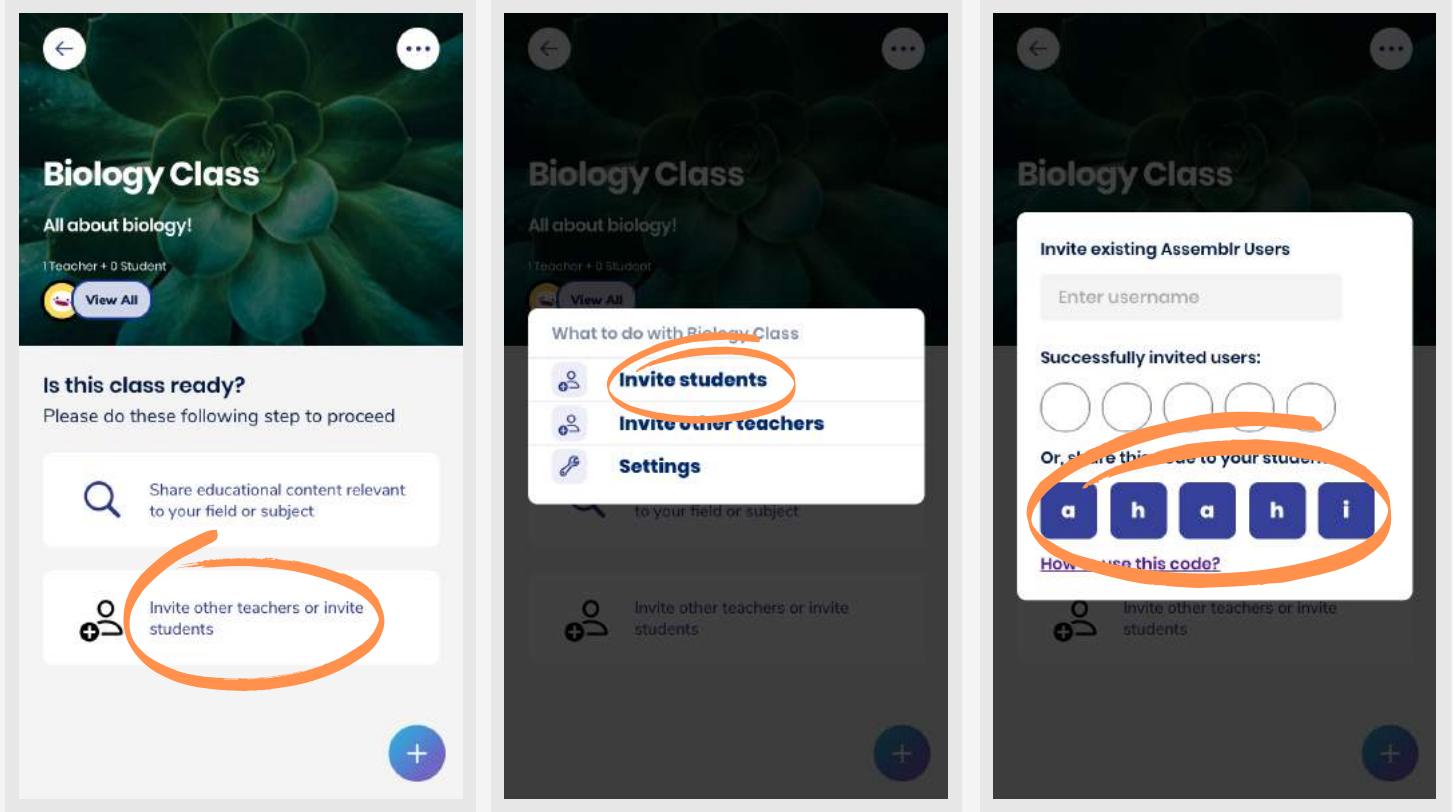
Inviting students to you classroom is as easy as 1, 2, 3! **Tap on the "Invite students" menu** and share the code to your students. Your students will be able to join your classroom by inputting the special code.

SHARING A LESSON TO THE CLASSROOM

We understand how busy it gets when it comes to teaching! So, we have prepared a bunch of ready-to-use lessons for you! Tap on the share button and assign the lesson to your classroom.

CREATING YOUR FIRST PROJECT

To start creating a design, simply tap the lower-right ⊕ button at **"You"** page.
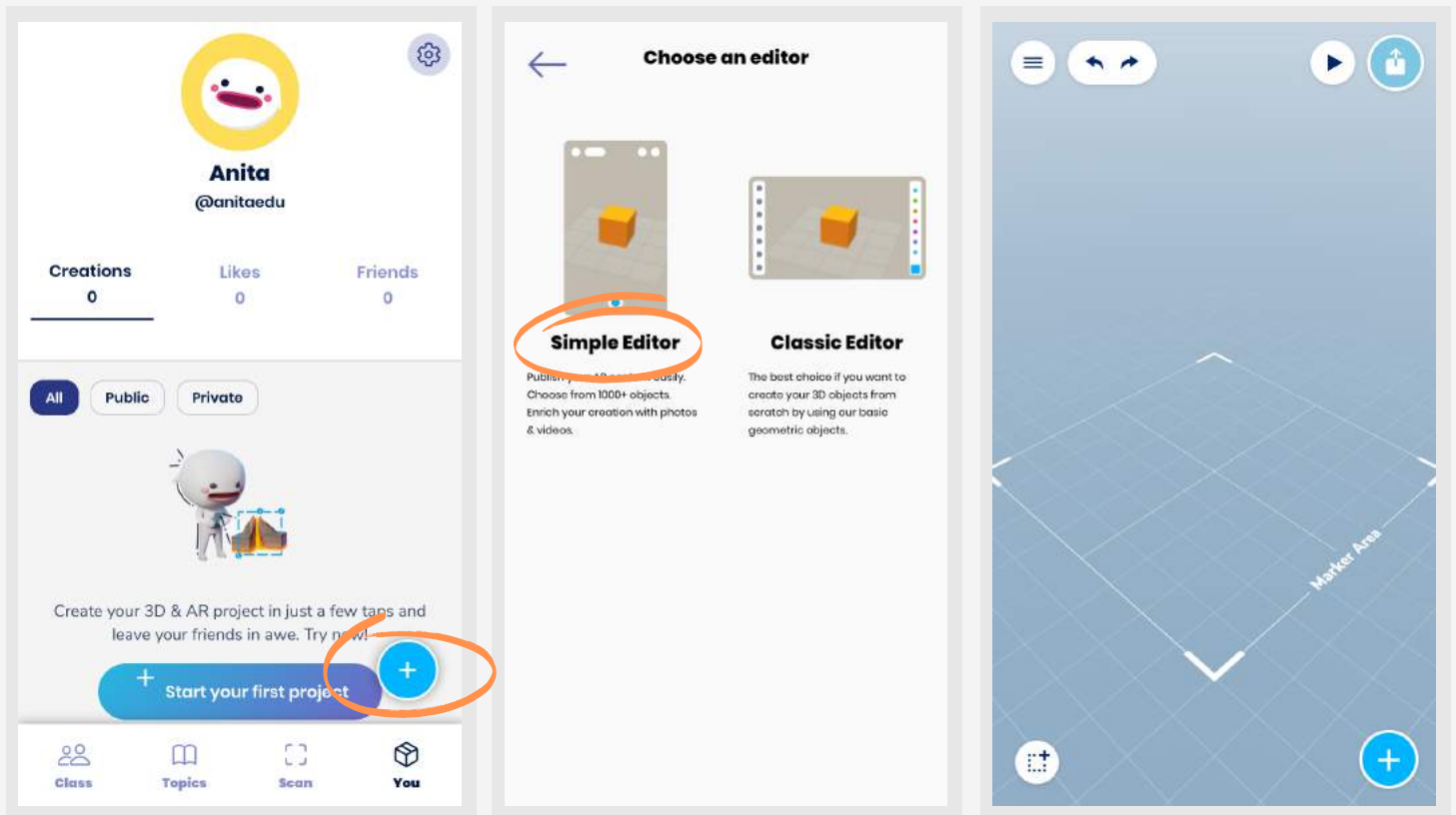
There are two modes: **Simple Editor** and **Classic Editor**. Let's start with **Simple Editor**!

PUTTING YOUR IDEA IN PLACE

Time to place objects on your workspace!
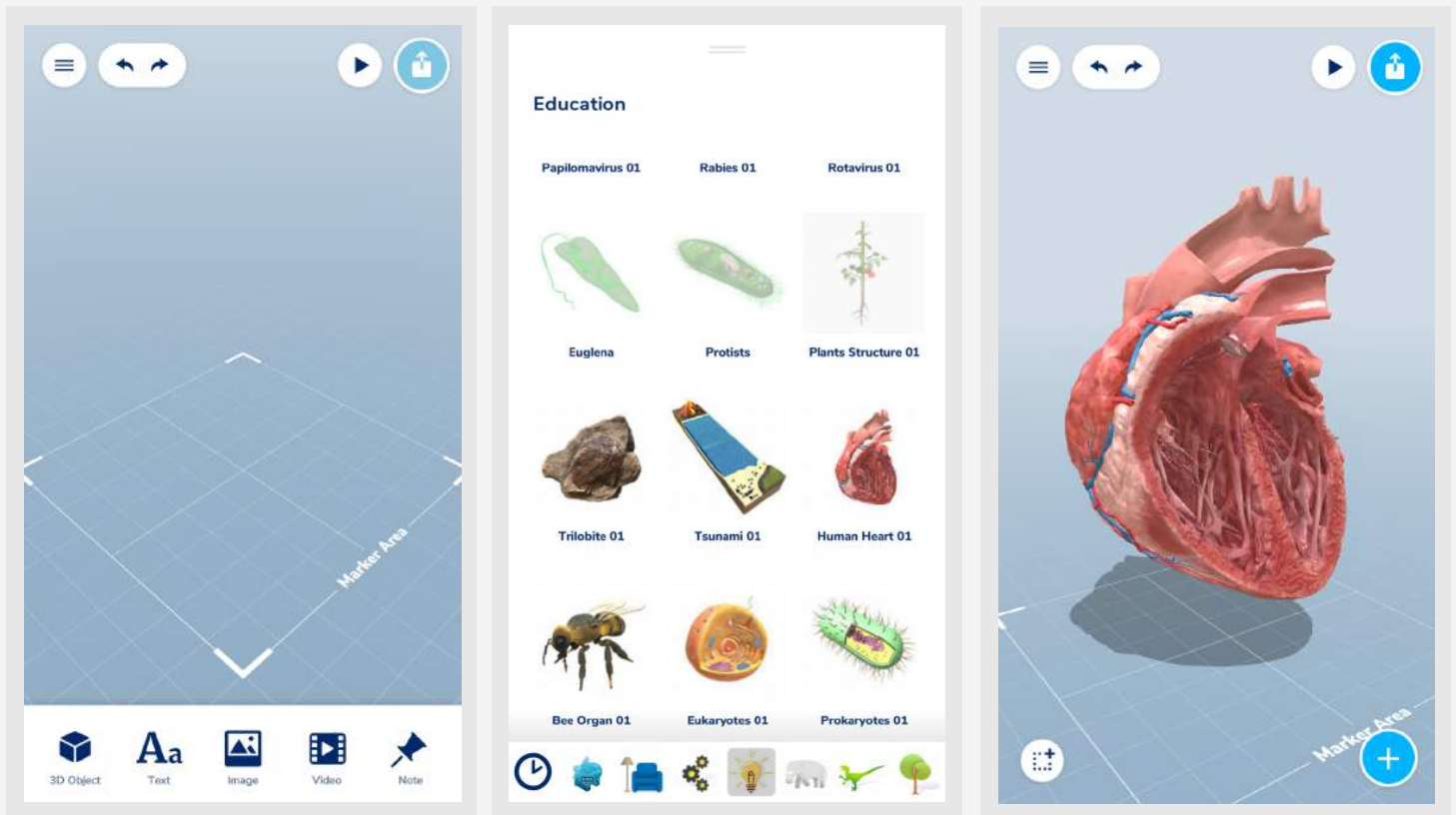
First, you will need to tap on the ⊕ button to open up the menu and choose your preferred 3D object from the library. Then, tap anywhere on the workspace. You can place countless of 3D objects!
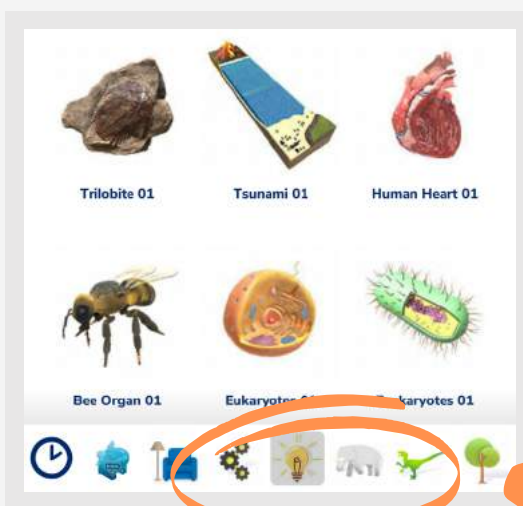
To view the library, simply tap on the "**3D object**" icon to see the contents. There are hundreds of predefined objects which you can use for any occasions placed under separate categories.

TRANSFORMING YOUR OBJECT

Tapping on your object will unlock transform mode, which lets you to modify and place your object according to your preference.

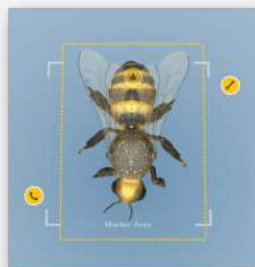## ROTATE

Top View   Front View   Side View

Rotate the object by tapping on this button 🔄 and drag in a circular motion. You will only be able to rotate the object according to the angle you're facing at.
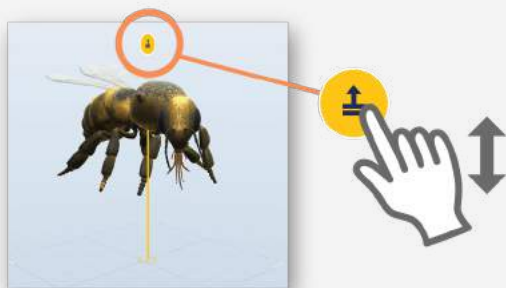
RESIZE


Top View   Front View   Side View

Resize the object by tapping on this button ↗ and drag to your preferred size. You will only be able to resize the object according to the angle you're facing at.

Move the object by tapping on this button ⇪. Drag upwards or downwards to move the object.

EMBED A VIDEO

How about presenting your design accompanied with videos? You will be able to embed a video from **Youtube**, make it loop or even place green screen videos for transparent animations on your design!
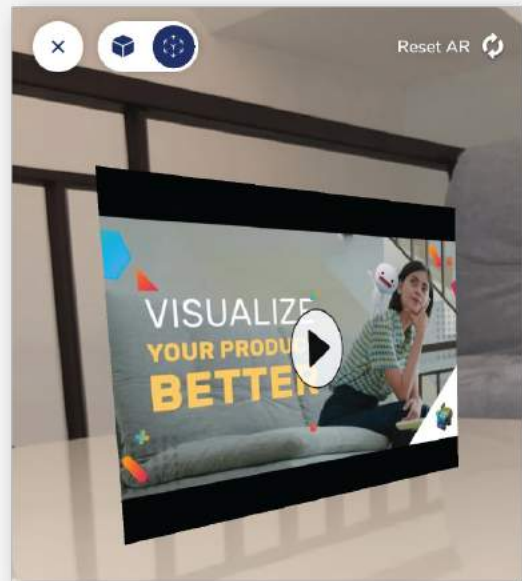
Video on AR mode

Tap anywhere!   *Paste URL*

Tap on the ▶ button, and tap anywhere on the workspace. Copy and paste a **Youtube** link to present it in Assemblr. You can easily place, resize and rotate the video according to your needs.

Pick a mode for your video: Autoplay or Loop.

Tips: Paste a green screen video from **Youtube** and watch as it will animate throughout the video with a transparent background.

ADDING IMAGES TO YOUR PROJECT

Spice up your design by adding images from your phone or the world wide web!

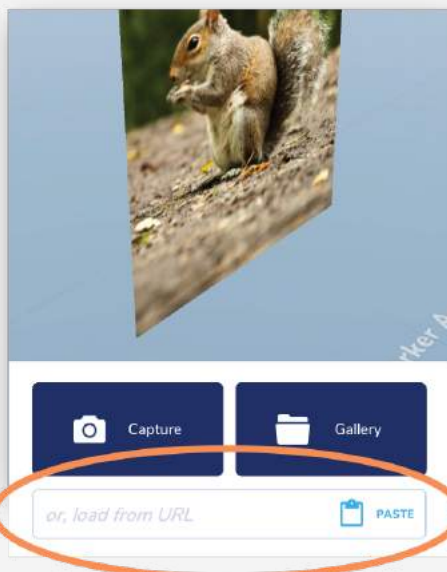**Select the 'image' icon and tap anywhere**

Capture, import or load from URL

Your image is now ready!

Select on this button and tap anywhere to place your image. After loading your image, you can also transform the properties of by tapping on it!

Yes, you can copy and paste a URL from your browser to add an image to your design. Simply paste the URL on the given box and your image will automatically load.
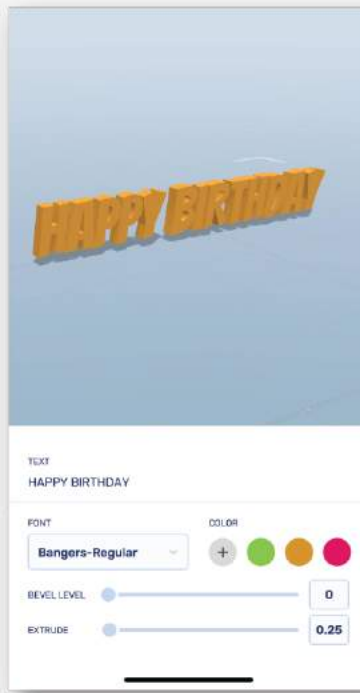
Paste your URL here

3D TEXT AND MODIFICATION

Accentuate your design by adding some 3D text and freely modify its properties. It's easy as A B C!

Tap on the 'text' button

**Tap anywhere and type anything!**

AR your 3D text

First, tap on **Aa** button. Second, tap anywhere on the workspace to place your text.

Your editing doesn't stop there! We have provided a number of fonts and a color palette for you to experiment on. Not to forget the '**Bevel**' and '**Extrude**' levers on the bottom to adjust the shape of your 3D text.

ANNOTATE YOUR OBJECT

Annotating can be very helpful when it comes to showing extra information without having to clutter the design.
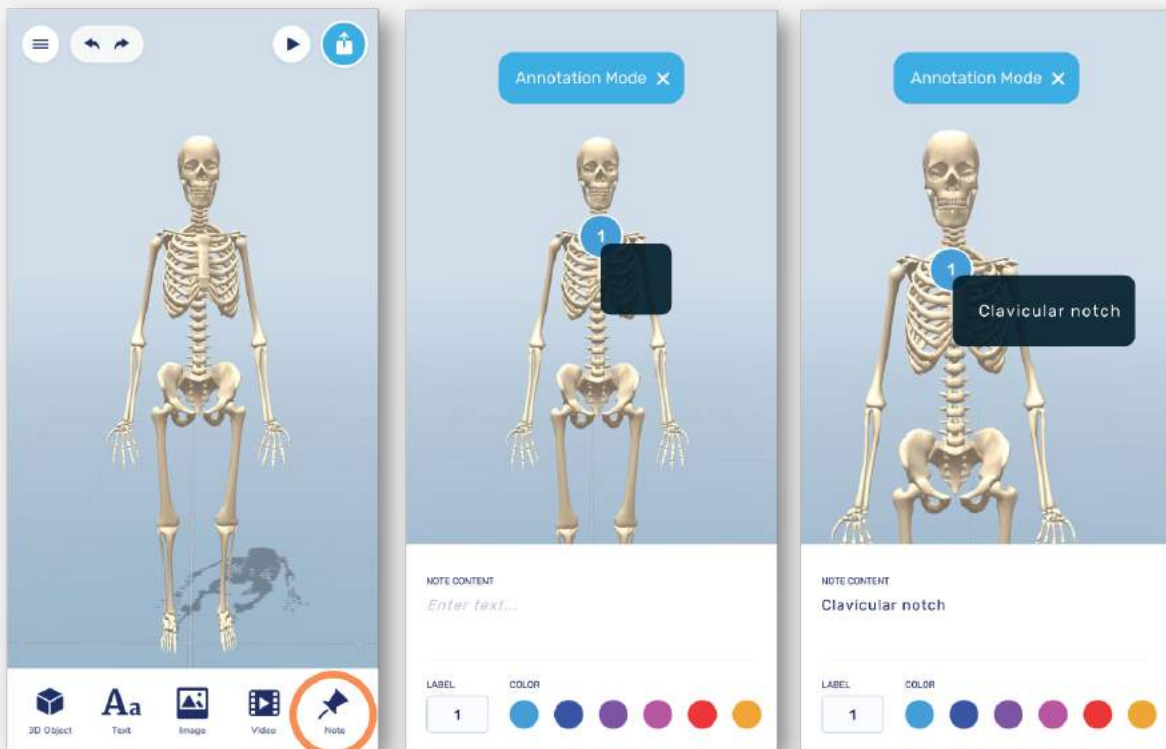
Tap on the 'Note' button

Tap on the point you wish to place the annotation on

Type your description

Get your 3D model or content ready for annotation. Select the 📌 button and tap on the point you want to annotate on.

Each annotation can be treated differently. You can modify the label color into the provided palette or even change the label from number into alphabet.

GENERATE MARKER AND SHARING

Share your work to the world by downloading the marker and let your friends scan the marker using Assemblr to view your design!
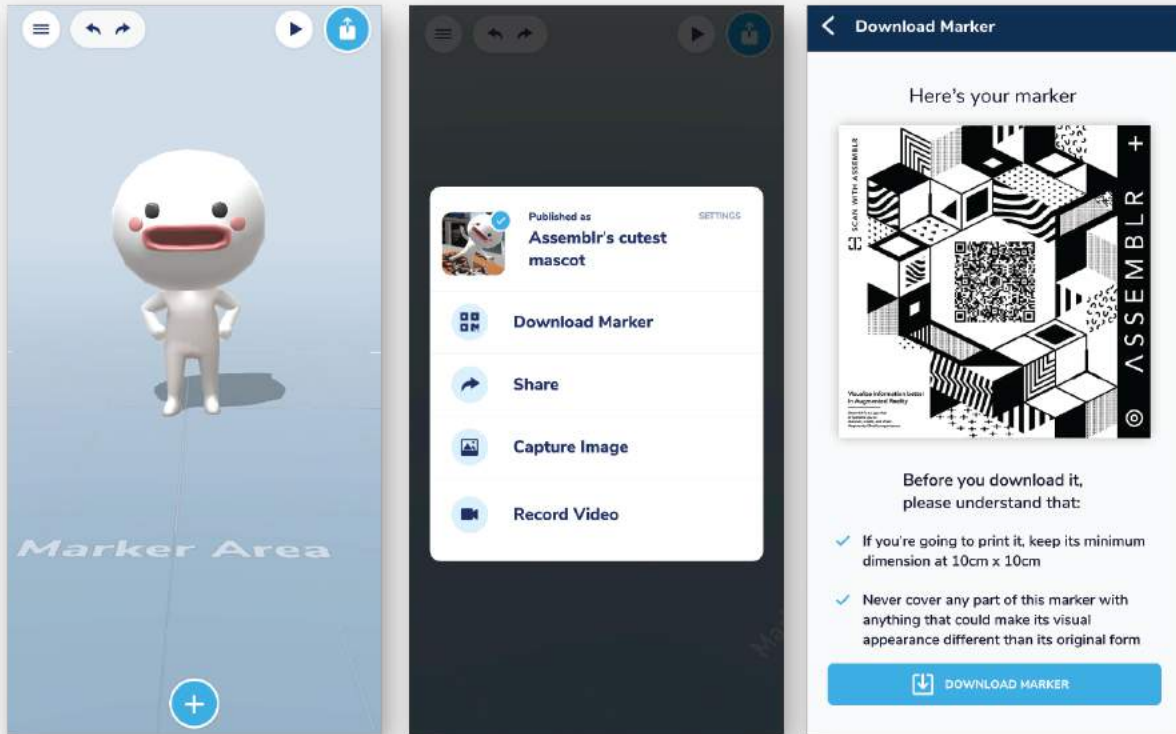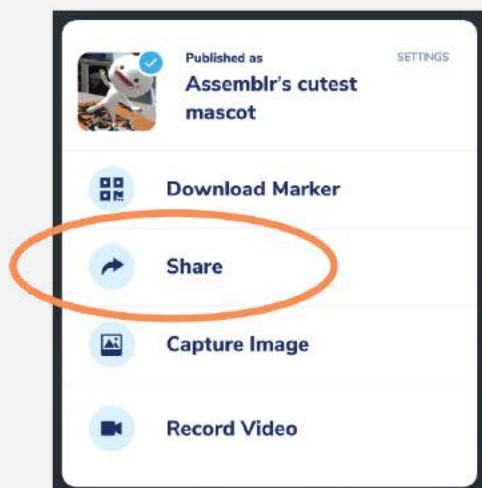

Tap on the 🔼 button

**Select 'Download Marker'**

This is your marker!

To retrieve your marker, simply tap on 🔼 button and select '**Download Marker'**. You will then be redirected to your marker which you can download and share it with your friends and family!
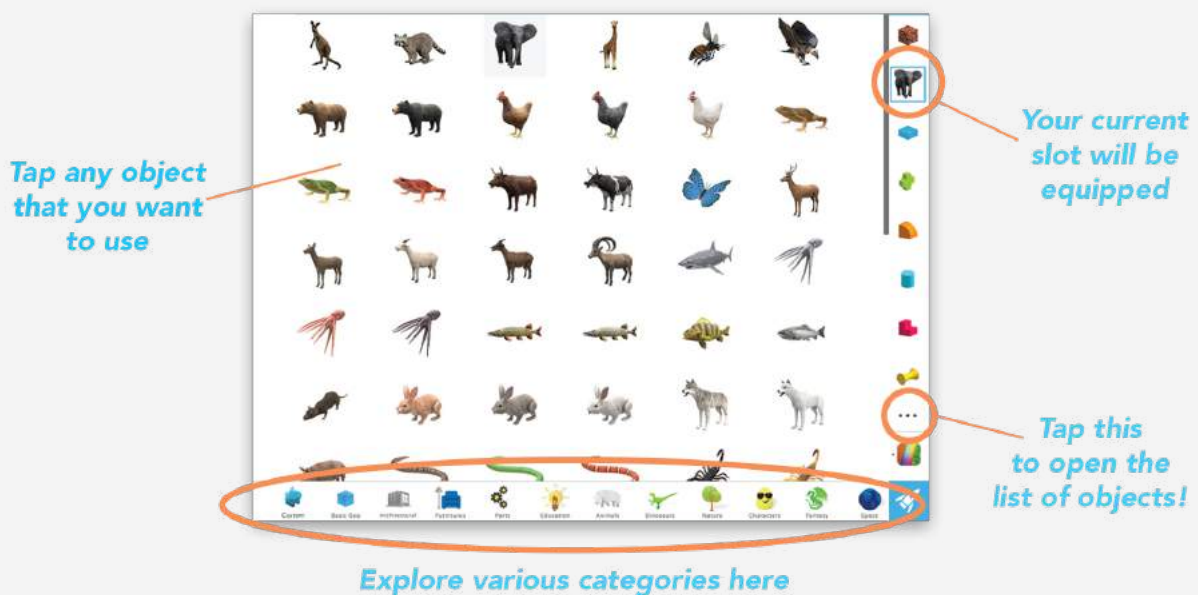

As simple as tapping, you can easily share your work with other social media platforms and also upload your QR code/marker to let your friends know how creative you can be by scanning them with Assemblr!

CREATING PROJECT IN CLASSIC EDITOR

To start building, tap anywhere on the floor to put your currently selected object. You can see what is your current object from the right sidebar.


Your current item

Tap anywhere

Object placed!
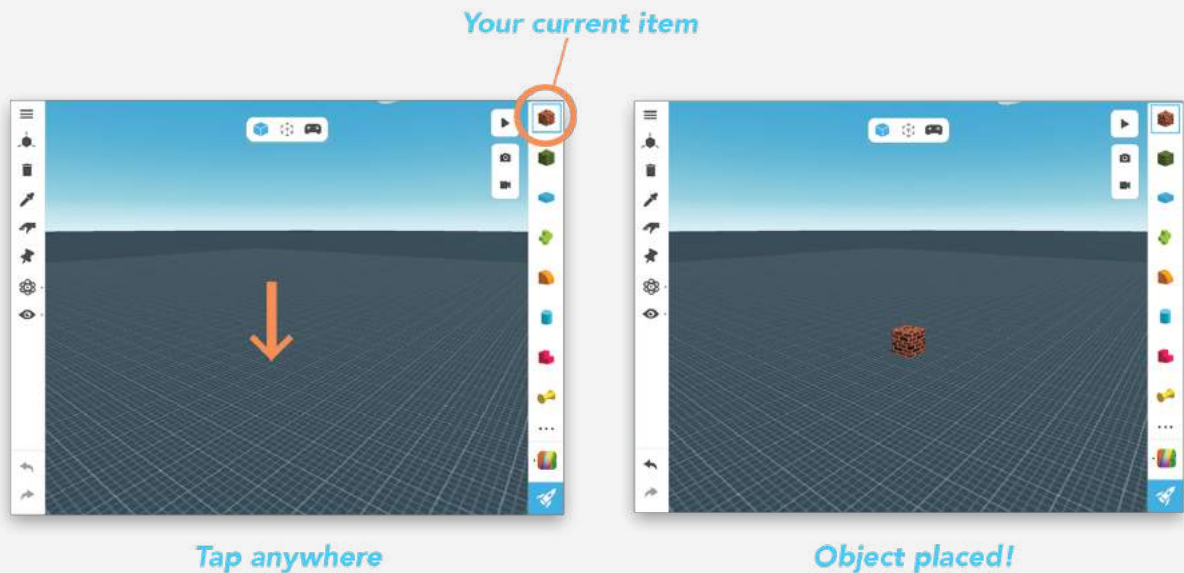
Beside basic geometries, you can add various objects to the scene. Tap the **(•••)** button on the lower-right sidebar to swap your current object slot with another object.

Tap any object that you want to use

Your current slot will be equipped

Tap this to open the list of objects!
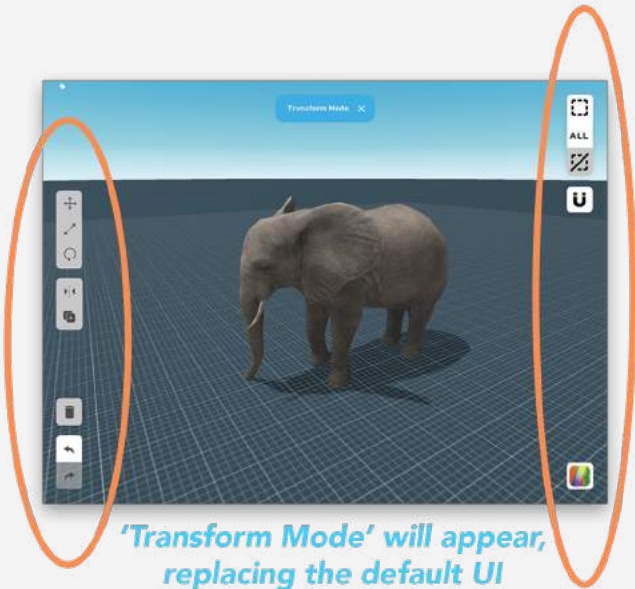
Explore various categories here
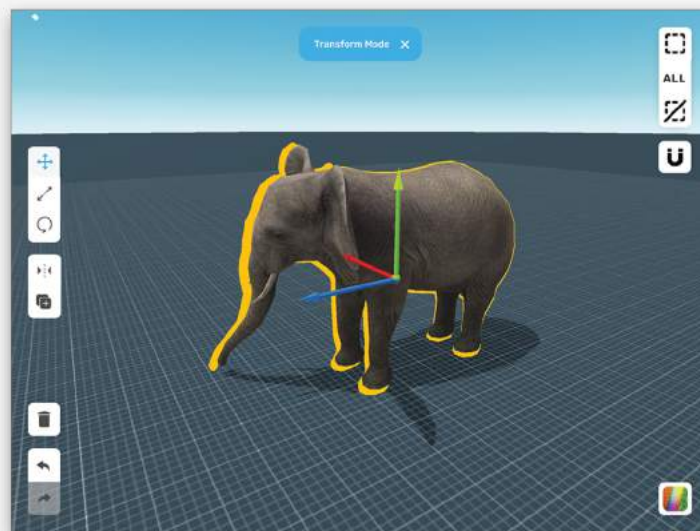
SELECTING ANY OBJECT

After putting your object, you may want to edit its properties, such as position, scale, rotation, and more. Simply use the Selection Tool to open up the Transform Mode, and tap on any object on the scene to change its properties.
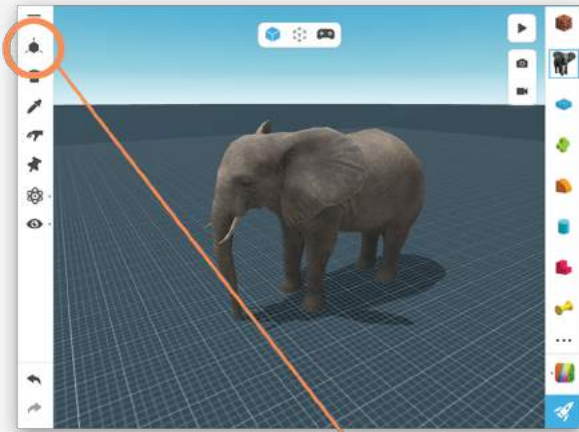
Tap on the 'Selection Tool'

'Transform Mode' will appear, replacing the default UI

Tap any object in Transform Mode to select them (marked with yellow outline)
You can then edit their properties using available buttons on the sidebar

**Tips:** You can exit Transform Mode by tapping the **(x)** button above.

TRANSFORMING YOUR TEMPLATES

Let's see how Transform Modes plays in the real building scene. First, let's create a new project with **Animal Templates** chosen. You will see some animal parts which we can use. Let's make a lion out of it!
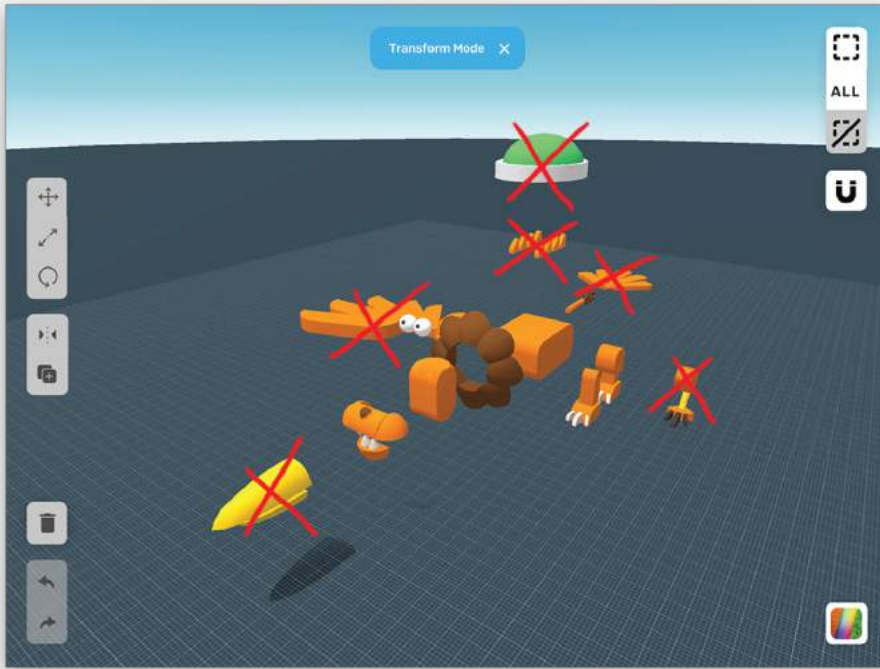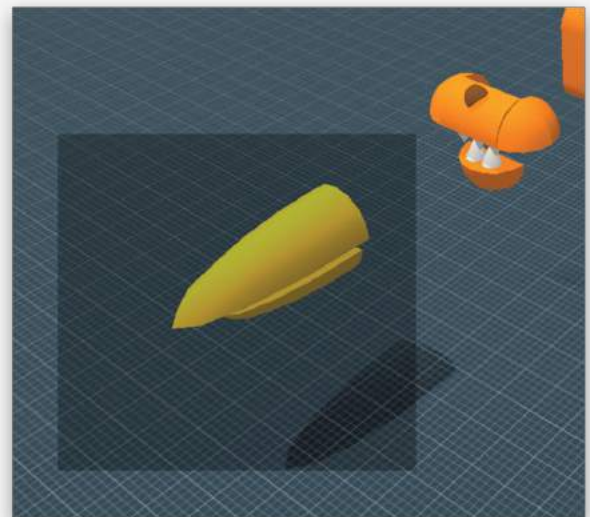

To make a lion, let's delete some unused parts first. Lion won't need these parts, so let's get rid of those things. Selection can be done by tapping.

✕ *Select and delete these non-lion parts*
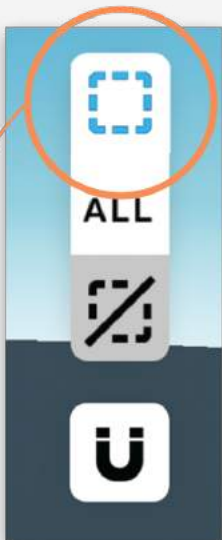
You can use the **Marquee Selection Tool** and drag your finger on the screen to create multiple selections. It's very useful for selecting neighboring objects!
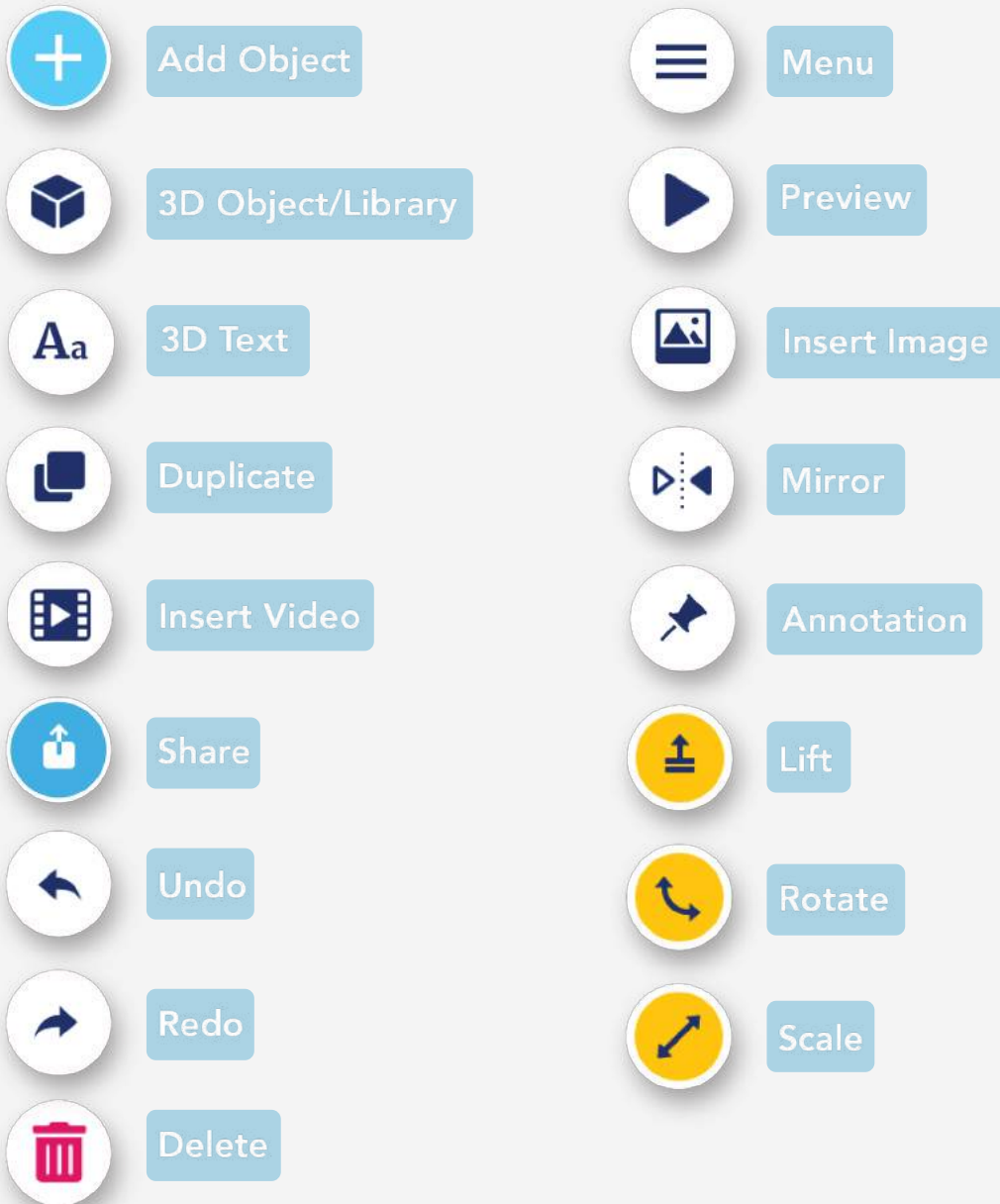
Marquee Selection Tool

Drag and all covered object will be selected

After selecting all of the unused parts, tap the trash icon to delete those parts.

CONTROL GUIDE

Simple Editor

Add Object

3D Object/Library

3D Text

Duplicate

Insert Video

Share

Undo

Redo

Delete

Menu

Preview

Insert Image

Mirror

Annotation

Lift

Rotate

Scale

CONTROL GUIDE

Classic Editor

|				
☰	Main menu		🌈	Material menu
⬙	Transform tool		✛	Move tool
👆	Object cloner tool		⤢	Scale tool
🖋	Eyedropper tool		↻	Rotate tool
👁	Visual settings		⬚	Marquee selection tool
⚛	Physics settings		⬚	Unselect tool
↩	Undo		⧉	Duplicate tool
↪	Redo		⧘	Mirror tool
📷	Camera mode		🗑	Delete tool
🎥	Video mode		U	Snap tool
⋯	Object menu			

STUDENT CERTIFICATE

Download these colorful templates of student certificates to reward their accomplishments and their creations!

Download print version:
http://bit.ly/educertif
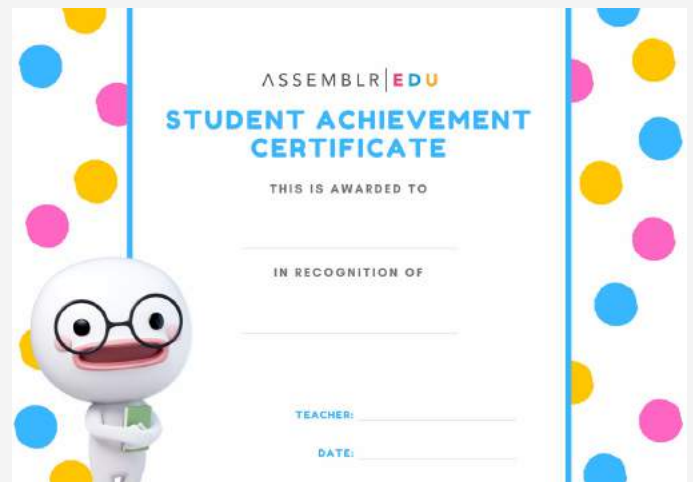
Template A

Template B

Template C

JOIN OUR COMMUNITY

We'll always stay in touch with our community to understand exactly what it is that you need to make **Assemblr EDU** better. So everyone — teachers, students, or just pure education enthusiasts — will be gladly welcomed!

https://www.facebook.com/groups/assemblrworld

FOLLOW ASSEMBLR EDU'S SOCIAL MEDIA

@assemblrworld

@assemblredu

@assemblrworld

Assemblr World

CONTACT US

Have feedback or ideas for making **Assemblr EDU** better? Interested in inviting us for a workshop at your institution/school? Or how about a visit to our office? Send us an e-mail or call us by phone!

Phone:
+62 812 2080 1101

E-mail:
edu@assemblrworld.com

Address:
Assemblr
Jl. Ir. H. Juanda no. 477A Block D
Bandung, Jawa Barat, Indonesia

Website:
edu.assemblrworld.com