Augmented Reality- Using Aurasma

Create your own Aura

There are two ways to create an Aura: the mobile app, for iOS and Android devices, or Aurasma Studio, which can be accessed via a web browser. For your students, the Aurasma mobile app is probably the best option. Though it does not allows users to create with some of the more advances features of Aurasma Studio, it is simple with a focus on core features.

Aurasma Mobile App focuses on two piece of content – the **trigger** and the **overlay**.

The **trigger** is a real world image that is used by Aurasma to recognize the Augmented Reality overlay that you are putting on top of it. The trigger image needs to be something simple for your mobile device to read with the built in camera.

The **overlay** is the object, video, web link, or photo you want the viewer to see when they look at the trigger image with a mobile device.

More about trigger images
A Trigger Image needs to be:
• A JPEG or PNG file
• Less than 500,000 pixels in size (width x height) when uploaded to your account

Using a good Trigger is the most crucial step in creating a great Aurasma experience. You can have the most amazing video content or 3D animations, but without a dependable Trigger Image, the performance of the Aura will be negatively affected. A good Trigger Image means the Aura will activate smoothly and the Overlays will track well.
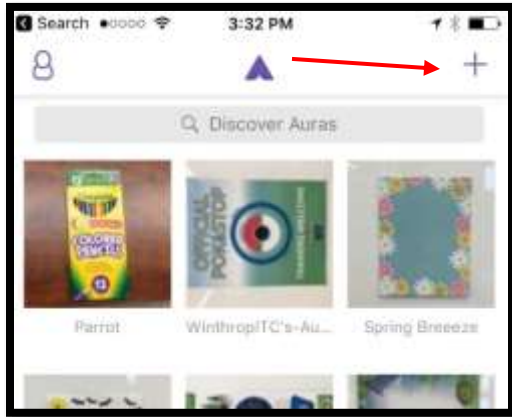Qualities for good Trigger Images are:
- Tonal variation and contrast
- Unique shapes and forms
- Lots of detail across the entire image
What makes a bad Trigger Image?
- Sparse images, including basic logos
- Very dark images with no tonal variation
- Recurring and identical features (patterns, text)
- Blurs and gradients

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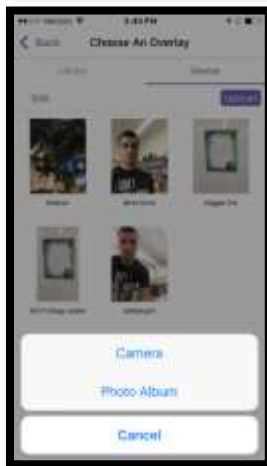**Creating an Aura using the Aurasma App on an iPad**

1.   The first step of creating an Aura is to select or make your trigger. After signing into an account, touch the plus sign in the upper right-hand corner of the main menu.

2.   From here, your device will switch to its camera, with a grid overlay and a slider that moves from red to green. As you aim your camera at different items, this slider will move from red to green to indicate the quality of the photo as a trigger – the more distinct the photo, the more reliably it will be recognized to trigger the overlay. You want to see the dot in the green section.

3.   When you have snapped a photo to use as your trigger, you will be taken to the overlay selection screen.

4.   From here, you can either select an overlay that already exists in the Aurasma Library, or create your own using a photo or video from your Device. The two tabs at the top switch between these options.

5.   Choose the Device Tab to upload your own content. Choose the Photo Album to upload an image or video you have already created.

6.   Choose the Camera to choose take a photo or video from right within the app.

7.   After you have added the overlay, you can drag within your screen to move the overlay or change the size of it.

8. Once you have the overlay finished, then click Done. Give the aura time to render, then test it once you see the message that it's available. Test it on another device logged into the same account.

Note: For classroom purposes, it may be simplest to have the entire class create auras within the same account. This way, any auras created across devices in the classroom will be immediately viewable to all other devices in the classroom - without the need to "follow" other users.

Aurasma Accounts
In order to view Auras created by other users, you will need to "follow" that user in Aurasma. When you follow another user, any Auras he or she creates and shares in their public folder will be accessible to you on your device. Essentially, following a user allows your device to recognize triggers they have created.
You can follow a user by searching for their username in the "Discover Auras" search bar on the app's home screen.

Using Premade Triggers
It is possible to use Auras created by other users by duplicating the trigger images via a color printer. If you are using the Aurasma App, you can do this by tapping on the trigger image to get a larger view. You can then take a screenshot of this trigger and print this image via a wireless printer or by emailing it to a computer with printer access.
If you are using Aurasma Studio, right-click the image and "open the image in a new tab." Print the image straight from the resulting webpage.

Tips for Using Aurasma with Students:
Tips taken from "Aurasma tips for Teachers"- https://aurasma.zendesk.com/hc/en-us/articles/206292695-Are-you-a-teacher-Guidance-for-teachers-and-other-educators-getting-started-with-Aurasma

I want my Auras to be viewed through multiple devices – should I create them on my phone or online in the Aurasma Studio?
Teachers looking to make Auras viewable through multiple devices (for instance parents' and students' phones) will find it more convenient to create Auras online in the Aurasma Studio - in fact for any type of large scale implementation of AR, we would recommend creating content in Studio vs the app.
Auras created on your device will be more simple Auras, and, initially at least, can only be viewed through your device. Whilst it is possible to share Auras created on your phone with other phones and tablets, this is a less efficient way of making Auras accessible to multiple devices. Auras created in the Aurasma Studio, on the other hand, can very easily be delivered to tens, hundreds, even thousands of mobile devices.

I want students/ faculty to use the Aurasma Studio – do they all need separate accounts?
No, they do not need separate accounts. However, accounts are set up on a one account-one user basis. If you do want students or staff to use the same account, we advise setting up an account with a general login which you are happy to share.

If we want Auras to be available to students and parents, but we do not want them to be 'public' and accessible to all Aurasma users, is there any other way we can deliver these Auras to multiple devices privately?
Yes. Sharing Auras in the Aurasma Studio and allowing students or parents to follow your account in-app is undoubtedly the easiest and most efficient way of making Auras available to multiple devices. However, you can also keep Auras 'private' and unavailable to the wider Aurasma platform whilst still making them available to certain app users you have identified. The way to do this is to send your account's private subscription link to the specific email addresses or phone numbers of people you want to be able to see your content.

All you need to do is: click the 'My Account' option (top right) in your account; and then, under your profile image, click the option to 'Share your Private Campaign'. You can then copy the link (using ctrl + c) into an email to be sent to those who you want to be able to view your private AR content. If they tap on this link on a mobile device which has Aurasma installed, the app will automatically open, and they will automatically follow your account containing the Auras you want them to be able to view. This way multiple devices will be able to see Auras in an account which is still private and not available to the wider app user base.

AR and VR in the Classroom
Other Resources
Aurasma Help Desk- https://aurasma.zendesk.com/hc/en-us
How to create an Aura in Aurasma Studio- https://aurasma.zendesk.com/hc/en-us/articles/205584239-Aurasma-Studio-How-To-Create-An-Aura
Examples- http://www.drvtechhelp.com/digging-deeper-into-aurasma.html

Lesson Ideas
https://digitalteachingandlearning.files.wordpress.com/2015/03/classroom-uses-of-aurasma.pdf
https://www.commonsense.org/education/lesson-plans/wax-museum
https://www.commonsense.org/education/lesson-plans/community-helpers-come-alive
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