



AVID

EXPLORE & ENGAGE: AR WITH THINGLINK

Agenda

- What is ThingLink?
- Access to ThingLink
- All about 360 cameras
- ThingLink's AR App
- Accessibility in ThingLink
- Guest Speakers
- Breakout Session



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About ThingLink


The FMC's Role

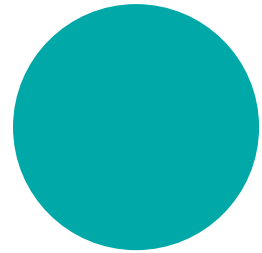

What is it?


Supported Media

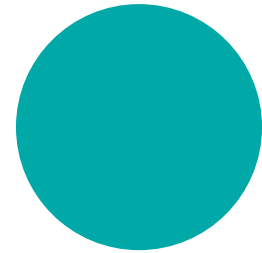

The Benefits


Who can use it?

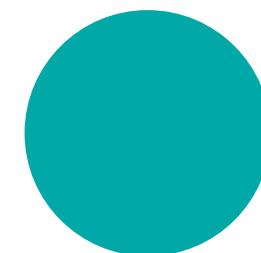
How can it be used?



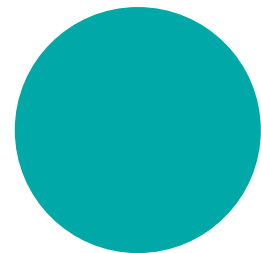
Virtual Tours



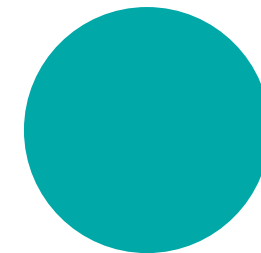
**Immersive
Literature**



Role Playing



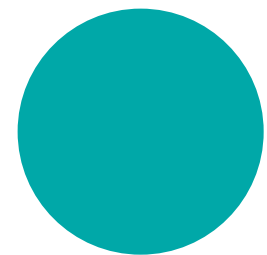
Escape Rooms



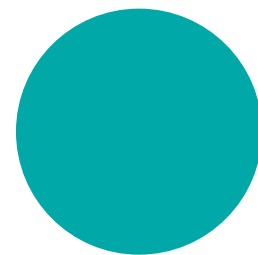
AR Experiences

Generative AI & Canva

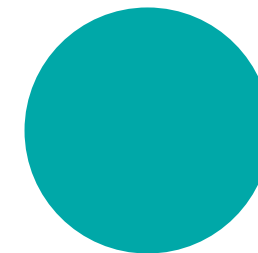
Skybox and Dall-E integrations are only available for UCF faculty and staff.
Students cannot use ThingLink's generative AI features.



DALL-E



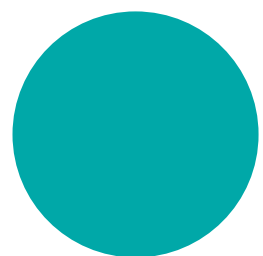
SkyBox



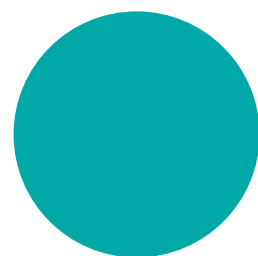
Canva

Canva accounts can be signed in and accessed when in ThingLink to
import new and existing content.

Accessing ThingLink



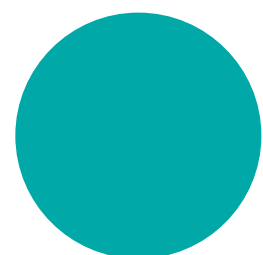
**UCF's School
License**



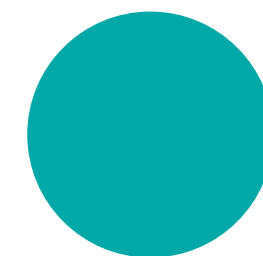
**ThingLink's
Website**



Scan to visit the FMC's
Training & Resources webcourse

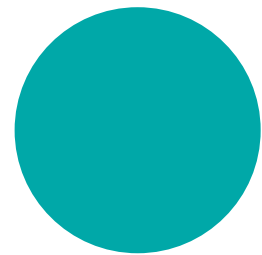


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Webcourses@UCF**

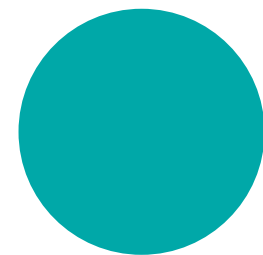


Training Videos

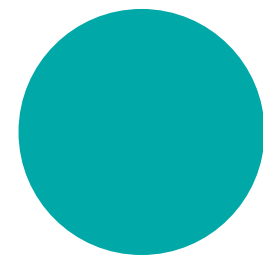
Accessing ThingLink



**Enable in
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Training Videos



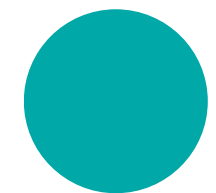
**ThingLink's
Website**



Scan to visit the FMC's
Training & Resources webcourse

Planning your shoots

- Consider your instructional objectives and why you want to create this content
- How will the content be delivered?
- What cameras will you use?
- Will you be moving or static when recording?
- Are you recording audio?
- Do you know how to use the gear?

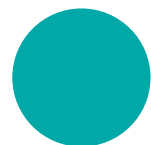


**Schedule a Project
Consultation at the
FMC**

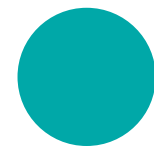
Cameras at the FMC



Insta360 X2



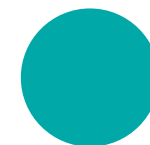
Insta360 X3



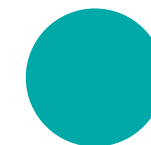
Insta360 X4



Insta360 One RS



Insta360 Pro 2



360 Camera Safety



ThingLink's AR app

- Provide on-demand training or information in physical spaces
- Add your 2D ThingLink images to a collection in the AR dashboard
- Limitations:
 - No Poll tags
 - No Transit tags
 - No Question tags
 - Audio does not play in tags or media



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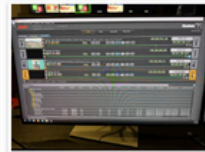




















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AR in the Classroom Lab

- Home
- Media
- Scenarios
- AR
- Trash
- Information
- 360° Library
- Updates

My content > NSCM AR

Search [] Grid [] + Create

 NSCM_Playback_CU...	 NSCM_Playback_CU...	 NSCM_Audio_Mixer01	 NSCM_Dashboard01	 NSCM_Monitor_Left...	 NSCM_Audio_Monit...	 NSCM_REM1-01	 NSCM_Audio_Rack01	 NSCM_Monitor_Righ...
 NSCM_Gallery01	 NSCM_Playback_Ful...	 NSCM_Playback_Ful...	 NSCM_Switcher_Ful...	 NSCM_Switcher_Ful...	 NSCM_Remote Stati...	 NSCM_Shader_WS	 NSCM_Switcher_WS...	 NSCM_Shader_Full
 NSCM_GFX_Full01	 NSCM_Switcher_WS...	 NSCM_GFX_Full-Rig...	 NSCM_Switcher_Lo...					

Support

Accessibility in ThingLink

- VR Considerations:

- Use a headset with controllers
- No touch targets
- Rotating tags
- Offer the experience on a desktop

- AR and Base Media considerations:

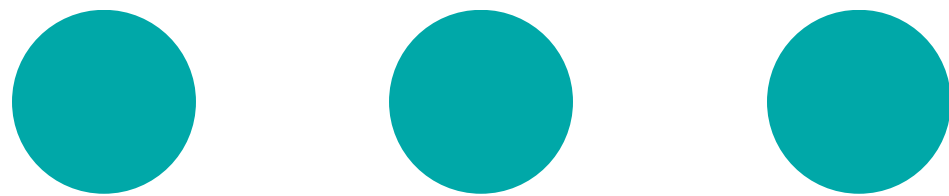
- ThingLink's accessibility player meets WCAG 2.1 aa
- Accurate order of the scene's tag sequence in Settings
- Images with embedded text need Text & Media or Text Label tags
- Must upload captions and/or transcripts with embedded video and audio



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Accessibility Player

Haley Winston

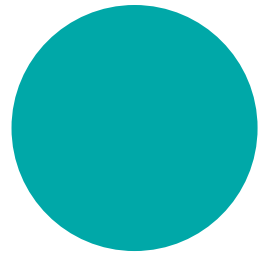
- Job Title: Dir, Civil Disc & Engagement
- Published 360 tours for UCF's gender neutral restrooms on campus
- Utilized the FMC's services and resources for production



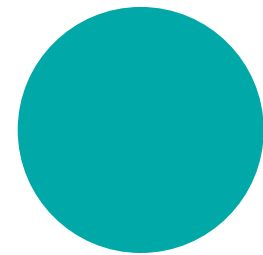
Group Discussion/Breakout

- What are some ways you could use ThingLink in your courses or disciplines?
- Retell the story of a popular fable using ThingLink's generative AI features, the provided assets, or other online media.
- Using the provided images, create your own AR collection of the FMC's 3D prints.

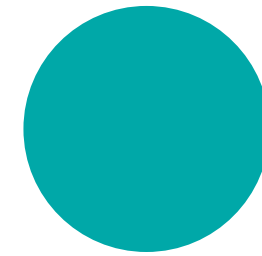
Want to know more?



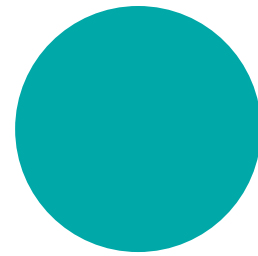
**ThingLink
Training Videos**



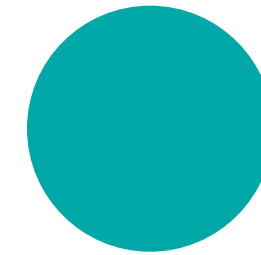
**ThingLink Certified
Creator Course**



FMC's Website



**ThingLink Assistance
Appointments**



**FMC Training &
Resources**

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